

# MECHANIKA



XAOS





# MECHANIKA

## EMPIRES OF BLOOD & STEAM

CORE RULEBOOK  
PLAYER & GAME MASTER  
VER. 1.1



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Xaos World & Game design by M.P. Yorty  
Cover design by Dustin Finnicum  
Book design and production by Joshua Baker  
Editing by Joshua Baker  
Book illustrations by Joseph Dufresne  
Technical Writing by Josh Suttan  
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Nathaniel Bartos	Wesley Dryden	DavidMumaw	

*First off thank you so much for buying this book. It has taken me five years to complete it with help from a few very talented people. This book is a unique look into my imagination and a world that I have great hopes to flesh out more and more in the coming years. I hope you enjoy it and make it your own, please have fun and explore Mechanika.*

*~M. P. Yorty*

*I wanted to make use of this space to thank everyone that waited patiently throughout this process. I have learned a lot in this journey of bringing Mechanika from raw thoughts to this finished book. Many thanks go out to Jason Rhoades for all his help editing, reading the book, and checking my latest design for the 90th time. Thanks as well to the other Josh & Joe for helping create & add to the Mechanika world before I could get my hands on it. Thanks to Jye for the great amount of work she put into helping to find edits we'd become blind to in the book.*

*To those of you that have bought the game; I thank you and hope that our first offering keeps you playing and happy. I can't wait to show you what else comes after this book.*

*May all your malfunctions be spectacular!*

*~Joshua Baker*



# INTRODUCTION

## WHO, WHERE, WHEN, WHAT?

*What is this place? Where am I? When am I? Who are you? These questions echo in all time, in all space, in every world I've travelled. I am known as the Traveler, and this is my almanac, a compendium of the knowledge and experience I've gathered about this world, and its inhabitants. You may not know me, but I know you, I've watched this Earth develop since time began. As punishment for my transgressions, I am forever tied to this place; however, I was never bound to a specific time or reality, and this version of my prison intrigues me. Due to its conflict and madness, I am drawn here often. The time space I cannot help but return to is a dark time of misery, wonder, and constant change. This time is known as The Age of Blood and Steam.*

*I have written this book as I await the call to my next world, my next prison. In this tome, I will detail all I know of Earth, and the fabled city of Mechanika. What I have experienced differs wildly from your version of Earth. The world of peace and normalcy you exist in is a far cry from the darkness of my limbo. This world is a dark parody of yours; where cosmic horrors have arrived, horrors beyond understanding, horrors that would rip your mind to shreds if you encountered them. Many things are different in this world, yet many still are similar. I hope you enjoy this almanac of my journey, and I sincerely pray that you can use this information to survive in this dark place of terror and madness.*

*~The Traveler*

# GLINDOM TEPP



*He was in the lab somewhere. She knew it; somewhere in the dimly lit labyrinth of tunnels below the scrap yard he was lurking, drawn by some strange and alien whispers. He was finishing – something. Something she didn't want to think about, for the thought of it caused her gorge to rise, and her head to erupt in a splitting headache.*

*She had operated the clinic in the scrap yard for over ten years, providing a crucial service to the dangerous, the desperate, and the depraved. The endless wastes may not show mercy, but here, in her clinic, she fostered an environment of compassion, and second chances. She has seen hundreds of cases walk, stumble, or shamble in through those ramshackle doors. It was not in her nature to turn a creature away, it wasn't her place to judge them. She cared deeply for each and every body entering her clinic; nothing scared her, not until the incident with the Tepps, and the nightmares that ripped through her dreams each night since taking on the strange boy, Glindom.*

*Ever since his family was found slaughtered in their ramshackle hut, leaving the youngest of the Tepp family as the sole survivor, she'd worried about the strange young Sylvan. She was more worried however, when he confided in her that his pet Khyber newt was whispering stories to him, stories of a dark, empty world where burning violet stars shone down on a world of screaming shadows forever trapped in grimaces of misery and torment.*

*As if these stories weren't disturbing enough, whenever he told them, he did so with a manic grin, a grin that never quite reached his eyes. No matter how excited or angry or passionate he got, his eyes always seemed dead – cold and hollow like a porcelain doll.*

*Now, after his departure from her clinic, she needed to find him. She didn't know why, but she knew it was of paramount importance. She'd heard the complaints from residents of the community about him, complaints of him lurking outside windows at night, stories of him screaming for hours at nonexistent enemies. Perhaps most disturbing of all were the rumors of him exhuming corpses from their graves, or stealing various body parts from the strange beasts the hunters brought in from the endless wastes.*

*Two months ago, she found him crouched in a bog near the scrap yard. He was horrifically scarred, cut and stitched back together. His plant-like body, resembling that of a deep cave fungus now spliced with scales, fur, and claws. For a brief moment, it looked as though he would speak to her, just before he leaped away as if he was an animal startled by a predator, disappearing into the night.*

*Most recently, she found his labs, tunneled out from the earth below the scrap yard community. In this place, body parts in jars floated and bobbed as the strange, eerie sound of unknown machinery surrounded her. She was scared – terrified – but determined she would find what had become of this young Sylvan.*

*If only she were more fearful. If only she had known the whispers weren't madness, but echoes from an alien world of horror and agony. If only she had turned around. If only. Now, stitched together, heart barely beating, he was the monster the whispers needed. After he was done here, he would head to the floating city to fulfill their desires. At the same time, he would try taking control of the secrets, to seize the incredible power in them, making it his own. So, if a few should die for him to gain that understanding, it was a small price to pay. After all, the whispers had chosen him to fulfill their work.*

# MECHANICS

OH HELL YEAH I'M GOING TO LOOK BEHIND THE CURTAIN FOR SURE!

## BASIC MECHANICS OF THE XAOS SYSTEM

The Xaos system is compiled from bits and pieces of many different role playing systems you may or may not be familiar with. We have taken apart these systems: discarding some ideas, keeping others, and throwing in a whole heap of new ones. This has allowed for a whole new role playing system, built from the ground up. This system is designed to be fun and easy to grasp for people who have never played a role playing game before. At the same time, it offers rich tools for customizing and robust ways to personalize the game that should prove to be equally rewarding for those of you have been gaming, much like me, for years and years.

We welcome you to the Xaos system. Please feel free to truly make this system your own, use what works for your game, and disregard what doesn't. We want you to be comfortable with the Xaos System and we encourage tweaking, testing, and building upon the system. After all, that's what Steampunk is all about. A quick note: This system has been developed with balance in mind, as some of the abilities are truly powerful and while changing parts of the system can be a joy for experienced GMs, it may cause difficulty with balance or game play. That being said: Enjoy the system! We are very happy to finally be able to bring it to you.

Yours truly,

M. P. Yorty



## WHAT YOU WILL NEED TO PLAY.

In order to play a game of Mechanika you will need the following.

A set of percentile dice - These are two 10 sided dice. One die represents "ones" while the other represents "tens." If your group does not have percentile dice you can use two 10 sided dice (d10's) of different colors, just make sure your group is clear which color represents the 10's and which represents the 1's. Your group could also purchase a d100 or 100 sided die if this works better for you.

A set of FUDGE dice - You will need a set of four FUDGE dice. FUDGE dice are 6 sided dice (d6) with 2 of each of the following faces a (-) sign a (+) sign and a blank side. Ideally, you should have one set for each player, and then one set for the GM. If that is not possible, the group can share one set; it will just make the game run a bit slower. If your group does not have FUDGE dice you can use a set of four regular d6's. You simply use the 1 and 2 faces as the minus signs, the 3 and 4 faces as the blank sides, and the 5 and 6 faces as the plus signs. This approach will work, but it may be slow going at first. You can also buy our FUDGE dice at our website.

Character sheets - You will need one sheet for each player, these can be printed from our website or copied from the back of this rulebook.

Scene sheets - The GM should have about five of these to catalogue the scenes and scene changes. These can be printed from our website or also copied from the back of this rulebook.

Machina/Magic sheets (Optional) - Useful for players that are using perks that allow for these items and abilities. These can be printed from our website or copied from the back of this rulebook.

Pencils - You should have one for each player and GM. Or less, or more, it's all up to you.

A copy of this rulebook - It contains all the game information for players and GM's alike.

## THE BASICS

The Xaos system is built to run a fast paced and cinematic game that can cover all manner of play styles and events. The basics of this system will start with the different roll types and then go over the rules regarding encounters, actions, and templates. These rules will remain stable and consistent regardless of the type of encounter you are playing, action you are attempting, or statistic you are rolling. These four rolls will cover everything from social debates to mental stress, to the physical battle itself, as well as their variables.

This allows for a system with fewer types of dice, and fewer rules and terms to follow. The types of rolls you will

experience are explained below. As with all mechanics, both basic and advanced, you can find examples of rolls and systems in Chapter Seven: Examples.

### BASIC DIE ROLLS

**RAW ROLL** – This is a roll where a player or GM rolls 4 unmodified FUDGE dice and adds together their total. This roll is "Raw" and is not affected in any way by attributes, skills, or perks. An unmodified roll also cannot be affected by Destiny points.

**Example:**

*Player 1 must roll a raw roll. He rolls 4 FUDGE dice, and gets +, +, -, and a blank face. This is a total roll of +1 (Two positives make 2, minus one for the minus sign makes 1. The blank face neither adds, nor subtracts.)*

**MODIFIED ROLL** – This is the most common type of roll in Mechanika, or any other Xaos game. This is a raw roll modified by a character or creature skill or attribute.

**Example:**

*If Player 1 wants to strike Player 2 with his fist, he rolls a raw roll and gets (+), (-), (-), and a blank face. If this was a raw roll, his total would be -1, but for this example we'll say Player 1 has a +2 **Brawl** skill. With the addition of this skill that roll gives him a total of +1 (-1 raw roll, and +2 **Brawl** skill equals +1).*

**PERCENTILE ROLL** – This is the least used roll in the Xaos System. It consists of simply rolling the two percentile dice and adding together the amount.

**OPPOSED ROLL** – This type of roll is made when two or more creatures are attempting actions against one another, such as one creature attacking the other, two people having a heated argument, or creatures facing off in a battle of wills. This roll is made by each character simultaneously; the rolls may be either raw or modified roll types. The result determines who wins the roll, and the degree of the winner's success, as well as the degree of failure for the loser.

**Example:**

*Player 1 wants to shoot a Dire Rat with his derringer. Player 1 rolls his **Marksmanship** (Derringer) skill of +2 and gets a +, +, -, -. Combined with his modifier the total result of his roll is +2. At the same time the Dire Rat tries to dodge. It rolls its **Athletics** skill of +2, and gets a +, -, -, and blank. Combined with its modifier, the total becomes +1. This is not enough to outweigh the players +2 roll, so the Dire Rat takes a bullet.*





## MODIFIERS

There are four different ways that rolls are modified in the Xaos system. Three of these are static modifiers, the final one is random.

**ATTRIBUTES** – The Xaos system games all share the same seven attributes. Strength, Agility, Fortitude, Intellect, Willpower, Perception, Presence. These can be imagined as the skeleton that supports your character; and really all creatures in the game world, from the smallest worm to the greatest dragon. These stats can modify a roll if a character lacks the skill that is associated with it. Characters using an attribute to modify a roll, but lacking the finesse of an associated skill, if one is required, take a -1 penalty to that roll. This is known as a split difficulty. Here are two examples of modifying a roll with an attribute.

### Example 1:

*A character needs to lift a heavy gate with a difficulty of +2. The player is a big guy and he has a Strength of +1. The GM states that he must make a Strength roll to lift the gate. This is an attribute roll, and he simply rolls a raw roll plus his Strength modifier to discover the result.*

### Example 2:

*The player wishes to hold up a heavy descending gate from crashing down on his party. The GM states that he must make an **Athletics**/Strength roll. He has no points in **Athletics** but he does have a +1 Strength modifier. This is a split roll, and he would make a raw roll -1 to resolve the outcome.*

**SKILLS** – These are the main building blocks of a creature in a Xaos game. You can think of skills like the muscles that give movement and purpose to the skeleton of the creature. Skills can never be raised higher than its accompanying attribute. Skills sometimes have multiple attributes associated with them. These skills are known as multiple attribute skills. These skills may be raised as high as the greater of their accompanying attributes, but one attribute may not be useful in some situations.

### Example:

*Player 1 has an Intellect modifier of +0 and an Agility modifier of +2. The player has spent points in **Mechanics**, which is a multi-attribute skill (Agility/Intellect); His **Mechanics** skill is +2. When he tries to dislodge a loose piece from a complex engine, the GM rules that he can roll **Mechanics** and add his Agility modifier of +2, as this problem requires deft precise hands.*

*Later when he is trying to diagnose a problem with an ancient Old One machine, the GM dictates that this will require his **Mechanics** skill, but the Agility bonus will not apply due to the nature of the problem. Instead the player must use his Intellect bonus, which in this case would be +0.*

**PERKS AND FLAWS** – Perks and flaws can give bonuses or penalties depending on which ones are selected. Think of perks and flaws like ways to flesh your character out and give him or her life.

**DESTINY POINTS** – Destiny points can be spent to alter or change a roll, or give bonuses to it. Think of it as your characters' good luck. Destiny is detailed later in this chapter (Page 26).

## DEGREES OF SUCCESS AND FAILURE

The Xaos System uses degrees of failure and success; as opposed to a simple pass or fail system. When a character makes a FUDGE roll it will illustrate how well or how poorly he succeeds or fails in an action. This type of graded system allows GM's to make judgments on an action. This system provides for great variety in both actions and role playing.

### Example:

*Player 1 wants to jump over a wall and needs a +2 **Athletics** roll to jump it. If the player rolls a +1 the GM may state that he can make an **Athletics** (Strength) roll to grab the edge and pull himself over.*

The table for success and failure is provided below. They range from the worst failure you can get – Atrocious - to the greatest success you can imagine - Legendary. Actions may be higher or lower than those on the chart, but those are very unlikely.

### SUCCESS & FAILURE

-6 Atrocious
-5 Abysmal
-4 Horrid
-3 Terrible
-2 Poor
-1 Trivial
0 Average
+1 Fair
+2 Good
+3 Great
+4 Superb
+5 Outstanding
+6 Legendary

## CRITICAL SUCCESS AND FAILURE

Sometimes a character will roll exceedingly well or horrifically poor. The following rules explain what happens in these most extreme of events:

**CRITICAL FAILURE** – A critical failure is determined when a player rolls all (-) on their FUDGE dice. This always results in their action failing in a spectacular and terrible way as determined by the GM. Perhaps a bow string breaks, a fuse has gotten too damp to light, or you trip over a chair while sneaking around and alert every guard in 100 miles to your presence.

**CRITICAL SUCCESS** – A critical success occurs when all 4 of a player's FUDGE dice are (+). This activates any critical effect an attack may have, and also allows a player to reroll their FUDGE dice, adding the new total to the original roll. The second roll is a raw one, and no modifiers are added to it. This additional roll ignores any (-) dice.

## ACTIONS

Actions dictate what a character can do in a turn, and how often they can do these things. There are a multitude of different actions available to a character, and we will go through them below. The number of actions and how much he can act is determined by his Agility modifier as determined by the Agility chart (Page 24). A character always begins with 1 Combat Action 1 Movement Action, 1 Defensive Action, and 2 Free Actions each round.

A character can do the following with an action and may trade actions for separate actions as detailed below.

**FREE/QUICK ACTIONS** – A Free/Quick Action can be used at any time during your players initial phase. They can be used to do simple and Quick Actions like drawing a weapon, reloading a weapon, drinking a potion, or using an ointment. Free Actions may not be traded for any other type of action without the help of Destiny points.

**MOVEMENT ACTIONS** – A character can move his Speed a distance equal to his movement in feet or less by spending a Movement Action. Movement Actions may not be traded for any other type of action without the help of Destiny points. Movement Actions must be used during your characters initiative phase.

**DEFENSIVE ACTIONS** – Defensive Actions can be used to initiate a Parry, Block, or Dodge Action during your current turn. Defensive Actions may be traded for Combat Actions on a 1 for 1 basis. Defensive Actions are further explained in the Combat section (Page 18).

**COMBAT ACTIONS** – Combat Actions may be used to initiate an attack with a weapon, a Mental Attack or a supernatural attack or ability. Combat Actions can be traded for Defensive Actions on a 1 for 1 basis. Combat Actions are further explained in the Combat section (Page 18).

**INTERRUPT ACTION** – These actions may only be used if an item or ability states it has the Interrupt ability. This is an action that plays out before the action that is being interrupted, and may be played at any point in the opposing creatures' combat turn. A character can never interrupt more times in a combat turn than his Agility modifier. If a character has an Agility modifier of 0 or less he may only interrupt once per combat turn. An Interrupt Action always adds +1 to the difficulty of an action.

**SUSTAINED ACTION** – A Sustained Action is an action that must be maintained for several rounds/minutes. These can be anything from physically taxing tasks, to concentrating on keeping a spell active. A Sustained Action is maintained for a number of rounds/minutes equal to the success of your actions' roll, and then must be rerolled if the action is continued, adding a +1 difficulty with each attempt to maintain the action.

### Example:

*If the original difficulty of the action is +2 and the player rolls a +4 the action is maintained for an additional two rounds; making three rounds total. After the additional two rounds he must roll again, this time the difficulty is +3. If he gets a +3 it is sustained for this round. If it's to be maintained after that the difficulty is raised to +4 and so on.*

## ENCOUNTERS

These could be anything from fast paced gunfights in abandoned alleyways, to heated social arguments about the characters' political alliances. The type of encounter you design is completely up to you, the sky is the limit. Practically any encounter you create will fall into one of three different types, or a combination of the three: Non-Combat, Social, or Combat.

**NON-COMBAT ENCOUNTER** – This type of encounter usually occurs during periods of a game session where the players are gathering information, exploring an area, preparing for a job, or completing some mundane task. These types of encounters are the easiest to run because they usually require only modified rolls while the party attempts to complete a task, find clues, or travel around the area. These types of encounters do not deal in actions and players may take an action at any point. If players cannot agree on an order of play, the party should roll initiative as in a combat encounter.

**SOCIAL ENCOUNTER** – This type of encounter takes place between multiple creatures involved in a social issue. This shares many aspects with a combat encounter as it takes place in rounds and requires the use of actions. Fortunately social encounters usually do not lead to the death or permanent injury of a character, although they may lead into a combat encounter. This type of encounter will be detailed under the Social Combat heading.

**COMBAT ENCOUNTER** – These encounters involve either mental or physical combat between multiple combatants. Combat encounters are, by far, the most complex of all encounters in the Xaos system, with the potential to use all the different types of rolls. This type of encounter is strenuous, and changes the flow of a scene from minutes to actions. Actions are tiny increments of time, and were just covered previously. This reflects the nuances of combat, as well as shortens the effects of Machina and Magic, as the user has a harder time controlling it in the pitch of battle.

## MENTAL OR PHYSICAL COMBAT

Combat in the Xaos system is easy to understand, while still being capable of delivering great depth and complexity. Both mental and physical combat will be explained here, and aside from a few differences the two operate in almost exactly the same fashion. This section will explain the steps of combat, and detail the different types of Combat Actions a character can take.

### COMBAT TERMS

**INITIATIVE** – This is the order in which the characters involved in a combat encounter take their turns. Initiative is determined by a modified Agility roll (FUDGE roll + Agility modifier). The highest Initiative roll goes first, followed by the second highest, and so on, progressing to the lowest. Initiative is only rolled once per combat encounter, unless a Surprised action has occurred.

**ROUND** – This is the time it takes a character to complete its Movement, Combat, and Defensive Actions. Each character gets one round to take action in a combat encounter.

**TURN** – This is a series of rounds where each participant in the combat has had their round; the turn ends after the last participant in the initiative order finishes its round.

**COMBAT ACTION** – These are almost always used to attack with a melee, ranged or supernatural attack. Every character has a certain number of these dictated by their Agility bonus. A Combat Action is nearly always a modified roll, and is modified by the skill associated with the attack. To shoot someone, you use the corresponding **Marksmanship** skill; to set someone's head on fire, you use **Incantation**; etc.

**DEFENSIVE ACTION** – These oppose Combat Actions and are used to resist or evade the Combat Action and hopefully take less damage. Defensive Actions come in four types:

**PARRY** – A character that has a melee weapon or another type of parrying item may attempt a parry action. A parry action is a modified roll that adds the weapon's parry bonus to a FUDGE dice roll. A character can make a number of parry actions equal to its Agility modifier - as long as it has a Defensive Action.

**BLOCK** – A character with a shield or protective item may use it to attempt a block action. This is a modified roll adding the item's block bonus to the FUDGE dice roll. A

character can make a number of block actions equal to its Fortitude modifier, as long as it has a Defensive Action.

**DODGE** – A dodge action is when characters can attempt to jump or move out of the way of an attack. A dodge action is a modified roll that adds either the characters **Athletics** skill, or Agility modifier (whichever is higher) to the FUDGE dice roll.

**GUARD** – If a character is out of Defensive Actions he may still guard, trying his best to resist the attack. In this case he rolls an unmodified roll.

**ARMOR** – A character often wants to find their best ways to shrug off damage. In the Xaos system this is most frequently done with armor. Armor is split into two distinctive types. Each type has its own advantage, and will be discussed below. Their similarity, however, is the ability to mitigate damage done to a character. No armor is completely invulnerable, not even the master crafted suits of Dwarven juggernaut armor, or the thick chitinous scales of the fire drakes. Some weapons are made to pierce armor, or sometimes too many opponents can overwhelm a character making his armor useless as they target its weak points.

To represent that, an Armor bonus may only be used a number of times per turn equal to its related attribute modifier, with a minimum of once per turn. Armor has flaws as well; from seams to missing scales. Each round, the Armor bonus is reduced per point of damage absorbed until it reaches zero, as the attacker feels out the weakness or overpowers its bonus. Armor provides no protection against bullets and projectiles fired from firearms.

**BULLET RESISTANCE** – This is identical to Armor except it provides its damage reduction against bullets and projectiles fired from firearms.

**HEAVY ARMOR** – This armor is cumbersome at best huge plates and chain protects its wearer but is exhausting and difficult to master. Those with the greatest Fortitude modifiers find they make the best use of such weighty armor. With Heavy Armor the Fortitude modifier aids in the Heavy Armor bonus.

**LIGHT ARMOR** – Due to the small weight of Light Armor and the thinness of its build it takes great agility to make proper use of it. One trains their body to twist and move to allow the thickest or most advantages portions of their armor take the brunt of the blow. Therefore the higher the Agility modifier the better as it aids the Light Armor bonus.

**MENTAL ATTACK** – Any action that targets a character or creature's Stress.

**CASTING** – Term used for those who manipulate flux. A casting roll refers to either an **Incantation** or **Channel** in roll depending on the the casters ability to control flux.

## COMBAT ORDER

**INITIATIVE** – Players and NPC's roll initiative (Modified Agility roll)

**COMBAT ACTION** – The character or creature with the highest initiative gets to act first, and takes his first action. This is usually a Combat Action. (Modified skill roll)

**DEFENSIVE ACTION** – The defending creature or player rolls its Defensive Action simultaneously (Modified skill/attribute roll). The two results are compared and damage is determined. If Armor is applicable, this is where it is applied.

Play moves to the next person or creature, until the turn is resolved.

Once the turn is resolved, a new turn begins. This sequence continues until the combat ends. Combat ends once all the opponents are dead, the players flee the scene, or an agreement is reached between the dissenting parties.

## HOW COMBAT WORKS

A player rolls an attack roll against an opponent at the same time that the opponent chooses what Defensive Action he would like to take. This is your roll "to hit".

### Example:

*Virgil has **Weapon Skill: Short Sword** +2. He spends his Combat Action to attack Bethany. Bethany has a small shield with a +2, and she decides to spend a Defensive Action to use her shield to block. Both players roll their respective rolls simultaneously. Virgil rolls a total of +5 for his short sword attack, while Bethany rolls a +3 block roll to defend. Virgil's attack gets through, and he hits his enemy with a strike of +2.*

After the combat and defensive rolls have been made and it's been determined if the attack gets through, the damage is then assessed. This is done by adding the damage of the weapon being used to the "to hit" roll, and then subtracting any Armor bonus that the defensive character has.

### Continuing Our Example:

*Virgil has struck Bethany. In order to determine the damage that Virgil has done we simply add the damage of his short sword (+1) to his attack roll (+2) for a total of +3. This means he deals 3 points of damage. Bethany is wearing a leather trench coat (+2 Armor) and it absorbs 2 wounds, meaning Bethany only suffers one Constitution wound.*

When a player takes a Defensive Action, it's a risk. A badly timed dodge or a bad call on when to parry can in fact cause more harm than good. If a player rolls a negative on their defensive roll, it only adds to the amount of damage that's done.

### Example:

*Bethany shoots at Virgil with her pistol (**Marksmanship** +2), she rolls a +1 for a total of +3. Virgil attempts to roll out of the way by making a dodge roll. Virgil rolls and gets a -2. This adds to Bethany's success of +3 making the total roll for Bethany's attack +5. This is before the damage has been assessed. Bad news for Virgil, hopefully he invested in some good armor!*

The system is designed this way on purpose, and we believe it makes the overall game more visceral and rewarding, while the style and feel that thrived in the works of the late H.P. Lovecraft continues to live on. If a GM wishes however they may run a game that is less risky by applying an optional rule that states that a Defensive Action can never add additional damage.

Once damage is assessed, play simply continues onwards to the next person in the initiative order.

## ADDITIONAL COMBAT TERMS AND ACTIONS

**CHARGE** – A character who runs full speed at his opponent can deal an immensely powerful attack at the cost of accuracy. A character that is sprinting can choose to spend a Combat Action to charge. A charge takes a -1 penalty to hit, but allows the character charging to add his Strength or Agility modifier to his attack when determining damage.

**DISORIENTED** – A disoriented character takes -1 on any melee or ranged attack until the character heals at least one Bruised wound. If a disoriented character takes additional non-lethal damage he will fall unconscious for 1 round/minute per Bruised wound he has taken, or until his Bruised wounds are healed. A character can take a number of wounds while disoriented equal to his Fortitude modifier before falling unconscious. Any nonlethal damage dealt to an unconscious character is considered lethal damage.

**ENGAGED** – A character that is engaged is within melee range of one or more characters. An engaged character must spend a Defensive Action to leave combat. If he doesn't, then any character he's engaged in melee with will receive one free attack against him as he tries to escape.

**FEIGNING** – A character can try to fool an opponent into leaving an opening by feigning an attack. A character feigning must spend 1 Combat Action and roll a **Subterfuge** roll against the opponent's **Deduction**. If he succeeds, the opponent will leave himself open from the feigned attack, and the next attack made on the opponent that turn will have a +1 to hit, and the opponent cannot make any Defensive Action against it, except for guard.

**FLANKED** – A character that has two or more hostile characters surrounding him in melee is considered flanked. A flanked character takes -1 to any defensive roll he makes while flanked.

**HELD ACTION** – A character will sometimes wish to act outside his initiative order. If a character wishes, he may forfeit one or more of his actions to go later in initiative order. The character then may choose to use his action before the regular round of anyone else in the turn, or she may choose to go last if she wishes. This doesn't cost any additional actions and merely uses the forfeited action when the time is right.

**MENTAL ARMOR** – A character's Willpower modifier is used just as Armor in a Mental Attack. If a character has a Willpower of 0 or less they do not take a penalty to Stress taken but they also do not gain a bonus. This bonus may be used 1 time per turn equal to the half the character's **Discipline** (rounded up). A character with a **Discipline** modifier of 0 may use this bonus once per turn.

**NON-LETHAL DAMAGE** – Fisticuffs and some other weapons deal out what is considered non-lethal damage. Although this type of damage can become lethal in some cases, it usually will never inflict more than Bruised damage. If a character loses his last Bruised wound from non-lethal damage he will become **Disoriented**.

**POWER ATTACK** – A character who wields a two handed weapon may choose to strike an enemy with all the force he can muster, leaving himself open for attack while dealing far greater damage. A character who wishes to use a power attack must spend an additional combat or Defensive Action to do so. A power attack deals the damage of his weapon plus his Strength modifier, and also uses half his Strength modifier (rounded up) as **Armor Piercing**.

**SIGHTED** – A character is considered sighted if two or more characters have them targeted with a ranged weapon and he is not in melee combat. The two or more characters targeting the sighted character must have designated that they are sighting the character and they must have at least one Combat Action each available to them or held back. If a sighted character attempts to flee combat by leaving the scene, the characters targeting him have the option to immediately fire on him. This allows them to make a normal attack roll as though they had aimed, and allows a +1 damage bonus per character sighting the target.

**SPRINT** – A character can only move so far, but he can push himself to move much quicker for a brief time. A character that sprints can move twice his normal movement by forfeiting a Combat or Defensive Action.

**SURPRISED** – A character may attempt to surprise a character or group of characters by either using **Stealth** to sneak up on the character, **Subterfuge** to trick a character, or **Legerdemain** to attack with a hidden weapon. If a character is surprised, it goes last in the initiative order, and may not use block, parry or dodge actions the first time it is attacked. After the initial turn in which the character was surprised ends, all characters involved roll a new initiative order.

## DAMAGING AN INANIMATE OBJECT

Sometimes an object will get destroyed or damaged. Perhaps it falls from a great height, or maybe it's damaged on purpose by a creature. Attacking an object is usually far easier than attacking a creature. The only time this requires an attack roll "to hit" is if the item is worn by a moving creature, part of a moving creature, or has become animate somehow.

If a "to hit" roll is required to damage the object then the rules for attacking an object are identical to attacking a creature. The rules for damaging them however are a bit different. Every item will have two specific attributes that dictate how difficult the object is to damage, and also how much punishment the object can take. Think of it like the objects Armor rating, and wound total. These two stats are called Hardness and Structure.

**HARDNESS** – Hardness replaces Armor for an item. Unlike Armor however, Hardness is taken into account for every single attack made against the item. Hardness reduces the damage suffered by the item, and functions in a manner identical to Armor.

**STRUCTURE** – Structure replaces the wounds stat for an object. Structure points do not have levels as wounds do. An object will stay sturdy and functional until it loses half its Structure points, at which point it gains the **Fragile** template.

## SOCIAL COMBAT

Social combat in the Chaos system covers many different situations: from intimidating a target, to trying to seduce information from a powerful government official at a ball. It works differently than physical combat in many ways but it does share some similarities. We will explain the rules and demonstrate how Social Combat works, as well as go over the terminology you need.

### TERMS

**ROUND** – A round is your character's actions during a turn.

**TURN** – A turn is a series of rounds in which each character has had a round. The turn ends when the last participant in the initiative order finishes their round.

**INITIATIVE** – Initiative in Social Combat usually begins with the attacker and goes to the defender. If multiple participants are involved they get to participate but only after the first two rounds have occurred. Initiative is determined for the other participants by making a Presence roll. The highest success goes first, and then progresses onward to the lowest.

**INITIAL SOCIAL ATTACK** – This attack is what begins Social Combat. This may be a **Subterfuge**, **Intimidate**, **Persuasion** or simply a base Presence attack. It's the first attack that initiates the Social Combat.

**SOCIAL ATTACK** – A social attack is made by making a modified FUDGE roll. The roll is modified by Presence, **Intimidate**, **Persuasion**, or **Subterfuge**.

**SOCIAL DEFENSE** – A character who is subject to a social attack may make an opposed roll. The opposed roll is determined by the type of social attack made.

Presence is opposed by Presence.

Intimidate is opposed by Discipline.

Persuasion is opposed by Discipline.

Subterfuge is opposed by Deduction.

**EGO DAMAGE** – The wound type for Social Combat. Much like mental or physical combat, Ego damage can affect either the attacker or the defender, based on how well or how poorly they roll.

**SOCIAL COMBAT MODIFIER** – Social combat modifiers are essentially modifiers that give one character power or control over another. This modifier may be supernatural in origin, but more likely it's something that gains them leverage over the other individual. Examples of leverage can be anything from photos of an illicit affair, evidence of a crime, humiliating nicknames, and so on. A social modifier may never be higher than the Presence statistic of the character with the social modifier. A modifier may be introduced anytime within a Social Combat turn as a Free/Quick Action. A combat modifier may affect one roll, as the roll is being determined, or the roll is being made.

**WITHDRAWN** – When a character's Ego points reach 0 the character becomes a social wreck and endures a mental break down. This is known as being withdrawn. A character that is withdrawn has no choice but to leave the social activity immediately and attempt to go somewhere private or secluded to brood over his bruised ego. Immediately after losing his last point of Ego the character must roll an unopposed Presence roll. On a critical failure, he's controlled by the GM or if the GM approves, the player, and will act in an extreme fashion upon his social ridicule. A character that becomes withdrawn takes a -1 penalty to all rolls till their Ego is completely restored.

**Example:**

*Lady Wellington has been ridiculed all night long by Lord Avery, and has just lost her last Ego point from a scathing remark about her father marrying a great African ape. She rolls her unopposed Willpower roll and receives a -4, a critical failure. The GM and player decide that she tries to take her honor into her own hands. Lady Wellington proceeds to slip on a pair of brass knuckles and punch the arrogant Lord square in the face, inciting the party to become a full on riot and resulting in her ladyship spending the night in a jail cell.*

## SOCIAL COMBAT BREAKDOWN

When engaging in Social Combat the one who initiates the combat goes first. The initial attack may be an **Intimidate**, **Persuasion**, **Subterfuge**, or raw Presence attack.

Once the initial attack is made, the defending character has an opportunity to defend themselves by making a social defense roll, the details of which are listed above. This can cause either the defender or the attacker to suffer Ego damage.

If multiple combatants decide to enter into the social fray it is handled the same way, except that each other combatant has to roll an initiative roll as detailed above, and each other combatant cannot go until after the initial attacker and defender have gone.

Once a combatant reaches 0 Ego points he becomes Withdrawn and must leave or risk making an utter fool out of himself.

Forcing an enemy to withdraw is not always necessary to resolve these types of issues. It may only require that the combatants' Ego is wounded before he or she will succumb to your wishes or demands.

## EXAMPLES OF SOCIAL COMBAT

**Intimidate:**

*Virgil attempts to intimidate Bethany into giving him information on a local goblin gang. Virgil rolls an intimidate roll of +3. Bethany then rolls a Discipline check, to attempt to withstand Virgil's Intimidation attempt. Bethany gets a total of +1. Bethany suffers 2 points of Ego damage from Virgil's intimidating verbal assault.*

**Persuasion:**

*Virgil attempts to persuade Bethany into giving him more info and rolls a Persuasion roll of +1. Bethany rolls a **Discipline** roll again, this time rolling a +2. She is easily able to withstand Virgil's honeyed words, and Virgil suffers 1 point of Ego damage.*

**Social Modifier:**

*Bethany is interrogating a couple of smugglers. She does not have a very high **Intimidation** modifier, so instead she is going to attempt to overwhelm him with her sheer Presence. She rolls and gets a +3. The smuggler, however, rolls incredibly well and gets a +5. Normally this would mean that he would easily withstand her assault however Bethany decides to add some fear tactics to the mix. She pulls out her revolver and shoots the smuggler's partner point blank in the face. The GM decides that this is shocking enough to add a +3 bonus to Bethany's Presence roll. Unfortunately Bethany only has a Presence modifier of +2 so the bonus has maxed out at +2. This results in a tie, and neither side takes any Ego damage. The smuggler is bloody and scared, but remains silent.*

## LEAVING SOCIAL COMBAT

A character will often remove itself from Social Combat to save itself from becoming withdrawn. Players may choose to leave combat at any time after a Social Combat turn ends. Doing so typically forfeits the overall encounter. A savvy character knows when to back out, because even though they have lost the encounter, they have also saved their ego for another day. NPC's can also do this but will often leave once they have taken social damage equal to their Willpower modifier, and will make a Willpower roll if the GM determines it necessary.

## MOVEMENT

Movement is a big part of any game's play mechanics and characters can attempt to move around a scene in a variety of ways. There are different modifiers that will come into play based on the type of movement you are attempting, and what type of scene it is. For instance, it's much easier to leisurely stroll across a courtyard, than it is to try and sneak onto a rolling biplane. Movement can also be altered by what type of encounter a character is involved in. Movement is measured differently depending on the type of actions the creature is taking.

We cover combat movements in the Combat section, as combat movements will often use additional terms/modifiers that are better defined there. In this section we will discuss movement in general in non-combat or social scenarios.

### NON-COMBAT OR SOCIAL ENCOUNTER MOVEMENT TYPES

For all intents and purposes any non-combat movement, or movement where the characters are playing with a normal rate of time, should be measured by their movement speed in ft./minute.

**REGULAR MOVEMENT** – This is regular walking. Movement is measured by the character's movement stat in feet per minute/round.

**JOGGING** – If a character is in a non-combat encounter they may move quickly at double her movement rate. This lasts for 5 rounds/minutes times the Fortitude modifier. If a character or creature has a Fortitude modifier of 0 or a negative number they may only jog for five rounds/minutes before being forced to return to normal speed. A character must rest for at least a number of rounds/minutes equal to the number they jogged before being able to jog again.

**SPRINT** – A character moves at top speed, running three times their movement in feet for three rounds/minutes times their Fortitude modifier. If a character or creature has a Fortitude modifier of 0 or a negative number they may only sprint for three rounds/minutes before being forced to return to normal speed. A character must rest for at least a number of rounds/minutes equal to the number they sprinted before sprinting again.

**SNEAK/MOVE CAREFULLY**– The character moves with stealth and silence, or moves carefully through an area to avoid environmental dangers or traps. This causes them to move at half their movement (rounded down) in feet per minute/round.

Creatures that use this to move silently may use **Stealth** and **Legerdemain** skills with a +1 bonus. Those that move carefully to avoid traps gain a +1 to Perception to detect traps. Those that move carefully to avoid environmental hazards, like ice or slick terrain, will negate the hazardous effects or gain a bonus to navigating through the hazard. This grants them a bonus based on the template for the hazard and the GM's discretion.

### OVERLAND MOVEMENT

Sometimes, characters will want to travel great distances in game. While it would be possible to roleplay every minute of their long and eventful boat or carriage ride it would also be tedious and tremendously boring. The following rules show you how traveling great distances is handled in these types of situations.

**STANDARD WALK** – A character may walk or otherwise move uninterrupted for 4 miles/day, per 10 ft. of their movement rate. This assumes they travel for 8–10 hours a day depending on terrain.

**FORCED MARCH** – The character may move 5 miles/day of uninterrupted travel. This figures they travel for 8–10 hours a day depending on terrain. This may be done for a number of days equal to his Fortitude modifier or one day for creatures with no modifier or negative modifier. A character who has forced marched must wait a number of days equal to the time they force marched to continue this type of movement.

**MOVEMENT MODIFIERS** – Movement may be altered by a scene's template, such as traveling in an airship, or riding in an electric carriage. These templates can be found in the equipment section.

### CRAFTING

Some skills or abilities within the Xaos system will give you the ability to create an item or material. This process is very simple; to craft an item you make a modified roll against the difficulty of the item or material you wish to create. If your roll is equal or greater than the difficulty the item is created as intended or perhaps even better. On the chance the roll fails; the resources are lost or if close the item is created flawed.

An item created that exceeds its difficulty by 2 or more levels gains an item template of the players choice. An item that is created that fails its roll by 1 level is created flawed and is assigned a template of the GMs choice or has a reduced Damage, Armor Rating or Structure points. An item's difficulty is determined by the gm or source materials.

## SIZE

Creatures in the Xaos game worlds come in a variety of sizes, from tiny insects to colossal dragons. The size of the creature has a number of different effects on the creature itself, and also on the creatures and things it interacts with. Presented below is a size chart that covers the different sizes of creatures you can encounter in the Xaos world.

CREATURE SIZE

Minute
Tiny
Small
Medium
Huge
Giant
Immense
Gargantuan

These size categories have various effects on a creature:

Smaller creatures are harder to hit. Attacking a creature that is 2 size categories smaller than your own category is very difficult. They scurry about and seem to move much quicker. Creatures 2 sizes smaller than your category gain a +1 to dodge rolls. This bonus increases by +1 per 2 size category difference.

Larger creatures are harder to damage. Creatures 2 sizes larger than you gain a +1 to Armor and Fortitude rolls. This increases by +1 per 2 size categories of difference.

It's easier to use an item designed for a small creature. When using items designed for a creature 1 size category smaller it requires one hand if it normally required two.

It's more difficult to use an item designed for a larger creature. When using items created for a creature 1 size category larger, it requires both hands if it normally only required one.

Creatures that are larger than you seem much stronger by comparison. Creatures that are 1 size category larger or more gain a +1 to Strength related rolls per size category of difference. They also gain a +1 to damage rolls per size category of difference.

Larger creatures swing harder and do greater damage to inanimate objects. Creatures size giant or larger do more damage to the world around them and items have their Hardness cut in half. This only affects items size huge or less.

A character one size category of difference from a worn item may not use it unless it is retrofitted for their size.

## ATTRIBUTES

We have mentioned attributes twice previously. In Chapter 2: Character Creation, we give you a brief look at attribute basics, and earlier in this chapter we saw how attributes can modify a roll. Here we will explain each attribute in detail and show you how they help build the skeletal structure of your character. Each attribute brings something different and unique to the table, and each one will prove to be a vital resource for your character.

### STRENGTH

This is your characters raw physical might. It dictates how much your character can lift, and how much damage he can inflict with his body or with melee weapons. Strength also measures how much weight your character can carry, and determines what types of armor and weapons they can use.

**ENCUMBRANCE** – This is the amount of weight your character can carry without taking a penalty. Characters carrying more than their encumbrance take a -1 penalty to all rolls. Encumbrance is determined by Strength and size. As determined by the chart below.

ENCUMBRANCE

Strength Modifier	Weight Amount
-6	1 lb.
-5	5 lbs.
-4	10 lbs.
-3	15 lbs.
-2	20 lbs.
-1	30 lbs.
0	40 lbs.
+1	85 lbs.
+2	150 lbs.
+3	250 lbs.
+4	325 lbs.
+5	450 lbs.
+6	650 lbs.

Size also plays a part in your encumbrance. Larger creatures can strap more objects and weight to their frame and, therefore, can carry more. Any creature size huge or larger may carry three times the listed amount. Possibly more if it is listed on the creature description. Some small creatures may also have their encumbrance reduced, and this will be explained in the creatures' description.



**WEAPON AND ARMOR USAGE** – Larger weapons and heavier armor sometimes requires a minimum Strength level to wield. Characters that do not meet these requirements may not use or wield that item effectively. This requirement is listed in the items description. A weapon wielded without the proper Strength level takes a -1 to hit and to damage for each level of Strength the character is lacking.

**FEATS OF STRENGTH** – A characters Strength modifier will also sometimes add either damage or some other type of bonus to your rolls. Damage bonuses are described under the Combat section of this chapter. (Page 18)

**LIFTING AND THROWING** – A character can lift or throw objects with a weight equal to roughly her encumbrance times four. Additionally, she may also roll a check to attempt to maneuver anything higher than that. Lifting this weight is difficult, and she may not carry it for more than 1 round/minute per level of her Fortitude modifier. A character can throw an object that would fit in one hand 20 ft. + 20 ft./Strength modifier. A character with a Strength less than 0 may throw a handheld item 10 ft.. Larger items thrown have the range reduced at the GM’s discretion

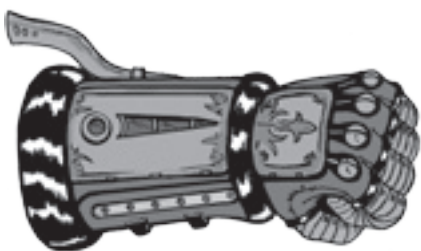
## AGILITY

Agility is a measure of how much and how fast your character can contort and move his body. Agility determines what fire arms a character can use, how well he can dodge, how fast he is, and how many actions he gains each round.

**FIREARM USE** – Some firearms require a minimum Agility to use. Without that Agility level, the firearm cannot be wielded properly. A firearm wielded by a character without the proper Agility requirement suffers a -1 penalty to hit for each level of Agility it’s lacking.

**DODGE** – A character’s Agility directly affects how well, and how often a character can dodge. A characters dodge bonus is equal to his Agility modifier, and he gains more Defensive Actions that can be used to dodge, the higher his Agility modifier is.

**ACTIONS** – The number of actions a character has is directly determined by his Agility modifier. Regardless of Agility a character always begins play with 1 Combat Action, 1 Movement Action, 1 Defensive Action, and 2 Free Actions each round. Actions are further detailed on page 17.



## ACTIONS GAINED

Agility Modifier	Defensive Action	Combat Action
+1	+1	+0
+2	+1	+1
+3	+2	+1
+4	+2	+2
+5	+3	+2
+6	+3	+3

## FORTITUDE

Fortitude is a measurement of how much damage you can withstand, and how resistant your body is. Fortitude determines your total number of Constitution wounds, how often you can block, how effective your Armor is, and how well your body can resist poisons or disease. Fortitude also helps your character survive the elements, and resist environmental trauma, like drowning.

**CONSTITUTION** – This is the amount of physical damage a character can take. It is dependent on how hardy the character is, which is determined by the character’s Fortitude modifier. This modifier will dictate how many Bruised, Hurt, and Grievous wounds a character can take before he goes into **Shock** (see Character Creation page 46 for the number of wounds). A character will remain in shock for 1 round/minute per level of Fortitude modifier, and a character with a modifier of 0 or less will die if not treated by the end of the current combat turn.

**FEATS OF FORTITUDE** – Fortitude can boost a character’s ability to resist poison, disease and physical harm such as torture. These bonuses are dealt with under the poison and disease sections of this chapter, or by using the characters **Survival** skill, but all are directly dependent on a character’s Fortitude. (Pages 29-31)

**DROWNING OR SUFFOCATION** – A character can hold their breath for 2 rounds/minutes per level of Fortitude modifier beginning at 0. A character with a modifier less than 0 may only hold their breath for 1 minute/round. Each round after the character is out of air they take 1 point of Constitution damage until they can regain their breath. This damage is temporary, and will be regained once the character spends 1 round/minute, per point of damage taken, to rest. A character losing his last point of Constitution without regaining his breath will die.

**BLOCKING AND PARRYING** – A character can use the blocking/parrying bonus of a weapon or defensive object, a number of times equal to their Fortitude bonus. Provided the character has enough Defensive Actions to do so.

**HEAVY ARMOR** – Grants a bonus to damage reduction. A character may use the bonus to reduce damage a number of times per combat turn equal to their Fortitude modifier. Characters with a Fortitude modifier of 0 or less may use a heavy Armor bonus once per combat turn.

**SHOCK** – A character that’s in Shock must be stabilized by a **First Aid** check with a difficulty equal to the damage that would kill the character. (E.G., if he took 4 damage and that would take him –2 wounds, it would require a +2 **First Aid** roll to stabilize). A character can be brought out of Shock by anything that would normally heal at least one wound. If the character is not healed in a number of rounds equal to his Fortitude modifier the character will die. A character in Shock can take only 1 Free Action per round.

## INTELLECT

Intellect determines your character’s ability to solve puzzles, gain access to knowledge, build powerful Machina, and learn scholarly magic.

**FEATS OF INTELLECT** – A character’s Intellect determines his ability to conquer tasks requiring a brilliant mind. These tasks are determined by a number of skills and can be found in Chapter Two: Character Creation in the skills section. (Page 50)

**MAGIC** – The practice and study of scholarly magic is greatly influenced by a character’s Intellect. This is detailed further in Chapter Four: Magic, specifically the Magi section. (Page 85)

**ARTIFICE** – The powers and creation of Machina are strongly influenced by Intellect. This is explained in further detail in Chapter Five: Machina.

## WILLPOWER

**WILLPOWER** – This is how much mental stress your character can take. It aids greatly in the ability to resist Mental Attack and **Fear**. In addition, it’s the primary attribute linked with **The Wyrd’s Focus** skill. This also effects the **Petitioning** skill.

**STRESS** – A character’s mental well-being is measured by the amount of Stress she can handle when put to the test encountering the horrors of this world, or when suffering a direct Mental Attack. The amount of Stress a character can take is covered in Chapter Two: Character Creation. A character that has no Stress remaining will fall unconscious. (Page 46: Wounds)

**UNCONSCIOUS** – A character that is unconscious can take no actions and remains unconscious for a number of hours equal to his full Stress grid, unless another character makes at least a Great (+3) **First Aid** check or removes at least one point of Stress. If a character suffers more Stress once he has become unconscious then several things may happen. Firstly, if a character takes a number of points of Stress equal to his Willpower modifier once they have blacked out, they will gain a mental illness of the GM’s selection. Secondly, once unconscious, if they take additional Stress equal to twice their Willpower modifier once they are unconscious, their mind will be shattered beyond repair. More importantly they will die.

**FEAR, HORROR AND MADNESS** – The mind of mortal creatures can only understand and resist the horrors of alien forces for so long before it breaks. A character with a high Willpower can handle these terrible violations of the mind better than most, and can often piece back together their psyche and get past their madness far faster than a person with low Willpower. Characters may have a number of mental illnesses equal to their Willpower modifier and remain playable. Once they have more than this they are considered completely mad and will become NPCs until they are cured of enough mental illnesses to reach their maximum allowable. Characters with a Willpower of 0 or less may only have 1 mental illness before becoming mad. Some races are considered mentally ill from conception and do not count these insane traits against their total mental illnesses.

Healing from a mental illness takes treatment, and some illnesses can never be cured without supernatural means. If a mental illness is deemed curable, or if that illness has a duration, a character with high Willpower can reduce the time of that duration by a number of minutes/hours/days according to their Willpower modifier. Characters with low Willpower will also be forced to add a number of minutes/hours/days to that duration. A duration can never be less than 1 round/minute.

**RESISTING A MENTAL ATTACK** – A character’s Willpower modifier is used just as Armor in a Mental Attack. If a character has a Willpower of 0 or less they do not take a penalty to Stress taken but they also do not gain a bonus. This bonus may be used 1 time/turn equal to the half the character’s **Discipline** (rounded up). A character with a **Discipline** modifier of 0 may use this bonus once per turn.

**FEATS OF WILLPOWER** – A character’s control over their Willpower can aid in many different feats such as resisting **Fear** or shrugging off Stress damage from a Mental Attack. The skills that use these features are detailed in the skill section of Chapter Two: Character Creation. (Page 50)

**THE WYRD’S FOCUS**– A Wyrd’s ability to focus on the dark realms from beyond is tied to his Willpower. This is detailed further in the Chapter Four: Magic, specifically under Wyrd. (Page 93)

## PERCEPTION

**PERCEPTION** – Perception is how aware your character is of his surroundings and environment. If your character is perceptive he has a better chance of finding hidden objects, avoiding ambushes, and using evidence and clues to make logical deductions.

**THE FIVE SENSES** – The Perception attribute is what controls the characters ability to see, hear, smell, taste, and feel, as well as how accurate they are at understanding these senses. This also determines their proficiency in many skills as per Chapter Two: Character Creation. (Page 50: Skills)

A character with a high Perception also has a better time dealing with situations in which their senses are obscured. In situations where a penalty would be imposed on a character based on Perception, a character may add half his Perception modifier (rounded down) to lower the penalty.

**Example:**

*If a character has a Perception of +2, and is in a smoky room where they would take -2 to sight/smell rolls, they would only take a -1 penalty.*

**RANGE INCREMENT PENALTY** – Every ranged weapon has a short, medium, or long range. The further a target is away from a character the greater the range penalty the character will take to their attack. The penalty is -1 per range increment (short, medium, long) beyond the first. A character with a high Perception can lower, and even negate this penalty. For each level of their Perception modifier the character ignores the penalty for an additional increment up to the characters Agility modifier.

**Example:**

*If player 1 has a derringer with a short range of 20 ft. but wants to hit a target 60 ft. away (long range) he would take a -2 penalty to his shot. Player 1 has a Perception modifier of +3 which would normally allow him to negate the penalty, but he also only has an Agility modifier of +1 so the maximum bonus his Perception can grant him is +1, making his range penalty -1.*

**AIMING** – A character with a high Perception can aim his weapon, granting him a bonus equal to half his Perception modifier (rounded down). This costs either one Combat or one Defensive Action.

## PRESENCE

**PRESENCE** – Presence is what makes a character stand out from the crowd, for better or for worse. If your character has high Presence, she will be better at blood magic, social situations and will have more Ego points for Social Combat. Characters with high Presence are a varied lot. Their Presence may come from being attractive, being charming, being odd and interesting, or even from being hideous or terrifying.

**FEATS OF PRESENCE** – Presence contributes to how your character handles herself in social interactions with the world around her. This raw charisma can come from a variety of factors and is not merely a measure of how attractive you are. It may come from being beautiful, hideous, or dignified and imposing. Presence ties in with many skills that can be referenced in Chapter Two: Character Creation. (Page 50)

**EGO** – Presence also controls the amount of Ego a character has, and how much damage that Ego can suffer. The amount of Ego wounds a character begins with can be found in Chapter Two: Character Creation. (Page 46)

## DESTINY

All beings, they say, have a Destiny; they have a purpose, a predetermined course laid out for them from the very moment of their inception. For most creatures, this is Law, true and immutable; however, for the Nouveau, this is quite different. Their very nature of change and exploration grants them the remarkable ability to twist the threads of destiny, allowing them some leeway in the machinations of the gods.

Destiny points are gained by role playing the character you have designed. This means you get to decide from the beginning how your character gains Destiny, and how he evolves and becomes stronger. Destiny advancement is different from other worlds you may have played in where you improve your character by predetermined events, or by the genocide of countless creatures. With the Chaos system, you advance by role playing your character's Concept, Lower Self, Higher Self and Bonds.

This system allows you to be in charge of your characters advancement as much as the GM. If your character has "Greedy Lech" as his Lower Self he receives Destiny each time he hits on a lady of the evening and haggles over her price, regardless of the fact that his group is badgering him to help find information about the missing governess. This action directly reflects his Lower Self, and should be rewarded with a Destiny point. If your GM does not give you a Destiny point based on something you feel deserved one simply ask him why, this system is symbiotic and allows for congress and discussion.

As a GM, we suggest you have a list of your character's Concepts, Lower Selves, and Higher Selves, so that you can easily deal out Destiny. Destiny should always be given out in single points unless something extreme happens.

**Example:**

*A character with the Higher Self of "Always Protects Women and Children" throws himself on top of a grenade to protect a school class and nearly dies. This is a very extreme situation in which he followed his Higher Self out to the letter. This could be rewarded with a greater number of Destiny points, three or more depending on the GM.*

Destiny is essential to game play, not only because it can be used to improve your character, but also because it can be spent to change the game itself! A character can spend Destiny points in the following ways.

**CHALLENGE DESTINY** (2 Destiny) – A character can attempt to rewrite destiny by spending 2 or more Destiny points. When a character uses challenge Destiny they reroll 1 of their dice and regardless of the result, that new result is the one that is counted. The character cannot reroll the new outcome because after all, destiny can only be stretched so thin. A character can reroll more than one

dice in this way, and each additional dice beyond the first costs 1 Destiny point each. Challenge Destiny cannot be used to reroll a critical failure.

**CALLED SHOT** (2 Destiny) – A character can spend 2 or more Destiny points for a called shot. A called shot allows the player to target an exact area on a creature or object that he wishes to hit. This will always cause the critical effect of the weapon being fired. This may also cause other effects as determined by the GM, such as **Blindness** for being shot in the eye. The amount of Destiny may be higher based on the GM’s evaluation of how difficult this shot is to make.

**CONSEQUENCE** (4 Destiny) – A character who finds himself on death’s door may invoke his Destiny to avoid his demise and instead merely suffer a consequence. This costs 4 of his Destiny points but allows him to avoid his death completely. After escaping, he must pick a consequence as the result of his terrible experience. This is almost always a flaw, but a GM can impose a different penalty or story element if they so choose.

**Example:**

*Boris the trader is caught in a drake’s fiery breath, and will surely die if he doesn’t do something quickly. Boris decides to invoke a consequence, allowing him to escape the scene alive, but leaving him with horrific burns from his ordeal, for this reason the GM imposes the **Hideous** flaw in him as a result of his near death experience.*

**SCENE INTERRUPT** (6 Destiny) – This is by far the most powerful manipulation of destiny as it allows the player the opportunity to step into the GM’s shoes for a brief moment and change the world in some small but measurable way. The character may invoke a scene interrupt for 6 Destiny, or more if the GM dictates. This allows the player to cause something in the scene to change or happen outside the player’s normal scope of influence, and outside his actions. This must be approved by the GM and be plausible.

**Example:**

*The player has just been dropped off by his contact Harris the sky pirate to search for the lair of the fire drake. Unfortunately he finds it, and the drake is about to charbroil the character with a blast of fiery breath. The character knows the end is near, and invokes a scene interrupt, asking the GM to allow Harris to fly by in his biplane and throw him a rope. The GM agrees that this is plausible but does not guarantee that he will escape. The player agrees and the GM asks him to make an **Athletics** roll to see if he can grab the rope, the player succeeds and manages to escape instead of being cooked alive in his armor.*

**ADVANCEMENT** – The final use of Destiny is to advance your character, making them stronger, and more capable. At the end of each session each and every player exchanges

any leftover Destiny points for experience points. Every three Destiny points can be exchanged for one Experience point. Any left over points are lost. This exchange is mandatory and must be done at the end of every serial. Players can’t choose to keep Destiny points for the next serial. This prevents characters from stockpiling Destiny, and breaking the game.

## HEALING AND DAMAGE

Characters in the Xaos system will inevitably take damage at some point. The amount of damage a character can take varies based on the character; however there are a few universal penalties that all characters will suffer if they get too beat up. Below we will describe the penalties associated with each wound level, as well as how healing works and how you can recover those precious points.

**WOUNDS** – A character in the Xaos world has three levels of being wounded. There are a few creatures that ignore these levels for some reason or another, and there are some creatures that have fewer or greater wound levels. The levels of most creatures are as follows: Bruised, Hurt, and Grievous.

**BRUISED** – This is the first wound level and occurs once the character has taken only slight damage, whether from a punch to the head, seeing something unnerving and slightly mind shattering, or receiving a verbal and public slap in the face.

**HURT** – This is the second wound level, and occurs when the character has received some serious punishment. At this point the character is bloody and beaten, has severe headaches and nose bleeds, or is bright red and shaking from embarrassment. These types of wounds apply a –1 to all rolls that use that attribute, or its corresponding attributes.

**GRIEVOUS WOUNDS** – This is the final wound level for a character, and occurs when the characters wounds leave her all but dead. They may occur when the character is suffering from severe blood loss, multiple broken bones, concussions, ringing ears, bloody eyes, breaking down and crying in public, vomiting from humiliation, hyper ventilation, or a host of other situations. These injuries incur a –2 penalty to the main attribute, and its corresponding attributes as listed below.

PHYSICAL ATTRIBUTES		
<b>Strength</b>	<b>Agility</b>	<b>Constitution</b>
MENTAL ATTRIBUTES		
<b>Intellect</b>	<b>Willpower</b>	<b>Perception</b>
SOCIAL ATTRIBUTES		
<b>Presence</b>		

## HEALING AND FIRST AID

**NATURAL HEALING** – A character heals at a rate of 1 Bruised wound/day, 1 Hurt wound/week, and 1 Grievous wound/month.

**FIRST AID** – First Aid works to heal both Stress and Constitution damage. A character can be healed by using the First Aid skill. This requires a First Aid roll equal to the severity of the wound based on its wound type. Someone using First Aid would need a +1 for Bruised, +2 for Hurt, and +3 for Grievous. A First Aid roll can be made on the same person a number of times equal to the attribute modifier of the type of damage taken, Fortitude for Constitution, Willpower for Stress. A character cannot receive further first aid after they reach this point again, until all wounds are healed.

**EGO HEALING** – Ego damage heals much faster than physical or mental damage. Ego heals at a rate of one point of Bruised wounds per half hour, one point of Hurt wounds per hour, and one point of Grievous wounds per day.

**HEALING ORDER** – Wounds naturally heal from the highest level to the lowest level, but may be healed by **First Aid** or other means in any order. A character will still take penalties (if any apply) from the highest level of wound he possesses.

## COVER AND CONCEALMENT

When the bullets start flying, it's best to get behind something. This section dictates the rules for cover and concealment. Whether that means hiding behind an object to conceal yourself, or hiding behind an object to block an attack. Many times this is handled by a template such as **Darkness**, but often the cover and concealment rules apply.

**DODGED COVER** – If your character is avoiding a ranged attack and dodges behind an object she gains a bonus to her dodge attempt. This bonus is dependent on what type of item you are hiding behind, as well as how you position yourself behind it. This bonus is ultimately determined by the GM, but should follow these basic principles.

A bonus of +1 if the item covers half the characters body.

A bonus of +1 if the item is strong enough to block the projectile.

A bonus of +2 if the item covers the character's entire body.

A bonus of +2 if the character can't be seen behind the object.

**CONCEALMENT** – A character in thick fog, **Darkness**, smoke, or other environments where he cannot be seen by his attacker gains a +2 dodge bonus. This bonus does not stack with other forms of cover.

**LIVING SHIELD** – The character uses a living creature as a shield to block attacks. In order to achieve this, the character must make an opposed **Brawl** roll against the target he is trying to use as a shield, unless that character is willing to be used as a shield. This must be done prior to the attack you are trying to block. The creature grants you a +2 cover bonus unless your opponent wants to fire through the living shield, in which case it only grants you a +1 bonus.

If the opponent decides to shoot through the shield, both you and the shield will take damage, however if the attack roll fails by -2 or less, the shield will take the base damage of the attack. This can also be ignored by spending Destiny points for a **Called Shot** or by using certain perks or supernatural abilities.

**CARRIED COVER** – The character spends a block action to use an item to cover part of his body. The item you're carrying must have the same level of Structure as a shield of equal size in order to give an equal Armor bonus and block the attack. If the structure is not sturdy enough to block the shot any additional damage rolls over to the character as a normal attack.

## ASSISTING OTHER CHARACTERS ON A COMBINED TASK

Sometimes multiple characters will want to work together on a combined action. This cannot be done during a combat encounter, but in other encounter types characters can help each other accomplish an action that would be considered impossible for a lone character.

### Example:

*Several characters prying open a gate, two characters working together to humiliate a noble lord, or multiple characters trying to use their combined knowledge to research an issue.*

The mechanics to a combined roll are very straightforward. First someone must be selected as a main character. The main character is the one leading the action, whether this is to start a riot, or lead the heave-ho to lift a boulder. That character then makes his roll to attempt the action, but he may add half of the total modifiers (rounded down with a minimum of one) from the other characters assisting him. A character may have a number of characters effectively assisting him as is equal to his Presence modifier.

### Example:

*Four characters work together to help lift a boulder. The main character has a **Athletics/Strength** modifier of +3 and a **Presence** modifier of +3, so he and three other characters may decide to work together. He rolls a total of +3, which is not enough to lift the massive rock on his own. His three helpers however have **Athletics/Strength** stats of +1, +3, and +2 (+6 total), so together they add +3 (+6/2) to the main characters roll making it a +6 bonus, and with their combined might they move the stone.*

## FALLING

Everyone take a tumble now and again. A character that falls takes damage based on the distance he fell. For every 15 ft. they fall, they add +1 to the overall damage roll for the fall, minus the character's Fortitude modifier. This damage ignores Armor.

## POISONS

Characters in the Xaos system may be subjected to, or may wish to create or use poisons. This section will cover many different examples of poisons in Mechanika; however this is far from every poison available to players, or their opponents. Poisons work differently than a normal attack and we'll illustrate their differences below.

Poisons are dangerous compounds which deal damage and can cause negative or debilitating effects on creatures. Poisons have a few different factors.

**ONSET TIME** – How long before the poison takes effect.

**TOXICITY** – How much damage it inflicts, as well as its opposed difficulty.

**DURATION** – How long it affects the target for.

**SYMPTOMS** – The various effects the poison has on a victim, as well as signs that show the victim is affected by that poison.

**DIFFICULTY** – The **First Aid** skill one would need to create an antidote for the poison.

**APPLICATION** – How the poison is administered to the victim.

Once a person has been infected with poison, a few things begin to occur. First, the poisoned character takes damage each round/minute of the duration, unless he makes a **Survival**/Fortitude roll against the poison's toxicity. If a character beats the poison's difficulty on the first roll he ignores the poison's entire effect, as his immune system simply rejects it. If he fails the Fortitude roll, he can still make another roll with each round to try and battle the poison coursing through his veins. This new Fortitude roll allows the character to ignore the damage, and the poison's harmful effects for that round/minute, but it doesn't stop the symptoms completely. Poison damage ignores Armor of all types. The poison will run its course in a number of rounds/minutes according to the individual poison type.



## EXAMPLE POISONS

**CYANIDE** – Cyanide is a clear crystal made from plants and fungus that can be purchased at any chemist for many uses. It is used primarily for the eradication of vermin. This poison must be administered in a massive dose, although it may also be given in smaller doses leading up to the poison becoming active in the victim, at which point a resistance/damage roll is made.

**ONSET:** 4 Rounds

**TOXICITY:** +1 Damage/Fortitude +2

**DURATION:** 1 rounds/minutes per success.

**SYMPTOMS:** None

**DIFFICULTY:** +2

**APPLICATION:** Ingested/Inhaled.

**CHLOROFORM** – Chloroform is a chemical often used by medical professionals to sedate their patients.

**ONSET:** Immediate

**TOXICITY:** +0 Damage/Fortitude +1

**DURATION:** 3 rounds/minutes per success.

**SYMPTOMS:** Confusion, Unconscious, Slowed

**DIFFICULTY:** 0

**APPLICATION:** Inhaled/Ingested/Injected.

**ARSENIC** – Arsenic is a chemical used in beauty and medical products to prevent the naturally occurring aging process, as well as to dye the skin a pale shade of ivory. A common poison amongst street urchins, as it is relatively easy to steal.

**ONSET:** Hours or Days

**TOXICITY:** +1 Damage/Fortitude +1

**DURATION:** 1 day per success. Damage is taken once per day when the character would normally heal. Arsenic damage will not naturally heal and must be healed with medical aid.

**SYMPTOMS:** Confusion, Bleeding +1, Shaken

**DIFFICULTY:** +1

**APPLICATION:** Ingested

**SNAKE AND SPIDER VENOM** – Venom extracted from poisonous spiders and snakes.

**ONSET:** Immediate

**TOXICITY:** Varies based on the creature.

**DURATION:** 1 rounds/minutes per success.

**SYMPTOMS:** Varies

**DIFFICULTY:** Varies

**APPLICATION:** Injected/Ingested

**DART FROG VENOM** – A poisonous substance scraped off the backs of dart frogs, causes slowed reactions and possible hallucinations.

**ONSET:** Immediate.

**TOXICITY:** +2 Damage/Fortitude +3

**DURATION:** 1 rounds/minutes per success

**SYMPTOMS:** Dazed, Slowed

**DIFFICULTY:** +3

**APPLICATION:** Ingested/Injected

**NIGHTSHADE** – Nightshade is a plant of poisonous nature used in some deity petitioning.

**ONSET:** 2 Rounds.

**TOXICITY:** +2 Damage/Fortitude +2

**DURATION:** 2 rounds/minutes per level of success.

**SYMPTOMS:** **Confusion, Shaken**

**DIFFICULTY:** +1

**APPLICATION:** Injected/Inhaled/Ingested.

**DATURA** – Datura is a toxic plant that is used for many occult and medical applications.

**ONSET:** 1 Hour

**TOXICITY:** +2 Damage/Fortitude +1

**DURATION:** 10 rounds//level of success

**SYMPTOMS:** **Confusion**

**DIFFICULTY:** 0

**APPLICATION:** Ingested/Inhaled

**HANGMAN'S FERN** – This is a bizarre plant that seems to only grow around areas of execution, or around the graves of those executed.

**ONSET:** 5 Rounds

**TOXICITY:** +1 Damage/Fortitude +2

**DURATION:** 5 rounds/level of success. Every three rounds (rounded up) the victim takes damage.

**SYMPTOMS:** **Bleeding** +2

**DIFFICULTY:** +1

**APPLICATION:** Injected/Inhaled

**REDCAP** – A strange mushroom often found in areas with a population of redcap fey.

**ONSET:** 3 Rounds

**TOXICITY:** +0 Damage/Fortitude +3

**DURATION:** 10 rounds/level of success.

**SYMPTOMS:** **Confusion/Violence** – the victim will attack anyone nearby at random.

**DIFFICULTY:** +2

**APPLICATION:** Injected/Inhaled

## DRUGS

Many drugs exist in the world of Mechanika. This list details the most common, as well as the strangest, types of drugs. This is in no way a complete list, as the denizens of Mechanika are constantly creating new and more terrifying substances. Each drug is listed with its effects, detriments and addiction difficulty and frequency in which one has to indulge.

**EFFECTS** – The effects the drug has on your body and mind.

**DETRIMENTS** – The negative reactions you have to the drug.

**ADDICTION DIFFICULTY** – The difficulty you roll against to prevent an addiction to the drug.

**FREQUENCY** – The frequency in which you must take the drug if you are addicted to it.

Drugs last for 1 scene and if a character fails a difficulty roll they gain the **Addicted** flaw with a Stress damage equal to their failure.

**COCAINE** – A white powder sold by most chemists as a pick-me-up, and to drive ones' mind to think faster, and with greater intensity.

**EFFECT:** User gains +1 Action, +1 to **Deduction** and **Athletics**.

**DETRIMENTS:** -1 to Fortitude, -1 to any roll requiring precise or delicate actions.

**ADDICTION DIFFICULTY:** +2 difficulty.

**FREQUENCY:** 1/day.

**MORPHINE** – Used by doctors and surgeons to ease the suffering of their patients.

**EFFECT:** User ignores the penalty for being wounded; User gains 1 additional Grievous wound temporarily until its effects wear off.

**DETRIMENTS:** -1 to all skill rolls.

**ADDICTION DIFFICULTY:** +2

**FREQUENCY:** 1/day

**OPIUM** – A mixture made from the poppies of the Far East. Regardless of its dangerous smoke, Opium is often used as way to way to relax and escape from life's troubles, at least for a little while.

**EFFECT:** User gains +1 to **Channeling**. User also restores both Ego and Stress faster, granting her the **Fast Healing** perk +2, for Ego and Stress only.

**DETRIMENTS:** -2 to all physical actions.

**ADDICTION DIFFICULTY:** +2 difficulty.

**FREQUENCY:** 2/day.

**THE BLACK LOVE** – This is a strange black and green liquid that is said to be the blood of the goddess Hyro. This strange elixir is used by followers of the goddess, members of the House of Black Blood, and warlocks looking to increase their powers. It is said that once ingested, the user feels the drug entering their system, searching through their thoughts and memories for some alien purpose. Supposedly, this process feels like physical tentacles moving around inside you.

**EFFECTS:** **Channeling** and **Occult** rolls gain +1.

**DETRIMENTS:** All attempts to heal you suffer a -2, characters gain the **Addiction: Blood Magic** 3/day flaw, this imposes -2 to all opposed rolls to social rolls against higher ranking members of the House of Black Blood.

**ADDICTION DIFFICULTY:** +2

**FREQUENCY:** 1/day.

*Note on extended use – If a character uses The Black Love more than 30 times, it begins to change their body, making the skin pale and strange and causing black markings to cover them from head to toe. These markings are odd and appear just below the skin, appearing as though they are flowing black tendrils. In addition one eye will begin to shift toward an unnatural hue. When you see this, you know the elixir has tainted a characters very blood, causing it to appear as black and viscous as tar.*

**DEVILS BEARD** – A fungus harvested from caves and deep forests. It's used by tribes of people to bolster their courage, it grants apathy and detachment, and is useful for people who wish to silence their emotional side, and by those wishing to halt their feelings.

**EFFECT:** Users gain +1 to Mental Attacks, and +1 to all social opposed rolls.

**DETRIMENTS:** The user loses either one Combat or Defensive Action per round.

**ADDICTION DIFFICULTY:** +1

**FREQUENCY:** 1/week

**GROG** – A strange brew made by the powerful ogres, its ingredients are highly guarded and mysterious. Grog is used by ogres to whip their warriors into a mad frenzy; it is also used by underground fight rings and other unsavory events.

**EFFECTS:** The character gains +2 **Brawl** and +2 **Weapon Skill** (any weapon you choose.)

**DETRIMENTS:** The character takes -2 to all social and Willpower rolls. The character gains the **Blood Lust** -2

**ADDICTION DIFFICULTY:** +3

**FREQUENCY:** 1/week

**EMERALD EYE** – A strange powder gathered from the wings of the terrifying giant moths. The powder is used by those who wish to lose sight of reality and escape the world itself. Users of the drug are easily spotted by their glowing green eyes.

**EFFECT:** The character loses touch with reality and can seem to reach out to other places seeing distant people or areas. This is almost akin to astral travel.

**DETRIMENT:** During use, the character suffers from hallucinations, and is under the control of the GM.

**ADDICTION DIFFICULTY:** +4

**FREQUENCY:** 1/week

**SHYLATH'S TEARS** – Said to be given to mankind by the goddess Shylath, these clear crystals dissolve in any liquid. This substance is used by the goddess of lust cultists and other unsavory creatures seeking the bliss of the carnal.

**EFFECTS:** The user is racked by fits of lust and loses control of their mind.

**DETRIMENTS:** The character suffers from the **Amnesia** flaw for the duration of its effect.

**ADDICTION DIFFICULTY:** +0, this drug requires an opposed Fortitude roll to take effect.

**FREQUENCY:** 1/day

**GRENCH FRUIT** – The strange pomegranate shaped fruit of the foul Grench. This odd and unsettling fruit carries with it the psychic influence of the Grench, as well as the ability to cause a foul metamorphosis.

**EFFECTS:** Creatures that eat the fruit hear the Grenches maddened voice in their mind like a thousand buzzing roaches. The character must make **Discipline** checks to avoid obeying whatever strange orders are issued by the disembodied voice that now dwells within them.

**DETRIMENT:** After consuming a number of fruit equal to 4x the character's Fortitude, he is changed into a servant of the Grench.

**ADDICTION DIFFICULTY:** +6

**FREQUENCY:** 1/day

## DISEASES

Diseases cause your characters to suffer negative symptoms, debilitating effects, appearance changes, and in time may even cause death. Diseases have the following stats.

**CONTRACTION** – How the disease is spread and where you could expect to find it if localized.

**SURVIVAL/FORTITUDE** – Roll that is needed to resist contraction.

**SYMPTOMS** – How it affects the character.

**DIFFICULTY** – How hard it is to treat by medical means (the **First Aid** skill).

Diseases will last until cured. Disease difficulties are always rolled against **Survival/Fortitude**.

**CHOLERA** – Cholera is a disease spread primarily by poor, polluted, or filthy water. Cholera can be found anywhere across the globe.

**CONTRACTION:** Ingestion of infected water

**SURVIVAL/FORTITUDE:** +2

**SYMPTOMS:** **Chronic Pain, Slow Healing**

**DIFFICULTY:** +1

**CRYPT ROT** – This is a disease that affects those who work around the entombed, or that have had exposure to some of the lesser undead.

**CONTRACTION:** Inhalation/Ingestion of the spores from fungi that grow in crypts, tombs, or other places that hold corpses. Also contracted through contact with some weak undead whose bodies have become home to these fungi.

**SURVIVAL/FORTITUDE:** +1

**SYMPTOMS:** **Confusion, Mental Illness** (Paranoia) Agility -2

**DIFFICULTY:** +1

**CONSUMPTION** – A wasting disease rampant throughout the populous, known for the droplets of blood surrounding the diseased mouth and staining the handkerchief.

**CONTRACTION:** Passed by body fluids from coughing and sneezing, or other close contact.

**SURVIVAL/FORTITUDE:** +2

**SYMPTOMS:** **Chronic Pain**, -1 Fortitude and Agility, **Bleeding** +1 during Attacks

**DIFFICULTY:** +4





**SMALLPOX** – A disease that causes boils and rashes on the skin.

**CONTRACTION:** Bodily fluids and close contact, or contact with objects that have been in close contact with the infected.

**SURVIVAL/FORTITUDE:** +2

**SYMPTOMS:** **Chronic Pain**, **Bleeding** +1 from any damage, -2 Fortitude

**DIFFICULTY:** +3

**POX** – A disease where large growths appear on the skin filled with a thick green puss.

**CONTRACTION:** Contact with puss from an infected creature.

**SURVIVAL/FORTITUDE:** +3

**SYMPTOMS:** **Chronic Pain**, -2 Presence, -1 Intellect, **Slow Healing**

**DIFFICULTY:** +2

**LYCANTHROPY BETA** – A disease in which a creature changes into an animal or animal hybrid without any control over when it happens.

**CONTRACTION:** Bite of an infected creature.

**SURVIVAL/FORTITUDE:** +2

**SYMPTOMS:** During the phase of the moon corresponding with the time the bite initially occurred the diseased will experience **Confusion**, **Memory Loss** (The GM controls your actions), gains the **Blood Lust** flaw, and statistic change based on type of creature (see Werewolf example in the bestiary)

**SENSITIVITY:** Silver

**DIFFICULTY:** (Occult) +4

**LYCANTHROPY ALPHA** – A disease in which a creature changes into an animal or animal hybrid at will. The greater form of the Lycanthropy disease.

**CONTRACTION:** A bite from an infected creature or a disease contracted at birth.

**SURVIVAL/FORTITUDE:** +1

**SYMPTOMS:** Statistic changes based on creature. (See Werewolf example in bestiary)

**SENSITIVITY:** Silver

**DIFFICULTY:** Occult +4

**EXTRA:** Has the ability to change shape at will.

## MENTAL ILLNESSES

With all of the mind-bending creatures and things that walk freely in the dark world of Mechanika, mental illness remains a sad, but common, fact of life. The mind can only take so much until at last it shatters, whether this is from the horrors of The Old Ones, trauma from the world's events, or various other terrors beyond description.

Mental illnesses have a few different features:

**RESIST** – The overall difficulty level to both initially resist the illness, and later to resist the behaviors associated with the illness.

**TRIGGERS** – Events or situations that cause the illness to take hold of the victim again.

**BEHAVIORS** – What the mentally ill creature does once the mental illness takes hold.

A player can try and resist the behaviors associated with a mental illness by rolling against the difficulty associated with it. Mental Illness does not fade, instead it lasts until cured. The difficulties are always rolled against **Discipline/Willpower**.

**Pyromania**

**RESIST:** +2

**TRIGGERS:** The presence of fire.

**BEHAVIOR:** Light fires, Increase the level of fire, interact with the fire.

Pyromania fills the victim with the urge to light flammable things ablaze or to increase the size of a blaze, or add more fires to an existing inferno. Pyromaniacs are a danger to themselves and others in their quest to see the world burn. Goblins seem predestined to have this disorder, and many goblins seek out the flicker and flame of the elemental school of fire. A common sign of pyromania is the constant flicking of lighters and matches. A rare form of this disorder is cryomania where the subject becomes obsessed with freezing all they can.

**Kleptomania**

**RESIST:** +1

**TRIGGERS:** The kleptomania triggers when the victim sees a specific item or type of item, such as rubies, fine clothes, pocket watches, etc. The item type is chosen when the mental illness is selected.

**BEHAVIORS:** Stealing items of the type selected uncontrollably, and sometimes without knowledge.

Kleptomania causes a character to steal items of a certain type whenever the character is around them. Whenever that type of item is around the character it triggers the behavior in which the character will attempt to steal it. A GM may roll this in secret, and the player may be unaware he has taken an item. This disorder can get a player in a lot of trouble with the law and even his fellow players.

**Schizophrenia**

**RESIST:** +3

**TRIGGERS:** Determined by GM or player

**BEHAVIOR:** Audio hallucinations such as voices, ambient sounds, whispers etc. These could include: visual hallucinations such as objects losing color, shadowy figures, or grasping dark tendrils out of the corner of your eye.

Schizophrenia is a terrible illness of the mind causing its victim to see and hear things that are not real. The trigger can be almost anything as decided by the GM and/or the player. In fact most people afflicted with this disorder have multiple triggers, some chosen by the GM and not disclosed to the player at all. While under the effects of these hallucinations the character will act as though the hallucinations are real, and may act in an erratic or even dangerous fashion.

## Catatonic

**RESIST:** +2

**TRIGGERS:** Determined by the GM or player

**BEHAVIOR:** Character becomes **Unconscious** for 1 minute/round per level of failure.

Catatonic characters have suffered such mental trauma that their minds simply cannot cope and will therefore recede when they come in contact with their trigger. Their trigger, or triggers depending on the severity of the disorder, may be known to the player or the GM may keep the trigger secret. This is determined when the disorder first manifests. If the player encounters the trigger, and does not successfully resist, the character passes out, and is treated as though they are **Unconscious** with all the dangers and penalties associated with it. This does not result in the loss of Stress.

## Lunacy

**RESIST:** +3

**TRIGGERS:** Determined by GM or player upon choosing Lunacy.

**BEHAVIOR:** The character attacks anyone or anything nearby in a berserk fit of rage.

Lunacy is so named because the victims often behave like those that have beta lycanthropy. Lunacy causes the victim to fly into a berserk fit of anger, making them exceedingly dangerous, as they will attack friends and foes alike. The trigger for these behaviors is known to its victims, and often makes them fearful. Depending on how prevalent these triggers are the character may become withdrawn from society, or go into hiding to keep their fits of rage from being agitated. These fits last for 1 round/minute for each level of failure. On a critical failure they last for 5 rounds per level of failure.

## Split Personas

**RESIST** +4

**TRIGGERS:** Determined by the GM and/or the player.

**BEHAVIORS:** The player assumes a completely different persona. This new persona has a separate Concept, and a separate Higher and Lower Self. The new persona is limited in its control and has limited access to skills. This new persona will have no access to five skills (minus his Willpower modifier, with a minimum of one.) When the alternate persona is created it has access to five skills the main persona does not. The GM will select the five skills and swap the bonuses from five of the existing skills.

### Example:

*The main persona has access to **Marksmanship: Revolver** +3 and **Weapon Skill: Club** +0. The GM decides the alternate persona will have **Weapon Skill: Club** +3 removing **Marksmanship: Revolver** bonus and making it +0 for the alternate persona.*

This disorder causes another persona to take control of the player. This persona is aware of the host persona, but may or may not like them, and may make them do things to make their life more difficult. Characters are often not aware of the trigger for the alternate persona, and this

illness may affect one character multiple times. While under the effect of the alternate persona any Destiny gained from the alternate persona is lost when they shift to the host persona, and this Destiny can only be spent and not converted to XP. This effect lasts for 5 rounds/minutes per level of failure. On a critical failure, this will last for an entire day. While the alternate persona is in control, the character loses access to some skills, as the alternate persona has no idea how to make use of them.

## Paranoia

**RESIST:** +2

**TRIGGERS:** Determined by the GM or player.

**BEHAVIORS:** Victim is affected by the **Fear** or **Horror** template.

Paranoia is an irrational fear of an everyday thing/area/or group of people. Some unfortunate victims have several forms of paranoia. Depending on the severity of the paranoia, the character is struck with either the **Fear** or **Horror** template, until safely away from the trigger. The effect lasts for 1 round/minute per level of failure, after the trigger has been left behind.

## Urges

**RESIST:** +2

**TRIGGERS:** Determined by the GM and/or player

**BEHAVIOR:** Varies greatly

Victims suffering from urges are identical to people suffering from the **Addicted** flaw, but urges takes effect each time the character is around their trigger. The trigger may be anything from a beautiful woman, to shiny objects, to people crying, to the smell of apples. When subjected to their trigger, the victim will take a predetermined set of actions. These actions are dependent on what they selected when they selected this illness. Anything is possible, from attempts to murder individuals in a powder blue suit, to firing a gun in the air, to having to fold pages of origami. This is one of the most varied mental illnesses, and can be as harmless as a simple inconvenience, but can also be something truly depraved and terrifying.



## ELEMENTAL EFFECTS

Elemental effects occur when a character is affected by an elemental force such as fire, ice, or electricity. The powers of the elements can be a terrible force to behold, and we will describe them all here for you.

**ELECTRIC** – Electric damage causes the **Stunned** template for 1 round/minute per point of damage. Electric damage deals +1 if the victim is wearing metal or is in water. A target who has taken damage from electric can't use Interrupt actions on that turn.

**ACID** – Acidic damage ignores non-magical Armor. If acid damage is used against objects it will ignore half the items Hardness.

**COLD** – Cold damage causes the creature to be shaken for one round per point of damage.

**FIRE/BURNING** – Fire inflicts burning damage. Any flammable creature or object affected by burning damage inflicts a +0 damage roll that ignores non-supernatural armor and lasts until put out or the source is exhausted. Burning happens 50% of the time a flammable object is touched. Burning may also spread 5 ft./round if more flammable objects are near or if they are touched they have a 50% chance to spread to the touched individual.

**SONIC** – Sonic damage has the **Improved Critical** perk, and on a critical roll, it deals an additional +1 damage that ignores Armor.



## TEMPLATES

Templates are various abilities that can be inserted into scenes, monsters, characters, and items in the Xaos system. Templates give you the ability to adjust your monster or environment on the fly, making for unexpected and unpredictable encounters. They are the building blocks of our world allowing you to transform something as standard as a giant rat, into a **Fire Breathing** vermin, or an armored mutant juggernaut. Templates in the Xaos system are split into three categories:

**CREATURE TEMPLATES** – A template that adds unique abilities to a creature or character.

**ITEM TEMPLATES** – A template that adds new qualities or properties to items, weapons, and armor.

**SCENE TEMPLATES** – Templates that add different qualities or elements to a scene, and alter the way characters or items interact with each other and function during that scene.

### CREATURE TEMPLATES

**ACIDIC** – The creature secretes acid or is made of acid. All of its attacks deal acid damage.

**IMMUNITY:** Acid

**SENSITIVITY:** Electric

**ALIEN** – This creature is strange and not from this world it gains **Fear** and **Poisonous**.

**IMMUNITY:** Fire, Electric, Cold

**AMORPHOUS** – The creature has a strange shifting shape, and can fit through any opening. It also receives +2 to dodge rolls.

**BLIND** – The creature loses all sense of sight, and takes a -2 to a -4 penalty, as determined by the GM, to all combat and defense rolls as well as any action that requires sight; unless they have some way to compensate for this loss of sense.

**BREATH WEAPON** – The creature can breathe out a 15 ft. **Spray** per level of Fortitude modifier that deals the elemental damage of your choice. This spray can be increased by +15 ft./size category of the creature after Large. Once the elemental type is determined, it cannot be changed. The breath weapon deals damage equal to the creature's Fortitude modifier. The creature can use the weapon a number of times per day equal to its Fortitude modifier +1.

**BURROWING** – The creature can move through either the earth at their normal speed. They may also move through man-made structures or hard stone, but these environments count as difficult terrain for the creature, and tend to slow them down.

**CALL AID** – The creature may call other creatures to its aid either by magic or by some means of signal. The details are determined by the GM.

**CAMOUFLAGE** – The creature can blend in with its surroundings, gaining a +2 roll to **Stealth** checks while disguised.

**CHANGELING** – The creature can change shape. This grants +2 to **Subterfuge** checks to impersonate another creature.

**CLAWS/BITE** – The character gains a claw attack, and/or a bite attack. This attack deals +1 damage per size category, beginning at size medium. This may be altered by the GM if the creature has more or less powerful claws/teeth.

**CLIMB** – The creature may move at half its movement speed across vertical terrain by making an **Athletics** check.

**CLOAKED** – The creature makes itself invisible for 3 rounds per minute per level of its Fortitude or Willpower. Invisible creatures get a +4 to dodge rolls, unless they are somehow detected through smoke, scent, outline in the rain, etc.

**CONSTRICT** – The creature can constrict its body or a limb around a creature, dealing damage equal to its Strength modifier. The creature deals sustained damage each round on a successful attack. The victim can try and escape each round by making an opposed Strength roll.

**CONSTRUCT** – The creature is made of inanimate matter, and automated through either artifice or magic. They are slow with movement of 10 ft./round, and they suffer no penalty for damage levels.

**IMMUNITY:** Mind Affecting Abilities, Critical  
**SENSITIVITY:** Acid

**DAEMONIC** – This creature hails from the Helios system. The creature also is resistant to Mental Attacks gaining a +2 to Mental Attacks.

**IMMUNITY:** Fire, Electric

**DEAF** – This creature cannot hear and takes a -4 penalty to any dodge roll against attacks it cannot see.

**DISEASED** – The creature spreads disease through its attacks. The disease is chosen when this template is applied.

**DIVINE** – The creature is one of the divine or its servants. The creature gains **Regeneration** (Holy Areas), **Petitioning**.

**IMMUNITY:** Non-Magical Weapons

**ECHOLOCATION** – The creature uses pulses of sound to detect what's around it. The creature can see everything around it, up to 120 ft., regardless of sight. This ability allows the creature to ignore gaze attacks and non-solid illusions.

**ELECTRIFIED** – The creature is covered in an aura of electricity, or the creature is made of electricity. This grants the creature electric damage to all its attacks. Gains Maneuverability: Fast (+10 ft./round).

**IMMUNITY:** Electric  
**SENSITIVITY:** Water, Cold

**ENTANGLE** – The creature can entangle a target or targets, giving them the **Stunned** template. Entangled creatures can attempt to escape each round by making an opposed Strength check.

**EXTRA** – The creature is merely a pawn with little overall relevance. It has only one of each wound type where applicable.

**FAE** – Creatures of the Fae plane. They gain access to Phantasm school magic. Being creatures of magic themselves they naturally have the **Heightened Senses** (Sense Magic) ability.

**IMMUNITY:** Non-Magical Weapons  
**SENSITIVITY:** Cold, Iron, and Silver  
**ADDITIONAL TEMPLATES:** Camouflage, Cloaked

**FEAR** – The creature causes fear in all that behold it. Creatures must make a Willpower check or be forced to flee from the creature or object, unable to take any other action for one round per level of failure.

**FLAMING** – The creature is on fire and produces heat and flame from its body. Creatures making melee attacks against the creature suffer fire damage equal to the creature's Presence (minimum of +1), and the creature deals fire damage with its attacks, giving all of its attacks the Burning elemental effect. The creature takes double damage from cold or water attacks, it also can be suffocated to kill off the flames, like you would smother any other kind of fire.

**IMMUNITY:** Fire

**FLIGHT** – The creature can fly by either wings or some other form of locomotion. The creature can fly at a speed equal to double its normal movement, and has Maneuverability: Average, +1 level per level of its Agility modifier.

**FLUX ABSORPTION** – The creature can absorb flux, devouring magic and artifice. Any spell or artifice effect that might affect the creature would instead be absorbed. This causes it to have no effect on the creature. This effect usually has a percentile chance of success.

**FLY** – The creature may fly at a rate equal to its movement speed in any direction.

**FROZEN** – The creature is covered in ice and has an aura of cold and frost, or the creature is made of ice and snow. The creature gains cold damage to all its attacks.

**IMMUNITY:** Cold  
**SENSITIVITY:** Fire

**GLIDE** – The creature can glide a distance equal to 4x its movement. It has Maneuverability: Poor, +1 level per level of Agility. Gliding creatures cannot gain height.

**GRAVITY CONTROL** – The character can manipulate gravity around a creature, either making it weightless or increasing its weight and forcing the character to gain the **Slow** template. Weightless creatures are subject to the wind around them and will raise 10 ft. per round/minute. A creature may use this ability once per round per point of Willpower, and must make an attack roll against the victim to change the gravity around them. This attack has a range of 30 ft., deals no damage, and ignores Armor. This attack lasts for one round/level of success.

**GUST**  $1/2/3$  – The creature can cause great gusts of wind. This can produce a blast of wind pushing all creatures away from it as though a push attack was made against the creatures. Treat the push attack as having a Strength equal to the Gust stat ( $1/2/3$ ). This affects all creatures within a 15 ft. **Spray** times the gust level.

**HARDY** – The creature is very sturdy and in great health. He gains +2 Bruised wounds. This template may affect any wound type, and may be taken multiple times.

**HORNED** – The creature has horns that can be used as a weapon. They deal damage according to the size of the creature; the GM determines the damage base. On a successful charge attack they deal the weapon damage times 2.

**HORROR** – The creature is so terrible and alien that it breaks the mind to even gaze upon it. This creature has the **Fear** template. All creatures that are within 10 ft./level of its Presence modifier, take a Stress damage roll each round. This continues for a number of rounds equal to half the creatures Presence rounded up.

**HYPNOTIC** – The creature has the ability to hypnotize its victims. This effect requires an opposed Willpower roll to resist. If successful, the victim is affected as per the magic effect from the Phantasm school (Page 115).

**IMMUNITY** – The creature is immune to a certain property or element, and takes no damage from that property or element.

**IMPROVED SENSES** – The creature's senses are at peak levels, and provide +2 to Perception checks with that sense.

**INCORPOREAL** – The creature can change into a mist or some other substance that can pass through objects and creatures. Incorporeal creatures are immune to all non-magical damage.

**LEAP** – The character may move twice its movement distance in a great jump.

**LIFE DRAIN** – The creature heals itself by damaging another creature. Each level of damage dealt heals the creature by one level.

**LIGHTNING REFLEXES** – The creature moves preternaturally fast, and gets +1 to dodge attempts. The character gets double the normal number of Defensive Actions, but she must spend them on Dodge Actions.

**MADNESS** – The creature has lost his mind and is now insane. A character affected by madness is under the GM's control, his mind afflicted with disorganized and terrible chaos. This template adds a number of mental disease flaws equal to the characters Willpower modifier +1. This is usually temporary, but it can be a permanent effect.

**MIMIC** – The creature can change its body to look like another creature or item. This adds +3 to **Subterfuge** rolls to impersonate another creature.

**MONSTROUS** – The creature is a horrific version of another creature. It gains **Horror**, **Huge**, **Rend**, and **Tough Hide**.

**NOSFERATU** – These creatures are an offset of vampires and are hideous to behold bearing the animalistic traits of the creatures of the night. Nosferatu have all **Vampiric** abilities in addition to **Claws/Bite**, and **Life Drain**.

**NOXIOUS** – The creature has the ability to produce a foul, terrible smell. Creatures without the **Noxious** template must make a Fortitude check (+1 or greater), or suffer from the **Sickened** template for a number of rounds equal to the failure.

**OLD ONE** – The creature is a spawn of the Old Ones. They gain **Regeneration** +1, and **Water Breathing**.

**IMMUNITY:** Critical, Electric

**Ooze** – Ooze creatures may fit through any opening regardless of size.

**IMMUNITY:** Critical, Fire, Projectiles

**ADDITIONAL TEMPLATES:** **Swallow Whole**, **Split**

**PETRIFICATION** – The creature can cause a target to become both **Stunned** and inanimate like stone. This process usually lasts until the creature is killed. Petrification always requires some type of attack, whether it's a touch attack or a ranged attack, and usually has a Willpower roll to resist.

**PLANT CREATURE** – The creature is plant based. This grants the creature the same abilities as the Sylvan's (**Pass Without Trace**), **Entangle**, and **Fast Healing**.

**IMMUNITY:** Critical

**SENSITIVITY:** Fire



**POISONOUS** – The creature may add a specific poison, usually predetermined, to a natural attack. Alternately the creature may choose to have the poison pass to any creature that damages it in melee combat. The creature must choose either the offensive or defensive ability when the template is selected. This template can be applied twice for both effects.

**POSSESSION** – This template occurs when a creature is possessed by some sort of spirit, alien, or other creature. Once successful the host will be possessed by the being and its body will change to reflect aspects of the parasite. This effect lasts a number of rounds/minutes equal to the possessor's level of success in initially possessing them times two. At which point the creature may attempt another opposed roll, this time at +1. This effect continues for half the rounds/minutes of the initial success. At the end of this time the creature gains another opposed roll at +2 and this continues until the creature rejects the creature. Once the possessor is purged, the host returns to normal, but with half its Constitution, Stress and Ego. In addition it's unable to take any actions for 1 minute/round per level of failure to purge the parasite. If a parasite is killed while in possession of the host, this also ends the possession as described above except the host may not take action for 10 rounds/minutes.

**PREHENSILE** – The creature has a prehensile appendage that can be used with the same level of proficiency as the creature's main hand. The appendage has a reach of five ft. per size category above medium.

**PRIMAL**  $1/2/3$  –The creature is a throwback to earlier times. You must choose a level for primal when you choose it. The creature gains **Huge, Rend, Noxious, Claws/Bite,** and **Tough Hide**. Creatures with any of these templates already add a modifier equal to the level of Primal.

**PRO-GENERATION** – The creature can regenerate its body parts in a single round. If the creature's appendage is severed it may choose to grow back two in its place, this include the head. This may be done indefinitely.

**REGENERATION**  $1/2/3+$  – The creature has the ability to heal very quickly, and regrow lost body parts. The creature heals a number of wounds each round equal to its Regeneration rate (1,2,3 or more). Wounds regenerate from bruised to grievous and can regrow a non-vital limb in 10 minutes minus his Regeneration rate.

**REND** – The character rips or tears into an opponent, savaging it and causing huge wounds and massive damage. If the creature hits with 2 attacks it rends the creature, causing **Bleeding** and allowing it to add its weapon damage again.

**SCENT** – The creature can track and follow creatures by their scent. This provides +2 to **Tracking/Survival**, and allows it to track simply by scent.

**SENSITIVITY** – The creature is sensitive to something. When subjected to the thing it is sensitive to, it takes negatives to its dice rolls or extra damage. Normally this is -1 for a negative, or +2 for damage, but the GM has final say based on the Strength of the creature.

**SERRATED** – The creature's **Claws/Bite** or other attacks cause **Bleeding** to their opponent.

**SHADE** – This creature hails from the shadow planet.  
**IMMUNITY:** Cold, Ignores All Magical Darkness Effects  
**EXTRA:** **Heightened Senses** (Night Vision)

**SPELL-LIKE ABILITY** – The creature can use a magic effect or an artifice function as a natural ability.

**SPINES** – The creature is covered in spines or quills that deal +2 damage against creatures that attack it in melee. The creature may also toss them as a projectile, dealing +1 damage as a thrown attack.

**SPLIT** – When the creature takes damage from an attack, it may make a Fortitude roll. On a +2 or better it splits into the original creature and one new copy. The new copy has all the originals' statistics, and is in perfect health with any wounds or effects removed. Upon adding this template you must choose a specific **Sensitivity** (Cold, Sonic, Divine, etc.). Any damage the creature takes from their **Sensitivity** does not allow a split.

**SPORES** – The creature spreads spores that cover and affect a 30 ft. blast centered on the creature. The spores can have many different effects based on the creature.

**SWALLOW WHOLE** – The creature can swallow other creatures whole. Any creatures that are its size or smaller can be swallowed whole on a successful attack. Creatures that are swallowed whole take sustained acid damage each round equal to the Fortitude modifier of the creature. This lasts until they can escape, which they do by making an opposed Strength check, or by dealing a number of Constitution wounds equal to the creature's Fortitude modifier.

**SWARM** – A swarm is made up of other small or smaller creatures. They may attack every creature within the swarm once per round.

**SENSITIVE:** **Area of Effect** attacks, **Swallow Whole**

**SWIM** – The creature may move in water at the same rate that she can on land.

**TOUGH HIDE** – The creature's hide is so tough it provides an Armor bonus and/or Bullet Resistance equal to the creature's Fortitude modifier. This counts as Heavy Armor.

**TRAMPLE** – The creature may charge over a target or targets, dealing charge damage to all in its path.

**UNDEAD** – The creature is one of the animated dead. Undead creatures cannot suffer from critical damage effects except for decapitation, nor do they suffer from damage penalties based off of wound level.

**IMMUNITY:** Cold, Disease, Poison, Mental Attacks

**SENSITIVITY:** Divine, Fire

**VAMPIRIC** – Vampires are members of a sub species of Old Ones that somehow learned to harness magic. They are unable to enter a building uninvited. They do gain the abilities: Change to Rat Swarm (One Combat Action); Change to Mist (**Incorporeal**, One Combat Action)

**IMMUNITY:** Cold

**SENSITIVITY:** Light, Divine

**ADDITIONAL TEMPLATES:** **Hypnotic**, **Flight**, **Call Aid** (Creatures of the Night), **Regeneration** (Blood - one wound per two wounds drained during attack)

**VERMIN** – The creature is an almost mindless thing that gets by on the refuse or carrion of other creatures.

**IMMUNITY :** Disease, any mind affecting spells and abilities that would control its actions unless they are specifically designed to work on vermin

**WAIL** – The creature releases a massive wail, or shout, that deals damage in a 30 ft. **Spray**. The shout deals damage equal to its Fortitude modifier, causing the **Hypnotic** template for a number of rounds/minutes equal to the damage taken times three.

**WALL WALKER** – The creature can move at normal speed across all planes, vertical or horizontal, with no difficulty.

**WATER BREATHING** – The creature has the ability to breathe under water without penalty.

**WEAK** – The creature is weak and feeble, either because of disease or because of some other cause. This creature is missing key attributes or special abilities, or could be missing levels of wounds.

**WEBBING** – The creature can create webbing and move across it as a mode of transportation. A creature can fire webbing in an area equal to its Movement Rate (20 ft., 30 ft., etc.). Creatures hit by webbing, or creatures that move into the webbing are treated as **Stunned** until they make a Strength check to break free. The strength of webbing varies but is usually equal to the creature's Fortitude modifier.

**WIDE VISION** – The creature's eyes are set in such a way that it allows the creature to see 360 degrees around itself.

**X-RAY VISION** – The creature can see through three ft. of solid non-supernatural material.

## COMBAT TEMPLATES

**BLEEDING** – The character suffers one Constitution wound each turn until healed. The character can make a Fortitude roll each round equal to bleed damage to ignore this damage. Bleeding may be healed by a **First Aid** roll of +2 or greater.

**CONFUSION** – Once the Confusion template is applied to a creature roll the percentile dice every time it is that creatures turn. On a roll of 25 or less, the characters actions are controlled by the GM. On a roll of 26–50, the creature is allowed no actions. On a roll of 51–75, the creature attacks another random creature. On a roll of 75–100, the character acts normal.

**DAZED** – The character loses one Combat Action while dazed.

**FRIGHTENED**– The character tries to escape from the frightening creature or item in the fastest way possible. If escape is not possible the character becomes **Shaken**, until it can escape.

**PRONE** – The character is knocked down. She cannot dodge, and she must spend a Move Action to get up.

**SHAKEN** – The character is uneasy and shaken. The character loses half its actions, and can only make one Movement Action at half speed.

**SICKENED** – The character is sick, and in terrible pain and discomfort; the character takes a –1 to dice rolls per level of Sickened.

**SLOWED** – The character moves at half speed.

**STUNNED** – The character is rooted in place, and can take no actions; either frozen by fear, held in place or completely immobilized by some other means.

## SCENE TEMPLATES

**ABLAZE** – The scene is on fire. Characters spending more than a round inside a burning scene must make an agility check each round to avoid taking damage from the flames and heat. Characters also must make a Fortitude check to avoid suffocation from smoke, after a number of rounds/minutes equal to their individual Fortitude modifiers.

**AIR/WIND LEVEL** – Air and wind in a scene sometimes need to be measured. Air level indicates how many minutes/hours or other increments are present before suffocation begins. Whereas wind level is measured in miles per hour and each level doubles the increment given by the template. For instance wind level 1 (2 mph) level 2 would be (4 mph).

**ANCIENT** – This area is older than almost anyone can imagine and often contains traps, secret passages, and old magics. The area is high in flux, with a flux rating of +3 or higher. Spells cast in this area may not reduce flux.



**CRAMPED** – A tight space making reach weapons impossible to use. In addition, movement is restricted to half speed, and anything that requires movement or large gestures, such as incantation actions, suffers a penalty.

**CROWDED** – The scene is full of extra NPC characters. The character's movement is hampered by the number of people around. This prevents any double movement, and all characters suffer a –2 penalty to **Stealth**. Ranged attacks are treated as the target has a human shield cover.

**DANK** – The surroundings are covered in mold, and the characters find that it's dark and difficult to breathe. Characters must move at half speed to avoid slipping. Combat is difficult and causes them to lose one action each round. In addition characters without light or **Heighten Senses** (Night Vision) take –2 to vision related **Perception** checks. **Scent** is impossible in this scene.

**DARK** – The scene has very dim lighting. Any characters that do not have **Heighten Senses** (Night Vision), or some other way to see through the darkness suffer a –2 to vision-related **Perception** checks.

**DIFFICULT TERRAIN** – Characters can only move at half speed, and cannot make any run or charge actions.

**DILAPIDATED** – The environment is covered in rot and neglect, most objects are fragile and it may be dangerous to simply walk through the area without falling through the floor or causing a collapse. All structures have the **Fragile** template and have only half their usual Structure points.

**DIM** – The surroundings have very low light; the light may be flickering. Characters without a way to see in the dark take a –1 to vision-related **Perception** rolls.

**ELDRITCH** – This area is full of occult devices and energies. The area is dark and likely to contain secret passages or other arcane matters. Flux level is usually +1 or better.

**ELECTRIFIED** – The environment is electrified, or has objects in it that are electrified. The character must make an **Agility** roll each round to avoid taking electric damage.

**FLOODED** – The scene is flooding or already flooded. Characters that cannot breathe water begin to **Suffocate** when the scene is fully flooded.

**FOGGY/SMOKY** – The area is obscured due to fog or smoke. Characters suffer a –1 penalty to vision related **Perception** rolls.

**FREEZING** – The scene is cold and covered in ice. The character must take precautions or take damage from the cold. If the GM deems that there is ice in the scene, the character must make an **Agility** roll each round or become **Prone**. In case of ice; the character may move carefully to avoid this effect.

**HIDDEN PASSAGE** – This environment contains a hidden passage that can be located by making a **Perception/Search** roll. The GM determines the difficulty of this roll.

**HIGH CLASS** – A high class area. Low class characters are out of place or perhaps not even allowed to be here, and will take penalties to all social rolls. The penalty is based on how out of place the character is, and is determined by the GM.

**HIGH FLUX** – This area has a great amount of flux. The flux level is +2 or higher, and the flux does not diminish when incantations are cast.

**LOW CLASS** – The scene is in a low class area or dive. High class characters may take penalties to social rolls. The penalty is based on how out of place the character is, and is determined by the GM.

**LOW FLUX** – This area has poor flux and the flux level is –1 or worse.

**POOR FOOTING** – The area is full of places to fall down, or otherwise make it very difficult to move through. Characters must make **Athletics/Agility** rolls or fall into or against the dangerous material.

**RAINY** – The area is currently slick due to water, and is experiencing various stages of rain.

**RANCID** – The environment is full of gas or other substances that can be damaging or sickening. The characters must make a **Fortitude** roll each round. If they fail, they will suffer one of the following: +1 damage roll, gain the **Sickened** template, or begin to **Suffocate**; as dictated by the GM.

**RANSACKED** – The area has been burgled or wrecked in some fashion. **Search** checks suffer a –1 penalty.

**UNSTABLE** – The setting is falling apart and each round of combat or violent actions has a chance to cause a collapse.

**VOLATILE** – The area is violently unstable due to the presence of chemicals, high pressure, explosives etc. The scene may explode, or have some other deadly effect occur if it is not handled properly.

**WATER LEVEL** – The area has a large amount of water. The level is determined in increments a flooded room may have 1 ft. listed as the water level where a lake may have 40 ft. When the level is raised it doubles the water increments.

**WELL LIT** – The area is lit very well. All **Stealth** checks suffer a –2 penalty.



## ITEM TEMPLATES

**AOE (AREA OF EFFECT) ATTACK** – This type of attack deals damage to the target, plus half damage (rounded up with a minimum of 1) to all other creatures in the area.

**ARMOR PIERCING** – This allows the weapon to ignore some or all of an opponent's Armor depending on its level.

**BLACKOUT** – This is designed to stun its target and not kill them. If affected by Blackout, the target is knocked **Unconscious** for 1 round/minute per point of damage. This attack deals only temporary damage until the effect wears off.

**BLAST** – This attack deals damage to all creatures in its radius.

**BREAK AWAY** – The item can be taken apart, making it easier to store or carry. This makes it one size smaller.

**CLEAVE** – The weapon may attack a number of creatures in its reach equal to the wielders Agility modifier.

**CONCEALABLE** – The item is made to be hidden easily. You gain +1 to any rolls made to conceal the item.

**DISARM** – On a critical hit this weapon knocks the weapon or shield out of an opponent's hand. The disarmed player must spend a Combat Action to reclaim the dropped weapon or shield.

**FAST** – This item can be used for multiple Combat Actions each round. You can attack twice with this weapon for each Combat Action you spend.

**FIREARM** – On a critical failure the weapon is jammed and cannot be used until the chamber is cleared; this takes 1 round/minute per level of failure.

**FRAGILE** – The item is fragile and easily broken. It only has half its normal Structure points, and half its Hardness.

**GAZE** – This attack comes from eye contact and requires a Perception roll to hit as opposed to a normal attack roll. The victim of the attack may make a **Discipline/Willpower** roll to oppose this type of attack.

**GRENADE** – Grenades explode in a 30 ft. **AOE**. Grenades deal damage to the creature it hits and 1/2 damage (rounded up with a minimum of +1) to all other creatures in the **Area of Effect**.

**HEAVY** – The item weighs twice its normal amount.

**HOLLOW** – The item has a hollow cavity where items can be stored.

**IMPALE** – On a critical hit the weapon goes straight through the creature if it is able. If the weapon successfully impales its target the weapon can be used to attack the creature behind it in the same action.

**INACCURATE** – The weapon is unwieldy and difficult to aim. The item takes an additional –1 on Range Increment Penalty beyond short range.

**LIGHT** – The item weighs half its normal amount.

**LINE** – This attack damages each creature in a straight line from the attack. This line is treated as 1 ft. wide for medium or smaller attacks, and 1 ft. thicker for each size larger than medium.

**MANEUVERABLE** – The item has greater control over its maneuverability, this increase the items maneuverability by one level.

**MASTER CRAFTED** – The item is a work of exceptional craftsmanship and gains +1 to damage, Armor, and Hardness.

**POISONED** – The item contains poison in a cavity within, usually dispensed by a hidden trigger.

**REACH** – A weapon with reach can hit any target within its range.

**SCATTER** – This attack is centered on the weapon or creature and radiates outwards in a cone, with the narrow end of the cone touching the weapon or creature. This attack deals full damage to creatures in the first range increment, and –1 damage for each additional range increment. This type of attack cannot be aimed.

**SHRAPNEL** – Adds **Bleeding** damage to an **Area of Effect** attack.

**SLOW** – This weapon is large and difficult to wield quickly. Each attack made with this weapon uses one Defensive Action as well as one Combat Action.

**SPRAY** – This attack is centered on the weapon or creature, and radiates out in a cone with the narrow end of the cone touching the weapon or creature, and the end of the cone measuring the width described in the effect.

**STURDY** – The item is well built, and has double its normal Structure points.

**TANGLED** – The weapon tangles up its wielder, making him **Stunned** until he spends a Combat Action to untangle himself.

**VOLATILE** – The weapon will explode if knocked around too much, or if it is subjected to fire. You must make a roll any time the item is dropped, the item is destroyed, or the character holding it is knocked **Prone**. If you get a –2 on that roll, the item will explode.

**VORPAL** – On a critical hit, a weapon with the Vorpal template cleaves off an appendage. To determine what gets cut off you roll one FUDGE dice. On a (+) you remove the head, on a (–) you remove a leg, and on a blank roll you remove an arm.



# DESMOND BURR



*Looking across the cobbled street through the curtain of falling rain, he saw the message they sent. The lifeless body lying there on the ground, the flannel suit soaked; caked with a smattering of blood, mud and the gods only know what else. This was an invitation; an invitation to stay and continue the investigation for the Dwarves. This was an invitation to die alone in an alley, where the only ones to see you to the hereafter are the chittering rats feasting on your body, and the vagrants relieving your decaying corpse of its valuables.*

*He took a deep breath and exhaled a puff of cold mist from his nose. He walked across the street, slowly stepping over the body, careful to avoid any traps placed there by the "kind" folks that left him this clear message. Under the flicker of the green gas lamp hanging over his office door, he read aloud, "Burr and Richards: Detectives for Hire."*

*Glancing back at his fallen partner he took a deep breath again, "Guess it's just Burr now, huh buddy."*

*Something was amiss, the smell of the falling rain, the blood, the harsh stink of the gutter, something was wrong.*

*Suddenly, as it seems to happen every time, the world slows; the curtain of rain becomes a countless sea of falling pearls of water like a woman's necklace, broken as it's wrenched from her neck. The sound of the chittering rats becomes a symphony of small chirps, and the smells separate from one another becoming clear and distinct. Now the acrid gutter stink is discernible: gasoline, a gel ignite, and a Machina fuse.*

*He understands now what the message really means. With this understanding, he leaps out of the way as the array of wood shards and the heat of flame billow above him, the concussion of the detonation was deafening, much like a massive thunderclap concentrated in a small space. Lying on the ground in the muck and frozen water, the ash from his ruined former life falling like snow around him, his voice echoed down the alleys, careening off the shapes within, "Not worth the damn cash anyway! If you want me, I'll be in that floating death trap they call the center of the world."*

*Walking with speed and a new purpose through the dark, moonless night, his walk is not one of fear, but one born of hope. If they want him dead, they'll have to come and fight him on new ground, where neither party has the upper hand; there, in the city of spires, he would get his revenge.*

# CHARACTER CREATION

EVERY PARTY NEEDS A GOBLIN, THEY JUST DON'T NEED 10 OF THEM. WELL NOT FOR VERY LONG.

## CHARACTER DEVELOPMENT

Your character is the center of your story. The material in this chapter will help you define who your character is, and how he interacts with the world. In Mechanika we want you to feel like your character is more than just figures on a page; we want your character to feel like a living entity with feelings, personality and more. This chapter will walk you through the steps necessary to create your own Mechanika hero.

The steps to character creation are simple and easy:

- 1) CREATE A PERSONA
- 2) SELECT A RACE
- 3) ASSIGN ATTRIBUTES & WOUNDS
- 4) ASSIGN ACTIONS & WEALTH
- 5) SELECT SKILLS
- 6) SELECT PERKS
- 7) SELECT FLAWS
- 8) SPEND REMAINING EXPERIENCE POINTS (EP)
- 9) GEAR UP & SELECT CHARACTER BONDS



### 1) CREATE A PERSONA

The first step to creating your character is to create a Persona. This is the character's personality and his role in the world. Your Persona defines your character and it gives you a purpose. We start this process by defining the character's motivations, and thus how he will interact not just with your group, but with the world around him.

#### CONCEPT

The first step to creating a Persona is to come up with your character's Concept. A Concept should be a sentence, or at least five words, that can be used as an overview of the character. The Concept is very important because it's a guide to the rest of character creation and also is one of the ways your character gains Destiny points.

A Concept should not be extremely narrow or wide because both create unique problems. A wide Concept like "Helpful Hero" is too general to build a character from, and also provides very little opportunity for the GM to award Destiny. The same issue goes for narrow Concepts like "Hero to Orphaned Girls". This provides very little for the character to do to gain Destiny points and provides little to build off of. A good example of a Concept would be "Hero to the Downtrodden." This Concept provides a wide group to help and a good amount of information to build the character.

#### **Examples:**

*Sky Pirate with a Heart of Gold*  
*Shrewd but Honorable Eccentric Detective*  
*Ruthless Cold Vigilante*  
*Tortured Pessimistic Engineer*  
*Plucky Energetic Bodyguard Seeking His Place*

#### HIGHER SELF

The next step is to create a Higher Self. A Higher Self exemplifies something positive about your character. Higher Self should be just a few words and is important because this is the second way a character can gain Destiny points. Your character's Higher Self should encompass his

most positive trait. A good example is “Never Accepts Payment from the Poor,” or “Always Helps a Lady in Distress.” These examples provide great opportunities to role-play your character, and are broad enough to allow the character to gain Destiny.

When you choose your Higher Self, make sure it is open-ended enough to allow you to role-play it in every session to some capacity, and that it fits in with your Concept.

**Examples:**

- Never Leaves a Comrade Behind*
- Loyal Above All Else*
- Honest in All Things*
- Everyone Deserves a Chance*
- Solves Any Crime*

**LOWER SELF**

Now we come to the third step of creating your character’s Persona, his Lower Self. A character’s Lower Self is something negative about the character, perhaps a hidden fear, bad habit, or dark desire. A Lower Self should be something that is just a few words long and portrays the darker side of his Persona. You gain Destiny for role playing your Lower Self as well as the other sides of your Persona, so make sure it is a trait you want to role-play consistently.

Great examples of Lower Self are “Falls for Anything in a Skirt,” “Very Shallow,” or “Cheats to Come Out on Top.” These all provide great role playing opportunities and help to flesh out your character.

**Examples:**

- I’m the Best There is*
- Everyone’s Hiding Something*
- Always Itching for a Fight*
- People are Merely Tools*
- No Sense of Loyalty*

**2) SELECT A RACE**

The second step is to decide on a Race. This is one of the biggest choices you will make because this both determines what abilities your character receives, and also how many perks she gets. The character’s race also defines how you are perceived as you travel from empire to empire.

The world of Mechanika is inhabited by many races. A few basic are defined here, but this core offering is barely scratching the surface of possibility. Many other races choose to dwell outside of civilized society, lurking in the Earth’s dark places.

Humans are the most predominant race currently known, making up 80% of the population. The other 20% are a mixed bag of Goblin, Sylvan, and a handful of others we will address later in the book or in future volumes. (Find the full listing in Chapter Three: Races.)

Note the penalties and benefits of your chosen race.

Every race also has a number of unique perks and flaws available to them. Humans gain a Supernatural perk and three Non-Supernatural perks, and all other races gain one Supernatural and two Non-Supernatural perks. Supernatural can be traded for two Non-Supernatural perks.

OVERVIEW OF AVAILABLE RACES:

Humans	Jack of All Trades	+1 Two Attr.
Goblins	Clever & Destructive	+1 INT +1 AGI
Moreauvians	Large & Powerful	+1 STR +1 FOR
Sylvans	Magical & Enigmatic	+1 INT +1 PRE
Dwarves	Ancient Artificers	+1 FOR +1 WIL
Dhampyr	Cunning & Cold	+1 AGI +1 PRE

In-depth information can be found in the Races chapter

**3) ASSIGN ATTRIBUTES & WOUNDS**

**ATTRIBUTES**

The next step is to craft the physical aspects of your character. These aspects are known as attributes. Attributes determine things like how much your character can lift, how much information she remembers, how fast she can run, and other qualities of the character.

This part of creation goes over the basic build up of the character and serves as the core to build her other abilities from. Almost all creatures in the Mechanika world will have attributes, and these attributes describe how formidable that creature is at any specific task.

Your character has seven attributes that determine the characters mental, social and physical aptitude. They help gauge how successful your character will be in their skills, as well as how sturdy or smart they will be. The seven attributes are listed below.

**STRENGTH** – A measurement of how physically strong your character is. Strength determines how much your character can lift, as well as how much damage he can inflict with his body or with melee weapons. Strength also dictates how much gear your character can carry, and determines the types of armor and weapons he is proficient in.

**AGILITY** – How nimble your character is and how fast she can move her body. Agility determines what firearms a character can use, how well she can dodge, how fast she is, and how many actions she receives each round.

**FORTITUDE** – This dictates how fit and hearty your character is. Fortitude determines how many points of Constitution he has, how well he can resist poisons or diseases, and survive the elements and resist trauma, such as drowning.

**INTELLECT** – A measurement of the character’s mental capability and reasoning skills. Intellect determines her ability to solve puzzles, gain access to knowledge and language skills, and learn scholarly magics.

**WILLPOWER** – How much mental duress your character can take. Think of it as his mental fortitude. Willpower directly determines how many points of Stress he has, and bolsters his beliefs, principles, and dedication to a cause. It is the attribute used for **Petitioning**, allows for **Focus** and the use of psychic powers. Willpower also determines his ability to resist Mental Attack and **Fear**.

**PERCEPTION** – How aware your character is of the environment around her. If she is perceptive, she has a better chance of finding hidden objects, avoiding ambushes, and detecting the intention behind people's words.

**PRESENCE** – What makes a character stand out in a crowd, for better or for worse. It directly determines how many points of Ego he has. Characters may have a high Presence for a variety of reasons. Some reasons include being attractive, being charming, being odd, being interesting, and even from being unusually hideous. If your character has a high Presence he will be better at Blood Magic, and social situations.

Characters start with all attributes at 0, unless your Race has given you a penalty or bonus. It is not a bad thing to have an attribute at zero; zero describes the basic Human average. During character creation you are given 5 points to spend between all attributes. During the character creation no single attribute may be raised above +3 regardless of bonuses from Perks or Race..

**Example:**

*A character gains +1 to Intellect for being a goblin. That character may only add 2 more points to intellect during character creation, bringing the total to +3.*

WOUNDS

Every character in Mechanika has their limits. Every character has a breaking point. This is illustrated by the Wounds system. The Wounds system gives you a visual representation of how injured you are by using damage grids. Each character has three different grids, one for each type of wound you can sustain in Mechanika.

Constitution for physical damage; damage to your body. This is measured by Fortitude.

Stress for mental damage; damage of your mind. This is measured by Willpower.

Ego for social damage; damage of your pride. This is measured by Presence.

Each character starts with 6 points in each grid.

The Wounds breakdown is as follows: Three Bruised wounds, Two Hurt wounds, and One Grievous wound.

When you look on the Wounds section of the character sheet you will see empty boxes by their respective wound types. Above the first three boxes write the letter

B (Bruised), Above the next two boxes write the letter H (Hurt), and finally above the next box write the letter G (Grievous). When your character takes damage you record it by filling in the boxes under the appropriate wound level.

**Example:**

*Your previously unharmed character is shot for 2 damage. With a heavy heart you fill out the first two boxes under "Bruised".*

You are not limited to having only six wound levels though. Characters you create are extraordinary in mind, body, and presence. A character gains bonus wounds depending on the attribute tied to that type of wound. Fortitude for Constitution, Willpower for Stress and Presence for Ego.

Character gain bonus point in each wound grid as follows:

If the attribute is +1/+2 award an extra Grievous wound.

If the attribute is +3, award an extra Hurt wound.

If the attribute is +4 award an extra Bruised wound.

Characters can also take penalties to wound levels if the attribute tied to that wound type is not their strong suit:

If the attribute is -2, lose 1 Bruised wound.

If the attribute is -3, lose 2 Bruised wounds.

If the attribute is -4, lose 1 Hurt wound.

WOUND ADJUSTMENT BASED ON TYPE

Attribute Modifier	Wound Adjustment
+1/+2	+1 Grievous
+3	+1 Hurt
+4	+1 Bruised
-2	-1 Bruised
-3	-2 Bruised
-4	-1 Hurt

4) ASSIGN ACTIONS & WEALTH

ACTIONS

When the bullets start flying your character only has precious seconds in which to act each round. Actions determine what she can do in that window of opportunity.

Mechanika characters have a set number of actions they can complete per game turn. Every character has one Movement Action, and at least one each of Combat Action and Defensive Action.

A character can absolutely have more actions in a round, and this is determined by their Agility.

## ACTIONS GAINED

Agility Modifier	Defensive Action	Combat Action
+1	1	0
+2	1	1
+3	2	1
+4	2	2
+5	3	2
+6	3	3

## WEALTH

Wealth is a general indicator of how much money your character has. This does not include gear or housing. This is income she has access to, but does not necessarily always carry on her person. Characters start the game with five weeks of pay that they have saved. This initial money may be used to purchase gear, or they may save it for later.

All characters start with a Wealth level of -1 (Poor) after they have purchased their initial supplies. Both the starting money and the Wealth level can be increased by Perks or by spending EP. Find information on Wealth in Chapter Six: Settings of this book. (Page 226)

### 5) SELECT SKILLS

#### SKILLS

The next step in fleshing out your character is to define and hone their raw abilities. This is done by choosing skills. You have many skills to choose from, allowing you to channel some of that raw Strength or fierce Intellect. The full skill descriptions are found on (Page 50).

All skills fall under one of these three basic categories.

**UNIVERSAL SKILLS** – These skills are broad and universally known. No special training is required to take the skill, or to excel at it.

#### Example:

*Athletics, Search, or Brawl. These skills do not require anything beyond having the training to use them.*

**SPECIALTY SKILLS** – These skills are very broad with many specialties for each one. It is nearly impossible to be good at every single aspect of that skill, so when characters choose these skills, they must also choose a specialty. These skills can be purchased multiple times, and each time they are purchased you may select a different specialty.

#### Examples:

*Marksman, Weapon Skill, Knowledge, or Linguistics. You may not simply take Marksman, you must define that further with a specialty such as Pistols.*

**SUPERNATURAL SKILLS** – Supernatural skills are incredible feats of power that may only be taken if the character has the Supernatural Perk that unlocks that skill.

#### Examples:

*Incantation, Channeling, and Engineering; skills that can only be unlocked by taking the Magister, Warlock's Bloodline, or Artificer Supernatural Perks, respectively.*

At character creation, all skills begin at -1 except **Knowledge** and **Profession**, which begin at -2 (this may vary if your Race gives you a penalty or bonus).

Your character receives 16 levels to spend on her skills. Any skill, except for Supernatural skills, may be improved at this stage of skill allocation, but a skill can never be raised higher than the attribute that governs that skill. Some skills have two attributes tied to them, in this case you may use the highest attribute to determine the max level for that skill.

#### Example:

*If your character has a Strength 0 and an Agility of +2 he may raise his **Athletics** skill to +2, because **Athletics** is tied to both Strength and Agility.*

The attribute tied to the skill in question often determines how that skill is used in a situation.

#### Example:

*Two characters wish to bypass a wall using **Athletics**. One is strong and powerful, the other quick and nimble. The strong character could use her brute strength to lift the gate, but the agile character could simply scale the wall and leap to the other side.*

Finally, a character may set aside up to three skill points to improve Supernatural skills that will be purchased with a Supernatural Perk. Only three skill points can be put aside at this stage of character creation.

### 6) SELECT PERKS

#### PERKS

Mechanika characters are unique and powerful, with special abilities that set them apart from the average Joe.

These special abilities are known as Perks. Perks can offer a character many different advantages ranging from simple stat bonuses, to fantastic new powers.

Perks in our world fall into three categories:

**PERKS** – These are regular Perks and they contain no supernatural element. They typically add a bonus to skills or grant unique advantages and abilities that come from training or unique circumstances. They may not be supernatural, but they are still amazing.



**RACIAL PERKS** – Each Race has special benefits and drawbacks associated with it. Racial Perks are those Perks that exemplify a Race’s unique advantages. They can only be purchased if you are a member of that Race at character creation.

**SUPERNATURAL PERKS** – Supernatural Perks have extraordinary elements, and grant unusual and alien powers to a character. These can vary from Lycanthropy, to incantations, to zombie followers.

All characters except for humans start with two Perks and one Supernatural Perk. Humans start with three Perks and one Supernatural Perk.

Racial Perks are unique to each Race. Up to two Racial Perks may be chosen, but for each Racial Perk you must also take a Racial Flaw.

Characters must choose all of their Perks at character creation and may not save them for use after creation is complete. If a Perk raises a skill level, it still cannot be raised higher than the attribute it is tied to. Instead, the character will save the skill bonus until the attribute tied to that skill is high enough to allow the bonus given by the Perk.

## 7) SELECT FLAWS

### FLAWS

No one is perfect. Everyone has an unhealthy obsession, a crippling fear, or a dark secret. In Mechanika these qualities are known as Flaws. These are penalties the character takes that create problems or detrimental situations, and make things more challenging. Two types of flaws exist:

**FLAWS** – Regular drawbacks that can create difficult situations for the character and possibly her party.

**RACIAL FLAWS** – Unique to the character’s race. Taking a Racial Flaw grants the character a Racial Perk.

A player may select up to three Flaws at character creation. Flaws chosen will grant Experience Points (EP) to the character, which can be used for Perks, skill boosting, or anything else you may spend EP on. Some Flaws will grant more or less EP based on their severity. The amount of EP granted may scale between one and five. The GM should determine the final amount.

Flaws that occur based on incidents that happen in-game do not give the player EP.

Your character may also select up to two Racial Flaws in order to select up to two Racial Perks. Each Racial Flaw chosen allows you to select one Racial Perk. A character may select additional Racial Flaws, but they do not allow additional Racial Perks.

## 8) SPEND REMAINING EXPERIENCE POINTS

### SPEND EXPERIENCE

This is where you may spend the EP you gained from your flaws to further improve your character. At this point skills may be improved, Perks may be purchased, and wealth may be increased.

**REMEMBER:** This final stage of improvement follows the rules for normal character advancement. This means that you must purchase the next level up every time. The cost for improving your character with EP is as follows:

### SKILLS

**SKILLS:** To improve a skill costs 3 EP times the desired level.

**Example:**

*3 EP to improve to +1, 6 EP to improve to +2, 9 EP to improve to +3, etc.*

**SUPERNATURAL SKILLS:** Supernatural skills are more powerful, and therefore more expensive. To improve a Supernatural skill costs 4 EP times the desired level.

**Example:**

*4 EP to improve to +1, 8 EP to improve to +2, 12 EP to improve to +3, etc.*

**Example:**

*Mortimer the Red has an **Incantation** skill of +0, and he wants to improve it to +3. This is a Supernatural skill, therefore it costs 4 EP times the level he wants to improve to. Mortimer must buy each level individually, so he must spend 4 EP to improve to +1, 8 EP to improve to +2, and finally 12 EP to improve to +3, meaning all together Mortimer needs to spend a total of 24 EP to improve **Incantation** to +3.*

### ATTRIBUTES

Attributes are the most expensive of all your raw stats, with good reason; these represent the core aspects of your character and serve as the foundation to build everything else from. To improve an attribute costs 5 EP times the desired level.

**Example:**

*5 EP to improve to +1, 10 EP to improve to +2, 15 EP to improve to +3, etc.*

### WEALTH

Wealth is improved at the same rate as regular skills. To improve a Wealth level costs 3 EP times the desired level.

**Example:**

*3 EP to improve to +1, 6 EP to improve to +2, 9 EP to improve to +3, etc.*

## PERKS

You may also use EP to purchase additional Perks. To buy a regular Perk costs 4 EP per perk, or per rank of the perk.

### Example:

*4 EP to purchase a Perk, 4 EP to improve to +1, 8 EP to improve to +2, 12 EP to improve to +3, etc.*

A Supernatural Perk costs 8 EP per perk, or per rank of the perk.

### Example:

*8 EP to purchase a Supernatural Perk, 8 EP to improve to +1, 16 EP to improve to +2, 24 EP to improve to +3, etc.*

## NEGATIVE LEVELS

When attempting to raise a negative level up to 0 you must spend the base cost for each type per level you are raising towards 0. 3EP for Skills, 5EP for Attributes, etc.

### Example:

*Keloh has a Athletics skill of -2. Raising that skill to -1 will cost him 3EP; to raise it again to 0 will again cost 3EP. At that point the normal cost to improve takes effect. From 0 to 1 3EP, 1 to 2 6EP, etc.*

## MODIFIERS

There are many aspects of a character that will improve their ability to gain ranks in skills or abilities. A character with a high Intellect will pick up **Knowledge** or **Occult** skills much more quickly than **Brawl** or **Stealth**. These modifiers are based directly on the character's attribute modifier.

## ATTRIBUTE MODIFIERS

**HIGH ATTRIBUTE:** Having an attribute modifier of +2 or more reduces the EP cost of regular skills tied to that attribute by 1 EP.

**HIGH INTELLECT:** Having an Intellect modifier of +3 or more reduces the EP cost of Magical Tiers and Artifice Houses by 2 EP.

**HIGH PRESENCE:** Having a Presence modifier of +3 or more reduces the EP cost of new **Blood Magic** Perks by 2 EP.

**HIGH WILLPOWER:** Having a Willpower modifier of +3 or more reduces the EP cost of new Wyrd or **Petitioning** levels by 2 EP.

## 9) GEAR UP, & SELECT CHARACTER BONDS

### EQUIPMENT

The final step in character creation, gearing up! This is where your character gets to go out to the markets and pick up all the supplies she needs. Choose your equipment carefully, and remember to plan ahead for your character. If you get a revolver, you probably want to grab some extra bullets. This is also a perfect opportunity to pick

up some items that may be hard to find in-game, such as Remarkable Revitalizers or Void grenades. After your character is all suited up and stocked, he will be ready to join up with his new allies and explore the world of Mechanika.

## CHARACTER BONDS

Your character has been created and they are looking pretty good. Trust me though, chum, without some back up you're gonna be spawn-bait in no time. So how did you meet these other intrepid explorers you're entrusting your life to?

In Mechanika, what brings a group together and gives them a sense of purpose is called a Bond. A character's Bonds determine how the group knows each other and what trouble you've gotten up to in the past. Character Bonds are a fun way to determine relationships in your group and to aid in role playing.

A group may have several Bonds. Bonds provide yet another way to earn Destiny points, and create a solid starting point to a serial. Here are some example Bonds:

**SHIPMATES** – The characters know each other from serving aboard a ship. The characters may have shared bunks or simply become friends while aboard.

**BOARDING HOUSE** – The characters live in the same boarding house and have done so for at least a few weeks. The characters may even share the same chambers.

**DETECTIVE AGENCY** – The characters run a detective agency, perhaps even living on the premises.

**FAMILY** – The characters are related in some manner and know each other through their family ties.

**GUILD** – The characters are all members of the same guild, and share past adventures together.

These are just a few examples of Bonds and players are encouraged to create their own. Bonds come in a wide variety of forms and situations so have fun creating one that fits your group!



# SKILLS

Below you will find the skills available to characters in the Mechanika world, as well as brief explanations and examples of them. These skills cover many of the things your characters will wish to do during your gaming session, yet each one also allows for some variance in how it's used. Skills help define what your character's attributes have been used for, and what he has specialized in.

## **ANIMAL HANDLING** (*PRESENCE*)

Animal Handling is the skill of training and working with animals. Those with a high level in Animal Handling have nearly achieved a non-psychic, empathic connection with our furry friends. This skill is used primarily when dealing with domesticated animals, but can be used when dealing with Wild animals as well, with a penalty. When you break into that wealthy merchant's art gallery only to come nose to nose with a snarling pit-bull, this skill ensures you come out of there with your trousers intact.

## **ATHLETICS** (*STRENGTH/AGILITY*)

The skill of athletics encompasses most feats of physical prowess, such as jumping, climbing, swimming, or tumbling. Feats of raw strength, torturing endurance, and deft agility are all encompassed in this skill. Athletics is used to see if you can in fact lift that 200 lb man above your head, or hold your breath under water while you smash the lock of a half buried chest. If you want to scale that brick wall and do a back flip off it to see if you can grab the railing on that low flying zeppelin, Athletics is the skill for you.

## **BRAWL** (*STRENGTH*)

This skill is used when you need to teach a fellow a lesson up close and personal. It dictates your skill in boxing, wrestling, martial arts and brass knuckles. When you step into the ring with that 350 pound Moreavian for some bare knuckle boxing this is the skill you're going to fall back on.

## **CHEMISTRY** (*INTELLECT*)

This is the skill of pills, potions, poisons, and preparations. Chemistry is the common man's alchemy, and is used to create all manner of different things. Chemistry allows you to make curatives such as antidotes, rejuvenation brews, and hair restoratives. Chemistry also opens the door to more malign uses, like poisons, volatile grenade mixtures, and drugs. Useful for anyone who likes to tinker with chemical compounds for the betterment of mankind, as well as anyone who just likes to mix them together without blowing off their own face.

## **DEDUCTION** (*PERCEPTION*)

Deduction is the skill that one relies upon when they are trying to solve a problem, understand the motive behind someone's actions, or detect the normally undetectable. It is used to detect lies, understand motives, see through disguises, detect false panels and secret doors, notice

when you are being flanked, or use evidence to piece together what happened at a recent crime scene.

## **DISCIPLINE** (*WILLPOWER*)

Discipline is the skill that many people think of as Willpower. Resisting the calls of the flesh, or the temptations of your lower self's desires. Sticking to a vow or oath you made to a loved one or even yourself, when every part of you is screaming at you to break it. This is where Discipline comes in. It's the iron willed chap who can stoically resist the temptations of a fine young lady because it goes against his code; or the woman who finally meets the bastard who killed her parents ten years ago, but doesn't slit his grimy throat because she promised herself she would make him see justice at the end of a hangman's noose. Discipline is not for everyone, but that iron resolve is what heroes are made of.

## **DRIVE/PILOT** (*AGILITY*)

This skill is used for the operation and knowledge of motorized vehicles, or when controlling and directing land vehicles pulled by animals. Cars, trains, boats, stage coaches, ox carts, Zeppelins, etc. all fall under this skill. Drive is used to make sure you don't crash and burn in that high speed gyro copter chase.

## **MARKSMANSHIP** (*AGILITY*)

The knowledge, operation, and maintenance of pistols, rifles, bows, slings, cannons, crossbows, etc. Marksmanship is used to fire shots accurately, break down and set up firearms, clean firearms, check ammunition, and teach others what not to do when using firearms. This skill ensures you can blow smiley faces through your unsuspecting targets or at the very least that you know not to stare down the barrel of a gun with the safety off.

## **FIRST AID** (*INTELLECT/AGILITY*)

First Aid is used to provide aid and treatment to the injured with basic or improvised supplies. This skill can be used to heal Constitution wounds, prevent infection, stop bleeding, splint or brace a break, stabilize a patient, perform CPR, or bring someone back from the brink of death. When you find yourself suddenly missing a limb or staring at a hole in your body that wasn't there two seconds ago, First Aid is the skill for you.

## **INTIMIDATION** (*PRESENCE/STRENGTH*)

You don't always have to be a silver-tongued salesman to get what you want; sometimes you just have to be really big. This is the art of using your natural presence and behavior to cause a person to back down, back off, or just get really uncomfortable. This skill affects your ability to stare someone down, or to get info from someone by showing off your strong, silent side.



**KNOWLEDGE** (INTELLECT)

Knowledge is the skill used to be an educated man or woman, on any variety of subjects. The subject of knowledge must be specified from the beginning. At lower levels this skill ensures you have basic or general knowledge of the subject, where at higher levels you command a near encyclopedic knowledge about the subject.

**Example areas of Knowledge include:**

*Philosophy, Metallurgy, Cartography, Local Area Knowledge, World Politics, Ancient Cultures, Fine Cigars.*

**LEGERDEMAIN** (AGILITY)

Legerdemain is the skill of sleight of hand, showmanship, and the manipulation of small intricate devices. Concealment, passing, palming, sleeving, general object manipulation, flourishes, misdirection, and lock picking all fall under Legerdemain. If you want to work the crowds, pick the marks, and wow the masses, Legerdemain is for you.

**LINGUISTICS** (INTELLECT)

Linguistics is used when you want to speak, write, or comprehend foreign languages. You must specify a language when you initially take this skill. A poor level means that you can understand the language enough not to embarrass yourself in conversation. At higher levels, even subtle nuances in dialect and slang are completely within your grasp.

**Examples:**

*Draconic (dragons), Fae-speech (fae), Dwarvish (dwarves), Daemonic (daemons), Shadow speech (shades & shadow creatures), Old Tongue (Old Ones and their spawn) are examples of new and unusual languages spoken in the world of Mechanika.*

**MECHANICS** (INTELLECT/AGILITY)

*This is the primary skill of Tinkerers.*

When you want to create or repair basic objects or vehicles, but don't want the years of dedication and money that artifice schooling requires, you want to look into mechanics. Mechanics gives you the know-how to fix, tinker, sabotage, disassemble, build and analyze all manner of non-magical machinery. If you want to recreate a steam engine with just household appliances and a lot of elbow grease, this is the skill for you.

**MERCANTILE** (INTELLECT/PRESENCE)

The art of buying low and selling high, Mercantile guides any business endeavors you may enter into. Mercantile gives you the skills necessary to strike a deal, appraise an object, know the buying signs, and not get taken for a fool whenever money is on the table.

**OCCULT** (INTELLECT)

The occult skill pertains to the knowledge and theoretical practice of all things occult or mystical. Seances,

Witchcraft, Rites and Ritual, Primitive Magical practices, Fortune telling, and Hidden or Deep knowledge are all encompassed in this skill. When you are gifted a rune-covered puzzle box by a shady fellow in the bar, this skill ensures you can uncover its secrets without accidentally summoning some ancient hell beast who wants to use your guts for garter belts.

**PERSUASION** (PRESENCE)

This skill is all about the art of the silver tongue. Used for convincing someone of your position, fast talk, lying, general glibness, Salesmanship or to get what you want without the other guy realizing you're getting what you want. Used when you need to convince the guard that yes, you are the Duke of Norway's private assistant, and yes you do have permission to escort his handsome son to the next town over.

**PROFESSION** (INTELLECT)

This skill is used for those who wish to be contributing members of society, and not just roustabouts skulking around in bars waiting for someone to slip them a few sovereigns to recover the Enchanted Chamber Pot of Reckoning from the Cave of Eternal Unpleasantries. You must specify a profession to use for this skill. A poor level means you are a journeymen in your craft, where those with a superb Profession skill are often sought out for their incredible expertise, and are some of the most talented craftsmen of our time.

**Examples:**

*Textile factory worker, Blacksmith, Judge, Florist, Farmer, Teacher, Miner, Architect, Dockyard worker, or Sculptor*

**SEARCH** (PERCEPTION)

Search is used to discover hidden aspects of the environment around you. These can be hidden passages, false walls, secret compartments, items in the dark, items hidden on a body, or pretty much anything of interest that is hidden and needs to be looked for to be discovered. You would do well to invest in this skill if you intend to be looting buildings and bodies for fun and profit.

**STEALTH** (AGILITY)

Stealth is the skill of hiding or moving silently from place to place without being detected. With this skill you can effectively conceal yourself from view, move without detection, or follow someone without them noticing you. When you are sharing the same bed as that powerful Magister's young husband, and you hear him walking up the steps, you better pray you invested in this skill.

**SUBTERFUGE** (PRESENCE)

Subterfuge is used when you want to deceive or deliberately mislead a target for your personal gain, pick pockets or cut purses, pick locks, or disguise yourself. Subterfuge also dictates your skill in cheating, extortion, fraud, and bribery. When you are planting a ring on your unsuspecting rival adventurer to frame her for the nobleman's recent demise, you are using Subterfuge.

### **SURVIVAL** (FORTITUDE)

Used when you find yourself in the unfriendly wilds outside of the hustle and bustle of the city. This skill ensures you can find the basics; food, water, and shelter. This also covers basic navigation, wilderness first aid, basic tracking and hunting, and basic knowledge of the seasons, and the weather. You use Survival when you need to spear a fish in the rapids with a fallen branch, or pick out which of these three mushrooms won't have you searching for the mysteries of Atlantis in your navel.

### **THROWN** (AGILITY)

This skill dictates your accuracy and form when hurling projectiles about. A high skill here is needed when you want to throw that live grenade into the open window of a passing stage coach, when you yourself are in a stagecoach moving the opposite direction.

### **WEAPON SKILL** (STRENGTH)

Whether you're spinning a staff, brandishing a billy club, or lashing out with a Longsword, this skill gives you the training to wield a weapon and not lose an ear in the process. Any and all melee weapons are covered here, as well as the techniques needed to master them such as blocking, striking, analyzing opponent weaknesses, proper form, and parrying. When you choose this skill you also need to decide a type of weapon you are proficient in. If you want to be able to slash and parry your way out of a circle of armed guards, or at the very least know how best to stick em with the pointy end, this skill is for you.

## SUPERNATURAL SKILLS

### **CHANNELING** (PRESENCE)

*This is the primary skill of Warlocks.*

Warlocks have the rare gift of having the flux in their very blood. Having this skill means that somewhere in your bloodline there was a powerful magical ancestor, who has passed down some of his abilities to you. Channeling can be an ugly primal display, as you are literally pulling the flux from your own life energies to power the spell. Because of this, channeling taxes your body to its very limits. If you feel the pull of a deep and primal power, lingering just below the surface of your skin, threatening to break free at any moment, Channeling is the skill for you.

### **ENGINEERING** (INTELLECT)

*This is the primary skill of Artificers.*

The same flux that powers the incantations of Magisters can be harnessed within the form of a machine. These flux powered contraptions are known as Machina. Artificers are the masters of Machina. The Artificer has access to many different houses of artifice from which to create their Machina, but you must choose your specialty at the time that you take this skill. Machina can have practically any form or function, with the only limits being the ones imposed by the Artificer herself. If you want a gyro copter that folds into a briefcase, or an army of clockwork spiders to do your bidding, Engineering is the skill for you.

### **FOCUS** (WILLPOWER)

*This is the primary skill of Wyrds.*

In the cold void of space countless worlds are born and snuffed out each second, while we go about our day to day lives. The vast majority of these worlds will simply cease to exist with neither a bang nor a whimper, but other worlds will make their presence known in sinister and disturbing ways. There are people who can hear the whispered ravings of these dying planets. They have been chosen to be the portal between worlds, focusing the misery and anguish of these far off places into items of extreme power called totems. The Focus skill dictates the power of these totems, as well as the number of totems the Wyrd can have, and how well the Wyrd can resist having his mind torn apart by these dark alien forces. If you feel the echoes of power from far off worlds this is the skill for you.

### **INCANTATION** (INTELLECT)

*This is the primary skill of Magisters.*

The energy of flux lies all around us. It is invisible but never imperceptible. We can feel it creeping across our skin, the delicate gossamer touch of raw untapped power. This ambient force can be used to power incantations. An incantation uses the flux around you to create powerful and awe inspiring feats of magic.

When you choose this skill you must choose a type of school to specialize in. As you continue to improve your skill you will be able to choose more schools, chaining together multiple schools and creating devastating combinations. Investing time and dedication into your Incantation skill is the only way to ensure you don't accidentally reverse gravity or turn your guts into a mass of writhing vipers when you try to cast a fireball.

### **PETITIONING** (WILLPOWER)

*Granted by Supernatural Perk: True Faith.*

The gods. They are not just fairy tales to spook young children, or excuses to create groups of ideals. No, the gods are flesh and, well, mostly blood. They exist on earth, on our plane of reality, and this is the skill that you need to get them to notice you. True Faith allows you to petition a patron god or goddess for some manner of aid.

You must choose your patron at the time that you take this skill. In order for them to even acknowledge your existence, however, you need to be doing the things they like for folks to do, follow their code if you will. If you follow their code closely, and don't bug them to much, you will occasionally get their attention in your time of need, and the attention of a god is a mighty thing to behold.



## PERKS

Perks are unique and special features about your character. They cover aspects like being double jointed or training at a Magister school. Perks can be very difficult to obtain, and some require other perks to be taken first, so plan accordingly and enjoy!

Perks are split into three categories: Regular Perks, Supernatural Perks, and Racial Perks.

### REGULAR PERKS

Regular Perks cover astounding things about the character that require no supernatural assistance. We have a large selection of many different perks to select from below, but the GM is encouraged to create new and amazing perks for their characters as the situation dictates.

**AMBIDEXTROUS** (Cost 4) – You can use either hand as though it was your primary hand, you now ignore all normal penalties for off hand use.

**ANIMAL EMPATHY** (Cost 4) – You have a natural way with our furry friends. You can roll social skills (Persuasion, Intimidate) against animals and magical beasts.

**ARMAMENTS OF TESLA** (Cost 4) – You have served the Iron Monk well. He has rewarded you with either a Spear of the Heavens or a base suit of Sons of Tesla armor.

*Requires: **Faction** (Sons of Tesla), **Good Reputation** (Sons of Tesla), and **Rank** (Sons of Tesla).*

**ATTRACTIVE** (Cost 4) – You are very good looking. You gain a +2 bonus to social skills (Persuasion, Intimidate) with people who are attracted to your gender.

**BLESSED** (Cost 4) – You have been blessed by a supernatural source. When performing actions in that source's name you may invoke the source's favor, granting a bonus to the your action. Invoking the source takes one action and grants a +1 bonus to the action that you are taking. The GM determines if the source responds and sees fit to grant the bonus.

**BRASS KNUCKLES** (Cost 4) – You know your way around a brawl. Years of fighting has toughened your knuckles and made them hard as stone. Your bare handed melee attacks do lethal damage.

**CACHE** (Cost 4) – You have hidden several useful items all around a city or around an area roughly the size of a city. After this perk is selected you can go to any hidden cache and collect an item or items of less than 5 sovereigns value. The GM may state a cache has been pilfered or is empty. Once a cache has been emptied it cannot be used again unless you pay the value of the items removed, or you return the item(s) to the cache. This perk may be taken multiple times to increase the area, value or rarity of the items. Each time the perk is selected it doubles either the area in which you can access the cache, the value of items in the cache, or the rarity of the items in the cache.

**CELERITY** (Cost 4) – You are preternaturally quick with regular weapons that you are comfortable with. You can add the **Fast** template to one weapon that you specialize in. This cannot be added to weapons with the **Slow** template.  
*Requires the **Weapon Master** perk for that weapon.*

**CHARMING** (Cost 4) – You've got a way with words and you know it. You gain a +1 bonus to **Subterfuge** and **Legerdemain** rolls.

**CLOSE AND PERSONAL** (Cost 4) – If you don't get some guts on you it doesn't count. You are a master at using the shotgun at point blank range. While using a firearm with the scatter template you do +1 damage and cause knock-back (10 ft) when firing at point blank range.

*Requires: **Gunman***

**COMPANION** (Cost 1-5) – You have acquired a companion creature. This creature will travel with you and is dedicated to your cause. This creature could be a wolf, a butler, an indebted zombie warrior, or anything you and the GM decide on. The cost of this perk is determined by the companion.

**CONCENTRATION** (Cost 4) – It's difficult to focus on the intricate actions required for spell casting when bullets are flying past your head. Concentration allows you to reduce the penalty to your supernatural skill rolls for being in a distracting or dangerous environment. This perk reduces the penalty by 1 for these types of situations; this does not stack (e.g. -1 for being in combat, -1 for balancing on a beam in combat, -1 because you are being shouted at by your teammates etc.), and cannot reduce the penalty below 0. This perk also adds +2 rounds/minutes to the duration of supernatural Sustained Actions.

**CONTACT** (Cost 4) – You have access to a network of people willing to share information with you. This perk does not guarantee that the contacts will provide information, or that the information provided will be accurate, it simply provides knowledge of the contacts and establishes a basic relationship with them. Each time this perk is selected you can select a new group of contacts (e.g. London underworld, East India shipping company, the mob, etc).

**COUNTER ATTACK** (Cost 4) – When an opponent is unlucky enough to miss you, you almost always get a shot in. After you make a successful dodge you may make a ranged attack against another creature. You may make a number of counter attacks equal to half your Agility bonus with a minimum of 1 for each turn of combat.

**CRACK SHOT** (Cost 4) – You shoot with your hand and aim with your heart. You don't need to see the enemy to put a bullet in them. This perk gives you one of two benefits that can be used once per round: It grants an aiming bonus without needing to spend an action to aim or you may target one enemy within short range and attack it without direct sight by ricocheting the shot. This shot takes a -1 penalty to hit and damage.

**DERVISH** (Cost 4) – When using light melee weapons you become a whirlwind of blood and savagery. With this perk you may attack with two light melee weapons for 1 action. The attack is made with one roll and uses the damage of both weapons. If Dervish is used to attack two different targets you take a -2 penalty to each attack, and they are resolved separately.

**DIPLOMAT** (Cost 4) – You are well traveled and know the right people. This allows you to travel to another empire under good terms, and also reduces the **Knowledge** skill cost of that empire by one. This perk also adds a set of travelers' papers for your empire and the empire you select as well as traveling papers to Mechanika. This perk may be taken multiple times for multiple empires.

**DOUBLE JOINTED** (Cost 4) – You are unusually flexible and are generally able to pull off maneuvers or acts that are impossible for normal characters of your race. This allows the GM to grant you a +1 bonus to any roll that may suit your unusual anatomy. This also allows the character to fit into places a normal character of his size and race could not (e.g. duct-work, or small barrels for a medium sized human).

**EIDETIC MEMORY** (Cost 4) – You have an extraordinary memory, and can recall images, faces, dates, instructions or other information as if you were reading it off a page in front of you. This perk can be purchased multiple times, and each time this perk is taken you may select one knowledge skill to be affected. Anytime the skill is rolled to remember a piece of info that knowledge covers you may reroll the check. You may do this one time per turn, and you may only reroll the check once.

**EMPATHY** (Cost 4) – You have a deep innate understanding of emotion and are acutely attuned to the feelings of others. This perk allows the character to reroll any one single die on social rolls. This ability may be used once per round.

**EXPLORER** (Cost 4) – You have been to many far off, incredible cultures and have explored deep ruins and foreign places. Your Linguistics, **Knowledge: Geography**, **Knowledge: History**, **Knowledge: Occult** and **Athletics** skills all begin at 0, instead of -1

**FACTION** (Cost 4) – You have gained access to a specific faction or secret society. You now enjoy all the benefits of membership, including contacts, information, armaments or whatever else the GM decides. You may be called upon to perform tasks for the Guild. You may take this perk multiple times with a different guild chosen each time.

**FAMILY FORTUNE** (Cost 1-5) – You come from a very wealthy family, and have access to a large family fortune. This perk assumes other people (family, the banks, etc) are maintaining this money. You have access to this money, generally speaking, unless some in-game event takes place and your family loses it all. The source of this money is determined between you and the GM. When you

choose this perk you may select one piece of equipment, regardless of value, per point of experience used to purchase this perk, excluding unique items. During each game session you may withdraw a number of sovereigns equal to 10 times the number of EP used to purchase this perk, as long as the GM decides that you are in a suitable environment to do so.

**FAST HEALING** (Cost 4) – No wound seems to keep you out of the action for long, as your healing abilities border on the supernatural. This perk allows you to heal your wounds very quickly. You heal Bruised wounds in one hour per point, Hurt wounds in one day per point, and Grievous wounds in three days per point. May not be taken with the **Slow Healer** flaw.

**FAST TO ACTION** (Cost 4) – Your hand is never far from your gun, and you have an incredible knack for noticing a fight before it happens. You gain +2 to all initiative rolls.

**FAVORS DUE** (Cost 4) – You've lent your services out to the right people at the right time, and you have yet to collect. Each time this perk is taken, you and the GM can create a one-time favor that was done for an NPC character in the past. This allows the character to call upon this NPC for an equivalent favor at any time the NPC can be reached. After the favor is called upon the perk disappears. This does not force the NPC to do anything you say, but they will assist if it is in their power to do so. This perk can be taken multiple times.

**GIANT'S SWING** (Cost 4) – You can use your massive strength to wield great two-handed weapons with frightening speed and power. Anytime you use a **Slow** weapon that you specialize in you do not need to use a Defensive Action to attack.

*Requires: **Weapon Master** with a **Slow** weapon.*

**GOOD REPUTATION** (Cost 4) – You rubbed elbows with some powerful people once upon a time, and you made some friends while you were at it. Each time you choose this perk you must choose a faction. This perk allows you to have a well known positive reputation within this faction, giving you +1 to all social rolls with members from this faction.

**GRENADEIER** (Cost 4) – You've spent extensive time around grenades and have learned many ways not to blow yourself up. This perk grants you a +1 to attacks and damage rolls with grenades, and it allows you the opportunity to avoid taking damage from grenade blasts by rerolling failed dodge attempts. This check can only be rerolled once per attempt.

**GUNMAN** (Cost 4) – You are so proficient with firearms now that a gun is less of a weapon, and more of an extension of your arm, allowing you to fire two pistols without penalty. You can also use a rifle to snap off shots that always seem to find their mark. When choosing this perk you may select one of the following benefits. This perk may be taken twice to gain both effects.

Fire 2 pistols for 1 action. This attack is made with a single roll and uses the damage of both pistols together. If you fire at two different targets you will need to roll two times to hit, and take a -1 penalty to both shots. You need Agility +2 or better to choose this.

Add +1 to damage and +1 to hit for any two-handed firearm. You need strength +1 or better to choose this.

**HEFT** (Cost 4) – You have studied and trained your body to use a weapon far larger than you could normally wield. You may now use your Agility as the required attribute to see if you can use a melee weapon, instead of your Strength.

**HEIGHTENED SENSES** (Cost 4) – You have very enhanced senses. This perk can be chosen more than once. Each time it is chosen it grants one of the following abilities:

**KEEN SENSES** – Grants a +1 bonus to perception rolls for a single sense of your choice.

**ALERTNESS** – Grants a +1 bonus to noticing ambushes or attempts to surprise you, and grants you a +2 bonus to notice hidden or secret items or things out of place.

**NIGHT VISION** – You are more used to operating in the dark. You can see twice as far in the dark, and all penalties for being in darkness are halved.

**SENSE MAGIC** – You can see flux pathways and make **Occult** rolls to detect flux patterns etc.

**HUGE** (Cost 4) – You stand head and shoulders above the rest of Mechanika's denizens. This perk increases the your size by one.

**IMPROVED CRITICAL** (Cost 4) – You can assess weaknesses quickly and exploit them even quicker, making you a master at causing damage in the most brutal of ways. When you roll a +3 unmodified roll in combat, you may reroll the remaining die. This does not change the success but will count as a critical if + is rolled.

**IRON BODY** (Cost 4) – You have thick skin or some form of scales or heavy muscle density. This gives you a +1 Armor bonus.

**IRON WILL** (Cost 4) – You have incredible Willpower and steely resolve. You can resist Mental Stress much better than a normal person. Your Iron Will grants you a +1 bonus to any roll involving Mental attacks or Mental Stress.

**LIGHT ON YOUR FEET** (Cost 4) – You are ready to roll and sidestep at a moment's notice. Once per turn while making a dodge roll, you may reroll a number of dice equal to your Agility modifier. You must have Agility +2 to select this perk.

**LUCKY** (Cost 4) – Lady Luck has her eye on you, and you frequently have random bouts of good fortune. You have little say in how your lucky streak will affect in-game events, unless you are attempting an interrupt. The GM should instead be encouraged to grant you small helpful bonuses during play.

**MYSTERIOUS STRANGER** (Cost 1-5) – You have a mysterious person aiding you from the background. You don't know where they come from, but they always seem to be around when you need them most. The mysterious stranger should assist the character when the situation turns dire, as determined by the GM, or they may be invoked by an interrupt if appropriate. The cost of this perk is determined by how often the stranger appears and their power.

**PAIN TOLERANCE** (Cost 4) – You just don't feel pain the same as normal folks; maybe it's because your nerves are a little dead, maybe it's just because normal folks are weak. This perk reduces the penalty for being wounded by 1. It can not raise the penalty above 0.

**PATRON** (Cost 1-5) – You are close with a very powerful person who may grant you favors, but usually wants something in return. When you choose this perk you must select a patron NPC. The patron will assist you, but often demands services from you as well. The relationship with your patron is determined when you select this perk. The higher the benefits of the patron, the higher the required services. The patron selected and relationship with them determines the cost of this perk.

**POCKET CHANGE** (Cost 4) – You have a little extra cash to work with. Maybe you earned it, maybe you stole it, what matters is you have it. You gain 50 sovereigns to use for anything you want.

**POISON MASTER** (Cost 4) – You have studied poisons and can alter their onset time or toxicity level by making a chemistry roll. The GM determines the difficulty of the roll based on what you are trying to do.

**QUICK** (Cost 4) – You are faster than most folks. This perk grants you +1 action per round out of combat. This perk also allows you to increase the number of either your Combat Actions or Defensive Actions by 1. This perk may be purchased twice.

**RANK** (Cost 4/Rank Level) – You have worked hard and achieved a ranking in a faction or group. The rank selected determines the cost of this perk.

**RELIQUARY** (Cost 4) – Your time with the League of Light has granted you access to their store of artifacts and strange relics. Once per session you may borrow one item to use on your mission to bring light to the shadows. The artifact is chosen by the GM.

*Requires:* **Faction** (League of Light), and **Good Reputation** (League of Light).



**RIPOSTE** (Cost 4) – You can analyze your opponent and anticipate her next move when using melee weapons. If you successfully block or parry an attack you may make a melee attack against the creature that attacked you. You may make a number of riposte attacks per turn equal to half your strength bonus, with a minimum of one.

**SCAVENGER** (Cost 4) – You are a master of the jury-rig, and excel at fixing things with just whatever is lying around. With this perk you can alter a Machina device without a workshop. You are very quick at modifying these devices as well, and it only takes one round per point of Flux bound in the original Machina. This perk also allows repairs to be made without the appropriate tools or an outfitted workspace at a -1 penalty. Finally it allows a mechanical or Machina device to be cannibalized for parts for another device at a -2 penalty to the new item's creation.

**SCHOLAR** (Cost 4) – You've spent time hitting the books, not just the punching bag. This perk allows you to select a number of **Knowledge** skills equal to your Intellect modifier. These skills start at 0 instead of -2.

**SHOOTER** (Cost 4) – You haven't met a problem yet you couldn't use your brute strength to get past, and guns are no exception. You may use Strength for the requirements of a firearm as opposed to Agility, but the firearms gain the **Inaccurate** template at all distances.  
*Requires: Gunman perk.*

**SNEAK ATTACK** (Cost 4) – You understand how to use the shadows and strike with maximum lethality. This perk grants a +1 bonus to hit when the target is unaware of your presence, it also adds +2 to the damage of the attack.

**STALWART PROTECTOR** (Cost 4) – You are an impenetrable wall of defense, and you will protect your allies at all costs. You can spend one Move action and one Defensive Action to place yourself in front of an ally being attacked. If you have a shield you may block the attack at no additional action cost.

**STREETWISE** (Cost 4) – You have made the back alleys and dark places of Mechanika your home, and you are completely comfortable on the streets of the city. You start with **Subterfuge**, **Legerdemain**, **Knowledge: City**, **Knowledge: Gangs**, and **Stealth** at 0.

**SUPREME DEFENDER** (Cost 4) – You are a wall of impenetrable defense. Once a turn, while making a block roll, you may reroll a number of dice equal to your Fortitude modifier.  
*Requires: Fortitude +2 to select this perk.*

**THE TIES THAT BIND** (Cost 4) – You have access to the network of spies, illegal items, and secrets of the order of Terra. Your time with the order allows you to purchase supplies and gain information from the order's shadowy informants to aid in your fight against the invading aliens.

*Requires: Faction (Order of Terra), and Rank (Order of Terra).*

**TINKERER** (Cost 4) – You can cobble together powerful Machina from scavenged Machina pieces. This perk allows access to the Tinkerer abilities, and gives you one Machina item per point of Intellect, with a flux cost of up to three flux per item. You also receive one arcane battery to power these devices.

*Requires: Mechanics +2 or higher.*

**TRICK SHOT** (Cost 4) – You understand angles and geometry, and can calculate shots that seem to defy mere physics. With this perk you may fire a bullet once per round that will ricochet and still hit its target; this attack ignores any modifiers against you for cover.

*Requires: Gunman perk.*

**WEAPON FINESSE** (Cost 4) – Your attacks show a lot of finesse. You may use your Agility to determine bonus to hit as opposed to Strength. This perk must be taken for each weapon.

**WEAPON MASTER** (Cost 4) – Practice makes perfect, and you are an expert with your chosen weapon, giving you a bonus to its usage. This perk may be chosen multiple times, each time giving +1 to hit and +1 to damage with a single weapon.



## SUPERNATURAL PERKS

Both powerful and awe inspiring, Supernatural perks usually require flux or some other supernatural energy to power them. Supernatural perks are more expensive to purchase than regular perks and are incredibly rare. Most Mechanika denizens do not have Supernatural perks and those who do are treated with a mix of jealousy and terrified respect. As with all perks, Supernatural perks are as unlimited as your GM's imagination, but the list below gives you a large number to start with.

**ABERRANT BLOOD** (Cost 8) – Something about the flux surging through your blood is wrong and terrifying. You gain one hex to use as a spell. The casting difficulty of this hex is equal to the cost of the hex x 1.5.

*Requires: Warlock's Bloodline*

**ARTIFICER** (Cost 8) – You have the incredible power to bind flux to machines, crafting remarkable pieces of artifice known as Machina. This perk grants you access to the **Engineering** skill at -1, giving you the ability to harness flux and create Artifice items. You also gain access to two Artifice houses, a primary house and a secondary house. Your primary house gains five flux points to use for Machina, and your secondary house gains three flux points.

**BLOOD OF THE OLD ONES** (Cost 8) – Your heritage has been tainted with the some kind of Old One spawn, or possibly even an Old One itself. Their blood flows through your veins, and some of their power has been passed on to you. This perk grants you one of the following: **Water Breathing, Fast Healing, Camouflage, Webbing, Claws, or Poison**. It also grants you +2 for interactions with the Old Ones and against any of their Mental Attacks. Your strange appearance gains a -2 penalty to social interactions with most characters that know your origin. This may be hidden with disguises or heavy clothing and allows you to make a **Subterfuge** roll to hide your true origins.

**BREATH WEAPON** (Cost 8-20) – Through magic, Machina, or genetics you have a working breath weapon. This perk allows you to work with your GM and create a unique breath weapon. The cost is dependent on the breath weapon template chosen.

**CALL CREATURE** (Cost 8-12) – You call, and the wild answers. This perk allows you to call upon an animal for aid. The type of creature you summon must be chosen when the perk is initially taken:

**SINGLE CREATURE** – This is usually a powerful single creature that rushes to your aid such as a wolf or a black bear.

**GROUP OF CREATURES** – This is a group of three or more less powerful creatures, such as a swarm of rats or insects, or a trio of badgers.

When this perk is used animals of the chosen type will rush to aid you. They will be called from a vicinity of one mile around you per point of Presence and will aid you in any way you request. This does not give the animals special abilities or the ability to understand complex orders (e.g. rats cannot write letters, a wolf cannot operate a gun) and they will not rush blindly into suicide. Every time you call out to the wild, you take one point of Stress. The cost of this perk is determined by the creature(s) selected.

**CHILD OF THE BLACK LOVE** (Cost 14) – You are a member of the House of Black Blood, and you now possess the additional powers and markings of this strange society. You can also choose one of the following schools to create your spells from: **Necromancy, Water, Biomancy, Phantasm, or Translocation**. You become entrancing and gain +1 Presence. All effects of the Black Love are permanent. You also gain the flaw **Addiction: 3/day (Black Love)**. These benefits are available to you as long as you continue to take Black Love. If you stop taking it, the benefits of this perk will disappear after three days free of the drug and return once you continue to take Black Love.

*Requires: Elixir of Hyro, Faction (House of Black Blood) and Duty (House of Black Blood) or Good Reputation (House of Black Blood).*

**COLLARED WARLOCK** (Cost 8) – Warlocks are terrifying and unpredictable forces. Naturally, this means that they need to be controlled at all costs for the protection of society. Fortunately The Ministry of Supernatural Governance is ready and willing to shoulder this heavy burden, and ensure that warlocks are given the privilege to practice their eccentricities under the watchful eye of the Ministry's advisers.

When you take this perk you become sanctioned by The Ministry of Supernatural Governance to practice your channeling. You are equipped with a large metal collar, chains, and manacles, covered in arcane sigils and glyphs, that deadens the power of your blood's flux. This prevents you from being able to use your channeling skill unless its usage is approved by the Ministry. The collar allows nearly instantaneous communication with the Ministry's Advisory Department. Each time you attempt a spell an adviser (the GM) must review the situation and approve it. This occurs in a fraction of a second. Once approved the collar may be deactivated with a chant. This chant takes one Free/Quick Action to perform.

This heavy level of control has many advantages. Most notably it grants you complete impunity when it comes to using your abilities. You cannot be held responsible for the usage of your abilities as every use has been approved by the Ministry. This makes you a walking weapon of the military, giving you +1 to Intimidation rolls. The collar emits a strange field of ambient flux that clings to you imperceptibly, and gives you +1 to Armor. Finally, your spells are partially powered by the ministry, allowing you one additional spell per day that you can cast before your body begins to give in to the pain. The collar also allows

the Ministry the ability to track you anywhere you go, and if rumors are to be believed, even spy through your own senses.

*Requires: Warlock's Bloodline*

**COMBAT CASTING** (Cost 8) – You have trained your mind to block out nearly all distractions when performing an incantation, while still staying mobile and aware. This perk removes all penalties for casting in a combat situation, but not necessarily for casting in stressful situations.

*Requires: Concentration*

**CREATE TOKEN** (Cost 8) – You have the ability to bind spells and incantations to a physical object. The force of the spell will destroy that item when it is used. This process costs 20 sovereigns and takes one hour, per tier of the ability.

**CURSE** (Cost 8) – The character gains access to the **Incantation** skill at -2 and may use it to affect probability. You may roll an opposed check against another character in an attempt to give him bad luck or to make a preordained event take place. The difficulty is dependent on the penalty or the event. (e.g. it is easier to grant -1 to rolls against the opponent in an upcoming duel than -1 against everyone you meet.)

**ELEMENTAL CLOAK** (Cost 8) – A technique from the far East. You can command the very elements to spin and whirl around you, making a barrier or creating a powerful weapon. This perk allows you to create a cloak around your body of one of the following elements: **Cold, Fire, Electric, Acid, or Sonic**. This perk can be used for defense or offense once per **Turn**. As offense, the cloak strikes out at an enemy within 10 ft. of the character in a manner relating to the element and may deal +2 elemental damage. As defense it adds +2 to Armor. The elemental damage for Wood and Air count as supernatural attacks but add no extra effect. The element must be chosen when the perk is initially taken, and it cannot be changed afterward. While in combat the cloak lasts for 1 round per point of Willpower. Out of combat it lasts 10 minutes per point of Willpower. Each time you command the elements to come to your aid you take 1 point of Stress.

**ELIXIR OF HYRO** (Cost 8) – You have tasted the elixir of Hyro and have found it to be to your liking. You gain 3 vials of the channeling elixir 'Black Love.'

*Requires: Contact (Member of the House of Black Blood)*

**ESP** (Cost 8) – You can sense and feel what is around you through senses outside of the physical, this is done by way of a 'sixth sense.' You may spend one round meditating and then make a Perception roll about an item, person or place. If you are successful the GM provides basic information that may or may not be cryptic or shaded. Each time you tap into your other sense, you take one point of Stress.

**EYES IN THE BACK OF MY HEAD** (Cost 8) – You have a preternatural ability to sense and detect ambushes and surprises. Whenever you fail a Perception check to avoid an ambush you may still make a block/parry or dodge roll. You may make a number of these rolls per day equal to half your Perception bonus + 1 rounded up.

**FACE OF THE DEAD** (Cost 8) – The dead do not use their faces, why not make use of them yourself? This perk gives you the ability to assume the face of any dead humanoid creature of your size that you can touch. This effect lasts for 10 minutes per level of your Presence modifier, and does not copy a creature's voice or memories. This effect grants a +3 bonus to **Subterfuge** rolls for impersonating the dead person's face.

**FAMILIAR** (Cost 8) – You have obtained a familiar, a small animal possessed by a spirit from another plane of existence. This creature almost always shares similar goals and viewpoints to you, and can speak and communicate as though it were of human intellect. The familiar will aid the character and provide insight, perhaps even useful bits of information about a topic at hand. Your familiar always knows your location and vice-versa. The familiar can be any animal of small size.

**FATED** (Cost 8) – The fates have taken notice of you. You gain one extra Destiny point whenever you would receive Destiny points. The extra point may be added a number of times per session equal to your highest attribute.

**FLUX FANTASIA** (Cost 12) – Rare magi recognize the flux radiating from the world around them is not random nor is it a simple collection of energies of the 12 great houses. The flux these magi feel becomes as a harmonious song and they gain some control over its melodies. These few magi conduct the flux around them with bold movements and ancient alien words of power allowing them to cast incantations impossible to other magi.

Magi with this perk may spend an additional Combat Action to perform a ritual allowing them to reduce an incantations difficulty by performing a variety of occult practices. These can vary greatly between drawing occult symbols, performing dances, speaking ancient words, casting runes etc. The effect though is always the same. By performing an **Occult** roll difficulty equalling the number of effects contained within the incantation the incantations difficulty is reduced by the number of successes. This perk can never reduce a difficulty to less than 1 per effect included in the incantation. The flux in an area is greatly reduced by the use of this perk and reduces the flux twice the amount the incantation would normally reduce it by. This perk may only effect an incantation containing at least 3 effects.

*Requires: The Chains Of Flux, Incantation 4, Occult 4*

**FLUX WEAVER** (Cost 8) – You understand how to use the smallest amount of flux to get the largest result. This perk allows you to cast incantations while removing the smallest amount of flux from the area. If your casting roll succeeds by +2 or more over the difficulty, the flux in the scene is not reduced.

*Requires: Magister*

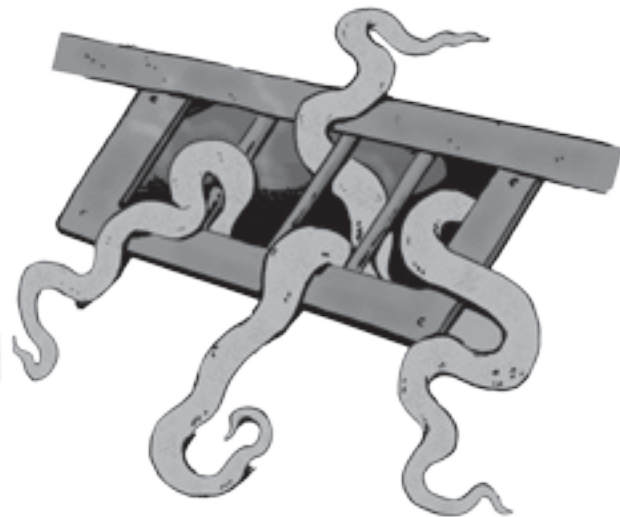
**FONT** (Cost 8-20) – You have discovered a powerful magic artifact known as a font. You and the GM work together to design the font and decide on its form and function. If you take this perk at character creation you may start the game with a font.

*Requires: Magister*

**GLAMOUR** (Cost 8) – You have a knack for clouding the minds and twisting the perceptions of those around you. This perk grants access to a contained list of illusory incantations and the **Incantation** skill at -2. You only have access to a predetermined list of spell effects, chosen by the character and the GM. The number of effects available is equal to Presence +2, and additional abilities can be purchased at a separate cost. These abilities cannot exceed an **Illusion** (Rank 3). These abilities are purchased and cast just as the Incantations of a Magister.

**GUN MAGE** (Cost 8) – You have found a way to forge an unholy union between firearms and magic, allowing you to imbue the bullets you fire with powerful incantations. This perk grants you the ability to bind your spells to your bullets through a combination of magic runes and manipulation of flux. You may prepare your spell ahead of time, making the **Incantation** rolls before the spell is actually used, and in doing so you bind that spell to your bullet. Each 'spell bullet' prepared this way causes you one point of Stress. The spell remains in the bullet until it is discharged by the gun and then it adds its effect to the normal effect of the bullet. A Gun Mage may have a number of prepared spell bullets equal to her Intellect modifier.

*Requires: Magister*



**HERALD OF THE DRAGON** (Cost 14) – You have been admitted to the House of the Undying Dragon and now have the power to summon his will to aid you. You may make a **Petition** roll to gain one of the following abilities:

**DARK PETITIONING** – A +2 bonus to either **Channeling** or **Incantation** rolls for the duration of the scene.

**SPRAY OF DARKNESS** – A breath weapon with 20 ft spray, +2 **Cold** damage or **Entangle** with a Strength roll equal to your Willpower modifier.

**SHADOW FLIGHT** – You gain giant black dragon wings cloaked in shadow capable of **Flight**, Maneuverability (Great +3) for 10 rounds/minutes per level of success.

**SHADOW SCALES** – Armor +2 for two rounds/minutes per level of success

**PENUMBRA CLAWS** – +2 damage with the **Vorpal** template that last two rounds/minutes per level of success.

*Requires: True Faith* (Xi'akmhar), **Faction** (House of the Undying Dragon), **Good Reputation** (House of the Undying Dragon), and **Channeling** or **Incantation**.

**IMPROVED RESEMBLE** (Cost 8) – Your Resemble tech is a mechanical marvel of high grade craftsmanship and hidden potential. It may now contain a hidden weapon of appropriate size.

*Requires: Resemble*

**LICENSED MAGI** (Cost 8) – A Magister has a solemn responsibility to uphold peace. Without peace the world will descend into madness and suffering. The Ministry of Supernatural Governance will give you the tools you need to extend the reach of order and harmony into the darkest parts of our world. Become the beacon of hope for mankind. Apply today!

This perk certifies you as a licensed Magister of The Ministry of Supernatural Governance. This allows you to practice your magic with impunity while on Ministry missions, making you a living weapon of the military. Having the backing of the Ministry also loosens some tongues, giving you a +1 to your **Intimidate** or **Persuasion** skills. Being licensed also binds you to the service of the military, forcing you to take up missions and duties as the Ministry sees fit. Upon being licensed you will receive a small item, like a watch or badge, that is stamped with the official Ministry seal. You will also receive Ministry papers dictating your title and rank.

Finally, you will also have the opportunity to request magical items from the Ministry's armory to assist you on Ministry missions. These items of must be returned if they are not used during the mission.

*Requires: Magister* and **Rank** (Ministry of Supernatural Governance).

**LOA** (Cost 8-20) – You have obtained a twisted, self aware artifact known as a Loa. You and the GM work together to design the Loa and decide on its form and function. If you take this perk at character creation you may start the game with a Loa.

*Requires: Warlock's Bloodline*

**LYCANTHROPY** (Cost 8) – You feel the call of the beast within you; these urges cannot be denied. This perk grants you **Lycanthropy (Alpha)** (Page 32), with all the benefits and penalties associated with it.

*Requires one of the following: Contact* (Were-creature), *Patron* (Were-creature), or *Mysterious Stranger* (creature who infected you).

**MAGI'S GAZE** (Cost 8) – You can actually see the flux permeating the environment, as well as the flux energy clinging to living beings that are otherwise hidden from sight.. This perk allows you to make an opposed roll to see magic, and to see invisible, ethereal, or other magical creatures usually undetectable by normal means. This also adds +2 to see through any illusion or magical alteration to an item or place.

*Requires: Heightened Senses* (Sense Magic) and *Magister* or *Warlock's Bloodline*

**MAGIC/ARTIFICE ITEM** (Cost 4-10) – You have a powerful piece of Artifice or a unique magic artifact. The cost of this perk is dependent on the item selected, and the item must be approved by the GM.

**MAGISTER** (Cost 8) – You have always felt the soft pull of flux around you, tingling at the corners of your mind and the tips of your fingers. After many years of study at a Magister school you now understand flux, and you can manipulate it to perform terrifying feats of magic. This perk grants you access to a primary Magister school and your first secondary school and gives you the **Incantation** skill at -1.

**MR. HYDE** (Cost 8) – Somehow you have gained access to a diluted version of Dr. Jekyll's infamous formula. When you consume this formula it has amazing and terrifying results:

The formula adds +2 to one physical stat and +1 to another physical stat, but reduces two other stats by -2.

The formula grants you two of the following templates: Claws, Bite, Heighten Senses (Night-Vision), Leap, Poisonous, Glide, Webbing, or Extra Appendage. Once these templates are chosen they can not be changed.

Once you began to take the formula strange things begin to occur. You will have occasional black-outs, as well as other effects as determined by the GM. During these black-outs the GM takes control of your character for periods of time, as the other personality created by the formula tries to take over.

The effects of the formula last for a period of time based on the level of success of the formula's creation. In combat

the duration is equal to three rounds/level of success. Out of combat it lasts for one hour/level of success. The GM may alter the duration of time as he sees fit. The elixir is addictive and adds the Addiction flaw with a per day penalty. The elixir costs three points of alchemical flux for every dose.

*Requires one of the following: Engineering* (Alchemy), *Contact* (Alchemist).

**NATURAL ATTACK** (Cost 8) – You have some manner of natural offensive action, maybe you can spit poison or maybe you can gnaw your opponents face off. Choose one of the following attacks: **Claws, Bite, Poison, or Webbing.** This perk may be taken multiple times.

**NEW HOUSE** (Cost 8) – Your control over flux has improved and so has the Machina you build. You gain either four flux for an existing Artifice house, or a new Artifice house with two flux points.

*Requires: Engineering*

**NEW SCHOOL** (Cost 8) – Your studies have paid off. You gain a new tier in an existing magic school, or access to a new different magic school.

*Requires: Magister*

**OBFUSCATION** (Cost 8) – You can disappear from the sight of the creatures around you. You do this by either clouding the minds of those creatures or by literally becoming invisible. This effect lasts for 10 minutes per level of Fortitude or Willpower modifier per day, whichever is higher. This effect cannot last fewer than 10 minutes. In combat the amount of time is reduced to 1 round per level, minimum of 1 round. The world you briefly enter while away from the sight of others is disorienting and sometimes disturbing. Each time you use this perk you suffer 1 point of Stress.

**PETITIONER OF MADNESS** (Cost 8) – The madness claws at your mind constantly, you have learned that while you are in the service of Cthulhu it is best to serve him by becoming an open vessel. Any time you petition Cthulhu you have the option of simply allowing his madness to over take you. You roll **Petitioning** as normal but you gain a +1 bonus. If successful you will begin to murmur strange and forgotten litanies to the Lord of Madness, and you will be taken over by a strange effect of the GM's choosing. This may be positive or negative as the GM dictates. These are the dark pleasures you will endure while in the service of the Lord of Madness.

*Requires: Faction* (Cult of Cthulhu) and *True Faith*

**POSSESS ANIMAL** (Cost 8) – You can reach into the mind of an animal, and control them. You will be able to see what they see, hear what they hear, and command their movements. The range is equal to your Willpower in miles, and the duration is equal to 10 minutes per point of Willpower or 1 round per point in combat. Each time you control an animal in this way, you take 1 point of Stress, and if the animal is killed while you control it you will suffer a Stress damage roll of +2.

**PRESERVED** (Cost 8) – Science says the flesh is built to rot; you believe otherwise. Through trial and error, you have managed to preserve parts of your body by magical or alchemical means. This grants you a +1 to your Armor and a +2 vs Disease and Poison. This also voids any damage from a sneak attack or critical wound targeting your vital organs. Going against the natural order of things has its drawbacks, however. You heal much slower, half the normal rate, and healing magics heal one fewer wound than normal (minimum of one wound). Spells that heal the undead heal you normally. You also gain the flaw **Sensitivity** (Fire).

**PSIONIC VAMPIRE** (Cost 8) – You can leech the mental energy off of the people around you, healing yourself in the process. This perk gives you the ability to absorb a target's mental energy. This can then be used to either restore your own Stress levels or add to your normal Stress level temporarily. You must make a touch attack and then an opposed Willpower roll against the target. You gain Stress levels equal to your success, and if you absorb more than you could normally hold they become temporary Stress levels that last 10 rounds. This ability can be used a number of times per day equal to your Willpower modifier.

**RESEMBLE** (Cost 8) – You have grafted a piece of Resemble technology to your body to replace a lost body part. This powerful piece of Artifice has a Hardness of five and twenty Structure points. You will lose one point of Fortitude for each part replaced by Resemble tech; your body's energy is being used to power the device, as opposed to using flux or an arcane battery.

**RESEMBLE MECHANIC** (Cost 8) – You have access to a Tinkerer, who can turn your hand crafted Resemble arm into a deadly piece of powerful Artifice. Each time you take this perk you may add one Artifice function to your Resemble tech, of up to three flux points. For each additional 8 EP you spend you may add three flux points. This perk may be taken multiple times.

All Resemble functions require an attuned arcane battery, and may only be recharged or replaced by the Tinkerer that added the function initially.

*Requires: Improved Resemble and Contact (Tinkerer) or Follower (Tinkerer).*

**SANGUINE SACRAMENT** (Cost 12) – All warlocks gain their strange powers from their bloodline. A warlocks bloodline controls the types of effects and contributes to much of what the warlock is and will become. A warlock who chooses not to simply acknowledge his bloodline but studies it and understands how his ancestors blood effects the flux that now lies in his body learns to master new and disturbing ways to use his blood to channel his spells. Warlocks who learn this dark and visceral art treat it as a sacred way to commune with his ancestral bloodline and draw out even more flux from his blood. These sacraments are bizarre at best and always cause extreme pain to the warlock who calls upon them. The sacrament

varies widely from things like swallowing flaming coals for a warlock who has a fire bloodline to driving a shard of a mirror into his eye for a warlock who has an illusion bloodline. All other manners of strange practice are possible. The one thing all of these sacraments have in common is that they never actually deal Constitution damage instead dealing Stress damage as the ties to their blood seem to protect their bodies and instead strain their very sanity as they call upon the dark secrets of their ancestor.

Warlocks using this perk may preform a sacrament to reduce the difficulty of a spell containing 3 or more effects. A spells difficulty is reduced by 1 for each point of Stress he sacrifices during his sacrament. This effect may be coupled with **Sanguine Sacrifice**. A spells difficulty may never fall below 3 using any combination of these perks. If a warlock's **Channeling** attempt fails while using this perk he finds his bloods flux falls dormant from his ancestors disgust in his lack of faith and sentiment of preforming his sacrament. He will then suffer from **Chronic Pain** -1. This is in addition to any other **Chronic Pain** he suffers from casting or otherwise. This penalty is sustained until he preforms a sacrament successfully.

*Requires: Sanguine Sacrifice, Channeling 3 Knowledge (Warlock's Bloodline) 3*

**SANGUINE SACRIFICE** (Cost 8) – Some warlocks have figured out how to farther harness the power that dwells in their tainted blood. Many spells that dwell in the bonds of a warlocks blood are so powerful his own channeling is simply not enough to control their immense strength. Warlocks who learn this perk find that by shedding even more of their blood during their channeling makes these powerful spells more controllable.

This perk allows a warlock to reduce the difficulty of a **Channeling** roll of a spell with 3 or more effects by 1 per point of Constitution they sacrifice. Wounds suffered by this perk are very difficult to heal and increase difficulty to heal these wounds by +2. This perk cannot reduce a spells difficulty below 2.

*Requires: Warlock's Bloodline, Presence +2 or higher, Channeling 2*

**SANGUINE POWER** (Cost 8) – There is great power in your blood. It demands release; it will not be denied. The next spell you select may contain one effect of up to Tier Five.

*Requires: Sanguine Secret*

**SANGUINE SECRET** (Cost 8) – You have found another spell dwelling in your blood. You can create one new spell.

*Requires: Warlock's Bloodline*

**SANGUINE SUFFERING** (Cost 8) – You accept that the immense power you can wield as a Warlock is matched only by the immense physical pain you will suffer. You will endure this pain, and you will be unstoppable. You can now use a number of spells equal to your Fortitude modifier x4 before you succumb to chronic pain.

*Requires: Warlock's Bloodline and Willpower +4*

**THE CHAINS OF FLUX (COST 8)** – Your constant use of incantations allows you greater insight and manipulation of flux used to chain multiple effects together to create much larger incantations than normal magi could dream of. Magi with this perk allows its user to reduce the difficulty of an incantation containing at least 3 effects by half of his **Intellect** modifier rounded up. If the magi fails an **Incantation** roll while using this perk he cannot use this perk again till her rests 8 hours.

*Requires: Magister, Intellect 3, Incantation 3*

**THE STARS WEEP (Cost 8)** – You have opened yourself to the maddened voices of distant worlds. You gain three totemic points.

*Requires: Wyrđ*

**TRUE FAITH (Cost 8)** – Gods exist, real as you and I. They are physical manifestations of earth shattering power, and you have garnered the attention of one. If you follow its edicts and authority this deity may even grant you assistance. This perk grants you access to the **Petitioning** skill at -1, and allows you to select one deity of your choice.

**TRUE SIGHT (Cost 8)** – You have a strong grasp of what is truly there, allowing you to see through the deceptions of magic. You can spend a point of Stress to make an opposed roll and see through illusions and shape changing.

**WARLOCK'S BLOODLINE (Cost 8)** – You feel the flux burn in your blood. One of your ancestors was a powerful magic user or alien creature, perhaps even a Fae or Old One. That power has been passed down to you, granting you strange abilities and access to a bloodline lineage. This is the perk you need to be a Warlock, and it grants you the **Channeling** skill at -1, as well as, all other Warlock abilities listed in Chapter Four: Magic (Page 89).

**WHAT WAS THEIRS IS MINE (Cost 8)** – You understand that just because the body is dead does not mean the body is useless. You have scavenged parts and pieces from powerful creatures, grafting them to your own dead form and gaining their strength. You may exchange one of your own body parts with the body part of a creature up to one size larger or smaller than yourself. This process costs 50 sovereigns and takes 1 week of time in your laboratory.

Once you have added this piece to your body you gain one ability or template from the creature, or you may gain a bonus to an attribute, skill, or statistic equal to the creature's body part. This bonus is determined by you and the GM. The bonus or ability must make sense, for example a gorilla's arm could grant +1 Strength, but a drake's leg could not add its breath weapon.

*Requires: Preserved*

**WYRD (Cost 8)** – You feel the agony of the stars. Far off worlds speak to you, whispers of dark secrets and disturbing knowledge. You are different from the rest; you will be the portal between worlds, you will be the harbinger of suffering. You gain the ability to craft strange totems, and bind powerful hexes to them. You also gain a

Grotesque designed by you and the GM. This is the perk you need to be a Wyrđ, and it grants you the **Focus** skill at -1. You have access to one Aberrant school of magic, as well as, all other Wyrđ abilities listed in Chapter Four: Magic (Page 93)

## FLAWS

Flaws are negative aspects of your character and can be anything from physical or mental issues to social problems or even problematic magical effects.

There are only two types of flaws:

Regular Flaws and Racial Flaws.

Regular Flaws may be taken at character creation to gain more EP. They may also be incurred in-game due to terrible circumstances, such as losing an arm or seeing terrible alien geometry and going slightly mad. Racial Flaws may only be selected at character creation to unlock Racial Perks.

Below is a large list of flaws to start out with and the amount of EP they grant you for choosing them. Just like perks, flaws are limited only by your imagination.

## REGULAR FLAWS

**ABSENT MINDED (3 EP)** – You have some serious trouble keeping your mind on task and you sometimes forget basic information and have to take a moment to recall what you were doing and why. You take a -1 penalty to **Incantation, Engineering,** or any skill check that requires **Focus**.

**ADDICT (2-5 EP)** – You have an addiction. Perhaps you're addicted to alcohol, tobacco or drugs, but it could also be something stranger like paint flecks or orphan tears. After you select what you are addicted to you must also select a time increment. The time increment can be anywhere from one hour to one week. If you do not get your "fix" during that period of time you take one point of Stress per hour that you are without. You also suffer a -1 to -3 penalty to all rolls due to your inability to concentrate. The amount of EP given for this flaw is based on the severity of the addiction.

**AGED/YOUNG (3 EP)** – You are either very young or quite old, suffering either the folly of youth or the creaking joints of old age. You take a -1 penalty to any two attributes.

**AMNESIA (3 EP)** – There are sections of your life that you have no memory of. This flaw allows the GM to create a unique back story for that section of your life. The GM can introduce that story at any time during game-play.

**BAD REPUTATION (3 EP)** – You have done or said things that have gotten people talking, and not in a good way. You are both disliked and distrusted by most people in a specific group or faction. You suffer a -2 penalty to social rolls against that group or faction. This flaw may be taken multiple times, with a different group or faction each time.

**BLOOD LUST** (4 EP) – Blood; the taste of it, the smell of it. You can't deny yourself; you want more. You have a chance to lose control when around violence or bloodshed. Whenever in combat or around blood you must roll an opposed Willpower check. If failed you will proceed to attack the bleeding creature or join combat even against a known friend. You are allowed a roll each round to attempt to regain control. Once you make a successful Willpower roll you do not have to reroll during the same combat.

**BRAGGART** (3 EP) – You are a giant loudmouth, and will tell stories and make boastful remarks about your past exploits almost constantly. You must make an opposed Willpower roll to not behave in this manner when presented with the opportunity.

**CHRONIC PAIN** (2-5 EP) – You suffer from constant pain from a source of the your choosing. This pain may occur during specific times, or it may be constant. When in pain you incur a -1 penalty to all physical or mental rolls. The points gained from this flaw depend on the type and level of the pain.

**COWARD** (3 EP) – You didn't ask for this. Maybe if you just hide and stay quiet it will all go away. You are terrified of death, pain or maybe just combat in general. Any time you enter a situation where you may encounter these things you must make an opposed Willpower roll. If you fail you act as though affected by the **Fear** template.

**CURSED** (2-5 EP) – Someone or something has cursed you, and you have fallen prey to some kind of supernatural malignancy. Perhaps your entire ancestry suffers from it or perhaps you brought this curse on yourself. The curse chosen may be anything at all, from a simple curse such as a penalty to a skill or attribute, to more severe curses like being born with regenerative leprosy. The points gained from this flaw are dependent on the curse chosen.

**DUTY** (3 EP) – You have a powerful commitment to a group or faction, and you will serve its tenets unwaveringly. Each time you stray from the organizations laws or fail to uphold one of your obligations to them you suffer one point of Ego damage.

**ENEMY** (2-5 EP) – Somehow you have obtained an enemy, and it's very personal. This flaw indicates that someone out there has a grudge against you, and will stop at nothing to make your life miserable. This enemy can be anything you and the GM can devise. The point bonus granted from this flaw depends on how powerful the enemy is, and how often he interferes with the character.

**FANATIC** (3 EP) – You are a fanatic for a cause. The teachings and philosophies of this cause are your reason for living, and you would rather die than betray your faith. You must always try to further a specific cause that you and the GM decide upon. You gain +2 to opposed Willpower rolls whenever you would be requested to either divulge info contradicting your cause, or work in a way that would oppose your cause.

**FAVORS OWED** (2-5 EP) – You owe some folks a favor, and at some point they are going to want to collect. You must choose a person or group of people that you are beholden to for one reason or another. This does not mean you will do anything at all that's demanded of you, but in order to remain on good terms with these NPCs you may be called upon to perform tasks from time to time. If you do not return the favor the GM will create appropriate consequences. The EP earned is based on the severity of the favor.

**GLORY HOUND** (3 EP) – What good is greatness if no one remembers your name?! With this flaw you are obsessed with glory and you will do almost anything to seize it. Any time you see an opportunity to gain glory, praise, or some form of notoriety you must make an opposed Willpower roll or do whatever is necessary to obtain it (within reason).

**GLUTTON** (3 EP) – You are obsessed with food and will eat at any opportunity available. You will spend money, time, and sometimes risk your own safety to get that next meal. You must make an opposed Willpower check whenever food is around to concentrate or take any action not related to obtaining that food.

**GREEDY** (3 EP) – You have an unhealthy obsession with obtaining wealth of all kinds. This does not force you to try and steal everything that's not nailed down, but it will cause you to try to get the lion's share of a reward, refuse to tell other people about a bonus from an employer, or walk away with a purse that a somebody left on a bench. When confronted with these situations, you must make an opposed Willpower roll not to give into your opportunistic compulsions.

**GULLIBLE** (3 EP) – You are easily fooled and will believe almost anything, regardless of how ridiculous or unbelievable it is. You take a -1 penalty to opposed rolls against **Subterfuge**, **Legerdemain**, Illusions or any attempts made to fool or mislead you.

**HATRED** (2-5 EP) – You have an extreme hatred for a person or group of people. You suffer a -2 penalty to any social rolls made with the chosen group, as you find it hard to contain your anger and disgust. You may even go as far as to attack members of this group or make rash unsound decisions based on your hatred. The points gained from this flaw are dependent on the group chosen.

**ILLITERATE** (3 EP) – You have never been taught to read or write. If you take this flaw you cannot read or write in any language, and suffer the in-game consequences.

**ILLNESS** (3-5 EP) – You have a pervasive and consistent illness that plagues either the body or the mind. When taking this flaw you must choose a disease. This illness cannot be cured and you perpetually suffer the effects of it. The points gained from this flaw depend on the illness selected.



**IMPAIRED SENSES** (2-5 EP) – For whatever reason you have either partial or complete loss of one or more of your senses. You suffer a penalty to any checks made regarding the sense in question. This penalty is based on the severity of the impairment, and can range from small penalties (-1,-2 etc) to automatic failures. The points gained from this flaw are dependent on the severity of the penalty.

**IMPULSIVE** (3 EP) – You have a tremendous difficulty thinking a plan through. You tend to act now and think later. This makes you rash and hasty. You must make an opposed Willpower roll to resist simply taking the first action available, or just to stay focused on any sustained task. Sustained actions always last two rounds/minutes less than normal, with a minimum of one round/minute.

**LECH** (3 EP) – You just can't help but make a pass at just about anything moves. It seems that every action you take is motivated by your next conquest. At the same time you feel uneasy with the idea of relationships, or sometimes even dealing with the same partner more than once. You must make opposed Willpower checks to resist characters of your preferred gender(s). You also incur a -1 Social penalty whenever you are attempting to resist the charms or requests of characters of your preferred gender(s).

**LOW CLASS** (3 EP) – You are from a very poor background. Your childhood was spent in the slums and ghettos, and now you are looked down upon by members of most social classes. You suffer a -1 penalty to Social rolls from anyone considered to be from a higher station in life.

**MADNESS** (3-5 EP) – You suffer from some type of mental affliction. Maybe it was because of something you saw; maybe it was because of something that saw you. You must select a Mental Illness template for your character. The points gained from this flaw are dependent on the severity of the Mental Illness. Your madness can take effect at any time and to varying degrees depending on your GM. Any time the GM deems appropriate you must make a **Discipline**/Willpower roll equal to the difficulty set by the GM to avoid its effects.

**MISER** (3 EP) – You need to hold onto anything valuable you receive, and never let anyone else partake in your good fortunes. You may even find it emotionally painful to spend more than the minimum or indeed to part with anything of value you have obtained. You must make an opposed Willpower roll to spend anything besides the lowest possible amount, or to share your fortune with others.

**OBSESSED** (2-5 EP) – You have an unhealthy obsession with something, and spend a good portion of your time and effort on it. You select your obsession and the severity of it when this flaw is selected. You suffer a penalty when trying to take actions if the object of your obsession is near, or if you get the opportunity to indulge in your obsession. This penalty can be a -1, -2, or -3 modifier. The points granted from this flaw depend on the obsession chosen and the severity of the distraction modifier.

**OFFENSIVE** (3 EP) – You are, in some way, simply unpleasant to be around. It could be anything from lack of personal hygiene, to being just plain rude. Regardless of how you are offensive, you and your allies take a -1 penalty to any social interactions you are directly involved in.

**OVERCONFIDENT** (3 EP) – You believe you are far more powerful and capable than you truly are. You will always believe you can accomplish your goals, no matter how impossible or ridiculous they may be. In order to either resist a challenge or to make a rational decision about a difficult event you must succeed at an opposed Willpower roll.

**POVERTY** (3 EP) – Perhaps you come from an extremely poor background or perhaps you owe massive debts. Regardless of the reason, you are almost always broke and penniless, and can barely hold onto your own possessions. When you select this flaw you must also select the reason for your poverty. Your character begins play with five sovereigns if taken at creation.

**SECRET** (2-5 EP) – You have a dark and terrible secret that you need to keep hidden at all costs. The secret or secrets are chosen when the flaw is selected. The points gained from this flaw are dependent on the secret and its severity.

**SELF LOATHING** (3 EP) – You have a hatred, not for some cult or some old evil, but for yourself. This means you will suffer moments of self doubt, and even at times self harm. When you take the Self Loathing flaw you experience complex internal struggles often imposed by the GM, as well as -1 to social interactions where your confidence or capability is in question.

**SLOW HEALER** (3 EP) – Your body heals very slowly, perhaps from a medical condition, perhaps from age, or maybe you were the victim of an ancient curse. Regardless of the reason, you heal at half speed and take half the usual amount of healing from supernatural means, including potions. May not be taken with the **Fast Healing** perk.

**SMALL** (3 EP) – You are small, maybe not the smallest out there, but smaller than most members of your race. Reduce your size level by one. (Page 23)

**SOCIOPATH** (3 EP) – You are a sociopath and have few, if any, emotions. Due to this lack of an emotional spectrum you suffer a -1 penalty from all Social rolls when it comes to understanding emotional context. In rare situations you may receive a bonus to rolls in which you play against a creature's emotional state, as you do not have to meet them on the same emotional level. Most people feel uncomfortable around you, and this may lead to other in-game issues as dictated by the GM.



**STUBBORN** (3 EP) – You are determined to have your way, and it is nearly impossible to deter you, regardless of the consequences. Anytime you have set your mind towards a goal you must make an opposed Willpower roll to stop yourself from continuing it. You also gain a +1 bonus to opposed rolls whenever someone is trying to deter you from following your goal.

**TEMPER** (3 EP) – You lose your temper very easily, and you are prone to outbursts of screaming or even fighting. You must make an opposed Willpower roll to avoid having an outburst any time you are in a situation where you feel wronged or uncomfortable.

**UGLY/HIDEOUS** (2-5 EP) – You are ugly, scarred, or hideously disfigured in some way. Whenever you have to make a Social roll where you can be seen, you suffer a penalty. This penalty can be anywhere from -2 to -4 depending on the severity of the disfigurement.

**UNLUCKY** (3-5 EP) – It seems that whenever something can go wrong it will, whether stepping out of an electric taxi and right into a muddy puddle, or your rope snapping when you are halfway up a cliff. When you select this perk you must also select the severity of your bad luck, and how often it comes into play per session. The GM then finds ways to fit your misfortune into the game. The points from selecting this flaw are dependent on the severity and how often the bad luck strikes the character.

**VANITY** (3 EP) – You are completely obsessed with your appearance and will go to extreme lengths to protect your looks and show them off. Any time there is an opportunity to show off your fabulous looks you must make an opposed Willpower roll to resist taking advantage of that opportunity. In addition, if your appearance is damaged you must make an opposed Willpower roll. If you fail, you either fly into an uncontrollable rage for one round per level of failure, or are **Dazed** for one round per level of failure. Outside of combat this lasts for 10 minutes per level of failure.

**VOW** (3 EP) – You have taken a vow and you will do anything you can to honor it. When you choose this flaw you select the specifics of the vow. This could be a vow to a specific group or faction, or it could be a vow to a specific person or place. You must work towards your vow whenever possible, and in order to make any actions against your vow, even indirectly, you must make an opposed Willpower roll.

**WEAKNESS** (2-5 EP) – You are physically weak and frail, possibly from a health issue or physical malady, possibly from something more sinister. You suffer a penalty to a physical attribute. This can range from a -1 penalty to a -3 penalty. The points gained from this flaw depend on the severity of the penalties chosen.

# BOBB



*As he looked around the alchemical lab, he could feel his heart finally begin to slow, his mind still fuzzy as memories of the last few minutes assembled slowly, like pieces of some unknown puzzle. The fur on his hands covered in blood, now dark and sticky. The smell of death and pain hit him, as the jangle of thick chain, and the buzz of electric lights became clear.*

*The body came into view now; torn to ribbons – beaten and broken – next to a large table surrounded by surgical equipment. The body hung on thick chains engraved with strange occult symbols, strung from the rafters above. It was then the memories came together, without warning, and all he could do was grip his head, howling as the pain took over.*

*Inside this very lab, this broken man had offered him twenty sovereigns to let him take notes on his physiology, and he needed the cash. Any work for Moreauvians was hard to come by, and their physiology was all but unknown, so it wasn't unheard of to have humans offer them money to poke and prod them. Bobb had needed the money more than he needed his pride, and then came the injection of some chemical that rendered him unconscious. In the darkness – this blacked out state of unknowing – who knows what this man had done to him to force his hand.*

*One thing was for sure; Bobb would never let this happen to anyone else; the feeling of helplessness, of weakness, not knowing if it was your own hands that betrayed you. No one would have to experience this while he was there; while he could help prevent it. His head was pounding but he knew that if he was discovered here, he would hang or worse.*

*His mind felt as if it had been stretched and pulled over something large and unknown, stretched so far, it had torn in some places, and through those holes he could almost catch a glimpse of what his mind would not accept, unnatural shapes, blood and darkness. He had to get out. The only answer that made sense to him was to flee; flee further than he ever had before, flee to the shining city in the sky. There he could start anew, and work to protect those people weaker than himself from the monsters that lurk in the shadows, and in plain sight.*

# RACES

EVERYBODY DESERVES TO BE SOMEBODY EVEN THE NOBODIES; THEM EVEN MORE SO.

The world of Mechanika is home to many races of creatures with an intellect equal to or greater than that of its most populous residents, the Humans. For us to detail each one – from the fish men to the trolls – would take an entire tome of its own. Instead here we will detail the most populous of the races, and the most commonly encountered in regular society. This chapter will detail their mental and physical characteristics, as well as their social habits and how they fit into this strange world. We'll show you in detail the oddities and eccentricities of each one, and go over societies, habits, and mannerisms. We will also illustrate the ways in which humanity has adapted and thrived among them.

This chapter details the six most prominent races on the Earth. It shows the advantages and disadvantages of each race through unique racial perks and flaws that only members of that race have access to. Within this chapter is everything you need to start determining who you are going to be in Mechanika. What is your back story? Where do you stand in your race? How will your racial benefits help you? Is it worth the drawbacks?

Out of all the races detailed on the following pages humanity makes up about 80% of the world's population. The sheer number of humans, coupled with the fact that humanity seems to adapt much faster than the other races, seems to always keep them a step ahead. Humanity always seems to get the lions' share of the wealth, land, and opportunity. This often makes the other races feel downtrodden or like second class citizens. Regardless of this, humanity still makes mistakes, and once they fall one can only wonder who will be the race to step up and assume global dominion.



## THE RACES



### HUMANS

**ORIGIN:** Terra

**LONGEVITY:** 50 - 80 Years

**HEIGHT:** 5' - 6' 6"

**WEIGHT:** 100 - 300 lbs

**MOVEMENT:** 30 ft./Round

**APPEARANCE** – Humans come in a wide variety of skin, hair, and eye colors. Their skin ranges from pale white to deep obsidian, their eyes have hues of brown, blue, and green, and their hair can be thick, thin, black, blonde, red, and a host of other shades in between. Many different types of humans exist, and if not for the occupation of other races who knows which groups may have fell victim to the human's almost innate sense of prejudice.

**PERSONALITY** – Human personalities vary the most among the races. They occupy almost every niche imaginable, from the dramatic loner, to the hyperactive social butterfly, to the deranged psychopath. Humans can be found in almost every role in society, and they adapt far easier than the other races, taking on new roles constantly. This gives them the advantage of constantly moving forward and evolving, something the Fae Lords themselves tried to implement.

**RELIGION** – Religion, and what religion has become for the humans, is widely debated. Many feel that the religions are cults created by alien creatures, others find the earthly presence of the divine something marvelous and they rejoice in their worship, still others gravitate towards the forbidden forces of the old ones trying to grasp their great power even at the risk of destruction or madness. Humans, more than any other race, are known to worship almost any deity or none at all.

### HUMAN BENEFITS

They are the most common race on the earth. This makes social interactions much easier.

They gain a +1 to two attributes chosen during creation.

+1 Non-Supernatural Perk as stated in Character Creation due to their ability to adapt and learn at incredible rates.

They are the most balanced race and truly a blank canvas for any story you would want to create.

They can spend Destiny points at a better rate requiring 1 less point for any action including experience point conversion.

### HUMAN DRAWBACKS

They take -1 to one attribute chosen during creation

They must select one flaw chosen during creation

### HUMAN PERKS

**DESTINY CHOSEN** – Through a fluke in destiny your character is more adept to hanging on to his Destiny points, and using them to alter the world around him.

Your character has a 20% chance any time he spends Destiny points to regain half of them.

**PURE BLOOD, NO FUSS** – Your character has no use for magic or artifice. There is nothing on this earth that cannot be solved with good old fashioned manpower, and maybe a gun.

If your character has no magic, artifice or supernatural perks/abilities he may buy perks at -1 EP cost.

**UNITY** – Your character believes all the races need to stop bickering and come together to create a better world.

You believe all races and people can stand as one and push back the darkness, this benevolent attitude grants you +1 in social interaction with other races.

**JACK OF ALL TRADES** – Your character has studied and trained in every type of a specific class of weapon. Perhaps he's a sword master or a rifle master; regardless of the weapon type, he seems to know exactly how each variant works, as well as the best way to use it to put down his enemies.

Your character can select a broad group he's proficient with instead of a single weapon, such as "Pistols" or "Revolvers." This perk applies to **Weapon Skill**, **Marksmanship**, and **Knowledge** skill.

**PLAIN AS THE NOSE ON MY FACE** – Your character is always looking, observing, and noting the world around him. You see and remember the details in a scene. When you bring up things like the fact that the grandfather clock in the master bedroom was four hours fast, or the murderer was left handed you amaze people, but this is simply second nature to you.

Your character takes notice of everything and is scrupulous with his deduction. You gain +1 to your **Search** and **Deduction** rolls.

### HUMAN FLAWS

**FOR HUMANITY** – Your character believes all other races are an abomination to the world and should be cleansed from it. In your eyes, humanity is superior and all other races are simply monsters.

You take -2 to any **Persuasion** rolls with other races or those that sympathize with them.

**NO TALENT FOR IT** – Your character has no connection to the supernatural or to the web of flux that covers the world. No matter how hard your character tries, the supernatural seems just out of reach.

When trying to use any supernatural ability, perk or item you take -2 to its roll.

**FEAR OF THE UNKNOWN** – Your character is uneasy with other races or those who use supernatural powers. Perhaps something supernatural traumatized him, or perhaps you're unnerved by the overall alien feel that those characters project.

Anytime you're around non-humans or anyone who uses supernatural perks or abilities you must make a Willpower roll. If you fail, you become uneasy, taking a -1 to all rolls for that scene.

**MEEK** – Your character is plain and blends in with his surroundings. He is average in almost every way and is just an overall wallflower.

Your character takes -1 to Presence.



**THROUGH THE VEIL** – Your character has a hard time separating reality from the fantastic. Was that truly magic or a simple parlor trick? Some people refer to you as magically gullible, and whether its ignorance or just a childlike fascination with the wonders of the supernatural you definitely have some issues separating reality from fantasy.

Your character takes a -2 on rolls to resist phantasms and Mental Attacks.



## GOBLINS

**ORIGIN:** Unknown/disputed \*

**LONGEVITY:** 50 – 70 years. *Goblins, due to their own destructive nature, tend to die from accidents involving explosions of fire about 10 times more likely than other races.*

**HEIGHT:** 2' - 3'

**WEIGHT:** 30 - 50 lbs

**MOVEMENT:** 20 ft./Round

*\*Goblins are rumored to be creations of the Fae as an early experiment in genetics. They are also rumored to be a servitor race of the old ones. Some even think they are actually Terran in origin, despite their appearance. The only real information available is that they're here now, they don't appear to be going anywhere, and no one seems to want to take responsibility for them.*

**APPEARANCE** – Goblins are the smallest of the races that tend to participate in society as a whole. They are barely a third of the height of a human and have a lanky almost stretched physiology with arms that reach down to around their knees. Their skin is leathery and wrinkled

and comes in various shades of green, ranging from olive green to a deep forest green. Their teeth are pointed and jagged, typically looking like they're in some stage of yellowing decay.

Their eyes are large and reptilian, in shades of yellow or amber. Goblins have coarse hair on their heads and, in the case of the males, on their face. Their hair is normally darker gold or black in color.

Goblins seem to fall into two sub-races. One sub-race possesses very oversized ears, and the other features long pointed noses. Each sub-race can use the enlarged feature with almost supernatural acuity. Goblins, or gobbos as they are called by other races, also have a natural smell about them similar to that of a skunk or weasel, and their natural disdain for cleanliness doesn't improve this fact.

**PERSONALITY** – As a whole, goblins tend to be somewhat unstable. They are typically twitchy and energetic, and this frenetic energy tends to manifest itself as more and more goblins tend to gather around one another. This isn't helped by the fact that when goblins get together, they seem to almost subconsciously create devices that are destructive and fiery in nature. Due to this, many public houses and other establishments now have separate areas for them, as well as limits on how many goblins are allowed on the premises.

Even though goblins are often thought of as comic relief and fools, they have a very high intellect, and are the undisputed masters of fire and explosions. They've also carved out a unique niche in the underworld and lower class sections of society. Goblins often have bouts of depression or even self-hate, but they always seem to spring back in another hyper excited bout of creativity and energized madness.

Goblins procreate frequently, but very rarely experience any sort of meaningful relationships with other goblins. Their offspring take only a few months to reach maturity. Goblins have offspring in clutches of 3 - 8. This is the reason that out of all the other non-human races on Earth goblins seem to keep their population growing the fastest. Even though so many goblins perish in fires, explosions, and other seemingly mad fits of genius. Centuries of backstabbing and lies between gobbos has resulted in a deep distrust for most goblins. They barely recognize their family, and only really look to their friends for counsel and help.

**RELIGION** – Goblins don't have a large religious group, mostly due to the fact that no deity seems willing to take them on. Some worship the old ones or some of the darker divine, but few become petitioners. The mind of a goblin is simply not suited to such devotions as they are constantly contemplating how to build their next destructive device or how to cause the next fire in the near future.

## GOBLIN BENEFITS

They are naturally very agile and smart (despite what the other races say) and gain +1 Agility and +1 Intellect.

They spend a lot of time among the lower classes and the underworld, and gain the **Streetwise** perk.

They are always rushing headfirst into trouble (even when they created it) but somehow they often survive (although they may be a bit charred as a result). They gain the **Lucky** perk.

Goblins are the definitive masters of flame and things that go BOOM! They only spend 1 EP less to purchase ranks in **Chemistry**, as well as, the Artifice Houses of Alchemy, or Explosions.

Goblins often have limited funds to build their next device so they learn to reuse everything they can. Goblins gain the **Scavenger** perk.

Goblins are naturally sneaky and underhanded. Goblins gain +1 **Subterfuge** and +1 **Legerdemain**.

Goblins either have large ears or a huge nose. This gives goblins either the **Heightened Senses** (Keen Senses: hearing) perk or **Heightened Senses** (Keen Senses: smell).

## GOBLIN DRAWBACKS

Goblins are weak and easily persuaded. Goblins take a -1 to Strength and -1 to Willpower.

Goblins are slow because they are so much smaller than the other races. Goblins only move 20 ft./round.

Goblins are very diminutive in comparison to the other races and they are size Small.

Most races do not like goblins. When dealing with any race besides Goblins, MoreaUVians and Dhampyr, you suffer -1 to social rolls.

Goblins almost never make it in the upper crust. Goblins all begin with the **Low Class** flaw.

Goblins are mentally unstable, and must take one of the following flaws: **Coward**, **Offensive**, or **Gullible**.

Goblins are obsessed with fire and explosions and must choose either the **Madness** (Pyromania) flaw, or the **Madness** (Lunacy: explosions) flaw.

Goblins rarely have magical creatures in their heritage to purchase bloodline or other blood magic perks, goblins must spend 12 EP per rank when purchasing any of these types of perks. Goblins rarely can gain the attention of Divinity. Any **Petitioning** attempts take a -2 penalty.



## GOBLIN PERKS

**THE SHARP BITS ARE THE BEST PART!** – Goblins love improving their devices of destruction. Your character feels best if every explosion comes with a little something extra from you to them, as a special how do you do.

Every grenade your character builds or modifies may have the **Shrapnel** template added to it at no cost.

**IT WAS JUST A GOBBO** – No one notices the gobbo skulking in the shadows, after all that's what all of them do right? Your goblin has embraced the naturally dismissive nature of others, and uses this to his advantage to go unnoticed.

Your character gets +2 to **Stealth** rolls in any scene that has the **Crowded**, **Dark**, or **High Class** template.

**FIRE! FIRE!** – Goblins love fire, some even more than others if such a thing is possible. Your character is one of the goblins who has taken his love of fire to the next level, and now has an uncanny (and unhealthy) relationship with it.

Your character gets +1 to all rolls relating to fire, and gains +1 to any artifice rolls that create devices using fire in some way.

**I'M FINE** – Goblins often live in squalor and places other races would not only find unpleasant but also deadly. Your character has lived among pestilence and poisons so long, he's gotten quite used to them.

Your character gains +1 on rolls to resist poisons or disease.

**CRAFTY AND CRUEL** – Goblins often take the moral low ground and are known for playing dirty. Your character is a master at taking advantage of this, shall we say, moral ambiguity.

Your character gains +2 to use poisons, and gains +1 to the damage of any ambush attack (this includes the **Sneak Attack** perk).

## GOBLIN FLAWS

**TWO'S COMPANY, THREE'S AN EXPLOSION** – Goblins seem to have an unavoidable polarity when too many of them get into one place. They begin to devise plans, start building bombs, or maybe just start a bonfire in the middle of the room!

Any time your character spends more than 1 round/minute per point of Willpower around more than 2 other goblins per level of Willpower he must make a Willpower check (difficulty 0) or he'll begin planning, or causing acts that will lead to explosions and fire.

**LOOK! I HAVE ALL THESE PIECES LEFT OVER!** – Goblins are renowned for their strange and quirky devices. Your character is good at making them much faster and at half



the cost. Hey, with all the extra pieces left over, that's just a new device waiting to be built!

Your character can build Machina devices and mechanical devices (if he has the prerequisites) in half the time, and at half the cost. However, the devices have double the malfunction chance. If a device normally does not have a malfunction chance it now has a 20% malfunction chance.

**IT WAS JUST SO SHINY!** – Goblins are known for their unhealthy relationship with all things shiny. Your characters obsession goes far beyond the already compulsive nature of your race and you find yourself in possession of items you don't even recall taking.

If your character notices any shiny objects around them, your GM may have you roll a **Discipline** check. If you fail, your character will try and snatch the object if at all possible. On a particularly large failure, you may notice you have stolen the item subconsciously, and must now deal with the repercussions.

**AS DUMB AS YOU LOOK?** – Some goblins are born without their renowned intellect, and many of their kin blame these individuals for their races' depiction as dumb beasts. Your character is one of these unfortunate souls, and is not the brightest gobbo in the alley.

Your character does not gain the normal +1 to Intellect for being a goblin.

**SCAPE GOAT** – There is a saying in Mechanika, "Goblins always take the blame." While that may not always be true for all goblins, for you this is almost certainly the case.

Your character always seems to be in the wrong place at the wrong time. You always seem to end up in the alley where a murder happens, or end up finding out the necklace you found in the trash was stolen from a royal dignitary. Your GM places your character in the worst positions in most encounters.



## DWARVES

**ORIGIN:** Terra

**LONGEVITY:** 600–900 years on average some members of this race live much longer

**HEIGHT:** 4' – 4' 6"

**WEIGHT:** 200 – 350 lbs

**MOVEMENT:** 20 ft./Round

**APPEARANCE** – Dwarves stand shorter than humans by about a foot or two, but are wider and stockier. They have skin that ranges from alabaster to deep brown; often in hues similar to stone, even unnatural tints like blues or greens. Their skin is rough to the touch, but appears much like human skin; however the skin of a dwarf is tough as some armor. Their bodies are quite dense. Dwarves have wild hair that ranges in color from black to deep red, and even the occasional gold. Males wear beards and mustaches, often in complex styles. Females are known to wear complicated braids in their hair. Dwarfven eyes are colored in shades of blue and green.

**PERSONALITY** – Dwarves have been on the earth longer than any other race, and tend to look at other races as always being in a hurry. Dwarves prefer to contemplate over a matter at length, and then act, if possible. A good example of this is the mystery surrounding the Dwarfven stillborn epidemic. It took the Dwarfven council almost 200 years to act and send Dwarfven parties out to investigate. Dwarves tend to be a morose and secretive people; in fact, up until 1803, few people on earth had even seen a dwarf, and it was rumored that they were a myth.

Dwarves value honor and modesty over all, and are often seen by other races as boring or brooding. Dwarves also love all things mechanical and artifice. The only thing



that even comes close to matching their appreciation for artifice is their love of alcohol – all types of alcohol. Dwarves are the fathers of artifice. In the last century, the other races have taken artifice and changed it, however the Dwarves still hold that it's their art, and of all the races they are still the undisputed artifice masters.

**RELIGION** – Dwarves will worship any Deity that embody their goals, but they also pray to the God Under the Earth. Even though that god does not answer petitions, the Dwarves believe he is their creator and that he will one day return ownership of the earth to them, the First People.

### DWARVEN BENEFITS

Dwarves are solid as stone and as unmovable as the mountains. Dwarves gain +1 to Fortitude and +1 to Willpower.

Dwarves created artifice and are the self-proclaimed masters of artifice. Dwarves purchase ranks in **Engineering**, as well as all artifice related perks at 4 EP per rank.

Dwarves are amazing with machines, and seem to be able to make almost anything out of mere scrap. Dwarves gain +1 to **Mechanics**.

Dwarven bodies are very dense and their skin is hard as some armor. This lets them take much more physical punishment than others. Dwarves gain the **Iron Body** perk.

Dwarves all study basic combat as they go through education. Each dwarf is taught one skill to help defend their island kingdom in case of war. Dwarves have either +1 **Weapon Skill** (axe or hammer), +1 **Marksmanship** (player's choice), or +1 **Thrown**.

Dwarves have typically spent large amounts of their past underground. Over centuries they have developed keen sight in the eternal darkness. Dwarves have the perk **Heightened Sense** (Night Vision).

### DWARVEN DRAWBACKS

Dwarves are slow to act and tend to be reserved and quiet.

Dwarves take –1 penalty to Presence and –1 penalty to Agility.

Dwarves are methodical and prefer to think each action through. They are slow and only move 20 ft./round.

Dwarves are almost impossible to sway once they make up their mind. They begin play with the **Stubborn** flaw.

Dwarves tend to hoard wealth and power. In their own empires it's a sign of success and power to have a hoard of treasure. Dwarves begin play with the **Greedy** flaw.

Dwarves take grudges personally and they hold onto them permanently. Dwarves who feel slighted or wronged will

dedicate their life to the revenge and destruction of their enemies. Dwarves begin play with the **Hatred** (player's choice) flaw.

**Petitioning** and **Blood Magic** come naturally to very few Dwarves. Their race has been in seclusion for centuries with little mingling and contact with the Fae or Old Ones are new and foreign to most Dwarves. Dwarves purchase bloodline and **Blood Magic** perks, as well as **Petitioning** for 10 EP per rank.

### DWARVEN PERKS

**MARKSMANSHIP EXPERT** – Dwarves are renowned for their accuracy, and their deadly precision with ranged weapons. Your character has studied them long and hard, and is a crack shot with almost every variety.

Your character gets +1 to rolls with **Marksmanship**.

**PERFECTIONIST** – Dwarves are the fathers of artifice, and are meticulous in every device they make. Your character has studied artifice his entire life, and every device he crafts is a work of art.

Your character gains +1 **Engineering**, and may re-roll one malfunction check per day.

**STRENGTH OF THE STONE LORD** – Dwarves often say prayers to their silent god in hopes that he will grant them strength and courage. For some characters these prayers are answered, and it is as though they are mighty beyond their size.

Your character is treated as size Huge whenever facing creatures a size larger than themselves.

**HIDE OF THE EARTH** – Dwarves' skin is hard as stone or metal, and Dwarves pride themselves on their durability. Some Dwarves are even more durable and will often prove it by deflecting bullets off their bare chests or even their foreheads.

Your character has thick skin similar to rock and earth. You gain an additional +1 Armor, as well as Bullet Resistance +1.

**BRAVERY OF THE FIRST** – Dwarves seem to fear nothing and many have seen their bravery in action. Some Dwarves even surpass others of their race, and their boundless courage and stalwart repose in the face of unconquerable odds is an inspiration to all that behold it.

Your character gains a +2 bonus against any **Fear** effect, or any effect that affects their mental state.



## DWARVEN FLAWS

**THE FORGOTTEN FIRST PEOPLE** – Dwarves were the first race on earth according to their records, and they still regard humans and sylvan as interlopers. After all, Dwarves were the original people and the younger races have done little to prevent the Earth from falling under alien dominion.

Your character takes -2 to all social rolls with Humans and Sylvans.

**CURMUDGEON** – All Dwarves are quiet and a bit stand offish, but you're even more so. Your character feels it is perfectly within his right to be disinterested, stubborn, and brash and exercises this right consistently.

In social interactions your character takes a -2 penalty unless it pertains to a matter that directly affects him.

**MAGIC IS A SILLY SUPERSTITION** – Many Dwarves believe that magic and the occult is obsolete and should be stomped out and replaced with artifice. Your character is among them in these beliefs.

Your character takes -1 to social rolls with magic users, and a -1 penalty to all rolls to use or activate magical abilities or items.

**SPEED OF STONE** – Dwarves always think things through and this often means they can miss the actions of the younger races. Your character doesn't believe in rushing into anything without a long session of pondering first.

Your character takes -2 to Initiative rolls.

**PRIDE OF THE STONE REALM** – Dwarves often believe it is their duty to protect others, especially the younger races. Some Dwarves take this ideology very seriously and often put themselves in harms' way to ensure the safety of others.

Your character must make Willpower checks during combat to take any action that does not, in some way, place yourself in more danger than others in your group.



## MOREAUVIANS

**ORIGIN:** Terran – Created by Dr. Moreau.

**LONGEVITY:** 40–50 years

**HEIGHT:** 7'– 8' 10"

**WEIGHT:** 300– 580 lbs

**MOVEMENT:** 30 ft./Round

**APPEARANCE** – By far the youngest known race on Earth, the Moreauvians are the sole creation of the deceased Dr. Moreau. They appear very much like humans, but they are far larger and always bare the unmistakable features of an animal. They vary widely, and as odd as it may seem, they have continued to breed and create strange new combinations of animal and human hybrid beasts.

Moreauvians are the largest and most physical of all the races in modern society, and they often display some amounts of bestial heritage such as claws, hooves, fur and scales. These are very obvious features, and immediately set the Moreauvian apart in a crowd.

**PERSONALITY** – The current generation of Moreauvians, or beast man, is the third generation. As a young race, and one who display bestial tendencies, they have little power or sway in this world. Many still make animal noises while they speak or they run on all four limbs. This lack of development makes humans, Dwarves and even goblins believe that they aren't civilized.

As a race, they usually find themselves in jobs that require large amounts of physical labor or employed as fighters or soldiers. Many desperately wish to be part of human society. This may be a by-product of their abominable creation process, but no one truly knows. They struggle constantly to hold the beast within at bay, and many

Moreauvians find peace in meditation, or by trying to stifle their wild side by seeking full immersion in a world of technology and modern wonder.

**RELIGION** – Moreauvians tend to gravitate towards Arlest, the Goddess of Nature. Her teachings speak to the wild side of this lost race; offering sweet acceptance in a world that misunderstands and takes advantage of them. Many worry however, because Arlest also welcomes lycanthropes and other agents of the wild; creatures that the Moreauvians wish to separate themselves from, to become more accepted and perhaps more human.

## MOREAUVIAN BENEFITS

Moreauvians are the combination of man and beast and are physically gifted and quite powerful. Moreauvians gain +1 Strength, and +1 Fortitude.

Moreauvians stand heads and shoulders above most of the other races, and are size Huge.

Moreauvians bestial heritage gives them access to either the **Claw** or **Bite** template.

Moreauvians bestial nature allows them to commune with animals of their origin. They gain the **Animal Empathy** perk for their animal ancestor.

Moreauvians are truly survivors, both as a species and from their primal heritage. Your character gains +1 **Survival**.

Moreauvians have gained their forebears keen senses. Your character can choose 1 **Heightened Sense** perk.

Moreauvians still have the use of the locomotion of their animal side. Your character may choose one of the following templates to employ to get around: **Burrowing**, **Glide**, **Climb**, or **Leap**.

## MOREAUVIAN DRAWBACKS

Moreauvians are feared and still have the impressionable natures of a young race. Your character takes a –1 penalty to Intellect and a –1 penalty to Presence.

Moreauvians are mistrusted, and are seen as vile experiments or even monsters by many people. Your character takes a –2 penalty to **Persuasion** attempts against any other race.

Moreauvians do not understand the world around them as well as the older races, especially subtlety and social issues. Your character takes –2 to the **Subterfuge**, **Linguistics**, and **Occult** skills.

Moreauvians are often uneducated, and they begin play with the **Illiterate** flaw.

Moreauvians are a created race, and some of their imperfections are more noticeable than others. Your character must take one of the following flaws: **Offensive**, **Chronic Pain**, or **Blood Lust**.

## MOREAUVIAN PERKS

**THE BEASTS REMEMBER** – Even now in your changed state, animals of your ancestry recognize you and want to help you. If you need assistance, they come to your call and aid you if possible. Animals of your kind will try and aid you if they are in your presence. These animals are treated as though you have made a social roll of Superb against them.

**PACK MANIMAL** – Some Moreauvians are created from the animal stock of great and powerful beasts. You find it easy to carry loads and items that are considered far too heavy for the average person, even the average huge person.

Your character can carry twice his normal weight allowance.

**BEAST SPEAK** – Some Moreauvians still can understand the speech of their animal ancestor. Your character can communicate with animals of your ancestors' type in the most rudimentary of speech.

Your character may speak to animals of your ancestors' species. It's hard to understand them, but you can make out general info by making a linguistics check. This is granted by **Animal Empathy**: Ancestors' species.

**REPTILIAN EVOLUTION** – Some Moreauvians came from members of the reptile kingdom. Your characters animal ancestor was a reptile of some sort, and that has granted you some reptilian abilities.

Your character's animal side is a reptile that had the ability to regrow its lost limbs. You gain **Regeneration 0**, but may regain limbs after a week-long rest. Your character also gains Armor +2 from tough scales covering your body

**LITHE** – Not every animal is huge, many are small and fast. Your breed is smaller and more agile than most of your kin.

Your character's animal side is from a more agile and less brutish creature. You are not the normal size Huge, and are instead size Medium. You also lose the Moreauvian +1 Strength, but you gain +2 Agility.

## MOREAUVIAN FLAWS

**TWO LEGS BAD, FOUR LEGS GOOD** – A few Moreauvians are more at home with the beasts than with civilization. Your character still prefers the company of animals to humanoid contact.

Your character takes a –1 to social rolls with the other races.

**CALL OF THE WILD** – Moreauvians often still have animal habits that are difficult to shake. Your character still feels the base fight or flight impulse and instincts much stronger than most.

When your character takes Hurt damage levels or worse, the character must make a Willpower roll to resist fleeing toward a wooded or natural area.

**FEAR THE RED FLOWER** – Moreauvians often share fears that are primal and seem strange to the other races. Your character still feels the compulsion to flee, or at least stay as far away as possible, from fire.

Your character still has a primal fear of fire. Anytime you are around fire larger than that of a fireplace, you must make a Willpower check or gain the **Frightened** template.

**CONFOUNDED** – Moreauvians are the youngest and most primal of the civilized races, and often find magic and artifice beyond their understanding. Your character is among those that simply does not seem to have the ability to harness flux in most traditional ways.

Your character can't select the Magister or Artificer supernatural perks.

**LUNAR MADNESS** – Some Moreauvians are affected by the cycle of the moon. This can lead some to believe they are lycanthropes; however, this is merely a strange similarity.

Your character is affected by the moon's cycle, and takes a -2 to rolls to control his **Blood Lust** during a cycle of the moon you select. If your character doesn't have the Blood Lust flaw, he gain **Blood Lust** on the cycle of the moon you select.



## SYLVANS

**ORIGIN:** The Fae Realm  
**LONGEVITY:** 90 – 120 years  
**HEIGHT:** 5' 5" – 6' 5"  
**WEIGHT:** 160 – 250 lbs  
**MOVEMENT:** 30 ft./Round

**APPEARANCE** – The Sylvan race looks like an arboreal version of humanity in many ways. They were the first servitors of the Fae lords, who used the genesis ability to shape them into the race they are now. All Sylvans have two arms, two legs, two eyes, and one mouth at birth. This, however, is where the similarities between Sylvans and humans end.

Sylvans have bark for skin or a thick coat of something similar to vines and flowers. Their heads are usually accompanied by branches or foliage that is similar to hair. Their mouths usually contain no teeth, and their eyes are always colored that of various greens, pinks, purples, or even black. Their bodies are very lithe, and they have an almost majestic quality about them.

Sylvans have gender and they do mate, but their offspring are seed pods. The pods bloom over the course of five years, and finally emerge as fully developed members of their race. Sylvans also have organs that function similar to human organs, and a thick red sap that works identical to blood. Sylvan physiology is a strange occult mix of human, plant and Fae.

**PERSONALITY** – Sylvans tend to come across as aloof and proud, but also bear a hint of deep sadness as their masters left them behind en masse. Sylvans are naturally able to see flux, and are masters of many forms of magic. They seem averse to mechanics and artifice, seeing it as a brutish and appalling use of flux. They tend to be very prolific, and hold knowledge that surpasses other races, as their incubation seems to teach them everything they need in their first five years of existence. This sometimes causes friction with other scholars who often see the Sylvans' unnatural gain of knowledge as a shortcut.

Sylvans do care for the earth even though it is not their true home, and they want nature to thrive among the sentient races. They also have a deep hatred for the Old Ones and will do anything in their power to destroy them and their servants.

**RELIGION** – Sylvans are very religious when it comes to deities that are Fae lords or may have been Fae lords. They see this as a link to their former glory and their long departed masters. It is hard to find a single Sylvan that doesn't have at least a small shrine to one deity.

### SYLVAN BENEFITS

Sylvans are immensely intelligent and possess an almost supernatural glamour. Sylvans gain a +1 to Intellect and +1 to Presence.

Sylvan metabolism allows them to heal much faster than most other races. Sylvans gain the **Fast Healing** perk.

Sylvans are adept at mental feats and are able to keep their wits about them in even the most extreme cases. Sylvans gain the **Concentration** perk.

Sylvan can see and feel flux. They feel the patterns of flux around them and it is as natural as sight or smell for most other races. Sylvans gain the **Heightened Senses** (Sense Magic) perk.

Sylvan always seem to align themselves with powerful groups in society. Sylvans gain the **Faction** perk and can select from organizations listed here in the book, additional Xaos publications, or come up a new one with the GM.

Sylvans are adept at magic and learn it with ease. Even Sylvan warlocks seem to command their blood with but a gesture and a thought. Sylvans purchase ranks in scholarly magic and bloodline/blood magic perks at 4 EP per rank.

## SYLVAN DRAWBACKS

Sylvans don't seem to mingle well with flux in artifice objects. Sylvans must spend 10 EP per rank in artifice and **Engineering**.

Sylvans' inability to control the flux in artifice leads them to mistrust, hate and sometimes fear artifice. Sylvans must choose either the **Hatred** (Machina) flaw, or the **Madness** (phobia: Machina) flaw.

Machines seem to work poorly around the Sylvan. This extends to firearms and machina. Sylvan take a -1 penalty to **Marksmanship** (Firearms), **Mechanics**, and to the usage of machina.

Sylvan are often seen as aloof, stuck up, or pretentious. Sylvans must choose 1 of the following flaws: **Overconfident**, **Offensive** or **Fanatic**.

## SYLVAN PERKS

**ONE WITH THE PLANTS** – Sylvans were created by a genesis of Fae and plants, with humanity as a template. Your character is in touch with the very nature in plants and fungus; their flux reaches out to you, allowing you to bend it with ease.

Your characters plant origins are more prominent, and when casting spells from the School of Plants you gain +1. This also increases your incantation skill by 1 level.

**FLUX IS LIFE** – Some Sylvans have learned to use the very flux that surrounds them to speed their already fast metabolism. Your character has developed a way to use large amounts of flux to heal even the most Grievous wounds in your own body.

Your character can make an **Incantation** roll in an area of flux great or better (difficulty +2) to gain **Regeneration 2** for a number of rounds equal to your success. This drains the flux in the scene to the level of Poor.

**FUNGUS AMONG US** – Some Sylvan have a closer connection to fungus in general, gaining fungal properties as well as a more fungal appearance. These sylvan have

slightly different abilities in addition to those standard racial bonuses.

Your character may choose one of the following templates: **Poisonous (Nightshade)**, **Spores (Confusion** – difficulty equal to your highest attribute), or **Stench** (difficulty equal to your highest attribute). These abilities can be used a number of times equal to your Intellect modifier with a minimum of 1.

**BLOOD OF MY FOREFATHERS** – Sylvans were created by the Fae, and they often cross breed with various magical beings. This means there are many Sylvan warlocks with ancient and powerful bloodlines.

Your character is deeply in touch with the magic that lies deep in your blood. You gain +1 to your **Channeling** level for the School of Plants, and you can cast two additional spells per day.

**PASS WITHOUT TRACE** – The Fae used Sylvans not only as mystics and advisers, but also as spies and rangers. Your character seems to glide through the world, never leaving a sign that he's been there.

Your character leaves no sign of his passing; no steps in the dust, footfalls in the grass, even a scent to track. Creatures trying to track you take -3 to their rolls.

## SYLVAN FLAWS

**DARKNESS IS OUR ENEMY** – Sylvans are tied to the sun just like every plant, and feel depressed or sad when they don't see its glow for long periods of time. Your character is more tied to the sun than most, and needs its warmth to survive.

When your character can't get sunlight for more than 24 hours, he gains the **Slow Healing** template, and movement: 10 ft./round.

**THE MACHINES ARE DEATH** – Sylvans do not like machines or artifice, and they prefer to have as little contact as possible with it. Your character is disturbed by machines and artifice so much that when he is around them or forced to use them, he suffers from bouts of sadness and depression.

Your character suffers from the **Madness** (Catatonic) flaw if he spends time using machines or machina. If he is confined to an area with machinery or machina for more than 24 hours, he will take no actions unless they involve escape from the situation. He is allowed an opposed Willpower roll to resist this effect.

**MAGIC ADDICT** – The hum of flux is second nature to Sylvans. Some however become addicted to its manipulations, and become obsessed with its use.

Your character is addicted to magic, and anytime she goes more than 10 hours without casting a successful spell she takes -2 to all rolls.

**OUT OF PLACE** – Sylvans have been on the earth for centuries, but they are still alien. They are from a world that they can only half understand and picture. Some Sylvans don't deal well with their existence here, and are always dreaming of the Fae realm.

Even though your race has been here for centuries, your character still feels as though this place is just not where you belong. You take -2 to knowledge and Survival rolls regarding earthly matters.

**BEACON TO THE OLD ONES** – The Fae and the Old Ones have fought for eons through many planets and spaces. For some reason, the servants of the Old Ones will sometimes target a single Sylvan, toying with it and torturing it throughout the centuries. Unfortunately, your character is one of these few.

The Old Ones not only hate your kind, but have taken a special interest in making your life as horrible as possible. You and your GM should work together to create an additional old one enemy that should come up at least once a play session to harass you and your party.



## DHAMPYR

**ORIGIN:** Terran

**LONGEVITY:** 50–180 years known. \*

**HEIGHT:** 5' – 6'8"

**WEIGHT:** 80– 200 lbs

**MOVEMENT:** 30 ft./round

*\*Varies greatly depending on the strength of the vampire that created it.*

**APPEARANCE** – Dhampyr are strange mockeries of humanity. They always have a strange pale skin, similar to polished alabaster. Their build is very thin; their nails and canines are elongated into claws and fangs. Their tongue is also long and forked much like a serpent.

Their hair is typically a mix of black, blood red, and pure white, often streaked. Their eyes are two tone (heterochromia iridium), with one relatively human-like (blue, brown, green), and one that's a jarring inhuman color (ice blue, bright violet, or with a slit-like pupil, much like a snake or feline). It's common for them to keep their "demon" eye covered by a spot of hair or a tinted goggle or even behind a patch.

The most unusual and inhuman thing about the Dhampyr is their lack of bones. Dhampyr have no bones and their body is held aloft by thick cords of tissue that take their place. Dhampyr always seem charming, and use that ability to fulfill their own purposes more often than not.

**PERSONALITY** – Dhampyr are a morbid race, and often delight in decorations that show death or damnation. It's rare to find a Dhampyr that is happy in the human sense of the word. Most are bound in some way to one vampire parent, and may or may not be in service to the ghoulish creature. Dhampyr are generally disliked by most races. These races often simply see them as Old One spawn of a new type. Regardless of this, Dhampyr enjoy the spotlight, and will make sure their presence is known even if it's simply through slaughtering Old One spawn or working as bounty hunters. They also enjoy the night and many find work as assassins or spies.

Dhampyr are often loners or the "odd man out" in a group, and some enjoy that antihero, lone wolf role. Others try to fit in with humanity, even using makeup and costumes to appear human. One thing is for certain, however, Dhampyr have a glamorous vibe about them that few can deny, even though they may hate them for it.

**RELIGION** – Some feel as though they are forsaken, that their prayers fall on deaf ears. To most these feelings wax and wane as their life goes from bad to good or vice versa. To dhampyr however these are an alarming truth. Whatever dark and terrible bargains were made that created the dhampyr race one thing that is unquestionable. Those bargains have forever separated them from the gods. The only power that seems to answer them is the creature who spawned them Dracula.

This has created a majority of dhampyr to be either ambivalent toward faith or to have a truly dark and pure hatred for the gods who refuse to hear their prayers for help. A small amount of dhampyr still worship the gods, in hoping to prove themselves worthy so that perhaps in this life or maybe in another they can finally feel they can be one with their god. There is even a smaller percentage that form the cult of Dracula. In some strange parody of the Old Ones Cults they fall into deep practice of dark and brooding rituals celebrating their undead god.

## DHAMPYR BENEFITS

Dhampyr are known for their flexibility and nimbleness as well as their unearthly beauty. Dhampyrs gain +1 to Agility and +1 to Presence.

Dhampyrs have the same cravings as their undead parent. They gain health back as they devour the life of the living. Dhampyrs gain **Regeneration** (Blood); for every two points of Constitution the character drinks in blood, he regenerates one wound. This can be used to regrow body parts if enough blood is consumed. This process takes 1 minute per point of Constitution imbibed and cannot be done in combat. A Dhampyr may heal a number of wounds this way equal to his Presence modifier per day.

Dhampyr are renowned for their charm and beauty.

Dhampyr gain either the **Charming** perk or the **Attractive** perk.

Dhampyr physiology grants them an unnatural speed, and often claws and fangs. Dhampyr seem to only be able to master only one set of these gifts however. Dhampyr gain one of the following templates: **Claw**, **Bite**, or **Heft**.

Dhampyrs seem to be at home with the things that go bump in the night. They often keep bats, large spiders and even wolves as pets. Dhampyrs gain the **Animal Empathy** perk for creatures of the night (bats, arachnids, centipedes, wolves, cougars, and rats).

Dhampyrs prefer the night, feeling the harsh touch of the sun makes them uncomfortable and even causes pain and nausea occasionally. Dhampyrs gain the perk **Heightened Sense** (Night Vision).

Dhampyr have no bones and can stretch and contort their bodies in strange ways. Dhampyrs gain the **Double Jointed** perk.

Dhampyrs have the blood of the old ones deep within them, as well as the blood of an ancient warlock. Dhampyrs purchase Warlock perks at 4 EP per rank.

## DHAMPYR DRAWBACKS

Dhampyr bodies lack bones, and are frail and less hardy than other races. Dhampyrs take a -1 penalty to Strength and a -1 penalty to Fortitude.

Universally despised, Dhampyrs have a hard time interacting outside of their own undead empire, the Eclipse Empire. Humans Sylvan and Dwarves especially detest most Dhampyr. Dhampyrs suffer -2 to **Persuasion** and mercantile rolls with humans, Sylvans, and Dwarves, as well as -1 to **Persuasion** and mercantile rolls against all other civilized races.

The divine simply will not answer the Dhampyr no matter how devout. Many say their dark blood will not allow the deity to hear their calls. Dhampyr cannot petition any deity other than Dracula.

The law sees the Dhampyr as a wild card at best, and most don't take kindly to an individual that may go berserk and devour another citizen. Dhampyr all begin play with the flaw **Bad Reputation** (law enforcement).

Dhampyr have fair skin, and their eyes are adjusted to the darkness not the brightness of the day star. Dhampyr have the flaw **Chronic Pain** (Sunlight), and take -1 penalty to all rolls while in the sun's rays, as it burns their skin and blinds them. This can be dealt with by wearing leather clothing that covers the body, tinted glasses or goggles, and a wide hat or hood.

Dhampyrs find the divine as unnerving as their undead brethren, and they take double damage from holy weapons, as well as -2 to any rolls made to resist petition effects.

Dhampyr are maladjusted at best and often have personality clashes and quirks that border on the extreme. Dhampyrs must choose two of the following flaws: **Sociopath**, **Temper**, **Madness** (any), **Secret**, or **Amnesia**.

Dhampyrs find it hard to keep calm around blood, especially if injured. Dhampyrs must take the **Blood Lust** flaw.

## DHAMPYR PERKS

**FORM OF MANY, SOUL OF ONE** – Some Dhampyr have retained the ability to split their body into a swarm of hundreds or even thousands of vermin. This ability allows them to escape from harm or even assassinate targets while leaving no evidence behind.

Your character has retained the ability of his patron to turn into a swarm of vermin. This ability may be used a number of times per day equal to his presence modifier. The effect lasts for him a number of rounds/minutes equal to his presence modifier times his Fortitude modifier; this cannot be less than 1 round/ minute. The character takes on the **Swarm** template, and may move through any spaces that a single creature of the swarm could pass through. Characters cannot use any supernatural abilities while in a swarm form.

**FACE OF THE DEAD** – Dhampyr have no bones and have used this strange adaptation in many unconventional ways. Some Dhampyr have gained the ability to steal the appearance of a cadaver to use as a disguise. This ability is considered by many to be blasphemy, and is one of the most despicable things the Dhampyr can do.

Your character may change his body to resemble that of a deceased person that he examines closely for 10 rounds/minutes. This gives him +3 to all **Subterfuge** checks to disguise himself as that person. The disguise lasts until the end of a scene. If the character is in combat however, he must make a Discipline check each time he takes damage or he will revert to his normal appearance.



**CAPTIVATING** – Some Dhampyr have inherited the seductive qualities of their patrons. They can cause individuals to fall into a trance, enamored by their beauty,

Your character may make a gaze attack against a victim. The character makes an opposed presence roll against the character's **Discipline**/Willpower. If the target takes 1 point of social damage they become **Stunned** for a number of rounds/minutes equal to your success, and have no memory of your interaction. This only affects characters that would be attracted to your character.

**YES MASTER** – Many Dhampyr enjoy the abilities of necromancy, and even those that do not actively practice the art retain its power within their blood. Some use this power to create a servant or a valet to serve them with undying loyalty.

Your character has gained a House Ghoul (See Chapter Six: Settings Bestiary section page 217) companion and the resources to create another if your companion should become disposed of. The companion is unreservedly loyal, and will follow any orders given even if it means his own death.

**SANGUINE CALM** – Dhampyr warlocks are among the most feared. After all who understands the power of blood more than the offspring of Dracula himself.

If your character drinks blood equal to 3 Hurt wounds, he refreshes the number of spells he can cast per day before **Chronic Pain** sets in. This also increases your **Channeling** skill by 1 level.

## DHAMPYR FLAWS

**THE DAYSTAR** – The Vampiric blood that runs through your character is even stronger, and more tied to your vampire patron. You suffer from pain simply from being touched by the light of the sun.

Your character suffers from **Chronic Pain** -2 while in direct sunlight as opposed to the natural Dhampyr drawback of -1. This can be dealt with by wearing leather clothing that covers the body, tinted glasses or goggles, and a wide hat or hood.

**NOSFERATU** – Some Dhampyr are the sons and daughters of the damned Vampiric sub-race, the Nosferatu. While these Dhampyr do not gain the hideous visage of their patrons, they definitely lack the supernatural beauty that the vampire blood grants its children.

Your character's patron is a Nosferatu; you lose the +1 bonus to presence normally associated with your race.

**SOIL OF YOUR BIRTH** – Some Dhampyr, especially those with close ties to their patron, suffer when they are separated. To overcome the depression and pain being apart from their patron causes they carry trinkets containing soil from the patron's sepulcher.

Your character is bound in the same way his vampire patron is, and must carry a trinket containing earth from his patron's burial. If the item is lost the character takes -1 to all rolls until the item is replaced.

**THEY REBUKE ME** – While all Dhampyr are uncomfortable with the divine, some actively loathe and detest it, avoiding the divine at all costs. They will always stay away from holy sites and even flee from those who bear their symbols.

Your character is repulsed by the presence of holy items or holy ground. She must make an opposed Willpower roll to remain in the presence of the divine.

**THEY FEAR THE DEAD** – Animals are uneasy around the undead. They bark and growl or cower from the unnatural creatures. Some Dhampyr bear the aura of the undead so strongly that animals become uneasy and unpredictable in their presence.

Animals must make a Willpower roll in your characters presence or they gain the **Frightened** template.



# ISABEL AKULOV



*The immense cold bit through the layers of Russian cold weather gear, and her uniform of thick wool. She had her orders, her precious trench gun Piotr, and all the supplies she needed to cross over into Bohemia. They supplied her with enough foreign currency to purchase her ticket to the city of spires.*

*The planning for this mission, and her selection for it, were well thought out. She was abducted from her barracks room in the night and woken up by a bucket of freezing water dumped over her head. They brought her to a separate building where she was addressed by two no-nonsense men in a windowless room, the only light the harsh glow of the electric bulb above her.*

*“The Order has selected you for a mission of national security.” The men in dark suits and dark glasses explained further, “You have been erased, your life is gone. You’re now an instrument of the people of the Order. You will bring forth to us great understanding, as the Father of Light has brought the glory of electricity to our land.”*

*The men handed her an envelope. With knuckles white, and heart palpitating, she opened it. The words within chilled her to the bone. It was almost inconceivable the way something so horrific, so eternally terrible, could be placed in tight block letters on a page. How something conceived in the heart of madness could be written out and bulleted. It was the final page that seemed the worst. There, in black and red wax, was the symbol of the Iron Monk, the general of the Order, the one who has died 100 deaths, chasing away any hope that this might just have been a prank.*

*She took a moment to steel herself before these men. She had her orders, and she would fulfill them. This is what she was built for.*

*She stood and saluted, “I will be the instrument the Iron Monk Rasputin needs, wield me so that I may deliver his divine wrath.”*

*From that moment everything changed. Her body was altered irreversibly through magic; her flesh and bones torn like paper and molded like clay, Machina grafted into her very flesh and connected to her nerves. She felt the pain of a thousand fires burning within her shoulder. She was changed, no longer a citizen, but a tool for the will of his eminence, Tesla. All for a single pointed purpose: Cross the border, find your way to the floating isle, and end what must be ended. End what can never be known, end what would be the end of all else.*

# MAGIC

## WHY USE MY FISTS WHEN I CAN SUMMON SOMETHING WITH CLAWS?

Magic. The word calls to mind images of castles floating in the clouds, fairy princesses, and schools of precocious young wizards and witches having quirky adventures. Unfortunately, once you pass over into the dark, foreboding world of blood and steam, magic is something far different.

Consider for a moment if you could travel back in time and give a prehistoric man a rifle. What would happen? How would he explain this strange contraption to his fellow cavemen? Would he use this tool for the good of his people, or to rule them like a tyrant?

This is the equivalent of magic in Mechanika. It is the power of beings older than any of the known races. It's the tool of the true Fae, the Old Ones, and alien entities that haven't deemed their prey worthy enough to know their names. It is the power that dwells in creatures who would be gods, powerful learned magi, and in creatures that would devour your soul if you crossed their path. Magic powers the terrible flying machines that rain destruction on cities below and spawn armies of clockwork cadavers. Magic is the tool of the true Fae; beings who fulfill the desires of citizens serving the tenets of the Fae beliefs; fighting to uphold their standards of a perfect world. It is the source of the viscera and blood in the house by the old bridge; the one where the strange noises are constantly heard and the townsfolk fear to tread. That is the true nature of magic in Mechanika.

What is magic at its most basic? It is the ability to harness flux, a strange energy that seems to emanate through creatures, objects, and places in the universe. This energy is found in different strengths in different areas, and some areas seem nearly vacant of its presence while others seem to pulse with it. Some items or creatures generate larger than normal amounts of flux. Some creatures, like the Old Ones or the true Fae, produce so much flux, it can cause a grown man to collapse to his knees from its pressure, or simply go mad from its presence. This is the power behind the magic, and since the true Fae and the Old Ones have been on our world it has become a staple of our life.

Since the end of their wars, and later the exodus of the Trods, magic and artifacts have become rare. Still, the average citizen lives in perpetual fear of its awesome power, and cowers in the presence of those who wield it. Since the coming of the dwarves and the introduction of artifice, some of the terror has been softened; but the magi of Mechanika are still revered, feared, and often hated for their control over this awesome force. This chapter will introduce you to the faces of characters that use magic and how they harness its power. Proceed with caution because the price for power is often more than the average man can pay. The following magic users are introduced in order of frequency; the most common to the least if such a term can even be used for an individual who can harness flux is 1 in 10,000 in most races.



# MAGI

The Magister, or Magi as they are collectively known, is by far the most common type of magic user among the mortal races inhabiting Mechanika. The Magi study magic and flux obsessively, and dedicate themselves to unlocking its secrets. There is no such thing as truly stable magic; however there are twelve great schools that are considered to be the staples of the magi practice. These schools form the foundation of magic, and are as complex and intricate as they are frightening. To a fledgling magister however, the countless hours of study are nothing compared to the promise of power that magic provides.

There are whispers, and forbidden rumors of other less stable magics. Few self-respecting magi would dare to try and harness these dark and terrible forces. Stories permeate the magister society of those individuals foolish enough to try. Stories of gibbering, howling abominations consumed by madness, white haired men with no eyes whose mouths are locked forever in a constant scream, and other horrors too unspeakable to recount. It is the opinion of most magi that those who tread that perilous path are better off locked forever in a labyrinth of their own mind, or resting in the digestive tract of some unknown alien monstrosity.

Those who would seek to become Magi spend years, if not decades, learning to manipulate the flux of their chosen school. What happens more often is those who show promise are recruited by the state, or sent away by their parents to study at a university. Oftentimes this is more out of fear of the child in question, than out of a genuine desire for their child to learn the arcane arts.

Flux is fickle and magic is unpredictable. Study of these strange energies, even under the meticulous precautions of the schools, still leads to students being consumed by shadows, spontaneously combusting, or meeting some other horrific fate. Once a magister starts learning the art and science of magic they often become deeply removed from non-magi society. Many students begin to prefer the tightly cloistered walls of the school and the dusty libraries to the judgments and fear of the outside world. There are exceptions to this rule. Some magi are attracted to the Nouveau way of life, and seek out their fame and fortune in a world that fears them as much as the monsters they hunt.

Even though Magi are the most common of casters, few people outside large cities encounter them. Many charlatans take advantage of this lack of knowledge, and try to pass themselves off as powerful magi by using sleight of hand and trickery. As a matter of fact, there are likely to be more of these fake "magi" walking the streets than real ones. Beware however, more than one unfortunate soul has tried to chase a magi away believing him to be one such rogue, only to be burned alive or torn apart by living brambles.

Magi working outside the schools are often employed by the rich or powerful, and have a reputation among the city residents as living weapons or ruthless enforcers. The few magi who try to follow the noble path and protect and serve the people often face prejudice and ignorance. The common man often sees nothing but a monster, regardless of the magisters intentions and more than one mage has been overpowered, getting lynched by the crowd whose lives he just saved.

A magister uses a complex system of gestures, sounds, objects and rituals to bend flux into different incantations to create real world effects. The nature of flux is chaotic however, and as such the methods used to shape flux are many and varied. No two magi are alike; each has their own unique styles, and each bends flux with techniques that differ wildly from their peers. For example, two magisters may be members of the School of Fire and even practice in the same tier, but one may be known for causing cones of green flame to shoot from his mouth while the other spews jets of scalding black smoke from his palms. Each Magister is different, and each magister colors their magic with their own influences, techniques and past experiences.

Flux, for all its complexities, is not a static force. Magi have the ability to bend the flux in practically any way they can imagine, for better or worse. Most magisters have their own favorite incantations they create because they are easy and practiced; much like a violinist has their favorite songs. These are merely a tiny part of their repertoire, and just as a violinist can compose new music to suit a theme or request, so too can the magister bend flux to create a near limitless assortment of incantations. This gives them a staggering amount of flexibility and uses for their magic.

## MECHANICS OF A MAGISTER

For those of you who wish to bend raw flux to your will and uncover the secrets of power without limits, save the ones imposed by your own mind read on...

1. At character creation you must select the **Magister** perk and select your school of choice.
2. Add the **Incantation** skill, with a skill level of (-1).
3. Choose the school you wish to specialize in. You gain the ability to access Tier One of this school. This is your specialty school, and is the school of magic you will always be most able to use.

The characters choice of school tells much about that individual. Those from the School of Fire tend to be impulsive, prone to action, and filled with strong emotions that burn with a wild passion. Magi of the School of Plants seem to be both slow to act and patient beyond belief, and will unrelentingly pursue their goals for years or even decades. Players should feel free to use their specialty school to add whatever personality quirks and behaviors they feel is appropriate. Have fun with it!

# INCANTATIONS

The **Incantation** skill of a magister is limited by his understanding of flux and its role in the universe. A magister's **Incantation** skill can never be higher than his Intellect modifier. This means the most powerful of magi possess great intellectual powers or study to achieve great understanding. This explains the magi's love of study and their almost obsessive drive for knowledge. Unfortunately this can also drastically skew their moral compass. For many magi a few lives are worth the next great incantation, and people can become little more than tools or magical components to be used and discarded as needed.

The Incantations a magister uses vary in difficulty, from simple cantrips to mind-bending effects that can alter reality beyond understanding. An incantation's difficulty is determined by the following factors.

Incantation Tier
Flux in the Area
Combat Modifiers
Stress
Time and Material Components

## THE TIER OF THE INCANTATION

A magister can cast an incantation from any tier but to reach beyond a tier he is trained in can be very dangerous indeed. A magister gains a penalty of -1 to his **Incantation** roll for each tier beyond his training an incantation's effects are drawn from.

## THE AMOUNT OF FLUX IN THE AREA

A magister can only create magic if he has the flux to power his incantation. This is a two-fold issue for all magi as the less flux in an area, the harder it is to cast an incantation. In addition, when an incantation is cast, it temporarily uses some of the flux in that area making casting even more difficult. Flux levels in an area may be anywhere from atrocious to legendary, and will give a penalty or bonus to a magister's **Incantation** roll depending on the level. Anytime a magister successfully casts a spell it reduces that flux type by 1 level for 1 round/10 minutes per tier of the incantation used.

## COMBAT

A magister uses gestures, wands, chants and other awkward actions to bend flux. While these complicated techniques are all well and good when showing a new incantation off at a school, they do not often bode well for a magister on a battlefield. More than one apprentice magister has been decapitated or shot in the face while casting a complex spell with no care to what his opponent was doing. A magister in melee combat takes a -2 penalty to his **Incantation** rolls to avoid a free attack from his

opponents with no Defensive Action allowed. A magister in combat with a ranged opponent takes a -1 penalty to his **Incantation** roll.

## STRESS

A magister must have utmost concentration to cast his incantations. Unlike the cloistered safety of a magic school, the real world is often detrimental to even the simplest of incantations. If a magister is in a stressful environment, like a tunnel cave-in or a burning building, he takes a -1 penalty to his **Incantation** roll. (This penalty does not stack with combat). A magister also takes a penalty to his **Incantation** skill equal to his Stress damage penalty.

## TIME AND MATERIAL COMPONENTS.

Incantations usually take 1 Combat Action to cast, about the same amount of time to cast as a typical attack. Some incantations can be much more complex however, and many magi add steps to make the unstable flux they're bending just a bit more stable. They will incorporate material components like incense, wands, and other instruments into their incantations, to provide some structure and give them some measure of control. These instruments vary greatly from one magi to another but always seem to involve strange and difficult-to-find components. Using these instruments can be time consuming and complicated. A magister that uses material components gains a +1 to his **Incantation** roll, but his spell takes 2 Combat Actions to cast.

## INCANTATION DIFFICULTY

So how difficult is it for a fire magister to spew a torrent of blue flame, or for a water magister to entomb his opponent in a coffin of cold black ice?

Incantation difficulty follows a simple formula, and is the same for all the great Magic schools.

Tier One incantations are difficulty 0 to cast. Each tier above that adds +1 difficulty. For example: a Tier Three fire incantation would be difficulty +2 to cast.

If the incantation is within the casters specialty school then the incantation takes no specialization penalty, if not then the incantation takes a +1 difficulty penalty.

A Magi can add a number of effects to an incantation equal to his Intellect modifier.

Does the incantation contain multiple schools? If so then add 1/2 the difficulty rounded up with a minimum of +1 for the second effect. Any effect added to the incantation past the second must be at full cost just like the first effect in the incantation.

### **Example:**

*A flaming ball, that then freezes an opponent solid, and finally teleports him to another location would be 3 schools and have a +2 difficulty penalty to cast (this assumes all effects are Tier One).*

## INCANTATION FAILURE

So what happens to a magister who fails his incantation roll? That's a hard question to answer. What usually happens when you warp the laws of physics by bending them with forbidden alien knowledge? The short answer; Very Bad Things.

As the old proverb says, when you play with fire you are going to get burned (or in this case devoured alive by terrible alien creatures).

When a magi fails an **Incantation** roll, he takes a number of points of Stress damage equal to his failure. For example if he fails a needed roll of +2 by -3 he will take 5 points of Stress damage. More than one magi has spontaneously combusted, disintegrated, or otherwise died from his own incantation, warping flux in a way he didn't see coming.

Remarkably enough, an outcome even worse than this is possible on a critical failure. When a magister rolls four negatives on an **Incantation** roll it will cause a breach in the very fabric of reality, as flux rips the material world to shreds around the unfortunate magister. These terrible fluctuations are known as paradoxes. Magi can also use three destiny points to force a critical failure to be exchanged for mental damage from a failed roll. Listed here are a few known paradoxes, and a GM may feel free to add to it, or even create his own list.



## KNOWN PARADOXES

**01-10:** The incantation fizzles out of existence in a dramatic and shocking display of light and sound, **Dazing** you and anyone within 10 ft. of you.

**11-20:** The incantation causes the element of the spell you cast, as well as any other elemental effects within a 60 ft. radius to shift to the opposite elemental type.

*Example: A tornado becomes a whirling maelstrom of rock and sand, a puddle becomes a pool of magma etc.*

**21-30:** The incantation backfires and begins to consume the flux in your body, dealing +2 damage to you. This damage ignores Armor.

**31-40:** The incantation causes a rip in the fabric of reality that spills forth with random creatures and objects chosen by the GM and reduces the flux in the scene to -4 for the remainder of the scene.

**41-50:** The incantation causes the space around you to warp and change, making the scene gain difficult terrain.

**51-60:** The incantation teleports you to a random location within the scene usually the most inconvenient. It is not uncommon for this effect to cause a character to appear mid-air and fall or to appear inside an object or wall.

**61-70:** The incantation disperses in a strange rippling cloud of flux 30 ft. wide. The cloud has the properties of a poison or drug, as chosen by the GM.

**71-80:** The incantation erupts and causes an explosion as a grenade of the elemental choice of your GM.

**81-90:** The incantation changes all creatures within a 100 yard radius into harmless animals for the duration of the scene. As animals, the characters may still speak and use abilities but physical stats and equipment are reduced or unusable.

**91-100:** Roll for 2 effects.

## THE MYSTERY OF FONTS

Hidden within the world of Mechanika there exist strange and powerful items that seem to absorb and manipulate flux. These items are treasured by magi for obvious reasons, and are usually either kept secret or wielded with terrible ferocity, lest they be discovered and seized by another magister more powerful than oneself. These items grant greater control over the oceans of flux that cover Mechanika and can add even more power to a magister who wields one.

Some Fonts were created by the Fae and ancient magi, while others seem to simply exist in nature, as if they were always there, forged by strange and unknown means. Fonts can be anything; from wands to crystals, from strange amulets to rocks covered in mystical runes. The key is that these objects have flux trapped within them, and a magister can release and harness it for their



own needs. Imagine being able to absorb the force and fury of a bolt of lightning, and then release it to decimate an army, or to light your own home; this is the versatility of a Font. These unique objects can do what no other known force in existence can do: hold the very power of the universe within them.

Fonts contain a number of levels of flux trapped within it. Much like a sponge, it can absorb and hold only so much. Some Fonts can absorb flux of any element, while others can only hold certain types of flux or flux created by certain beings, objects, or events. This is one of the many mysteries of a Font - even if one finds one, it may or may not be useful - provided the magister can even figure out how its inner machinations operate. Once a magister discovers how the Font works he can spend 1 action to siphon flux from the Font to do one of the following:

Reroll one die on an **Incantation** roll.

Add +1 damage per flux used to an **Incantation**.

Add +1 Armor or Bullet Resistance to a defense action.

Reduce the difficulty of an **Incantation** by 1 level per point of flux spent.

Very rare Fonts may have unique abilities beyond those listed above. Stories of Fonts that are sentient or can transport magi through time circulate throughout the great schools.

Fonts are vessels of flux and are forever bound to its fluctuations and unexpected actions. A Font that is drained to 0 levels of flux will shatter or otherwise self-destruct, and become forever destroyed. These events always cause a paradox and are therefore immensely dangerous. For this reason, most magi lucky enough to have a Font use them sparingly, or make sure the artifact is charged often.

Fonts can be charged by unique stipulations for each one. Anything from being struck by lightning, to being used to murder a sentient creature, to being used as a vessel to catch the tears of an orphan child have been known to charge a Font. This can be a difficult and demanding task and can taint the sanity of a magister.

To discover the properties and abilities of a font the magister must roll an occult roll with a difficulty equal to the level of the Font. This process may be altered or amended by a GM who wishes to make its unlocking more or less story driven.

## FAE TOMES

Tomes are ancient books written by the true Fae, those who have mastered a school of magic beyond the 5 tiers. These ancient books are powerful and precious. It's remarkably rare for a school to even have one in its possession. Many tomes have never been opened by a mortal being; for once a tome is read cover to cover it will always disappear to some unknown place or time.

A magister who spends time studying a tome for one week gains the next tier or the first tier for the school detailed within the tome. Those who have done so say that the experiences vary widely and can be anything from euphoric to mind numbingly terrifying, as the tome uses its own methods to forever burn the knowledge within into a magister's consciousness.



# WARLOCKS

Warlocks are those who are born with massive amounts of flux rippling within their own blood. This is due to an ancestor of the warlock being an immensely powerful creature who possessed a large amount of magic. This doesn't happen to every offspring from every magical creature of the Mechanika world; it's a rare and strange occurrence. Sometimes, the warlock may have this flux lying dormant in his family line for generations with no idea where his powers emanate from.

Warlock's powers are an extension of his ancestor's powers and they are referred to as a bloodline. What this means is a warlock whose ancestor was a fire elemental will have powers related to fire. For a fledgling warlock, this can be a terrifying and unexpected occurrence. A warlock always learns of his powers during some kind of stressful situation or physical exertion. This power can choose to manifest itself in horrible and unsettling ways, causing onlookers to flee, or entire towns to regard the warlock as a daemon or worse. Provided a warlock isn't lynched, he or she can then begin to unlock the secrets hidden within, and unlike a magister, a warlock's powers are finite and more akin to muscle memory than study and knowledge.

Warlock's powers are known as spells and are quite different from incantations. A spell is always the same regardless of the situation or environment.

## Example:

*A warlock discovers a spell that he names Earth Spike. This spell causes the earth to rise up below an opponent and impale the enemy on a 6 ft. spike dealing +3 damage. Earth Spike will always work this way, it will never grow larger, or do more damage, or be able to be made of rock or be a blade. The spell is fixed and immutable from the time the warlock discovers the spell lying dormant in his blood.*

Warlocks discover their powers in unique ways. Perhaps this is one reason they don't tend to band together as comrades, besides the rarity of warlocks in general. Most every warlock is so drastically different from his fellows that often the only similarity is the origin of their ability to harness flux. Even two warlocks, whose ancestors are the same type of creature, may have different spell sets. One warlock may use deep meditation to find new spells within his soul; while another finds that each time he kills an opponent with one spell, he discovers another lying dormant in his veins. Warlock spells have more than a few disturbing qualities that mark each warlock and are unmistakable when viewed.

Warlocks are also known as blood mages because when they use their spells, the blood that lies within them is the power source; it is the source of flux they use to bend reality. This has a twofold effect. The first is that the blood must escape the warlock's body in some manner, and in doing so it causes the warlock a great deal of discomfort

or even pain, this also varies by warlock. This exhibition is known as channeling, and is practiced by every warlock. Channeling varies in its display from warlock to warlock, but it always a disturbing thing to witness. Flux infused blood surges and ripples underneath the skin, pours from the warlock's eyes, bursts from freshly made cuts in a body or is vomited forth. Afterward, the blood undergoes a dramatic alteration, changing into flame, or transforming into items, or forming scarlet pools from which black brambles emerge to ensnare and entangle. Channeling is always far more visceral and primal than the magister's controlled incantations.

Some warlocks cover their body to hide the scars, brands, and tattoos that their blood is channeled through; but it is an almost impossible feat to hide channeling when it is used. This, coupled with the grimaces of pain and distress the warlocks undergo, only adds to the popular belief that they are masochists and deviants. Warlocks also have none of the training or Discipline of the magi, so even the most unstable or reckless person can be a warlock, which hardly leaves the average warlock with a positive image in the eyes of society. While magi are feared and respected by the populous, warlocks are terrifying to the average person. It isn't unheard of for a city to lynch or otherwise kill a warlock merely for showing up in a city if he isn't powerful enough to dissuade these actions.

Because of most people's reactions, there are primarily two types of warlocks. On the one hand there are those who hide their powers and use them only when needed or even fear their powers and attempt to never use them. On the other hand, there are those who constantly push themselves to grow in strength so no one can ever hurt them again. There are warlocks that fall in between these two mindsets to be sure, but with the world as it is these two groups seem to be most common among these rare and awesome entities.

Warlock's control of flux is not without risk. Each time a warlock casts a spell, he risks damaging his body as his blood rips from him, and the flux trapped within is used to bend the world around him to his whim. Warlocks can die from over-exertion; if they tap into some spell hidden in them they don't yet have the strength to control, it can tear their bodies, minds, souls and reality apart. These horrifying events of self-mutilation are known as abscesses and are as terrible to behold. It is not unheard of for men to go mad from the sight of an abscess or for a village to salt the earth and otherwise shun the area where one was witnessed.

## MECHANICS OF WARLOCKS

A character that wishes to play a warlock must select the Warlock Bloodline Perk; he and his GM must decide his bloodline. This dictates what schools he can cast from and determines his spells. A warlock is limited to spells that would be related to his blood line. This allows for the character to have a known lineage with a particular type of magical creature, whether or not the character knows

exactly who his magical ancestor is. The player may also be much less official and simply state the schools he is interested in, leaving the specifics up to the GM.

A warlock may never have access to more schools than his Presence modifier +1. This represents the warlock's concentration of flux and power passed down from his ancestor. A warlock also has a finite amount of spells, a warlock gains a number of spell points at creation equal to his (Presence modifier plus his Fortitude modifier) times 2 with a minimum of 3. The spells they choose cannot be changed, although new ones can be added by buying the **Sanguine Secret** supernatural perk. Spells they select cost one spell point per tier. If more than one school or effect is involved in a spell; they must pay for each school separately.

Warlock spells are also limited in strength. Very few warlocks can channel anything beyond a Tier Three spell, their blood simply does not have the amount of flux needed to bend reality in that extreme way. Warlock's spells may not include effects beyond Tier Three without aid of specific perks or other supernatural intervention. Each time a warlock casts a spell he spills some of his own blood, life energy and flux. Most warlocks have become somewhat accustomed to the pain, nausea, and other strange effects this has on the body, but they are still not immune to its effects.

Each time a warlock casts a spell, he rolls his **Channeling** skill against the spells difficulty; if he succeeds the spell casts normally and its effects break into reality using his blood as a gateway. The process is taxing and very painful. The Warlock may only use a number of spells per day without succumbing to the pain equal to the following formula. The number of spells he can cast without pain is equal to his Fortitude modifier x 2. (minimum 2) A warlock that passes his pain threshold suffers from the **Chronic Pain** flaw at -2 until he rests for a full 8 hours with no channeling.

## SPELL CREATION

A warlock's spells are unique like a fingerprint. Even 2 warlocks who cast a spell using the same spell effect will appear different in both channeling and the effect it has bending reality. When a player and GM design a spell they must determine three things.

First, does the warlock have access to the school of magic the effect is from?

Second, does the effect follow the guidelines of the warlock's rules? (i.e. is it Tier Three or less, does the warlock have the appropriate spell points or perk to select that effect, etc.).

Lastly what does the spell look like and what is the exact effect that it creates.

Warlocks have two options for acquiring spells. First, at character creation the character gains a number of spell

points he can use to select spell effects. Remember, each effect must be purchased separately, so if a warlock selects a spell with multiple effects, this could be quite expensive. The second option is through perks, (such as **Sanguine Power**, **Sanguine Secret**, or **Aberrant Blood**) and each spell purchased must follow the rules of the perk as it is purchased.

## SPELL CASTING AND DIFFICULTY

Warlocks are much more limited in the spectrum and strength of their magic than their magi counterparts, but they also have a few advantages.

Firstly, warlocks take no penalties from low flux in their environments or from others using magic in an area, as they use the flux in their own body. This also means they gain no bonus from high flux in a scene.

Secondly, warlocks do not take penalties to casting in combat as they cast by quick and practiced actions, most of which are more akin to a muscle memory than a practiced act.

Lastly, warlocks do not take penalties for stressful situations. Their spells are so natural that even stress has no effect.

Warlock spell difficulties are rolled against their **Channeling** skill. The difficulty of a spell is determined by two components.

The level of the spells effects. The difficulty is equal to 0 for Tier One and is raised by one for each tier above that. For instance a spell with one Tier Three spell effect would be difficulty +2.

Multiple spell effects. A Warlock may design a spell that contains a number of effects equal to his Presence modifier. A Warlock's spell with multiple effects works by the full difficulty of the first effect added to 1/2 the difficulty rounded up with a minimum of +1 for the second effect. Any effects past the second are at full cost.

## SPELL FAILURE

Warlocks that fail to properly channel the flux in their blood can suffer horrible consequences. A failed spell still summons flux and still spills the warlock's blood, but unlike a successful channeling attempt where it happens in a controlled manner, a failed attempt causes convulsions, more blood being lost than normal and other possible physical damage. A warlock that fails a **Channeling** roll takes a number of Constitution wounds equal to the failure.

### **Example:**

*A warlock who fails a +3 roll with a -2 roll would take 5 points of Constitution damage.*

The worst possible outcome for a warlock is a critical failure. If a warlock rolls four minuses, it results in an abscess. An abscess takes a horrible strain on a warlock's

body contorting it unnaturally, while the flux infused blood rips itself out of the warlock. Abscesses are different for each spell and warlock who casts them and rupturing the well of flux inside a warlock is like a visceral bomb that punishes him and all around him. Listed below are a few known abscesses, a GM should feel free to add his own or even create unique list for each warlock.

## KNOWN ABSCESSSES

**01-10:** Portions of the warlock's body swell and pulse with blood infused with flux, causing the warlock to be Stunned and causing Chronic Pain -4 for the remainder of the scene.

**11-20:** The warlock begins to violently vomit forth inhuman amounts of blood in a cone that takes on the elemental properties of the GM's choice, dealing +3 damage to all creatures including the warlock in a 60 ft. **Spray**.

**21-30:** The warlock's body begins to bleed uncontrollably from his pores. The blood that touches the ground pools then surges forward in every direction in a blast 100 ft. wide. The blood erodes and weakens physical material giving the scene the **Dilapidated** template and living creatures in the area are affected with a disease of the GM's choice including the warlock.

**31-40:** The warlock's body seems to swell disproportionately to an alarming size, his clothes tear, and his armor cracks and breaks away as his body grows morbidly huge. Finally the warlock seems to erupt, showering a 40 ft. area with thick puss and steaming bile. Creatures caught in the blast take +3 acid damage, and any animal or plant with less than human intelligence grow feral and attack any living thing they encounter. Plants gain the **Entangle** template, and whip and lash out at creatures around them. The warlock himself barely survives, and he loses all but one point of Constitution. His clothes and items need to be recovered and it is up to the GM whether they have suffered structural damage from being caught in the blast.

**41-50:** The warlock's body shrivels and he becomes desiccated and feeble as the blood and flux in his body is leeched away to an unknown entity or plane. He takes the **Chronic Pain** flaw -2 for the duration of the day and can't cast any spells or use any ability that requires the **Bloodline** perk for the rest of the day.

**51-60:** The warlocks spell fails in a shower of blood and viscera that spill out in a pool in front of him. The blood ripples, and from within him, a creature rises of the GM's choosing, summoned forth from the failed spell. The creature will always attack the warlock, as it smells the tainted flux and mortal frailty that forced it to this place. A creature summoned in this way will follow the warlock relentlessly till it is destroyed or returned to its previous locale.

**61-70:** The spell fails in a flash of lights and smoke, the warlocks blood evaporates into the air, leaving behind rising clouds of shimmering flux that begin to spread out

over the scene (max range 1 mile/level of failure). The flux clouds grow dark and began to release thick oily rain. As well as being heavy and uncomfortable, the rain causes any spell or incantation cast to critically fail on a roll that is either all - or all +. Also any artifact or artifice item will not function in the rain as its delicate workings are gummed up by the sludge. This effect lasts for 1 hour per level of failure.

**71-80:** The warlock's blood ceases its half formed spell and begins to forms a gruesome vortex, and from it strange tentacles covered in gore and blood slither forth. The tentacles are accompanied by strange and disturbing noises that seem almost like speech. Any creatures in a 120 ft. radius including the warlock are immediately **Tangled** and pulled toward the swirling portal to an unknown fate. The tentacles can be escaped with an opposed **Brawl** roll (difficulty **Brawl** +3), or they can be severed. Each tentacle has 5 Constitution and an Armor of +3. If a creature does not escape the tentacle within 4 rounds it is transported away and the portal closes. The creature will reappear within the next fortnight shaken and having only 1 Constitution, 1 Stress and 1 Ego remaining. The creature remembers nothing of their time away except strange and nightmarish fragments. Teeth in the darkness, the flayed and mutilated bodies of their loved ones, and constant shrieking that could be screams as easily as it could be laughter. The GM may also impose a phobia or other flaw as he sees appropriate.

**81-90:** The warlocks body begins to hemorrhage, expelling massive amounts of blood saturated with flux. The warlock experiences great amounts of pain as almost all of his blood forcibly leaves his body. The warlock's blood flies wildly around landing on the ground and exploding in an elemental type of the GM's choosing. This effect covers a 120 ft. radius and creates a number of explosions equal to the warlock's level of failure, with each explosion mimicking the effect of a **Grenade**. The warlock loses all but 1 point of Constitution and may not cast spells for 1 day per level of failure till his body regains the blood and flux needed to power his spells.

**91-100:** Roll twice for two separate effects.

## THE DISTURBING USE OF LOA

The term Loa refers to two separate entities. First, it refers to the strange spiritual creatures that dwell in the Mechanika world. Second, it refers to the disturbing and elaborate items those same creatures are bound to. This entry covers mostly the latter, and the strange relationship between these mysterious objects and warlocks.

Loa always seem to be bound to strange and morbid or grotesque objects that seem to mirror the abilities the Loa can grant. For whatever reason, almost all of these items tend to fall into one of five categories: masks, ritual items, puppets, desiccated or preserved body parts (animal and otherwise), and disturbing or strange jewelry. These items vary greatly in design and many times the Loa within seems to lay dormant, disguising its true nature,

and the items they reside in can be very difficult to identify as artifacts at all. For a character to identify a Loa as anything more than a strange, vaguely disturbing accessory requires at least a +3 occult roll, and does not appear to those that have the ability to detect magic unless they are in the possession of a warlock, even if the warlock isn't aware of the Loa's true identity.

A Loa awakens once it is equipped by a warlock and he casts a successful spell. This doesn't mean that it reveals itself to the warlock but from that point on it assumes a parasitic role and feeds off the flux that dwells within the warlock, much as a tick feeds off the blood of an animal. Unlike a tick, Loas have their own agendas and personalities. They will often try to whisper and affect a warlock's subconscious, through dreams or visions, to work toward its own fiendish goals. If a Loa is discovered by its host it will often become very active. It will speak to the warlock, and show him or her vivid visions of far off goals or treasures, and encourage its host to use spells often to achieve those goals. This is purely for the Loas benefit, as it will feed off the warlocks flux and work actively to farther its own goals. If those goals work in the warlocks favor so much the better, but this is not the Loas primary concern.

An active Loa can only be seen and heard by warlocks, or by those that possess the skill to **Heighten Senses** (Sense Magic). To all others the warlock appears to be speaking, and sometimes even arguing, with himself. Naturally this does little to dissuade the rumor that warlocks are mentally unstable, and unpredictable.

Often the only clue to a non-warlock that an object is a Loa and not an unsettling item wielded by a lunatic is when the Loa seeks payment for its gifts. When a head on the hilt of a ritual blade suddenly bites into its wielder or the strings of a marionette cut deep into the puppeteers hand and draw crimson droplets that slide down into the cruel wooden mouth below. These items are often called possessed by those who cannot comprehend the truth of their dark nature.

Loas are manipulative, conniving, selfish, and terrible conversationalists. They are also immensely powerful. When a warlock gains the attentions of a Loa, that symbiosis can be as beneficial to him as it is to the Loa, provided the warlock plays his cards right.

Besides the general benefit that Loas offer, each Loa has one or more specific abilities that can be triggered. These abilities can be as simple as glowing with a bright but haunting luminescence, or as complex as turning the warlock into a monstrous juggernaut of stone whose steps cause the ground to tremble.

For this reason many warlocks are more than willing to sacrifice a piece of their essence to partake in the forbidden gifts the Loa's have to offer.

A warlock who is in possession of an active Loa may spend one point of either Constitution or Stress, to cause one of the following effects.

Reroll one single dice or reroll an entire channeling roll.

Add +1 to a channeling roll.

Gain an additional channeling roll.

Use a Loa's unique ability. Each Loa has at least one unique ability. These are similar in function to one of the magical effects from the 12 schools of magic. There are rumors that some rare and especially dangerous Loa even provide abilities from the Wyrds aberrant schools.

## SANGUINE STONE

There are whispers among the warlocks of rare gems that radiate strange magics. Sanguine Stones they are called. Old, wise, and dangerous, they whisper dark secrets ever so softly into the minds of the poor souls that find them; secrets of impossible knowledge and incredible possibilities.

The common man avoids them almost as strongly as the warlock is drawn to them. These stones, while dangerous, contain that which warlocks crave more than anything else: more power.

A Sanguine Stone can be any shape or size, but they are always mostly clear and a dark red liquid can always be seen moving within the stone, no matter how still it is held.

Warlocks go to the greatest lengths to obtain these rare gems, and the risks are only matched by the rewards. Once a warlock obtains a Sanguine Stone, he or she can attempt to drain it of its power by releasing the liquid within. The process, if successful, is a painful one.

The liquid will burst from the stone, and force itself into the warlock by any means possible, pushing itself in through his tear ducts, his mouth, his nose, or just tearing open the warlock's skin to gain entry. There are tales of novice warlocks ending up torn to sticky shreds or reduced to pools of bloody ichor when they attempted to release a sanguine stone too powerful for them.

A warlock attempting to drain the stone must attempt a channeling roll, with a difficulty equal to the stones' quality. A stones' quality is determined by the tier of the spell that dwells within. When a warlock successfully channels the stone, he gains a spell of the GM's choice from his bloodline and the stone becomes little more than a disturbing paperweight, the liquid within gone. If a warlock fails to channel the stone, it will become inert and the liquid within turning black and lifeless for one week per level of failure, after which he may try again.

# WYRDS

Wyrds, according to Magi official records, do not exist. They never have.

After all, an individual with access to incantations that cannot be classified by the 12 schools of magic is worse than an abomination. It's a mistake that could destroy the cosmos. The Magi Lords and the upper echelons of magi academia know the truth however, Wyrds are rare, but they are absolutely real.

Magi weave incantations from the ambient flux in an environment, structured powerful incantations from one of 12 traditional and time tested schools. Warlocks access dormant flux from deep within themselves, and channel the power of their ancestors. Wyrds access strange flux energies from "somewhere else."

The source of their powers is just as much a mystery as the unsettling items they craft, or the bizarre all-knowing creatures that seem to shadow them. The effects they perform are aberrant and frightening, summoning creatures straight from their target's nightmares, or causing the young and healthy to become decrepit toothless shadows of their former selves.

Wyrds utilize complex incantations same as a magi, but without the formal training. Wyrds feel the pull of magic from within, like a warlock, but cannot simply bend that power to their will. Many Wyrds end up insane or dead just from trying to unravel the intricate mysteries of their gift, and many more are hunted down and murdered by secret orders for trying to access forbidden magic.

The individuals who begin to harness their powers do so with confusion and often fear. They can start hearing voices, seeing strange beings and visions, and some will even swear they were possessed by otherworldly creatures. The path of the Wyrd is not an easy one; once in control, there are few creatures alive or dead that can stand up to their bizarre and mind breaking power.

Much like Warlocks, the process of discovery is different for each Wyrd, and usually practiced in secret. Often the Wyrd will have to steal or otherwise obtain some of the more basic magister tomes, to understand the fundamentals of flux. Through painstaking research, and much trial and error the Wyrd begins to harness their power through the creation of a strange artifact known as a totem.

A totem is an object that the Wyrd creates, that channels strange flux energies and allows the Wyrd a modicum of control over their powers. They're always masterfully created, and they always bear strange shapes and symbols that seem to shift and writhe on the totem, and can be incomprehensible and even unsettling to anyone but the Wyrd who created it.

For better or for worse, once a Wyrd begins to dabble in their aberrant gifts they seem to attract, create, or receive strange creatures known as grotesques. These grotesques provide direction and teaching to the fledgling Wyrd. A grotesque can take any form. Most appear as common animals, but sometimes grotesques will choose puppets, photographs, or even a mass of plants and roots.

Very little is known about these grotesques. Their motivations are just as much a mystery as their origins. Some grotesques seem barely aware of their surroundings, and hardly even aware of who they are, while others are arrogant and secretive, exchanging instruction and information for favors or services from the Wyrd. Still, as unsettling as the grotesques are, the alternative is much worse: a Wyrd without direction; a Wyrd who summons nightmare beasts while he sleeps, or begins to see people as totems just waiting to be freed from all that troublesome meat and bone.

Wyrds have access to a very specialized form of magic, and it works very differently from the abilities of either magister or warlock. The effects themselves come from aberrant schools, not established traditional schools. A few Wyrds have been observed controlling time, animating shadows, and flaying a man alive with the force of his screams. There are many different aberrant schools, and more are appearing all the time, so those listed in this tome are barely scratching the surface of the Wyrds magic.

Magic like this is fleeting and finicky, therefore it must be forced into existence with the creation of a Wyrds totem. Wyrds find that crafting their totems according to a theme allows the totemic abilities to synchronize, and gives the Wyrd control over their abilities. Keeping a theme going affords them a certain amount of comfort, the similarity in their totems works as a shield of normalcy against the odd, disturbingly wrong powers they invoke. Maintaining a theme quickly becomes a compulsion for the Wyrds, and observing the theme is no more a choice than blinking or breathing. Therefore, in order for a Wyrd's incantations to remain within a Wyrd's control they not only need to be called into the physical realm through a totem, but that totem must match the Wyrds theme.

One of the more puzzling aspects of aberrant schools is that they don't have tiers of any kind. It seems that even the most inexperienced of Wyrds has access to even the most powerful of their school's incantations, known as hexes, as soon as they begin to dabble in their gift. This is not always a good thing as this power can quickly spiral out of control.

## WYRD MECHANICS

A character that wishes to play a Wyrd must first select the Wyrd perk. The player and GM must then decide on his totem's theme and his aberrant school.

A theme can be almost anything but should be specific enough that it is not open-ended. For example, a Wyrd should select pistols opposed to guns, or metal spikes and spiked objects as opposed to metal. The theme should be used to help flesh out the character and give him a unique identity.

A Wyrd's aberrant school should match his theme and once chosen can never be changed. An aberrant school can be chosen from the Mechanika core rulebook, any other Mechanika publication, or it can be created by the player and GM.

A Wyrd has access to any effect from his school but the effect must match the type of totem the Wyrd creates and the Wyrd must have enough power to harness the flux required to power the effect.

Each effect in an aberrant school has an associated totemic point cost. A Wyrd begins play with a number of totemic points equal to his Willpower modifier x 3. The character may purchase additional points by spending a number of EP equal to his Willpower modifier plus the total number of purchased points.

### **Example:**

*A Wyrd who has a Willpower modifier of +3 also has 9 Totemic points. In order to increase his totemic points he must spend 3 EP to purchase another totemic point. The same Wyrd who wishes to purchase another point must now pay 4 EP, and so on.*

A Wyrd may never have more totems in reality than his Willpower modifier +1. A Wyrd may have access to any hex equal to his Willpower modifier or lower.

A Wyrd also must create his grotesque with his GM. The Grotesque will always appear as a normal animal with some strange abnormal quality, and the ability to speak the language of the Wyrd. A grotesque will always try and avoid detection by anyone other than his Wyrd by appearing as a normal creature of its chosen type and will attempt to avoid combat in all but the direst circumstances.

A grotesque serves a twofold purpose for a Wyrd. First, it teaches the Wyrd the secrets of its aberrant school, and without it the Wyrd cannot progress and gain anymore totemic power points or restore those from destroyed totems. Second, it grants the Wyrd the use of baubles; without his grotesque, he has no ability to empower them. If a Wyrd's grotesque dies, he cannot gain any additional totemic power points and may not use any other effects from his aberrant school than he currently has purchased. To continue in his Wyrd studies the Wyrd must spend four days and 3 EP to attract a new grotesque.

At creation the player and GM must come up with an anomaly for his grotesque. An anomaly can be anything of the player's choice as long as it is approved by his GM. Some anomalies witnessed are cats whose shadows move on their own, rats whose mouths contain tentacles instead of teeth, and tarantulas with sewn on button eyes. The anomaly requires others to make an opposed **Perception** roll against +2 to notice the oddity.

Grotesques often aid their Wyrd in exchange for favors and tasks and it is encouraged for the GM to play them as such. If a Wyrd refuses to aid the grotesque often, it will refuse to teach and help the Wyrd, usually meaning that the Wyrd can't gain totemic power points or select new effects from their aberrant school.

## CRAFTING A TOTEM

Totems vary widely from Wyrd to Wyrd. Some are carved from wood or stone, others forged from brass or steel, some are complex, and others are simple. One Wyrd may wear a bizarre eyeless mask carved from cedar wood; a different Wyrd may spend hours a night inscribing totemic runes on bullets he personally pressed.

A Wyrd may fashion any kind of totem, however it will always fall into one of three categories; offensive, defensive, or personal. Personal totems may be used repeatedly each day as long as the Wyrd does not choose to destroy the totem. Defensive and offensive totems on the other hand have only one use by default before the flux in the runes destroys the item.

Personal totems have a special connection to the Wyrd, and the hex they channel can only ever affect the Wyrd that created them. Personal totems are the only type of totem that is not destroyed after using it. The energies of the Wyrd seem to flow right through the totem with no adverse effect. A Wyrd may only have one personal totem at a time.

Offensive totems are used to damage creatures or lay waste to a Wyrd's surroundings. They are powerful destructive items, and due to their volatile nature using an offensive totem will always result in the items destruction.

Defensive totems work as powerful temporary shields. They are used to protect a creature or a place, and do so in a variety of ways. When a defensive totem is activated, the damage a place or creature would take is instead absorbed into the totem, causing the totem to shatter at the end of the hex.

## HOW TO CREATE A TOTEM.

- 1) Craft material component of the totem.
- 2) Choose amount of totem points to spend.
- 3) Bind the hex to the totem.

### 1) CRAFT MATERIAL COMPONENT OF THE TOTEM

Each totem is painstakingly created by its Wyrd through a complex series of actions. First a Wyrd must craft the totem. This requires a profession skill tied to the totem's type. For instance, a Wyrd who uses ornate wooden tribal masques and figures as his totems must have the **Profession** (woodworking). Watching a Wyrd work is as unsettling as it is inspiring. Some Wyrds drop into a trancelike state, making precise measured adjustments to their work with hands that jerk and lurch as if they were pulled by invisible strings. Others will work frantically, wide-eyed, barely blinking, while mumbling words of instruction to themselves or cursing their hands for their incompetence.

Creating the physical totem itself requires a profession roll against the cost of the hex. The strange guidance the Wyrd receives reduces the difficulty of this roll by 1 (minimum difficulty +1) if accompanied and with permission from his grotesque. The Wyrd must also have the monetary means or physical materials available to him before he begins his creation. Due to the supernatural connection a Wyrd has, the time it takes to make a totem is decreased significantly, requiring only 1/4 of the regular amount of time it takes a crafts person of the same skill level.

### 2) CHOOSE AMOUNT OF TOTEM POINTS TO SPEND

When creating a totem the player must take into consideration two things.

First: The hex he is wishing to use.

Second: The number of uses he wants to get out of the totem before it is destroyed.

The hex chosen by the Wyrd will have a cost and a type. The type of totem he creates must be the same.

#### Example:

*A defensive hex must be placed in a defensive totem.*

After the physical totem has been created, a Wyrd can choose to add a number of totemic power points to it, to extend the life of the totem. It costs half as many totemic power points as the cost of the hex to add another use to the item.

#### Example:

*Chains Of The Pit costs 4 points. A Wyrd could spend 6 totemic power points to gain two uses from the totem before its destruction: four for the initial use, and then two more to gain an additional use.*

A Totem does have its limits however, as it is merely a vessel containing the Wyrds flux and incantation, it can only ever carry one hex. Any attempts to bind another hex to it will always result in the totems destruction. Any time a totem is destroyed it will release its totemic power back to the Wyrd.

### 3) BIND THE HEX TO THE TOTEM

Totems are activated by way of a command word. The word can be anything, but once a command word is chosen it can only ever be used for that totem, or totems that use that effect. Upon uttering the command word, the totems runes spring to life in a variety of strange ways. The totem can be consumed by light, it can erupt in violet flames, it can become a floating tesseract; it can fold in on itself before blipping out of existence. Totemic activation varies wildly from Wyrd to Wyrd, and it will often correspond with their theme. Thankfully however simply speaking the word is not enough and the Wyrd must focus his energies on the totem thus preventing the totems from activating prematurely.

To invoke a hex with a totem, the Wyrd must roll his focus skill against the cost of the hex bound in the totem.

#### Example:

*Shadows Grasp has a cost of 2 totem points; to cast it successfully, the Wyrd must roll his **Focus**, and achieve a total of two or more successes.*

If a Wyrd fails his focus roll he takes a number of points of Stress equal to his failure. On a critical failure the Wyrd creates a strange rift in time and space called an echo.

An echo is like dropping a pebble in a pond. The surface of the water is still and calm, but underneath creatures still lurk in its depths attracted by the Wyrd like a lure dangling just out of reach. The echo sends out ripples deep into the otherwise unaware void, alerting its alien inhabitants to the Wyrds presence, creatures older than time itself, beings to which an entire planet of people is as insignificant as the shadow of a dust mote. Most of these dark horrors ignore the tiny aberration as something so trivial it simply does not even register to them. There are others though, servants of these beings or dimensional planet hoppers, or creatures dark and silent, floating hungry in the void, or sometimes just the void itself. These creatures will take advantage of this gateway, and the sudden passage it grants them into our world. Echoes have terrible consequences, some that can scar the area where the echo occurred forever. The following echoes are those known to have occurred in the past, a GM may substitute his own or come up with a unique table.





## KNOWN ECHOES

**01-10:** The heavens open. High above the Wyrds head the sky tears itself apart and through the jagged hole a swarm of alien creatures bursts forth. They sweep over the area attacking any and all living creatures within 100 ft. This deals +1 elemental damage of whatever element type the GM wishes. After 10 rounds the swarm dies, desiccated and drained, unable to survive in our alien atmosphere.

**11-20:** The totem explodes, soundlessly, violently. It explodes like a **Grenade** but no fire is seen, no damage is dealt. The area is instead filled with the cold vacuum of space. Creatures move at 1/3 normal movement and are subject to the rules of **Suffocation** while within the blast vicinity. The area is intensely cold and all creatures within suffer + 1 cold damage per round/minute for the next ten rounds/minutes if they remain within the effect. The Wyrd takes two Stress and is **Stunned** on the spot for those ten rounds/minutes, as his mind is viciously assaulted by alien symbols and unfathomable language.

**21-30:** The totem glows with a radiant luminescence, and emits a beam straight into the clouds. No matter what time of day or night it is, the stars become visible, bright, and impossibly close. A strange mechanical object, alien in every way, plummets out of the sky, crashing down directly in front of the Wyrd. After a moment, lights start to flash on the device and it begins to beep. In 1d10 rounds the strange object explodes in a devastating blast. All creatures and objects within 200 ft. are caught in the explosion and take +4 damage.

**31-40:** The totem reacts oddly as the Wyrd attempts to invoke the hex. This echo affects each totem differently; some dissolve into sand or melt into hot wax. Some explode into fragments of obsidian; some burst into a swarm of fat bodied spiders. The hex then backfires on the Wyrd. If the hex would negatively affect another creature, it instead affects the Wyrd. If the hex is defensive or designed to assist the Wyrd it instead inflicts a random offensive hex of the GM's choosing. This destroys the totem.

**41-50:** The Wyrd's dabbling has caught the attention of a being unfathomable to mortal comprehension. The color drains from the totem leaving it dead black, while the air around the Wyrd becomes heavy and thick. A rift forms in front of the Wyrd, a gate opens, and through it passes a creature only seen in our most deranged nightmares: a spawn of the Old Ones. Which spawn enters our world, and from which old one is at the discretion of the GM. The spawn knows the Wyrd is what brought it to this world, and it tears at the Wyrds mind, invading it, ripping the information it wants from the deepest recesses of the Wyrds subconscious. The process is excruciatingly invasive, and the Wyrd takes two Stress damage before the creature even takes its first action. After that, the spawn may do anything the GM wishes. It may teleport away, it may explore the area, or it may feel hungry and attack.

**51-60:** The totem explodes in a brilliant light that **Blinds** all creatures within 60 ft. for one round. When the characters regain their sight, they find they've been teleported away to some other location in this world within 100 miles. This teleportation doesn't physically harm the characters, nor will they be teleported into someplace immediately dangerous (the bottom of the ocean, a mile above the ground, inside a tree, etc.). The Wyrd is shaken beyond measure as well as disoriented. He suffers from the **Chronic Pain** flaw (-2 to all actions) for the rest of the scene.

**61-70:** The totem begins to emit a strange and terrible sound. It alternates between pitches so high they can cause your ears to bleed, and so low they shake the earth. All creatures within 300 ft. suffer from the **Chronic Pain** flaw (-2 to all actions), and take +1 damage (ignores Armor and magical protection). The ground bucks and sinks, causing it to be treated as **Difficult Terrain**. This lasts until the totem is destroyed. The totem will be destroyed after taking 10 points of damage. In this altered state it is more fragile; treat it as having no resistances and is no longer treated as its original material.

**71-80:** The area around the Wyrd appears to melt, leaves begin to drip off the trees, people melt like wax sculptures and the ground becomes soft and pliant. The dripping remnants of the Wyrds melted world begin to collect in a pool in front of the Wyrd. Time slows to a stop. Without warning, a creature, roughly resembling the Wyrd, pulls himself from the waxy puddle and faces the Wyrd. The creature is a version of the Wyrd that never got to exist, and now intends to take the Wyrds place, by force if need be.

The GM should convey this to the Wyrd's player in whatever matter the GM deems appropriate. The Doppelganger will have all the same basic statistics as the Wyrd, but the perks, equipment, etc. can be different. The Doppelganger will fight to the death. If it succeeds, it will forcibly exile the Wyrd from the world and take his place, leaving the Wyrd to languish for all eternity in the cold nothingness of unreality.

**81-90:** The totem turns a mute pale grey, and trembles in the Wyrd's hand. Sudden ragged tears appear in the air around the scene, and a thick grey fog begins to spill out. The fog covers and clings to everything in a 500 ft. radius. All plants caught in the fog become pale and brittle to the touch. All food affected crumbles into dust and ash. All animals grow frail and sickly. Any unfortunate people caught in the fog are inflicted two diseases (GM's choice). These diseases and effects are permanent, and nothing short of magical means can cure the afflicted or their land.

**91-100:** Roll twice for two effects.



## CONDUITS: ALIEN TREASURES

Grotesques are often found in the company of odd baubles and bits that resonate with otherworldly power. These are known as conduits, and they link the grotesque to its home planet or dimension. Having this constant piece of their origin place with them grants the grotesque access to new and strange abilities.

These conduits can appear as nearly any item, but usually take the form of something the grotesque can wear or use easily. Grotesques will also have them attached to piercings or even sewn into their skin. These objects are usually forged or created, but sometimes they are raw and primal in appearance. Conduits are not from this world and the material they are made from is strange and alien. When others notice these items, they typically regard them as merely gaudy jewelry for a pet, but closer inspection will reveal their alien origin.

A grotesque equipped with a conduit has a direct link to the world that spawned it. This allows the grotesque greater control over its powers, and even gives it access to hexes and abilities from its home world. A conduit is a powerful and unpredictable link, and it requires constant focus from the grotesque. Only one conduit can be worn by a grotesque at any given time; any more than that and the grotesque can literally be torn apart by the sheer force emanating from the alien artifact.

Once a grotesque has formed a bond with its conduit it can be used to perform amazing and terrifying spectacles. Things such as causing a person's shadow to smother them like an inky sheet, or freezing a person's reflection in ice and torturing it for answers. These abilities are merely the tip of the iceberg, and the true extent of a conduit's power has never been measured or recorded. The strange thing about these alien treasures however, is that for some reason a grotesque requires the help of its Wyrd to activate them. A grotesque cannot do this by itself. This may explain the otherwise unexplainable sense of companionship and fealty they feel toward the Wyrd.

Conduits attract grotesques like a moth to an oil lamp. Once a grotesque learns of a conduit's existence they will go to extraordinary lengths to get their hands, tentacles, or paws on it. This often will involve manipulating, bribing, or threatening the Wyrd. Conduits are as much a mystery to the Wyrds as the powers they wield, and one can only speculate as to why the grotesques are so drawn to them, other than the obvious powers they grant the grotesques. Is there a more sinister agenda at play? Or do they simply offer some measure of comfort to a creature lost in the oceans of space and time.

A conduit allows access to a number of grotesque abilities as defined by the conduit. These abilities may only be activated by the Wyrd and follow the following rules.

The abilities always must be from the same aberrant school as their Wyrd has chosen.

A conduit may be triggered and grant the grotesque the use of its ability by the Wyrd making a focus check against the conduit's difficulty. On a failed check, the conduit will become unusable for 24 hours and the Wyrd takes a number of points of Stress equal to half the failure rounded up.

A conduit may be triggered by a simple verbal command or even another means predetermined by the Wyrd

### **Example:**

*The Wyrd could have the grotesque trigger a conduit to use its ability if he uses a coded phrase, or other specific means. In order to do this, the Wyrd must give the grotesque permission to use the conduit, as well as dictate the command word/phrase beforehand. A Wyrd must still make the **Focus** roll to activate the conduit.*

## SIGILS

Scattered amongst the world's ruins, and hidden in dark forgotten places are ancient alien sigils. These sigils take many forms. They can be anything from strange symbols carved into the walls of underground tombs, to twisted geometric configurations burned onto ancient artifacts.

These symbols appear wrong, and out of place to the common person. Oftentimes the sight of these sigils is so disturbing that they are immediately defaced or destroyed. Too many angles or not enough dimensions. The average person's mind cannot comprehend it, or refuses to for the sake of their sanity.

The effect they have on Wyrds is far different, but no less intrusive or alien. Their experiences are clouded by memories filled with unexplainable terror or euphoria; visions that claw into their minds like nails on a chalkboard.

Many Wyrds see unknown alien worlds, and feel the knowledge of the dying stars flood their minds to the point of near insanity. Their grotesques mutate into even more bizarre forms and speaking to them in even more alien manners than normal. The Wyrds convulse, babbling nonsense to themselves and eventually lose consciousness. When they awaken they understand more. More than they want to know, more than mankind was meant to know. For better or for worse this insane knowledge grants them incredible power and a greater control over their vast alien powers.

A sigil viewed by a Wyrd causes him or her to fall into a strange seizure for 10 minutes while the Wyrd's mind is flooded with alien information. When he regains consciousness he gains a number of totemic power points as determined by the sigil. The normal number of points seems to be 3, but lower or higher amounts have been reported. Sigils may only affect a Wyrd once.

# MAGICAL SCHOOLS

In the following pages, you will find information on the magical schools of the world of Mechanika. These cover The Twelve Great Schools, as well as a few of the terrible and alien Aberrant Schools. The information listed here is given as a primer to these fantastic schools, and is not meant to be a complete list of spell effects for either type of magical school. We do attempt to cover the fundamentals of what most will encounter in the Mechanika world, but it would take a library to explain all of the shocking, amazing, horrifying and unbelievable ways flux can be harnessed and used by those few who grasp its powers.



## THE SCHOOL OF FIRE

Fire Magi are among some of the most powerful magic users on the planet. Capable of harnessing the raw destructive force of the flame to great effect. Magi who follow the teachings of this school tend to be impulsive, and hot tempered when they initially start out, however the ones who have been practicing for a long time are cool, rational, and patient. If you meet a level headed fire magister show great respect, they have survived long enough to learn from their mistakes. A fire magister who knows how to bide his or her time is the last person you ever want to offend.

## THE TWELVE GREAT SCHOOLS

The Twelve Great Schools of magic, or The Twelve, dominate the world of the arcane. They are the most common, best known, and most widely accepted magical teachings. Great Universities dedicated to the teachings of the Twelve are found throughout most of the larger cities across the world, and their students are sought as advisors, or elite military forces in the world's armies.

These universities can be very beneficial, and many will strive for the betterment of the cities they rise up from. Just as often however, their power makes them feared and despised by the towns they cast their great shadow over. The following is an overview of the schools, and the tiers of instruction in each. These tiers are examples of the types of effects that magi would know and are far from a full selection. It is encouraged that players and GM's come up with their own effects. The tiers presented should help you understand the balance of power in each school. You can view more magical effects in future Xaos publishing products.

## THE ELEMENTAL SCHOOLS

The elemental schools are by far the most abundant of all the magi schools. These schools are found in almost every large city in the world. In fact, they are the only schools that will agree to share a space with another school; sometimes, even having all four of these schools share space in the same university.

Those who practice the elemental arts often begin to tailor their look and attitude to their element, as well as their gear. Many scholars attribute this transformation to the primal energies of the flux and its effect on the magisters personality and mental state. These schools create hot-headed fire magi, practical earth magi, quick witted air magi, and fluid graceful water magi.



### TIER ONE

- I. You can evoke a small amount of fire to appear in your hand. This fire does not harm you. Once this fire leaves your hand it is subject to the rules of normal fire (needs fuel to burn, will not burn in wet conditions, etc.).
- II. You can cause any fire within sight within 50 ft. to blaze with more intensity or to begin to die down. This allows you to increase or decrease its level of intensity by one level this is a Sustained Action.
- III. You can cause fire to cover your hands, or coat a melee weapon, adding the Burning template (Page 34), without causing damage to you the item and objects in your possession.
- IV. If you would be burned by a non-supernatural fire, you can instead make an opposed **Casting** roll (versus the amount of damage you would receive) to avoid being damaged, or burned.
- V. You can throw a small pebble sized ball of fire dealing +0 burning damage.

### TIER TWO

- VI. You can raise or lower the level of fire in a scene by two levels now, creating massive blazes or choking a fire down to mere embers. The fire must be in sight and within 50 ft./level of success. This is a Sustained Action.
- VII. Fire in an area may now be sculpted by you allow you to create tangible usable objects like a fire whip or a shield of fire. The object cannot have moving mechanical parts, and in all respects it functions exactly as the item would if it was made normally, except it deals fire damage. If this object is used for defense it grants a deflection bonus

just like it would if it was normal object made from the appropriate material, unless the attack would negate fire (a water hose or water spell). This effect lasts for 1 round/minute per level of success. You may make an attack with a weapon the round it is created.

**VIII.** You can throw a projectile of flame, taking the shape of your choice, that inflicts +1 damage and causes burning damage.

**IX.** Your resistance to fire and heat spreads to the people around you if you choose, and they are willing. Allows a number of people equal to your level of success to be protected.

### TIER THREE

**X.** Your mastery over fire is such that you may raise or lower it a number levels equal to your success +1, this effect is still a Sustained Action.

**XI.** The items you create with fire, or the fire you use to coat your hands or weapons, can be superheated to become white hot, allowing them to cause +2 fire damage.

**XII.** You can cause a sudden blast of flame to erupt from you, inflicting +2 fire damage on all creatures in a 10 ft. **Spray**/level of success

**XIII.** You can create powerful fire bombs that can either be thrown like a grenade or programmed to explode under specific conditions. The conditions must be 5 words or less, and must be approved by the GM. They explode like a grenade and do +2 fire damage.

**XIV.** You can cause any projectiles you fire - such as arrows or bullets - to be coated in flames doing +1 damage this effect is a Sustained Action.

**XV.** Your resistance to fire increases to include the effects of fire as well, such as smoke or toxic fumes. This does not extend to objects affected by fire; such as a burning beam falling on you etc.

### TIER FOUR

**XVI.** Your control of flames gives you terrifying power. You can now superheat your fire spray attack or your fire bomb to do +3 damage, with an increased radius of 10 ft./level of success for your fire bombs.

**XVII.** You can conjure a thick wall or tall spire of flame 20 ft. long/level of success causing a +2 fire damage to any creature that passes through it or is caught in it. This is an extended action taking 1 round per 10 ft. of fire; unless the fire is already present this is a Sustained Action.

**XVIII.** You naturally understand beings of fire, allowing you to make **Empathy** rolls with any creature with the **Fire** template at +1/level of success.

**XIX.** You can breathe life and sentience into fire and flames, allowing you to create medium or smaller fire constructs. You may create a number of constructs equal

to your level of success. The creatures will last 5 rounds/minutes per level of success and cannot travel more than 50 ft./level of success from you. The creatures have the same stats as a flesh construct but deal fire damage.

### TIER FIVE

**XX.** Your utter mastery over fire is a marvel to behold. You can control your bombs and fire sprays. Choosing who is affected, and who is left standing there bewildered, but unscathed.

**XXI.** At your command fire will spring out of the earth allowing you to create your walls or spires of flame much quicker. This enables you to create spires and walls with only one round of concentration.

**XXII.** Your sentient fire beasts have not only grown more terrifying, but larger and more capable as well. You can now create Large creatures which can be given one fire related template. For instance, a fire drake can have **Breath Weapon (Fire)**, but not **Acidic** blood.

**XXIII.** At any time you can release a powerful and sudden blast of flame that erupts outwards from you 15 ft./level of success in a blast centered on the caster. This is an Interrupt Action and does +3 fire damage to everyone caught in its blast except the caster.

**XXIV.** Fire creatures now have reason to fear you; You can deal +2 damage to them with no armor or supernatural resistance. This attack can't be healed by **Regeneration**. This effect must be added to another effect and has no ability to be used as a standalone incantation or spell.



## THE SCHOOL OF EARTH

The elemental school of Earth is known for its crushing physical brutality, and its nearly impenetrable defense. Earth Magi move with purpose, driven and dedicated to their goals. Many earth magi are slow to action and contemplative in thought, preferring to measure each possible decision before committing to a course of action. Once they make their decision one would be wise to exercise extreme caution, as earth magi are relentless and are known to come down upon their enemies with the force of a falling mountain.

## TIER ONE

**I.** You can cause a sudden tremor that shakes the earth in a 10 ft. **Spray**/level of success causing all creatures within the spray to be knocked **Prone** this effect allows an opposed **Athletics**/Agility roll to ignore the effect.

**II.** Your bond with the earth is such that you can sense all creatures and objects around you in contact with the ground, regardless of weather or magical/illusion effects. This allows you to detect all life around you connected to the earth, in a radius of 15 ft./level of success. This does not allow you to know what exactly is there but have a general idea of shape size and its movements if any.

**III.** When you need to travel fast you can cover your feet with shoes of earth allowing you to skim along the ground at fast speeds. This adds either +2 levels to your movement speed or +10 ft./level of success depending on the scene limitations, and the amount of earth available.

**IV.** You can coat your hands in hard mud and stone creating thick heavy gauntlets, adding +1 damage to unarmed attacks.

**V.** You can pull up a shield of earth to quickly block a single attack. This can absorb damage equal to the level of successes achieved. This functions as an Interrupt action.

## TIER TWO

**VI.** Your tremor ability now becomes a 15 ft. blast/level of success centered on the caster and causes lingering tremors in the area for 5 rounds/minutes per level of success that cause the area to be treated as difficult terrain. The caster is immune to this effect.

**VII.** You can now cause small rocks and bits of earth around you to fly forward at a target. This attack deals +1 damage and travels 15 ft./level of success.

**VIII.** You can now burrow deep under the earth at your regular movement speed, leaving no tunnel unless you wish to, this effect lasts 10 rounds/minutes per level of success.

**IX.** You can cause a deep sinkhole to suddenly form under a creature within your sight. The target of this ability is allowed an opposed **Athletics**/Agility roll to ignore this effect by leaping out of the sink hole as it is created. The spell may affect one creature within 20 ft./level of the caster. If successful, the target is held **Stunned** for one round/level of success, as he struggles to free himself from the sinking earth.

**X.** Your earth shield can now be pulled up to block multiple attacks, it can block one attack/level of success; each earth shield can block damage equal to the level of success achieved.

## TIER THREE

**XI.** You can cause the earth to erupt upwards, creating a sudden pillar of mud and stone. This pillar may have sloped or sheer walls. The width is 5 ft./level of success, and its height is equal to 10 ft./level of success. Any creatures on the ledge must make an opposed **Athletics**/Agility roll or take appropriate falling damage. This is a Sustained Action.

**XII.** You can create a long, thin, razor sharp needle of earth that surges forward skewering your enemies. This deals +2 damage to a number of creatures in a line equal to your level of success, this attack travels 20 ft./level of success

**XIII.** You can now create a giant swampy boulder and hurl it up to 20 ft./level of success. This does +1 damage to all creatures in a 10 ft. area/level of success where it lands. Creatures may make an opposed **Athletics**/Agility roll to escape for 1/2 damage. Creatures who fail this roll are pinned beneath the massive boulder and must make an opposed Strength check versus the effect's level to move again or be trapped till the boulder disintegrates in 1 round/minute per level of success.

**XIV.** You can now mold and bend the earth to your will, with nothing more than a thought. Any constructs made of earth, or made primarily of earth can be affected. You can mold 10 ft. of earth/level of success (create doorways in a brick wall; create a small shack from a hilltop, etc.). This effect can't alter supernatural constructs.

**XV.** You can create thick and imposing armor from stone and earth, covering your body like plate mail. This armor provides excellent protection, granting you a +3 Armor. The armor is highly resistant to bullets, having a +3 bullet resistance, and it also ignores the **Shrapnel** template. The armor is thick and imposing, however it is also heavy and unwieldy. It cuts your speed in half and you take a -2 to any dodge attempt. This effect lasts for 2 rounds/minutes per level of success.

**XVI.** You can now cause any earth or stone object or surface to bend and become a sharp point that will surge toward a target within 10 ft./level of success dealing +2 damage. On a critical success this attack ignores Armor. This attack happens so fast and often from an unexpected angle that opponents take a -2 penalty to their dodge rolls.

## TIER FOUR

**XVII.** Your rising pillar can now shoot skyward with violent speed, hurling people as though they were thrown by a creature with superb strength, this effect allows an **Athletics**/Strength roll to ignore the effect.

**XVIII.** Your sinkhole effect can now affect a number of creatures equal to the level of success.

**XIX.** You have grown so attuned with earth in all its forms, that now you can affect metal with your ability to manipulate earthen objects and surfaces. You can affect 5 ft. of metal per level of success.

**XX.** Your earth armor no longer reduces your speed, in addition it now sprouts large spines of quartz and stone, giving it the **Spines +1** template, and you may also summon a towering shield of stone for a +1 Armor bonus.

**XXI.** You can command the earth to open up and swallow your enemies. If you spend an action to pound a weapon or your fist on the ground it opens a deep fissure in the earth. The fissure is 30 ft. in length 5 ft. wide and 10 ft. deep per level of success. Any creatures caught in the fissure must make an opposed **Athletics/Agility** roll to avoid falling into the crevasse. Any creatures that fail will fall take normal falling damage, and must find a way to leave the fissure.

#### TIER FIVE

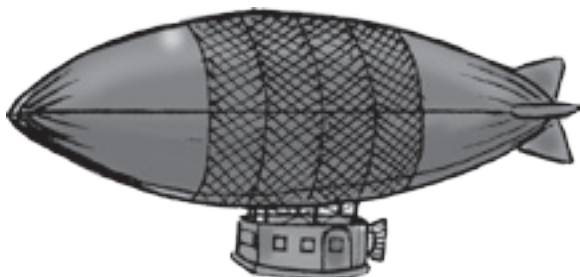
**XXII.** You can now build upon your earth armor, augmenting it with stones and raw ore, to become a terrifying juggernaut on the battle field. Your armor gains a +5 Armor bonus and +5 Bullet Resistance. Your **Spines** template becomes +2, and gains the **Serrated** template. In addition you gain the **Trample** template as long as the armor remains. The duration of this armor is increased to 5 rounds/minutes per level of success

**XXIII.** Your fissure ability now contains thick rock spikes, or some other appropriate hazard, inflicting + 2 falling damage

**XXIV.** You can cause earth structures to collapse, or cause them to reach out and **Constrict** any opponents you face. You can affect 1 creature/level of success. This effect has a range of 50 ft./level. Targets get an opposed **Athletics** roll to evade the tendrils of earth or collapsing structures.

**XXV.** Your ability to cause the stone and earth to become a sharp point that surges forth from an object or surface may now affect a number of creatures equal to your success, and may also affect metal.

**XXVI.** You can now have the earth attempt to rise up and swallow a creature, burying him alive 10 ft. below the ground per level of success. This inflicts no damage, but the entombed creature is subject to **Suffocation**, and any other applicable effects, this requires an opposed **Discipline/Willpower** roll to ignore its effects.



### THE SCHOOL OF AIR

The School of Air is focused on maneuverability and control, preferring precise targeted crippling attacks to brute force. This school lends itself to subtlety and cunning. Air magisters are quick thinkers, and are known for adapting their techniques and approaches at a moment's notice to better take advantage of an opponent's weaknesses. Many who study this school find employment as battle tacticians or assassins, capable of delivering the 'coup de grace' at the perfect moment to devastating effect.

#### TIER ONE

**I.** You can raise or lower the level of wind in a scene by 1 level; allowing you to make it more or less intense as you see fit.

**II.** When you need to move quickly, you can rely on the wind to give you, or a vehicle/ sailing vessel you are in, a speed boost of 1 level or +10 ft./level of success.

**III.** If you are wearing or holding an object that can catch the wind ( Parasol, Large Coat, etc.), you can create a sudden burst of air to launch yourself straight up in the air for up to 20 ft./level of success. From here, you gain the **Glide** template Maneuverability (Poor) until you touch the ground again.

**IV.** Any objects weighing less than 2 lbs/level of success, in a 20 ft. blast/level around you, are blown back 20 ft./level of success in a direction of your choice.

**V.** You can stir up the wind around you and create a sudden maelstrom of dust and debris around you, reducing the visibility to Terrible and adding +2 to any dodge attempt for those caught within in a 15 ft. radius/level of success. You are not affected by the negative effects of this effect. This effect is a Sustained Action.

**VI.** For as long as you focus, you can whip the air around you into a frenzy, effectively creating a shield that can deflect thrown projectiles, and cause bullets and fired projectiles to take -1 to hit. This is a Sustained Action.

## TIER TWO

**VII.** Your command over the wind in any scene is greatly increased, and you can now raise or lower the level of wind by 2 levels.

**VIII.** You can now focus a blast of air onto stones, misc. debris, or whatever other loose material you have on hand; hurling the material forward and dealing +1 damage within a 10 ft. **Spray**/level.

**IX.** You can harness the potential static electricity in the air to shock a creature, blasting it for +2 electric damage by touch. Any shocked creature wearing metal armor is also **Stunned** for 1 round/success.

**X.** You can cause a fog bank to materialize before you. This fog fills a 15 ft. area/level of success. The fog makes it difficult to see causing -3 to all **Perception** rolls, and -2 to ranged attack rolls. This effect does not affect the caster.

**XI.** The air is a more tangible substance for you at this level. You can use it to improve the maneuverability of gliders and other flying creatures to a Maneuverability (Great). With an opposed **Casting** roll you can affect flying creatures or vehicles and objects in an attempt to make them crash to the earth. This requires an opposed roll against the creature's **Athletics** or the vehicles **Piloting** skill. This effect has a range of 100 ft./level of success and is a Sustained Action.

**XII.** You can cause the air to violently push or pull 1 creature or object of size large or less per level of success. The creature moves 20 ft./level of success and takes falling damage if it is pulled off a high height. This effect has a range of 50 ft./level of success and can be negated by an opposed **Athletics**/Strength roll.

**XIII.** You can now guide a thrown projectile giving it a +1 to attack and damage rolls.

## TIER THREE

**XIV.** You can now drastically alter the level of wind in a scene, raising or lowering it by 3 levels.

**XV.** You can now cause the air to violently strike one creature or object, throwing it into either a hard object or into dangerous environments dealing +3 damage to the creature. This effect can be ignored via an opposed **Athletics**/Agility roll.

**XVI.** You can summon a small, but powerful cyclone to surround one creature/level of success. The creatures stuck in the cyclone are **Stunned**. They can attempt to break free once per round by making an opposed **Athletics**/Agility roll. If successful the creature takes +0 damage in his escape and is knocked **Prone**. This effect has a range of 20 ft./level and is a Sustained Action.

**XVII.** You can blast any creature, within 10 ft./level of success, with a bolt of lightning. This causes +2 electric damage. (+3 electric damage if the target is made of, wearing, or contains large portions of metal.)

**XVIII.** You can evoke a sudden pillar of wind to launch you into the air. You are launched 20 ft./level of success, and the pillar will keep you aloft and is a Sustained Action.

**XIX.** Your wind shield now deflects bullets and similar projectiles; your shield completely deflects a number of attacks equal to your level of success. This effect can only effect attacks that deal damage equal to or under your level of success.

**XX.** You can control air to such a degree that you can rip it out of a creatures lungs, causing them to **Suffocate**. This affects one person and causes **Suffocation**. This is a Sustained Action. This effect can be ignored with an opposed **Discipline**/Willpower roll.

## TIER FOUR

**XXI.** Your wind shield is so furious that it will now reflect ranged attacks back at the attacker. You may roll an opposed **Casting** roll against the attack, if successful the attack is reflected and will hit another target that is within 20 ft./level of success.

**XXII.** You can evoke a viciously sharp blade from the air. This blade ignores non-magical armor, and does +2 damage. On a critical the blade gains the **Vorpal** template.

**XXIII.** The cyclones you summon are now powerful tornadoes capable of hurling their entrapped creatures into the air. You may make an opposed **Casting** roll against the creatures **Athletics**/Agility modifier; upon success, the tornado launches the creature into the air 10 ft./level of success dealing falling damage as applicable.

**XXIV.** Your control of air has become so strong you can target a 5 ft. **Area Of Effect**/level of success within 20 ft./level and attempt to surround it in a vacuum. Any creature caught within will begin to **Suffocate** but may attempt to leave the area to end the effect. This is a Sustained Action.

## TIER FIVE

**XXV.** Your air shield becomes a violent sphere of air that can be seen with the naked eye. You can now reflect a number of projectiles equal to your level of success and melee attacks targeting you now take a penalty to their attack rolls equal to your level of success.

**XXVI.** Your cyclones can now crush and batter their victims. After being trapped for one full round, any creature still imprisoned takes +2 damage each round they remain in the cyclone, as they are battered into each other or objects caught in the cyclone.

**XXVII.** You may now blast your opponents with multiple lightning bolts. You can evoke a number of lightning bolts equal to your level of success.

**XXVIII.** You command the air around you with such aptitude that you can now fly at Maneuverability (superb) with any item capable of catching the wind (coat, umbrella, etc.). This is a Sustained Action.

**XXIX.** You can cushion falling creatures and items with the air around them negating all falling damage.

**XXX.** You possess the ability to guide projectiles with unerring accuracy. Your thrown or fired projectiles gain a +3 to hit and to damage.

**XXXI.** You can rip the air from the lungs of multiple creatures, choking and **Suffocating** them. This affects a number of creatures equal to the level of success. This is a Sustained Action. This effect can be negated with an opposed **Discipline**/Willpower roll.



## THE SCHOOL OF WATER

The School of Water is as graceful as it is deadly, capable of transforming a tranquil pond into a mass of writhing crushing pincers and tentacles; or a lake into an enormous monster capable of destroying entire cities. Water magi have abilities that stun and disable, using fog to blind and ice to slow and disable. Water Magi can be unpredictable and often change their mind midway through a decision, as their emotions can completely shift focus at a moment's notice. Regardless of this, Water Magi are divers and powerful engines of destruction capable of sowing confusion and disorder in their wake.

### TIER ONE

**I.** You're as at home in the water as you are on land, and you can breathe underwater just as easily as you can breathe air. This effect is a Sustained Action.

**II.** Water begins to respond to your touch, allowing you to part it, and raise or lower it. You must touch the water to affect it; this affects 20 square ft. of water/level of success.

**III.** Water will roll and surge in response to your commands, and you can use it to make a push attack against a character, shoving them away just like a standard charge attack, except you use your **Incantation** skill against the opponent in place of Strength.

**IV.** You can purify water by touch, making it palatable and safe. This requires meeting or exceeding the difficulty of the substance within if the water has supernatural properties.

**V.** No matter what state water is in, you can change it to either solid or gaseous state. This is a Sustained Action.

**VI.** You can cause water to spread out to cover an area in a thin sheet of liquid slush and ice, making it difficult to move across. This effect creates **Difficult Terrain** and if any creature moves through it at more than its normal movement speed they must make an opposed **Athletics**/Agility roll or fall **Prone**. This effect covers an area 20 ft./level of success.

**VII.** You can create a frozen projectile dealing +1 cold damage to 1 creature with a range of 10 ft./level.

### TIER TWO

**VIII.** You can now use your water push with greater force, surging forward and battering your opponents for +1 damage in addition to shoving them.

**IX.** You can create weapons and armor from ice or water. These weapons function as a normal weapon with a few additions. Any weapon made from water has the **Reach** template. Any weapons made from ice cause cold damage. You may also create armor from ice or water, but they have no movement penalty. This is a Sustained Action.

**X.** You can travel on the surface of water, skimming across it at normal speed + 10 ft./level of success. You can also use this effect to propel a water vessel for the additional speed.

**XI.** When a creature is in the water they are at your mercy. You can command the water to reach up and swallow the creature, pulling them below the surface and effectively **Drowning** them. This effectively drowns the creature. This effect lasts for 1 round/minute per level of success, and the target is allowed an opposed **Athletics**/Strength roll each round to end the effect. This effect may only affect one creature and there must be enough water to cover the creature.

**XII.** By concentrating, you can cause the sky to darken and begin to rain. This requires ten minutes of uninterrupted concentration. The GM may deem the effect requires a higher difficulty to cast if you are in an arid area.

**XIII.** You are attuned to the presence of water and you can detect the closest source of water within one mile per level of success.





**XIV.** You can form a ball of half frozen ice that hums with flux. This ball can be thrown, and detonates like a grenade with one of the following effects:

**Jam** – It explodes in a blast of icy vapor that quickly freezes to a solid state, all mechanical and artifice items within 10 ft. of the blast become jammed and their owners must spend 1 round/level of success clearing the ice away.

**Fog** – It explodes in a giant cloud of thick impenetrable fog 25 ft. wide/level of success. All creatures, except you, cannot see further than 10 ft. in front of them and take a -2 penalty to attacks.

**Stun** – It erupts in a powerful concussive blast, dealing +1 damage and knocking them prone, all creatures within the blast are stunned for 1 round per success.

**XV.** You can now skim across water even faster, allowing you to increase your speed by 20 ft./level of success.

### TIER THREE

**XVI.** You can now choose to form your surging water push into a powerful spray affecting all creatures in a 10 ft. **Spray**/level of success, or you can concentrate it into a thin line of ice and water dealing + 2 damage to a single creature.

**XVII.** You can shape the water around you into a grasping tentacle (or other grasping form), and grab something within 10 ft./level of success. You may have as many tentacles as you have levels of success. These tentacles may be up to size huge, and are a Sustained Action. Each tentacle must make an attack roll. A tentacle that hits may grab a creature. They can either hold the creature as **Stunned**, or gain the **Constrict** template. A creature held **Stunned** may make an opposed **Athletics**/Strength roll each round to free itself. A tentacle's attack roll is equal to the caster's **Casting Skill Level**.

**XVIII.** The creative Magister never runs out of resources, if he only knows where to look. You can now voluntarily inflict 1 damage to yourself to use your own blood as water for an effect. This yields roughly two pints of liquid.

**XIX.** When a creature around you is wet, you can cause the water on them to either boil or freeze, causing +2 damage in either cold or fire damage without the chance to catch fire. You can affect 1 creature/level of success. This effect ignores Armor.

**XX.** You can freeze water into a blast of projectiles dealing +2 cold damage. This affects a 10 ft. wide **Spray**/level of success

**XXI.** You can cause water to freeze on a target causing them to be **Stunned** for a number of rounds/minutes per level of success. If a creature takes damage while frozen this effect ends.

### TIER FOUR

**XXII.** You can now create a strong blast centered on the caster. This affects creatures within 10 ft./level of success, and deals +2 damage, as the caster makes the water either boil or freeze at his or her discretion. Boiling water will deal fire damage without the chance to continue to burn, while freezing water deals cold damage.

**XXIII.** When the ground or objects around you are covered in either water or ice, you can superheat the liquid or freeze it, creating a sudden blast of steam or sudden shards of ice. This causes the area to become **Difficult Terrain** inflicting +2 damage to any creature caught within it. This lasts for 1 round/minute per level of success. Creatures attempting to leave the area may make an opposed **Athletics**/Agility roll to leave the area without taking damage.

**XXIV.** You can create a thick imposing wall or sphere of ice. This creation has a Hardness of +3, and 36 points of Structure. Its size is equal to 20 square ft./level of success. This takes 10 rounds/minutes of concentration to create. -1 round/minute per level of success. This is a Sustained Action but ends if it is breached.

**XXV.** You have the frightening ability to either cause a creature grievous internal harm or control them like a puppet, by using their own blood against them. By succeeding at an opposed **Discipline**/Willpower roll you can cause a targets blood to boil or freeze doing +3 damage. If used to control a creature you can force them to perform one action. This requires an opposed **Discipline**/Willpower roll as well; if the target succeeds, he is instead **Sickened** for one round and cannot take any attack actions. This affect can target one creature, within 10 ft./level of success. This effect ignores Armor.

**XXVI.** You can cause falling water or rain to freeze into a shower of deadly ice projectiles dealing + 2 cold damage. This effect has a range of 40 ft. blast/level of success.

### TIER FIVE

**XXVII.** Your control over the tentacles you can make increases by an incredible amount. You can now create either giant tentacles or create hundreds of tiny tentacles, allowing you to now make an attack roll against all creatures within a 10 ft./level of success blast centered on the caster. The attacks are identical to the previous effect.

**XXVIII.** Your blood puppet effect is now even more terrifying as it can effect multiple creatures equal to the level of your success. If you choose to target just one creature you can attempt to deal massive damage as you cause its blood to freeze or boil. By succeeding at a Willpower roll you deal +4 damage to the creature and it suffers from the **Bleeding** template. This effect also ignores Armor.

**XXIX.** Your wall or sphere of ice can now be made to move, causing +2 damage to all creatures caught in its

path. Its maneuverability is good and its speed is equal to half of yours. Creatures may make an opposed **Athletics**/Agility roll to attempt escape.

**XXX.** You may choose to inflict greater pain on yourself for greater reward. For 3 damage, you can reap a total of four quarts of blood.

**XXXI.** Your **Fog**, **Stun**, or **Jam** grenades now do damage in addition to just impairing your targets sight and capability. This effect will now deal +3 damage as a grenade and causes **Blindness** to all creatures caught in the blast for 1 round/minute equal to the level of success.

## SCHOOLS OF MATTER

The Schools of Matter have a smaller following than the elemental schools, but the students of matter can perform some of the most astounding feats of magic imaginable. These schools deal with the destruction, creation, alteration and teleportation of matter as we know it. Transmutation deals with the altering of matter on a fundamental level, warping items and bending their form to your will. Conjunction allows you to summon items, people, and terrible creatures to your side from across the universe. Translocation gives you the ability to shift objects through time and space to arrive at another location. This can also be used to transport people, not always with their consent. The universities that teach these arts are far less common than the elemental ones, and can usually only be found in each empire's capital city. These schools tend to look more like colleges of mundane knowledge and often go unnoticed unless someone accidentally summons some fiend from the lower pits or a magus dies half transported through a nearby building.

There students of conjunction and transmutation tend to have very ordered habits that border on the obsessive while translocation magi tend to be very chaotic and haphazard.



### TRANSMUTATION

This is the alteration of matter; the ability to warp and bend the world to succumb to your needs and desires. This is the nature of transmutation. All things can be broken down by a transmutation master or changed to aid him and his allies. Why waste your effort creating new matter, or summoning some far off ally when all you really need is right here, at your fingertips.

## TIER ONE

**I.** You can change the physical properties of an inanimate object, altering it to suit your needs. This effect allows you to change the object's appearance or the material used to create the object, however material shifted must be within its own class. For instance you could change a pine statue to oak, but not to diamond or steel. You can attempt to create gems or metals, but they only change to their pure form on a critical success, otherwise they become a passable replication (if you tried to make gold you would make pyrite, etc.). Only simple objects can be altered. You can alter 5 lbs of material/level of success. This does not allow you to add supernatural or magical qualities to the item. Objects are transmuted in this fashion as long as you concentrate as this is a Sustained Action, however non precious materials can be made permanent by taking 1 point of Mental Stress.

**II.** You can alter the appearance of your own or someone else's clothes by touch. You cannot alter it to give armor qualities. This effect lasts for 30 minutes/level of success.

**III.** You can warp your own physical appearance and features to appear differently, but you cannot change your size or gender. The changes made are simply cosmetic, and do not grant any bonuses besides causing you to appear differently granting you a +2 bonus to avoid detection via sight if a subject is specifically looking for "you". This is a sustained effect.

**IV.** You can cause an item to undergo a sudden and violent transformation, surging forward to strike a creature. This can be directed as an attack to any creature within 10 ft., and deals +1 damage.

## TIER TWO

**V.** You may alter even more of your physical appearance, allowing you to change your gender, and also to change your size up or down by one level. You must still retain a humanoid form. This effect is otherwise identical to the Tier One ability.

**VI.** The items you create are of better quality now, giving them a +1 bonus to Armor and damage. The items you craft now gain the **Master Crafted** template. This effect is otherwise identical to the Tier One ability.

**VII.** You can control your violent creation effect better now, giving you a greater range of 10 ft./level of success, and allowing you to use the item to attack multiple creatures equal to the level of your success. You may also choose to simply focus your entire attack at one creature for a devastating attack, doing +2 damage.

**VIII.** You can suddenly bring up a barrier from the floor, or a medium size or larger object, as an instant action. This object provides either cover for yourself or a +1 Armor bonus.

**IX.** You can affect an opponent's weapon within 10 ft./level of success changing its form temporarily. The change is slight but will cause it to be **Slow** and deal less damage. This could turn a sword to wood, or make a bullet become unbalanced. This gives the opponent -1 to his attack rolls, and -2 to damage with that weapon with a minimum of +0.

### TIER THREE

**X.** You now have even greater control over the alterations you make to your own body. You may attempt to take on a creature's specific form, and gain a **Subterfuge** bonus equal to your level of success. This effect is otherwise identical to the Tier Two ability.

**XI.** You can change your appearance to become any small or medium creature, while in that form all your stats match the creature's stats, except for intellect and supernatural abilities. This effect is otherwise identical to the Tier Two ability.

**XII.** You can create complex items now from the components around you. This still does not allow you to create artifice items, unless you have the proper artifice abilities and the flux to create them. You still must make an **Engineering** check, but you are granted a +1 bonus. This effect is otherwise identical to the Tier One ability.

**XIII.** Your violent transmutation effect may now be a 20 ft. **Spray** dealing +2 damage.

**XIV.** You can attempt to alter the physical properties of another willing creature. If the target is unwilling, you must succeed at an opposed **Discipline**/Willpower roll. If successful, the target is changed for 10 minutes/level of success, and may provide a **Subterfuge** bonus equal to your level of success. This effect is otherwise identical to the Tier Two ability to alter yourself.

**XV.** Your violent transformation of an object can now be used to hopelessly entangle a target causing it to become **Stunned** until you stop concentrating. This effect can be ignored by an opposed **Athletics**/Agility roll.

**XVI.** Your ability to affect your enemy now extends to his armor or clothing. In the case of armor it will change the composition of the armor into something less than ideal like metal to stone or leather to thick burlap. This reduces the Armor by -2 to a minimum of 0. On clothing it will change the consistency to make it **Unwieldy** usually in the form of something heavy or sticky and causes any action that requires complex movement like firing a firearm or casting an **Incantation** to take a -2 penalty.

### TIER FOUR

**XVII.** You can physically alter your body to take on the form of any non-supernatural creature from tiny to huge size. This effect is otherwise identical to the Tier Two ability.

**XVIII.** You can increase your scope of control to alter a number of creatures equal to the level of your success. This still requires an opposed **Discipline**/Willpower roll for unwilling creatures. This effect is otherwise identical to the Tier Three ability.

**XIX.** You can take the form of a small or medium inanimate object. This object can move of its own accord if it would have a normal form of locomotion, such as wheels. This effect is otherwise identical to the Tier One ability.

**XX.** The items you create are of exceptional quality exhibiting the highest levels of craftsmanship. They are considered the highest extent of **Master Crafted** for all intents and purposes. Because of this, they receive a +2 bonus to Armor, damage, or value. This effect is otherwise identical to the Tier One ability.

**XXI.** Your violent transformation now causes a secondary effect in addition to damage:

It may **Entangle** a number of targets up to your level of success; this effect is a Sustained Action and those caught within take a -2 penalty to all actions.

It may force the target to remain **Stunned** and is a Sustained Action, with an opposed **Discipline**/Willpower roll to negate.

It may cause the terrain around the target to rupture and boil and become **Difficult Terrain**, creatures passing through the terrain take +2 elemental damage of your choice. This affects 20 square ft./level of success, and lasts a number of rounds equal to the level of success. This effect will target flying creatures not directly touching the terrain, as well as, it bursts and changes. This only deals +1 damage with an opposed **Athletics**/Agility roll to negate.

**XXII.** The barriers you create may now shield a number of creatures equal to your level of success and grant a +2 Armor bonus.

### TIER FIVE

**XXIII.** You can now take on the form of any supernatural creature of size huge or less, this transformation lasts for 20 minutes/level of success.

**XXIV.** Your ability to force another creature into a shape you desire has improved. You may now reroll any failed roll (once) to force a creature into a new shape. Creatures that have been altered by your ability are locked into that form for 1 day/level of success, or you may spend 2 EP to increase the lock time by one week. This may be continued indefinitely and does not require the target to be in your presence. This ability functions in all other ways like its Tier Three counterpart.

**XXV.** Your violent transmutation effect is now incredibly sudden and lethal, increasing its damage in all forms to +4.

**XXVI.** Your barrier effect is more powerful providing a +3 Armor bonus.

**XXVII.** Your control still grows in effecting your enemy's equipment and you may choose to affect a number of items weapon or armor equal to your level of success. This effect may target multiple creatures but is in all ways identical to the Tier Three effect.



## CONJURATION

All things can be called; all things can be forced into servitude, even oneself. Mastering the complex art of learning the weaknesses, the true names and the contracts to call creatures and objects is a conjurer's life. In those same respects they seek ways to prevent themselves ever being used the way they use all other things. Conjurers are feared for their abilities to force servitude and many seem to be manipulative, and see most creatures as merely pawns in an altogether vast and terrible game of dominion.

### THE THREE PRINCIPLES OF CONJURATION

*All summoned inanimate objects appear in the summoner's hands, touching the summoner, or within a foot of the summoner unless specifically stated otherwise.*

*Some kingdoms and most people consider conjuration of other's property without permission to be stealing, so conjure with care. A conjurer can always specify an unowned item or creature, but this adds +1 to the effect's difficulty.*

*Conjuration can't create something from nothing. It can only summon an existing item, creature or other miscellaneous thing from somewhere in the universe.*

### TIER ONE

**I.** You can summon an inanimate object weighing up to 20 lbs from somewhere in the universe. This object cannot be mechanical or artifice, nor can it be magical. It remains with you for as long as you concentrate or until it travels more than 10 ft. away from you; at which point it vaporizes and returns to wherever it came from. A summoned object always comes from the closest available source. You can have a number of summoned objects equal to your Willpower. This effect is a Sustained Action.

**II.** You reach out and summon food and water for yourself, and a number of others equal to your level of success.

**III.** You can call one small creature of animal intellect to come and perform a simple task for you. The creature chosen must be native to the area. This task cannot endanger the creature directly. The creature will understand its orders, but this effect grants the creature no other supernatural ability.

**IV.** Call forth a small amount of raw material such as fire, water or wood. This effect calls forth enough of a raw unworked material that can fit in up to a 5 square ft. area per level of success drawn upon the ground by the caster. This effect cannot summon precious metals or material or supernatural materials.

### TIER TWO

**V.** Your control over conjuration increases, allowing you to summon non-magical objects up to 50 lbs in weight. These objects will remain in existence as long as your able to maintain the action, or if they move more than 100 yards away from you. This is a Sustained Action.

**VI.** You can summon up to 2 uses, or handfuls, of some dangerous and deadly non-magical substance, such as poison, acid, etc. This does not grant you any resistance to these substances.

**VII.** The animal you can call to aid you can be larger and more dangerous. Your creature can be up to medium size, and must be native to the area. You cannot however choose a specific creature. This creature will obey you without question unless it is given a task of a self-destructive nature. For instance, a summoned wolf would charge into combat, but would not run off a cliff. The creature will remain either until its task is complete or for one day/level of success, whichever is shorter. It will attempt to complete its task to regain its freedom in the quickest manner possible.

**VIII.** You may conjure a pack of small creatures (the creatures must travel in a pack) or a swarm of your choice to aid you for a single scene. These may not be magical or supernatural creatures. They can understand your orders but this effect grants them no additional abilities. The creatures will not perform self-destructive actions.

**IX.** You can summon to you, one specific item you have prepared. This item must weigh 20 lbs or less. It can also be a bag or box that contains other items as long as the weight limit is not exceeded. The box may not contain supernatural or artifice items.

**X.** You can attempt to conjure an item within your line of sight to you. If the item is held by another creature you must make the following opposed roll to wrench the item from them. The creature's Strength versus your **Discipline**/Willpower. Otherwise this effect functions like the others within this tier.

### TIER THREE

**XI.** You grasp more of the subtleties of conjuration, allowing you to summon inanimate objects with a template. The object must weigh less than 20 lbs, and will last as long as you concentrate or until it travels farther than 10 yards from you. This is a Sustained Action.

**XII.** You can summon a veritable feast. This allows you to provide enough food and water to feed 10 people/level of success.

**XIII.** The creatures you can call to your side are now extraordinary. You can upon the aid of any supernatural creature of medium size or smaller that possesses animal intellect. This effect is otherwise identical to the Tier two effect to summon animal aid.

**XIV.** You now have the incredible ability to create a summoning circle. Creating the circle takes 30 minutes - 5 minutes/level of success. This circle can be used to summon creatures (supernatural or otherwise) of animal intellect from any place on the planet, but requires you to have a part of a creature to be summoned (hair, scale, tooth, etc.). The creature summoned will be the same type, but not the exact same creature the sample was taken from. You can command this creature to perform a task of two simple sentences or less. The creature will not do anything that would be suicidal, but will aid you if possible. The creature will remain until it completes the task, or for 1 day per level, whichever is shortest.

**XV.** You can banish a creature summoned by another conjurer. This effect only works on creatures or objects summoned by Tier Three or below conjuring effects, and requires an opposed **Discipline/Willpower** roll. This also affects any aberrant school that uses effects similar to conjuration, such as possession.

**XVI.** You can create a summoning circle that can bring another creature to any other summoning circle created by yourself. Creating these circles will take 1 hour to create - 10 minutes/level of success. These circles are triggered by either a prepared item created by yourself (cost is the same as a use of material components), or by a trigger phrase. Anyone who has the trigger item or phrase may use the circles. These circles may be used once/level of success, afterwards they are destroyed.

### TIER FOUR

**XVII.** You can summon larger objects with ease. You can call as many items as you wish as long as it remains under your weight allowance. Each individual item may weigh no more than 50 lbs, and they cannot move further than 100 yards from you or they will return to their original location. The conjured items last until you stop concentrating. This effect is a Sustained Action.

**XVIII.** You can call to your side more specific prepared items now. Allowing you to summon 3 specific items weighing 100 lbs or less.

**XIX.** Your summoning circle may now summon any creature of an intellect equal to your own. Otherwise it functions exactly as the Tier three effect.

**XX.** You may create a deeply powerful item of clothing or other item of medium size or larger, that will return to a pre-created summoning circle, taking you with it. This item is tied to a specific summoning circle, and will return the creature bearing it to that circle at any time. Afterwards both the item and the circle are destroyed. The process to create the item and circle costs roughly 300 sovereigns, and takes 10 days to create - 1 day/level of success. The item is triggered by a command phrase and can be triggered by the caster or the individual wearing the item. The caster does not need to be in the items presence to trigger the summoning.

**XXI.** You can summon a number of objects equal to your level of success within your view to you. If the item is in the possession of another creature you must make the following opposed roll. The creature's Strength versus your **Discipline/Willpower**.

### TIER FIVE

**XXII.** Creating a summoning circle is practically second nature for you. Any circle you create takes 10 minutes less per level of success and any incantations placed on objects takes 2 days less per level of success. You can also use your circle to force any unwilling, or willing creature to appear before you as long as you have a piece of that creature. The creature must not be summoned into an environment that could cause it harm (over a spike pit, in front of a moving train, etc.). The creature is also allowed an opposed **Discipline/Willpower** roll, to resist the summoning attempt.

**XXIII.** You can banish any other summoned creatures, no matter the level of the tier. This requires an opposed **Discipline/Willpower** roll.

**XXIV.** You can now summon five prepared, specific items weighing 500 lbs or less to your side (this can also be a box or bag containing other items).

**XXV.** You can now summon multiple conjured creatures equal to your Willpower stat. These creatures can be either magical or mundane, and may be size huge or smaller. Otherwise this effect is identical to the Tier three effect.





## TRANSLOCATION

Translocation focuses on the ability to move oneself and other objects through space. Magi who practice translocation often do so to explore hard to reach locales or dark places where mankind is forbidden to enter. Many consider translocation to be one of the more dangerous and treacherous schools of magic to practice. The chance to end up fused to a building or another person is a pretty powerful deterrent. Nevertheless, translocation is immensely powerful due to the incredible maneuverability and positioning advantage it grants the savvy magister, not to mention the ability to teleport your enemy's still-beating heart from their chest.

Before selecting this school, you must choose a bizarre effect to accompany your transportation. Such as having both the ending and starting locations smell like sulfur, or having a loud "Pop" sound when you disappear. The effect must be noticeable and approved by the GM. Sample effects include:

Radios burst into static and lights flicker.

Plant life wilts slightly.

People around you hear the faint cries of laughter or sobs.

The hair on your body, and the bodies of those around you, stands up on end.

### TIER ONE

**I.** You can bend the laws of space, allowing you to move through space as a standard move action. You may move 20 ft./level of success. You must be able to see the place you will appear at, and you cannot move through solid matter (walls, windows etc.). After you appear at the new location, you are disoriented. You can take no actions for a 1 minute/round of combat without suffering a -2 penalty as the fragmented sights and sounds of the space you just travelled through slowly fades.

**II.** You can cause a shunt of your body, sliding partially through space. This adds +1 to any dodge attempt; this is a Quick/Free Action and ignores normal penalties for casting in combat.

**III.** You can warp the space time continuum ever so slightly, allowing you to create an inter-dimensional pocket that can hold up to 2 pounds of non-supernatural items.

**IV.** You can alter the trajectory of one of your own ranged attacks by altering its location in space and time granting you a +1 bonus to hit.

### TIER TWO

**V.** Your control over translocation improves, allowing you to move through space up to 75 ft./level of success. Also you are far less nauseous when you reappear; reducing the penalty you suffer for taking an action on the same round to -1.

**VI.** You can translocate one small object. This follows the same rules as translocating yourself. The object must be in your hands at the beginning of the translocation.

**VII.** You can transport another willing living creature with you. You must be touching that person for the translocation to work. After you both arrive at your destination neither you nor the person can take any actions for 1 round/minute after. Otherwise, this effect follows the same rules as translocating yourself.

**VIII.** You can nudge another creature within your line of sight, translocating them just a few millimeters. This attack causes them to feel sick and dizzy and they take a -1 penalty to all actions for 1 round/minute per level of success.

### TIER THREE

**IX.** You can now translocate up to 150 ft./level of success as a move action. You must see the place you intend to travel to. But you are no longer limited by matter in between you and your destination such as windows.

**X.** You can translocate a small object within your sight, which is not in the possession of another character, or physically affixed to something immovable in the scene. For instance you can teleport a set of keys off the table, but you cannot teleport a doorknob off a door. Otherwise this effect is identical to translocating yourself.

**XI.** You can translocate another willing creature within sight. Any restrictions or penalties that apply to translocating yourself also apply to the teleported creature.

**XII.** You can force a target to shunt through space by just a few millimeters. This subtle shift leaves the target nauseated and off-balance; in addition, it causes +1 damage. This damage ignores any non-supernatural armor. The creature is **Disoriented** and **Sickened** for 1 round/level of success, as you relocate cell groupings, or teleport a small percentage of their body away.

**XIII.** You can now affect your projectiles trajectory even farther allowing it to completely translocate and continue its destructive path unhindered. This effect can either ignore cover or add a +2 to hit.

## TIER FOUR

**XIV.** Your translocation is no longer limited to just areas within your sight. You can now translocate to any place you have seen within the area. If you fail your casting roll, however, you can cause extreme damage to yourself as you will physically shift into an object temporarily. This causes you to take physical damage equal to your failure, in addition to normal spell failure penalties.

**XV.** You can translocate up to a medium sized item. The item must not be physically attached to an immovable object within the scene. If a creature is holding the targeted item it may make an opposed **Discipline**/Willpower roll against your **Casting** roll to keep the item.

**XVI.** You can now translocate more than one willing creature to an area within your sight. The number of creatures is equal to the number of successes achieved during that roll. Neither you nor any creatures may take any actions for one round/minute after reappearing.

**XVII.** You can force a creature to undergo an extremely violent and destabilizing shunt. The creature targeted must be within 100 ft./level of success. This effect inflicts +2 damage; that ignores all non-supernatural armor, as well as **Sickens** the creature for 1 round/level of success as you shift the locations of their organs ever so slightly, or remove the oxygen from their body.

**XVIII.** You can cause a sudden teleportation of a thrown object, causing it to be relocated somewhere else instead of at its original target. You must be aware of the projectile, and you must succeed at an opposed **Casting** roll against the attack roll. On a critical success you may choose anywhere within sight for the projectile to reappear.

## TIER FIVE

**XIX.** You have an unparalleled ability to bend space, and you can travel up to 300 ft./level of success. You can also travel to any place you have seen; however, on a failure, you phase briefly into an object before being shunted out if it. This causes you to be **Dazed** for 1 round/minute per level of failure.

**XX.** You can teleport up to a large sized object within sight, if it is in the possession of another creature, you must succeed at an opposed roll against their **Discipline**/Willpower.

**XXI.** You and the creatures you teleport no longer feel **Disoriented** after you translocate. This allows you to take actions immediately upon arrival with no waiting period.

**XXII.** You can cause a creature to undergo a horrific teleportation. This causes +4 damage that ignores non-supernatural armor, and also inflicts the **Bleed** template. As you teleport parts of organs or large quantities of blood away from them. A critical success on this casting causes instant death, as you translocate their heart, brain, or other vitals away. The creature targeted may attempt an opposed **Discipline**/Willpower roll to stop the critical

effect and instead just take the damage. This may not affect creatures that do not need specific organs, or that the GM decides may be immune.

**XXIII.** You can create a sudden teleportation that causes projectiles fired at you to vanish, and be teleported elsewhere. You must be aware of the attack and you must make an opposed attack roll that beats the highest attack roll rolled against you. This affects projectiles fired at you that round equal to 1/level of success. On a critical success the caster can choose a new target within sight for the projectiles to target.



## SCHOOLS OF ENERGY

The Schools of Energy are as rare as they are enigmatic. Energy magi do not choose to strictly work within the confines of the physical, believing that everything they need for their magic can be found in the flux lying dormant around them and within others.

The three schools are Arcana, Biomancy, and Phantasm. Arcana specializes in finding form and function within the truly formless. Biomancy warps our life flux and uses it to create living bombs, and horrific diseases. Phantasm clouds the mind and alters our perception of the world, after all just because it's not really there doesn't mean it can't hurt you.



## THE SCHOOL OF ARCANA

This school harnesses the most pure forms of flux to construct anything imaginable, and some things better left unimaginable. From blasts of supercharged flux to terrifying arcane constructs. Arcana magi have the unique knowledge necessary to see magic in its most basic forms, and can even manipulate the incantations and spells of other magi. Those who wield the power of arcana are often hired as mage killers or warlock assassins. They love to display their incredible powers in huge mind-blowing displays, inspiring loyalty and striking fear into the hearts of those that witness it. It's rare to see an arcana magister without his group of terrified and disposable underlings.

### TIER ONE

- I. You can levitate a small item within your sight at a speed of 10 ft./round with Maneuverability (Poor). This effect can target an item of 5 lbs or less, within 10 ft./level of success.
- II. You can read the emotions and basic intentions of the people around you, granting you a +1 to all social skill rolls. This effect is a Sustained Action.
- III. You can cause simple locks to open by touch. This requires an **Incantation** roll against the locks difficulty.
- IV. You can "read" another caster, telling what types of flux he has command over. You gain a +1 bonus to any roll to avoid their **Incantations** or spells, this includes dispel attempts.
- V. You can identify basic aspects of flux, allowing you to gain greater insight about the magical workings of an area. Upon success, you can identify the types of flux in an area, the areas general power, and if an artifact is trapped or cursed in some way.
- VI. You can harness the raw flux in the area, and lash out with it like a whip. This causes +0 damage to a creature, within 10 ft./level of success.

### TIER TWO

- VII. Your control has improved, and you can now levitate items up to 20 lbs. This ability is otherwise identical to the Tier One effect.
- VIII. You can shield yourself behind a small barrier of flux. This grants you a +2 Armor bonus. This effect is a Sustained Action.

IX. You can create a magical projectile that takes the form of your choice, but cannot be a thrown weapon, and instead needs to be fired from a weapon such as a gun. This projectile does damage +1 and ignores any non-supernatural armor.

X. You can lower the flux in an area by 1 level by siphoning it away from the scene. This effect lasts until you stop concentrating. This effect is a Sustained Action.

XI. You can mark an item with a symbol of your choice. This symbol identifies the item as yours to any that see it, and allows you to know where the item is at all times. It requires an **Casting** roll to determine the location of the item with a difficulty decided by the GM.

XII. You can see any lingering or active magical effects in an area. This can see effects that were cast and no longer present up to one hour/level of success.

### TIER THREE

XIII. Your innate arcane sense allows you to attempt to counter a flux effect by generating a blast of opposing flux. This effect can be used to counter an opposing magical effect; however it requires an opposed **Casting** roll against the opponent's casting roll.

XIV. By concentrating the areas ambient flux you can now create a huge arcane attack. This deals +1 damage to all creatures within a 10 ft. **Spray**/level of success.

XV. Using the flux you have siphoned from the area, you can now charge up an object in new and dangerous ways.

XVI. Kinetic Blast – The object in question is charged with raw unstable flux. This gives the object the properties of a grenade, doing +2 damage to all creatures as a grenade.

XVII. Arcane Edge – A melee weapon can be charged with hyper focused flux, giving it a vicious edge. This grants a +1 damage bonus to the weapon allows it to ignore non-supernatural armor

XVIII. You can cloak yourself in arcane energy, shielding you from the scrying of others, allowing you to negate the attempts of divining, and detect magic spells. This effect lasts until you stop concentrating. This effect is a Sustained Action.

XIX. You can use the flux in an area to bind a creature, holding it fast. This forces the target to be **Stunned** for 1 round/level of success. This effect can be ignored with an opposed **Discipline**/Willpower roll.

XX. You can give up your Movement Action, and allow the flux within the area to lift you up and move you in any direction at a movement speed of 10 ft. per round/minute, with Maneuverability (Poor).

XXI. You can unlock complex locks with an opposed **Casting** roll versus the lock's difficulty.



## TIER FOUR

**XXII.** By warping and twisting an area's arcane energies you can cause feedback on a flux effect as it is being cast. This changes the target of the effect to be the caster of the effect. If the spell was beneficial it instead inflicts one wound. This requires an opposed **Casting** roll versus the caster's casting skill.

**XXIII.** You can now create a number of arcane projectiles equal to your level of success. This effect is otherwise identical to the Tier Two effect.

**XXIV.** You can utterly destroy an artifact, and harvest its flux for your own purposes. This effect has a difficulty determined by the GM based on the power of the artifact. When the item is destroyed the flux contained within may either be used immediately for spell effects, or it may be used to create a new item provided you have the appropriate components. If you have no immediate purpose for the now homeless flux it dissipates and is lost.

**XXV.** You can cause the flux in a 10 ft. area/level of success to violently hurl your opponents. This effect can be ignored with an opposed **Discipline/Willpower** roll and deals damage equal to your casting skill modifier bonus cut in half rounded up. This can affect one creature/level of success and throws the target 10 ft./level of success and can deal additional damage if the victim lands in **Dangerous Terrain**.

**XXVI.** At your command, the item you have marked with your individual mark can become red hot. This sudden heat inflicts one wound on whoever has possession of it. If the item is shielded by magic you must make an additional roll at the GM's determined difficulty to activate this effect.

**XXVII.** You can now cloak a number of creatures from detection. You can hide a number of creatures equal to your level of success. This effect is otherwise identical to the Tier Two effect.

## TIER FIVE

**XXVIII.** You can now drain an area of its flux. This allows you to store the flux within yourself and lowers the scene's flux level by 2. Otherwise this effect is identical to the Tier Two effect.

**XXIX.** You can now use an area's flux to bear down on, and bind many creatures in place. You can bind a number of creatures equal to your level of success. This effect is otherwise identical to the Tier Three effect.

**XXX.** No lock poses a challenge for you, allowing you to bypass even magical locks with an opposed **Casting** roll versus the lock's difficulty.

**XXXI.** You can cause a line of superheated flux that causes the blood to boil and the ground to bubble with flux. This creates a 10 ft. line/level of success and damages everyone within that line for +3 damage.

**XXXII.** Any item you have previously marked is now so attuned to you that you can summon it to come to you. The item must be in sight, and it cannot be larger than huge size. This requires an opposed **Discipline/Willpower** roll if the item is currently in the possession of another creature.

**XXXIII.** Your arcane shield now has the ability to absorb a flux effect and redirect it. The effect can be held dormant in the shield for up to one round/level of success before redirection. This can affect magic and artifice effects.

**XXXIV.** You can brutally sever a creature's connection to the arcane energies around them, albeit temporarily. This requires a successful melee attack as well as an opposed **Discipline/Willpower** roll. Upon success the target will be unable to use any flux effect for 10 minutes/level of success.



## THE SCHOOL OF BIOMANCY

The school of biomancy allows its magi control over the vital energies and matter of living creatures. Biomancy magi pore over tome after thick tome in their constant journey to unlock more of the body's secrets. Many biomancers will use their considerable knowledge to cure supernatural disease and restore failing limbs and organs to normal. Others will use biomancy to change the living and warp the forms of these creatures to suit their own purposes. Still others will study the chemical makeup of these same creatures and create living bombs from their soon to be corpses.

### TIER ONE

**I.** You have a basic knowledge of living creatures through years of study. This has given you the ability to use biomancy to "scan" a creature. You gain a +1 to any skill roll to heal or provide aid to a living creature.

**II.** You can use your knowledge of biomancy to heal yourself or a willing creature. On a successful roll you heal 1 point of Constitution or Stress per level of success. This effect can never heal more than 1 Hurt wound and can't heal Grievous wounds.

**III.** You can tap into a living creature's life essence and pervert their energies, causing damage. This grants you a touch attack dealing +0 damage. This attack must touch the

creature itself, and not just their clothing or armor. You can also choose to allow this attack to be delayed; doing its damage after your round is over. You can delay the damage for up to 1 minute/round per level of success.

**IV.** You can cause a target to be **Shaken** for 1 round per level of your success. On a critical success they are **Stunned** for 1 round per level of your success. This effect requires a successful touch attack.

**V.** You can force your body to improve itself and evolve, albeit temporarily. This allows you to add +1 to **Armor**, **speed**, or **Athletics**. This effect is a Sustained Action.

**VI.** You can warp your own body into unnatural and deadly forms. This allows you to add the **Bite** or **Claw** template to your character for +1 damage. This effect lasts for 2 rounds/minutes per level of success. This effect is a Quick/Free Action.

## TIER TWO

**VII.** You can remove one non-magical poison or disease from you or a willing creature with an opposed **Casting** roll against the poison's difficulty.

**VIII.** Your ability to damage creatures using their own bodies' life energy has improved. It now deals +1 damage, and can pass through clothing.

**IX.** You can now leech the life from an opponent, and use it to heal yourself. This effect requires a full round action against a stationary opponent, and deals +0 damage. Half the damage you deal (rounded up) is restored to you as health. This starts with Bruised wounds and goes to Hurt, then Grievous. This effect may be used to heal another creature, but this adds +1 to the difficulty to cast.

**X.** You can now alter your body even further, making unnatural adjustments to your form. These adjustments allow you to add a non-supernatural movement template to yourself at poor maneuverability. You may add the following movement types **Glide**, **Climb**, or **Burrow**. This effect uses your own movement speed and is a Sustained Action with an increment of 10 minutes.

**XI.** You can make subtle alterations to your body allowing you to survive in environments in which you would normally perish. Your body will change to adapt to your environment, giving you gills while underwater, fur in freezing temperatures, thick scaly skin in a dust storm, etc. This effect is a Sustained Action but its duration is measured in hours.

**XII.** You can force your senses to work at peak performance levels. This grants you one instance the **Heightened Sense** perk. This effect is a Sustained Action but its duration is measured in 30 minute increments.

**XIII.** Your healing has improved, and now allows you to heal up to two Hurt wounds. In all other ways this effect is identical to the Tier One effect.

## TIER THREE

**XIV.** Your touch attack now causes the target's body chemistry to change creating a violent reaction as skin bubbles and the creature's body tries to burst. This causes +2 acid damage. If the creature dies from the attack the creature will explode like a **Grenade** doing +1 damage. This effect is otherwise identical to the Tier One effect.

**XV.** You have improved and evolved your movement abilities. Any movement templates you are now improved to **Maneuverability (Good)**.

**XVI.** You can rapidly alter your body to instantaneously adapt to situations that would kill most people. Forcing your body to survive in the face of a non-magical threat (a house fire, a collapsing building, grenade shrapnel). This allows you to making an opposed **Survival** roll against the threat, upon success you escape the threat unscathed. This effect is an Instant Action and requires a huge amount of concentration and control to perform adding +1 to the **Casting's** difficulty and is a Sustained Action.

**XVII.** You can now make dramatic physical alterations to your body; improving the bonus to your **Armor**, **speed**, or **Athletics** by +2. This also improves your **Bite/Claw** attacks to +2 damage.

**XVIII.** Your healing has improved. This allows you to heal Bruised damage, Hurt damage, and up to one point of Grievous damage. Allowing you to heal a number of wounds equal to your success + 1.

**XIX.** By touching a creature directly you can infect it with any non-supernatural poison or disease you have cured before. This effect can be delayed up to 30 minutes/level of success.

**XX.** Your ability to drain the life energy of your opponents now deals +1 damage and no longer requires a creature to be stationary. In all other ways this effect is identical to the Tier Two effect.

## TIER FOUR

**XXI.** You can now heal one magical poison or disease in yourself or a willing creature. This requires you to touch the target, if healing another creature. In all other ways it is identical to the Tier Two effect.

**XXII.** You can now force your body to morph itself in deadly unnatural ways, allowing you to alter your glands to spit acid, or give your skin camouflage qualities. This allows you to mimic the effects of one of the following supernatural template: **Breath Weapon** (any), **Webbing**, **Camouflage**, or **Prehensile**.

**XXIII.** Your touch attack has become just as devastating as it is subtle. You may now deal +3 acid damage. If the creature dies from the attack it will explode as a +2 **Grenade**. This effect can now lay dormant for 5 minutes/level of success, and ignores non-supernatural armor.

**XXIV.** Your healing now allows you to heal a number of wounds equal to your level of success +2, in all other ways this effect is identical to the Tier Three effect.

**XXV.** You may now add **Fly** and **Wall Walk** to your movement types and your maneuverability with these forms is great. In all other ways it is identical to the Tier Two ability.

## TIER FIVE

**XXVI.** Your physical mutations are terrifying to behold, your scales are thick and chitinous, and the edges of your claws are honed to near microscopic levels. This allows you to add the **Vorpal** critical to your physical attacks. This also improves your armor, allowing it to count as supernatural Armor with a resistance equal to your highest stat modifier to an element of your choice. In all other ways this effect is identical to the Tier Three effect.

**XXVII.** The bonuses to your **Claw**, **Bite**, **Athletics**, and **Armor** is raised to + 3.

**XXVIII.** Your movement abilities are improved to **Maneuverability (Outstanding)**; doubling your normal speed.

**XXIX.** You can now make either your blood, spit or fingernails/claws gain the **Poisonous/Acidic** template **Poisonous** may duplicate any poison you have cured. This effect lasts for 10 rounds/minutes per level of success.

**XXX.** You can alter your body so rapidly that you can adapt to any environment of difficulty by making an opposed **Survival** roll. This effect is a Sustained Action with a duration measured in increments of 30 minutes.

**XXXI.** Your touch attack is now the equivalent of a biological super weapon. In addition to the previously mentioned damage and delayed grenade effect, the living bomb can now spread its putrid effects to others. Anyone who is caught in the blast and dies will now explode with the same effect, this effect can be chained an indefinite number of times. In all other ways this effect is identical to the Tier Three ability except it deals +3 acid damage.



## THE SCHOOL OF PHANTASMS

Phantasm Magi alter the world around their victims, clouding their minds and twisting their perceptions. These magi manipulate the flux in an area to create images, sounds, and in later tiers, corporeal illusions. Many practitioners of this school use their powers as diversions and distractions, misleading and confusing their opponents and often preventing battles from even occurring. Others are employed as interrogators and torturers, reaching deep into their victim's minds and manifesting their deepest fears and insecurities. The particularly twisted of these magi often toy with their victims for days or years; forcing them to languish in their own mental hell, plagued by their inner demons, sordid desires, and personal terrors.

### TIER ONE

**I.** You can make an area appear to be full of faint sounds and images that seem to dance just outside your peripheral vision. This effect covers 50 ft./level of success. This effect is a Sustained Action.

**II.** You can create a realistic illusory creation to do your bidding. This may be either a medium or smaller creature/object with no sound; or a realistic sound with no image. This illusion is under your control and can be moved by forfeiting your move action or Combat Action. The illusion may not replicate a specific person, or a specific person's voice. It also may not interact with anything, as it is completely intangible. The illusion may travel anywhere within 100 ft. of you per level of success. The illusory creation has no physical presence and will shimmer and flicker if touched. This effect is a Sustained Action.

**III.** You can obscure an area from sight by creating a wide illusion of smoke, blood, slime, dazzling firework effects, dancing lights or shadows. This effect reduces **Perception** rolls including ranged attacks by -1/level of success until you stop concentrating; this effect is not tangible and has no physical presence. This effect is a Sustained Action.

**IV.** You can create an illusion of an attack that toys with the victims mind. The attack has a range of 10 ft./level of success. The attack may only affect one creature and deals +0 Stress damage. This attack can be disbelieved with an opposed **Discipline/Willpower** roll.

## TIER TWO

**V.** Your illusory creation may now have both audio and visual components; otherwise it is identical to the Tier One effect.

**VI.** You can cloak yourself in illusion, altering your appearance to confuse or intimidate. This allows you to appear as any creature your size or one size larger. This can be used to make yourself appear to be a specific person. If used to impersonate a specific person, you are granted a +2 bonus to **Subterfuge** rolls with regard to that person. This effect lasts 10 rounds/minutes per level of success.

**VII.** You can paint a static illusion across a wall or other surface, making a road appear to be blocked off with a private gate, hiding an alleyway behind a brick wall etc. This illusion has a size of 25 square ft./level of success. This effect has no physical presence. This effect lasts one hour/level of success.

**VIII.** You can fade from sight, effectively becoming invisible. You may only make move actions in this state. If you attack or take any action other than movement the effect will end. This effect lasts for 5 rounds/minutes per level of success.

**IX.** You can alter the way a character perceives an aspect of the environment about 100 ft. in diameter. This will cause the characters to see the area as dangerous, and forces them to treat it as **Difficult Terrain**. You can also cause something within the area to appear to reach out and grab the character causing them to become **Stunned** requiring a separate attack roll by rolling your **Incantation** skill -1. Any of this can be disbelieved with an opposed **Discipline/Willpower** roll, and ends when you stop concentrating. This effect is a Sustained Action.

**X.** Your illusory attack grows more powerful and can now affect multiple creatures. This allows you to either deal +1 Stress to one creature, or it allows you to affect creatures within a 10 ft. **Spray**/level of success.

## TIER THREE

**XI.** With your improved control over illusory magic you can create a number of illusory creations equal to your level of success. Otherwise this effect is identical to its Tier Two effect.

**XII.** You can cause a target to believe they have suffered some terrible life threatening injury, taking on any form you wish, a bullet wound, a horrific burn, an attack from an illusory creature, etc. This will inflict +2 Stress damage. The target is allowed an opposed **Discipline/Willpower** roll to disbelieve it.

**XIII.** You can create duplicates of yourself that move in synchronicity with you. These images are so perfect they cannot be disbelieved, although they can only be seen or heard and cannot interact with the environment. You can create as many duplicates as your level of success +1. These

duplicates disappear if they are struck, otherwise they last 5 rounds/minutes per level of success.

**XIV.** You can create an exact replica of a specific existing item or creature. This creature is controlled exactly as your created illusions from Tier Two. A character can attempt to disbelieve the phantasm with an opposed **Discipline/Willpower** roll.

**XV.** You can force a person to confront his deepest personal fears and inner demons, by creating a powerful phantasm that only he can see. The phantasm resembles the targets greatest fear, and the target is stunned and takes +1 Stress damage per round/minute. This effect lasts for 2 rounds/minutes per level of success and allows an opposed **Discipline/Willpower** roll each round to end its effect.

## TIER FOUR

**XVI.** Your ability to create a static illusion across an area is now extended to 100 square ft./level of success. This illusion may also contain moving elements, such as a homeless person digging in the trash, or flickering torchlights. The illusion is so realistic that a character can actually touch its elements and it appears to have a physical presence. It can be disbelieved with an opposed **Discipline/Willpower** roll.

**XVII.** Your illusory creations are larger now, and more imposing, you may now create size huge creatures or items that are so realistic that they have a physical presence. Your creation deals + 2 Stress damage; however this attack can be disbelieved with an opposed **Discipline/Willpower** roll. In all other ways this effect is identical to the Tier Three effect.

**XVIII.** You can attack while invisible and still maintain your illusion. Each attack reduces the duration of your invisibility by 2 rounds; this effect is otherwise identical to the Tier Two effect.

**XIX.** Your power extends to illusions of the mind, breaking down key portions of a person's frail psyche and allowing you to replace parts of their persona. In essence you can hypnotize a willing or unwilling character to perform a simple task upon hearing a command. This command can be anything from the sound of church bells, to the sight of a black cat, to a command word. This requires 10 minutes of uninterrupted conversation between you and the target. The task may not contain more than 5 actions and may not involve something that would obviously and directly kill the target. This effect may be resisted with an opposed **Discipline/Willpower** roll during programming and again when activated.



## TIER FIVE

**XX.** Your personal phantasm effect now embodies the targets darkest fears and forces him to relive his most traumatic memories. The target now suffers +3 Stress per round as they struggle to escape their own mind. This renders them **Stunned**. In all other ways this effect is identical to its Tier Three counterpart.

**XXI.** When you cause the environment to warp and change and force a target to become **Stunned**, you can now affect one person/level of success with each attack.

**XXII.** Your duplicates can now be programmed to act independently, and are so real that they have a physical presence, and can each make 1 attack or Movement Action per round. These attacks all deal +3 Stress. They will still vanish after taking 1 wound and in all other ways are identical to the Tier Three effect.

**XXIII.** Your hypnotized victims now follow your verbal commands, and do not need a command word. This requires an opposed **Discipline/Willpower** roll. You may only control one character at a time in this way this effect lasts for 1 day/level of success. This allows an opposed **Discipline/Willpower** roll each hour to break free of the control.

**XXIV.** You can alter the way a number of creatures view you. With an opposed **Discipline/Willpower** roll you can change a targets perception of you to believe that you are moving at a hyper speed, when in reality the target is moving very slowly. This grants you +2 actions per round against creatures who fail their roll. This lasts for 1 round/minute per level of success.



## THE SCHOOLS OF LIFE & DEATH

It is the truly rare Magister that devotes herself to the schools of Plants or Necromancy. Diametrically opposed to one another these two schools are in constant opposition. The plant school houses its universities deep in secluded glens and forests, surrounded by life and nature. The Necromancy schools can be found within deep underground caverns and in the pestilent underbellies of dying cities, rotting and decaying from the inside out. Do not fall under the illusion that the plant school is good and the necromancy is evil, however. Necromancy is often used to drive back the undead hordes and coax lifesaving secrets from the lips of the recently passed. The school of plants can be easily used to constrain and control hapless creatures with infectious spores, or cause a cluster of ragged brambles to erupt from beneath a victim's skin.



## THE SCHOOL OF NECROMANCY

The School of Necromancy explores the secrets of the dead and strives to manipulate and control the balance that allows the dead to walk the earth once again. Necromancy draws the talents of all kinds of Mechanika's denizens. Necromancy is used to discover how to prevent death and better the lives of the living just as often as it is used as a way to dominate the dead and bend them to your will. Unfortunately consorting with the dead and damned isn't the best company to keep for most social circles, and necromancy practitioners are often treated as pariahs - hated and feared even by other Magisters they live solitary lives, surrounded by their cold dead subjects.

### TIER ONE

**I.** You can detect the lingering traces of life and death in an area. This allows you to detect both life and un-life in a range of 20 ft./level of success. This is a Sustained Action.

**II.** You may question the dead for information. This allows you to ask a corpse one question/level of success, the corpse cannot have been dead for more than 12 hours.

**III.** You can determine how sick or healthy a non-Fae or non-alien creature is by touch. How much information you get from the corpse is based on the GM's discretion and your level of success and personal knowledge.

**IV.** You can attempt to control a House Ghoul or Zombie. Your control lasts for 10 rounds/minutes per level of success.

**V.** You can disrupt a creature's life energy and bring them closer to death's door. This allows you to perform one **Dazed** attack by touch that lasts 1 round/minute per level of success.

**VI.** By absorbing the life force from a creature that has recently died you can restore your own wounds. The corpse may have died no more than 12 hours prior. The character can heal 1 point of Constitution/level of success; this effect cannot heal anything more than Bruised wounds.

**VII.** You can summon a swarm of vermin to attack a creature. This swarm deals +1 damage, and lasts for 1 round/minute per level. But it takes them 5 rounds/minutes to arrive -1 round/minute per level of success.

**VIII.** You can create weapons from flesh and bone. These items count as **Master Crafted**. These items last until you cease concentration. This effect is a Sustained Action.

**IX.** You can appear dead to all onlookers. While you remain stationary you receive a +3 bonus to go undetected as anything more than a corpse. If you move you will break this effect. This effect is a Sustained Action.

## TIER TWO

**X.** You can warp the tendrils of un-death and control a ghoul. Your control lasts for 10 rounds/minutes per level of success

**XI.** You can raise a House Ghoul, Zombie, or Ghoul. The shambling corpse will remain alive for 10 rounds/minutes per level of success. This effect requires an appropriate corpse.

**XII.** You can perform a touch attack that saps the victim's life force. This deals +1 damage.

**XIII.** You can create a barrier that prevents entry from any undead you could control. The barrier is 10 ft./level of success and lasts for 10 rounds/minutes per level of success.

**XIV.** You can throw an orb of icy un-death. This deals +1 damage and causes the target to be inflicted by **Daze** for 1 round/level of success. The orb has a range of 20 ft./level and affects 1 creature.

**XV.** You can create simple non-supernatural, non-magical items out of flesh or bone that last until you cease concentration. This effect is a Sustained Action.

**XVI.** You can create a non-magical poison or disease. This can then be used to coat a weapon or natural attack with it; this creates enough poison to infect one creature.

**XVII.** You can speak to the dead and uncover their secrets. They can be no longer than one week old. This effect is otherwise identical to the Tier One effect.

**XVIII.** You can cause a corpse to explode and **Entangle** a creature with its intestines and gore. The creature must be within 10 ft. of the corpse when it explodes, and after the explosion, is affected by the **Constrict** template. You may affect one corpse within 20 ft./level of success. This effect lasts for 1 hour/level of success or till triggered once triggered it lasts 1 round/level of success.

**XIX.** You can fill a creature within your sight with the **Fear** template. This lasts for 2 rounds/minutes per success. This can be negated with an opposed **Discipline/Willpower** roll.

**XX.** You can make one dead creature appear as though it is alive and uninjured. This lasts for 15 minutes/level of success. The creature is unable to reply or do complex actions but will remain standing/sitting or it will continue its last action before interacting with you or the cause of

its death. If the target creature is touched this effect is broken.

## TIER THREE

**XXI.** Any undead you can seize control of now recognize you as one of their own and will not attack. This allows you to be viewed as friendly by any undead you could control. The effect will extend to other people as well, and you can grant this protection to one additional person/level of success. This effect is negated if you, or anyone you shield from their detection, make an action they see as a provocation. This is a Sustained Action.

**XXII.** You can control a Ghast or a Revenant. Your control lasts 10 rounds/minutes per level of success.

**XXIII.** You can disrupt the life essence of a target. This allows you to perform a very damaging touch attack for +2 damage.

**XXIV.** You can create a powerful wave of paralysis, causing creatures around you to seize up as their limbs lock and their muscles spasm. This allows you to create a 10 ft. blast of rippling energy centered on yourself that causes all creatures caught in it to become **Stunned**. This effect lasts for 1 round/minute per level of success. If a creature takes damage of any kind the effect is negated.

**XXV.** You can create a Ghast or a Revenant, this lasts 10 rounds/minutes per level of success. This effect requires an appropriate corpse.

**XXVI.** You can cause a bone, organ, or other piece of dead matter to explode like a grenade. This deals +2 damage to all creatures affected.

**XXVII.** By altering and twisting the life forces in one undead creature you control you can turn that creature into a volatile walking bomb that explodes like a grenade. This allows you to charge an undead creature you control with necromantic energies, the creature will then explode upon your command or upon its death, the explosion acts as a grenade and does +2 damage. This effect lasts for 1 round/minute per level of success, after which it is nullified and the creature will die as normal with no explosion.

**XXVIII.** You can further communicate with the dead. This allows you to communicate with corpses that have been dead for no more than a month. In all other ways, this effect is identical to the Tier One effect.

**XXIX.** You can conjure spirits of those who have died within 24 hours and ask them 1 question. They will answer this question normally, without the usual cryptic messaging, however they may still lie. The power to call a soul back from the unknown void is taxing and will deal the caster +2 Stress damage after the question is answered.

**XXX.** You can use your powers of death and decay to form a large undead creation. This allows you to create up to 10 square ft/level of success of harmless and non-damaging

death elements. Basic examples include: A stationary wall of bones, or chattering skulls rising out of the ground gibbering and howling.

**XXXI.** Your dominion over death and rot is so great that death's own servants will come to your aid. This allows you to summon a **Giant Rat** to your side; he will help you until the end of the encounter. The creature appears within 5 rounds, -1 round/level of success.

**XXXII.** The corpses that explode and **Entangle** have a larger area they can affect. This allows an **Entangled** corpse to now affect a number of creatures equal to your level of success. In all other ways this effect is identical to the Tier Two effect.

**XXXIII.** You can call upon the dead to violently assault the mind of a target. This allows you to summon a spirit to deal +0 mental damage to a creature in your sight. This effect can be ignored with an opposed **Discipline/Willpower** roll.

#### TIER FOUR

**XXXIV.** You can command and control a Wraith. The Wraith will follow all basic commands but will not do anything to intentionally harm itself. Your control lasts for 10 rounds/minutes per level of success.

**XXXV.** You can lash out in a large area, twisting and savaging the life energies of those around you. This allows you to create a deadly 10 ft. **Spray**/level of success inflicting +1 damage. No Armor saves are allowed to prevent the damage.

**XXXVI.** You now have the ability to make your undead creatures permanent. This allows you to raise any undead from tiers 1 and 2 permanently, by spending 10 EP per creature.

**XXXVII.** You can now communicate with a creature that has been dead for up to 1 year. In all other ways this effect is identical to the Tier One effect.

**XXXVIII.** Your undead death elements now have the ability to do damage. You can create 10 square ft./level of damaging and even deadly death elements (gibbering skulls that bite and tear at your opponents etc). All creatures caught in the area must treat the area as **Difficult Terrain**, as well as take +1 damage/10 ft. that they move while moving through it.

**XXXIX.** You can absorb the very life essences from the recently deceased to heal your own injuries. This effect has a range of 5 ft./level of success, and allows you to heal yourself for 1 point per deceased creature within that area.

**XL.** You may now inspire **Fear** in a number of creatures. The number of creatures is equal to your level of success. This effect is in all other ways identical to the Tier Two effect.

#### TIER FIVE

**XLI.** Only the strongest of undead are outside of your power. This allows you to control and command any undead creatures without the **Vampire** or **Nosferatu** template. Your control lasts for 10 rounds/minutes per level of success.

**XLII.** You can raise a powerful undead specter known as a wraith. The creature lasts for 10 rounds/minutes per level of success. This effect requires an appropriate corpse.

**XLIII.** Your ability to commune with the dead is unparalleled. You can communicate with any dead creature that has been dead for up to ten years. In all other this effect is identical to the Tier One effect.

**XLIV.** You can summon a spirit to haunt multiple targets, tearing at their mind and driving them mad. You can summon a number of spirits equal to your level of success. They will each attack one creature within your sight, dealing +2 mental damage. You can also send your specters out to torment a specific creature, provided you have a piece of their physical body. This requires an opposed **Discipline/Willpower** roll.

**XLV.** Your terrible undead creation is more deadly and lasts longer now. These death elements may have a number of attacks equal to your level of success, and each attack deals +2 damage.

**XLVI.** Your walking undead grenades positively reek of horror and death and cause fear that lasts for 2 rounds/minutes per level of success. In all other ways, this effect is identical to the Tier Three effect.

**XLVII.** The dead cannot touch you if you do not wish it. This allows you to create a powerful barrier against any undead that can span up to 50 ft./level of success, and lasts until you cease concentration.

**XLVIII.** You can use your vast necromantic ability to cause a terrible supernatural disease to fester and erupt within a target. This grants you a touch attack that infects a creature with one magical disease or poison. This attack can only affect one creature.





## THE SCHOOL OF PLANTS

The School of Plants is a mysterious school that allows a magister to harness the wild growth and raw power of nature. It is often sought out by Sylvans due to their natural gravitation toward plants. Plant\* magic is often taught in secluded glens and forests, far away from civilizations prying eyes. Many people believe the School of Plants - with its incredible vitality and life - is a benevolent school that is strictly used for curing disease and bringing barren wilderness back to life. This couldn't be further from the truth. The more nefarious plant magi will use their powers to constrain and control, using plants to create powerful hallucinogenic pollen grenades, or using spores to infect the minds of their victims, growing inside their skull and turning them into little more than mindless pawns for the magisters pleasure.

*\*When the word 'plants' is used, it's a general term referring to all types of plants or plant based materials. For instance, fungus and wood; even though fungus is not a plant and wood is technically dead plant matter. All are simply called plants for examples and spell effects.*

### TIER ONE

**I.** Plants obey you, and you can cause any plants within sight to grab and impede characters trying to pass through them. This adds the **Difficult Terrain** template to the affected environment. This does not affect you, and you may designate a number of creatures equal to your level of success, to also be immune. This effect covers an area of 25 ft./level of success radius centered on the caster. This effect is a Sustained Action.

**II.** You can use plant matter to craft simple objects through touch. There must be enough of the plant matter to craft the item, and if it's already worked into an object (wooden door, topiary, etc.), you must make an opposed roll against its quality as judged by the GM. Items created in this manner are considered **Master Crafted**.

**III.** You have an unrivaled understanding of the positives and negatives of plants near you. You gain +2 to any skill that this may involve the use of plants such as **Survival** or **First Aid**. This is a Sustained Action.

**IV.** The plants around you can be made to help you get to your destination if you encounter **Difficult Terrain**. Vines will grow to let you cross a ravine; briars will

shorten their thorns etc. This gives you a +2 bonus to avoid detection or tracking and improves your Movement by +10 ft./level of success. This will also allow you to pass impassable terrain per GM discretion.

### TIER TWO

**V.** Your ability to create **Difficult Terrain** is enhanced, and the plants are stronger and deadlier now. Any character trying to move through your difficult terrain takes +0 damage per round as the plants there fight them every step of the way. The trees swing thick branches at them; regular shrubs grow thick thorns, etc. In all other ways, this effect is identical to the Tier One effect.

**VI.** You are able to create more powerful versions of items made with plants. Anything you create gains +1 to one of the following: damage, Hardness, or Armor. Otherwise this effect is identical to its Tier One counterpart.

**VII.** You can make a projectile from a seed or spore that can have a number of debilitating effects. All the effects, except **Dart** allow an opposed **Survival**/Fortitude roll to be ignored.

**DART** – The seed takes on some quality that makes it sharp allowing it to inflict +1 damage with a range of 25 ft..

**SLEEP** – The seed explodes like a grenade releasing spores into the air with a powerful sedative quality, causing creatures caught in the blast to fall asleep. They are asleep for 5 rounds/minutes per level of success. If creatures are damaged this effect automatically ends.

**POISON** – When the projectile explodes as a grenade, it releases poison spores into the air. This inflicts a non-magical poison onto all creatures caught in the blast.

**VIII.** You can communicate with plants, allowing you to ask one plant one question. The plant will answer honestly, but it'll still answer as a plant would answer, and may be difficult to understand or cryptic requiring an **Occult** roll to decipher.

**IX.** The plants around you will hide your path from trackers. This allows you, and a number of creatures equal to your level of success, to add +1/level of success to the difficulty of anyone trying to track you by mundane means. This effect lasts for 1 hour/level of success.

**X.** You can alter the properties of the plants around you to create any non-supernatural poison or the antidote to a non-supernatural poison. This effect requires a success equal to the poison's difficulty.

**XI.** You can command a plant to suddenly come alive and grab a creature and hold it **Stunned**. Or you can cause a plant to reach out and attack a creature for +2 damage with the **Constrict** template. Creatures that are **Stunned** in this way may make an opposed **Athletics**/Strength roll to break free each round. This effect lasts till you cease concentration. This is a Sustained Action.



**XII.** You can use plant material to camouflage yourself; plants will naturally adhere to your clothes and body. This effect gives you +1/level of success to **Stealth** or to any roll to be detected. This effect lasts 1 hour/level of success.

### TIER THREE

**XIII.** Terrain you have made difficult to pass through is now brutally dangerous, vines go for the throat, and tree limbs lash out with great strength splintering as they strike your enemies. Creatures passing through the terrain take +2 damage per round, and must make an opposed **Athletics/Agility** roll against your level of success or be **Stunned** for 1 round. This effect is in all other ways identical to its Tier One counterpart.

**XIV.** The items you have created have hidden abilities for those with the will to unlock them. Any items may now have the **Entangle** ability that can be activated once per day/level of success by the caster. The **Entangle** ability has a range of 5 ft./level of success and lasts 1 round/minute per level of success and acts as though the item has the **Constrict** template. Any armor you make can have the **Spines** template (+1/level of success) upon command by the caster. These traits can only be called upon by a magister with School of Plants (Tier Three). These effects are a Free/Quick Action to activate and require a **Discipline** roll.

**XV.** No plant based poison, magical or otherwise, is outside of your skill to cure or create, with a difficulty equal to the poisons difficulty.

**XVI.** You inherently understand plants. This gives you a +2 bonus to **Empathy** rolls when dealing with plant-based creatures.

**XVII.** You can imbue your seed projectile with deadlier properties. Allowing your **Dart** skill to have a poison added to it, and allowing your **Sleep** spores to instead cause +2 acid damage per round. In all other ways this effect is identical to the Tier Two effect.

**XVIII.** Your commanded plant is now a far more deadly carnivorous plant. You may cause it to grow thick ropey vines to **Constrict** and grab, grow spines or sprout fangs. This gives it either the **Claw**, **Bite**, or **Constrict** template at +2 damage. The carnivorous plant is rooted in place, and has wounds equal to half of yours, and a **Weakness** (fire). It lasts for as long as you concentrate. This effect is a Sustained Action.

**XIX.** The caster can create a 5 ft. cloud of pollen per level of success that will affect any creatures who breathes it in. The character may have it take the effect of any inhaled poison that is plant based. Alternately he may increase the social demeanor of creatures that inhale it, giving the caster a +1 to social rolls per level of effect. Finally this can be used to cause **Fear** in creatures that inhale it. Creatures may make an opposed **Discipline/Willpower** roll to resist. This effect lasts for 3 rounds/minutes per level of success.

**XX.** This effect allows you to cause plants to grow wickedly quick from inside a wound you have inflicted with a weapon made of plant material. This effect takes place the following round/minute after the wound is inflicted and causes the plant matter to spiral out of the wound in horrific ways dealing +1 damage per round it grows. This effect may be ceased by an opposed **Survival/Fortitude** roll before the plant begins to grow or a **First Aid** roll equal or greater than the level of success of the effect to remove the growing seed implanted within the wound.

### TIER FOUR

**XXI.** You have such a remarkable affinity with nature that you can become a physical part of your environment. Any tree or plant, that is naturally large enough for you to fit inside, will shelter you. You remain effectively inside the plant or tree for the duration of the effect. While inside you are aware of your surroundings and you can hear and see as if the tree was transparent. This effect lasts for 1 hour/level of success. You will remain undetectable unless the plant is breached or magical means of detection such as **Heightened Senses** (Sense Magic) are used.

**XXII.** Your **Dart** seed is even deadlier now and causes +3 damage.

**XXIII.** Your **Sleep** seed grows even more versatile in its uses. It can now cause **Blindness** for one round/level of success. In addition it can cause a creature to become **Stunned** for one round/level of success with an opposed **Survival/Fortitude** roll each round to break the effect. In all other ways this effect is identical to the Tier Two effect.

**XXIV.** Your Sleep Seed can erupt into infectious mind-invading Cordyceps spores. This fungal infection attacks the brain of any non-humanoid intelligent creatures caught in the blast, twisting the brains of the creatures to follow your commands. This allows you to forfeit your movement to attempt to control an affected creature for one round. This is a prolonged effect and requires you to roll an opposed **Discipline/Willpower** roll every round to see if you still have control. A creature will take 1 action of your choosing each time that you succeed. A creature still will not do anything to directly harm themselves. This effect is a Sustained Action and in all other ways this effect is identical to the Tier Two effect.

**XXV.** You can bend and contort the plant life around you causing it to move and rebuff your enemy's attacks. Upon success all plants within 50 ft./level of success, will come to life for 1 round/level of success. These plants move and shift making tracking and navigation more difficult, and adding +1 difficulty to these attempts (per level of success). They will also assault your enemies and pursuers, making 1 attack per round against any creatures within dealing +2 damage. A successful attack that causes damage will also bind and entangle your opponents causing them to become **Stunned**. Any **Stunned** creatures may attempt to break free once per round with an opposed **Athletics/Strength** roll against your level of success. This effect requires

such a large amount of concentration to cast it inflicts a +0 Stress damage to the caster upon its completion.

**XXVI.** Your carnivorous plant is now a deadly and capable attacker. You may now give it one of the following templates: **Breath Weapon** (acid, sleep spores (as the Tier Two effect), **Prehensile**, **Poisonous** (plant based poison of the player's choice), **Tough Hide** (Spines +3).

**XXVII.** Your ability to implant plant matter within a wound effect grows more sinister as you may delay the effects onset for 1 hour per level of effect. In all other ways this effect is identical to the Tier Three effect.

## TIER FIVE

**XXVIII.** The Mysteries of the Fae Trods are partially revealed to you. You find that while you are within a plant you have intimate knowledge of the location of every other plant of that same type within the same forest, and you may travel to any of those locations at will. You may also forfeit your turn to find a specific creature within the forest and observe them as if with the eyes of the plants. This effect is a Sustained Action.

**XXIX.** Your **Dart** seed may now be transformed into a powerful fungus that shoots acid in a 5 ft. **Spray**/level of success doing +3 acid damage. In all other ways, this effect is identical to the Tier Two effect.

**XXX.** Your carnivorous companion is no longer rooted in place and is mobile. It can move with a Movement speed equal to your own. In all other ways, this effect is identical to the Tier Four counterpart.

**XXXI.** Your mind controlling Cordyceps fungus now affects intelligent humanoid creatures. It also grants a +2 bonus against non-humanoid creatures, this effect no longer requires forfeiting your turn to control these creatures. In all other ways, this effect is identical to the Tier Four effect.

**XXXII.** Your ability to infect a wound with growing plant matter changes form into something truly insidious. You can now affect a creature that has eaten or swallowed plant matter within the same day causing it to grow out ripping the stomach and choking its victim as plant matter and roots grow up through the victim's mouth and nose. You can affect one creature within 50 ft./level of success dealing +2 damage per round and causing the victim to begin **Suffocating**. This effect ignores Armor. This effect can be treated with a **First Aid** roll equal to the level of success of the effect. This effect lasts 2 rounds/level of success.



## ABERRANT SCHOOLS

In the next segment we will take a look at the twisted and alien Aberrant schools. No one knows for certain how many of these dark schools exist, there may in fact be as many of these schools as there are stars in the void. Aberrant schools are much more difficult to control than the Twelve Great Schools, and it is much easier to invite ancient and terrible entities into our world if you fail. For this reason oftentimes people who are caught practicing these dark magics are immediately detained and sometimes even put to death. After all it is far better to have the death of one young Wyrd on your conscience than the slaughter of an entire city by forces unknown.

We will take a glimpse at a few of these schools now, the schools of Daemonics and Shadows. These are not the only Aberrant schools, but they should serve to give you an idea of how varied and thematic they are. GM's should feel free to create their own Aberrant schools, but they should never have a connection with the 12 great schools. Also, all Aberrant schools should require some resource to use and pervert, whether it is shadows, bodies, reflections, or some other oddity.



### THE SCHOOL OF DAEMONICS

The creatures known as Daemons have long tried to enter our world, and feast on our supple flesh and bright souls. On the few instances in which they have succeeded, they have brought with them vast suffering and horror. Even still their persistent whispers of pleasure, wealth, and unimaginable power often wear down bravery and reason and coerce someone, somewhere, to allow them to enter our reality.

Little is known of the planet Helios, save that it orbits a dead star somewhere far from our galaxy. There the planet sits, a black orb surrounded by the bleak red glow of lava and hellfire, burning so hot that it sets the air around it alight. Circling Helios are eight large moons, each harboring different types of horror. These dark places are some of the most disturbing in the known universe, and are only over-shadowed by a few greater terrors such as the Old Ones.

The Daemons inhabiting Helios are dark and alien beasts that few records have ever catalogued. We know little about them except that they glean a perverse pleasure

from causing pain, suffering, and torment. Even the few plants and animals that inhabit this blasted place seem to enjoy causing misery and terror, making even the lowliest of creatures on Helios something to be feared.

The ability to pull these creatures from their dark world seems impossible by normal means. Perhaps this is due to its vast distance or maybe because some unspeakable force simply wishes to keep those horrors bound in their own system. Thankfully, this has both slowed and prevented these creatures from coming to Mechanika en masse.

The Wyrds who practice Daemonics have somehow managed to bypass these safeguards. Now the grotesques connected to this foul place have taught their Wyrds to create totems that link these terrible creatures to the Wyrd itself. Even worse, they've shown a Wyrd how to channel a daemon to violate and possess the souls of another creature. For this reason, the Daemonics School is forbidden. Its loathsome practices feared and despised even throughout the Wyrd community. Of course regardless of the danger, or maybe because of it, many Wyrds still strike the dark bargain with the forces of Helios.

The daemonic aberrant school contains two types of hexes. The first channels the powers of Helios and its moons to possess the Wyrds body, replacing some of his essence with that of the dark creatures that dwell there. This either invokes a monstrous physiological change or the ability to use a daemon's horrific powers in our world. The second type of hex allows the Wyrd to inflict a Grievous wound on a creature's very soul, allowing a beast from the Helios system to take advantage of the targets weakness and attempt to enter our world and possess the poor creature.

Wyrds are often very confident they can control the Daemons they summon, assuring their group they can resist the dark urgings of the beast. The reality is that like everything else on Mechanika this much power comes with a very high price. Sometimes that price is a piece of your soul; sometimes the price is everything you have and everything you are, taken from you twisted, violated and devoured by the dark powers from beyond the stars.

## DAEMONIC HEXES

The school of Daemonics focuses on raw savage power, and the mental and physical corruption of your opponents. A Wyrd can summon the powers of Helios to bind and tear apart his foes and can summon truly foul and terrible beasts to do his bidding. Alternately a Wyrd can give up a portion of themselves for a Daemon's dark gifts, ensuring that he is never defenseless and in fact can bring some of the most feared powers in existence to bear against his enemies.

## PERSONAL HEXES

### Daemon Tongue

Cost: 1

Type: Personal

The Wyrd allows a tiny bit of a daemons soul to possess his body granting him bonuses to skills that allow him to deceive others and bend the truth. This grants the Wyrd a +1 bonus to Perception, **Legerdemain**, **Subterfuge** or any other skill the GM deems appropriate for a daemon to aid with, provided it allows for deception, lying, or manipulation.

### Greater Daemon Tongue

Cost: 4

Type: Personal

If the Wyrd uses the 4 point variant the bonus is raised to +2 and he may attempt a reroll on any failed attempt once. Success requires a **Focus** roll equal to the difficulty of the failed roll. On a failed roll the totem is destroyed and he takes the effect of a failed hex.

### Daemonic Speech

Cost: 3

Type: Personal

Wyrds specializing in Daemonics are often forced to deal with the creatures of Helios. The residents of the nine pits don't speak so much as they assault your ears and mind with discordant chaotic sound. The speech of some of the more powerful fiends even seems to confuse the tongue of the listener, taking away their ability to speak normally and replacing it with strange gibberish. Wyrds have found ways to mimic this phenomenon. They've made totems to both understand and speak to the denizens of Helios, as well as to replicate the odd effects of demonic speech on those who are unfortunate enough to hear it.

A Wyrd using this totem's effect can understand and communicate with any creature from Helios and its moons. This does not allow the caster any control over the entity simply the ability to communicate. The Wyrd can also speak the horrific language of Helios, shouting its foul litanies and degenerate sounds. This causes any creatures hearing it, who do not have the **Alien** template, to make an opposed **Discipline**/Willpower roll. If they fail, they take -2 to Intellect and Willpower rolls for 10 minutes/rounds per level of success. In addition they will be unable to communicate verbally for 1 minute/round per level of success. This effect is stressful on the totem and once used 3 times it will shatter allowing the Wyrd to reclaim his power points.



## See Souls

Cost: 2

Type: Personal

The Wyrd gains the ability to share the sight of daemons and see the souls of living creatures. This allows her to determine if a creature is alive, dead, or undead. It also allows her to see these souls through solid objects or in pitch darkness. This does not allow her to see anything except for the souls. If the Wyrd wishes she may make an additional **Incantation** roll to determine one of the following: the creature's health, the creature's general demeanor, creature's race, creature's general strength compared to the Wyrd. The difficulty to determine this is equal to the target creature's Willpower +1.

If the Wyrd fails this roll, treat it as though it was a failed hex. If the Wyrd fails 3 attempts with the hex in 24 hours, her totem is destroyed and she regains the power points used to create it the following day.

## Symbiote

Cost: 4

Type: Personal

The Wyrd allows a portion of his soul to be possessed by a daemon in exchange for some of its dark powers. While this relationship lasts the Wyrd gains: +1 to his **Focus** rolls and gains 2 of the following templates: **Scent**, **Heightened Senses** (Night Vision), **Leap**, **Fear**, **Glide**, **Prehensile** (tail), **Tough Hide** (+2), **Claws** (+1), or **Bite** (+2).

This does take its toll on the Wyrds mortal form however, and almost immediately his body begins to resemble a daemon with patches of scales, red eyes, jagged blackened teeth, etc. The Wyrd takes -2 to all social rolls with the exception of Intimidate. Each hour the symbiote will try and take dominance over the Wyrd and the Wyrd must make a Willpower roll difficulty +2 if he fails the symbiote will take control dealing +0 Stress damage the Wyrd will regain consciousness within 1 hour per point of Stress taken with a minimum of 1. Each time the symbiote is repressed the difficulty to repress it is raised by +1.

## Wings of the Hellspawn

Cost: 3

Type: Personal

The dead world of Helios is home to many terrible creatures that soar through the black skies, devouring the souls and flesh of those weaker than themselves. This totem grants a pair of great wings to the Wyrd allowing them to mimic these dark and terrible creatures. This totem often takes the form of a full length coat or cloak, and upon activation it merges the Daemon and the Wyrd together creating a horrific set of wings.

Some wings resemble great bat wings, others are scaly and mottled with bits of mangy fur, and yet others take the form of huge bird's wings with black feathers, or feathers that are the color of congealing blood. This totem grants

the power to glide and coast through the air. For a price the Wyrd may even take the wings of a greater Daemon and soar through the skies unhindered and unimpaird.

This totem grants the Wyrd the **Glide** template, with a Maneuverability (Average). The glide distance is equal to the Wyrds movement rate x 2.

## Greater Hellspawn Wings

Cost: 5

Type: Personal

The greater form of this totem grants the Wyrd the **Flight** template with a Maneuverability (Great) at the Wyrds movement rate x 2.

## OFFENSIVE TOTEMS

### Call Brimstone

Cost: 1

Type: Offensive

The Wyrd calls forth a portion of the dead world of Helios, changing a normal stone or handful of earth into the dark blue and yellow stone known as brimstone. This charges a stone or handful of earth with the dead energy of Helios, allowing it to be thrown as a grenade. The stone will explode in a 10 ft. radius, dealing +1 damage to all caught in the blast, leaving behind the smell of sulfur and fog of yellow smoke.

### Call Hellfire

Cost: 2

Type: Offensive

The Wyrd uses his totem to open a channel to the infernos of Helios, ushering forth a stream of caustic hellfire. The fire blazes forth from the totem or from the casters own body depending on the totem created.

The creates a stream of **Hellfire** 5 ft. wide and 10 ft. long/level of success, dealing +1 cold damage. This effect functions exactly like fire but burns ice cold and is not affected by water. It will burn for a number of rounds/minutes equal to the casters level of success, but can still be put out by smothering the flames.

### Greater Call Hellfire

Cost: 4

Type: Offensive

If the Wyrd chooses to use the 4 point variant he may coat a weapon or armor in hellfire. This effect lasts for 2 minutes/rounds per level of success, and adds +1 **Hellfire** damage to the weapon. If it is used to coat armor, any creature that strikes him with a melee weapon without **Reach** takes +0 **Hellfire** damage, after completing its attack.

## Chains of the Pit

Cost: 4

Type: Offensive

Whatever caused Helios to die and become a dread world of abomination is best left to unhealthy imaginations, but one thing is certain, the planets and moons themselves seem to swell with hate and lust eternally for misery and suffering. Some Wyrds can channel these feelings of sadism and eternal torment into our tiny world, manifesting it in horrific and abominable ways.

This totem takes the thick pervasive negativity of Helios prime and unleashes it on a single creature. This negativity takes the form of thick cobalt blue and black brimstone chains tipped with wicked hooks and covered in rusted barbs and dried blood that rip themselves from the ground next to the target. This effect is coupled by an unexplainable noise so foul and alien that some who hear it are immediately struck with such inexplicable fear that they flee from the area, clutching their heads and screaming.

The chains writhe and move sinking their barbs and hooks into the target. This causes horrific wounds to those unfortunate to be captured. Once someone is caught the chains will tear at the creatures, pulling and contorting the poor soul in truly dark and unnatural ways until they are left dead and broken, or are lucky enough to escape their rusted grasp.

The totem causes a single creature to be attacked by brimstone chains. This effect allows for an opposed **Athletics/Agility** roll versus the Wyrds level of success to escape. If the target fails he is **Stunned**, and suffers the **Bleeding** template. Each round, the victim may make the same opposed check to attempt to escape the effects of the totem. If the target escapes, the chains will try and recapture their prey. This lasts for 1 round, per round that the target was held. The chains can reach 10 ft./level of success from their original point.

On a critical success this totem affects all creatures, friend or foe, within 100 ft./level of success. This does not affect creatures native to Helios, or the Wyrd who cast the totem.

## Cries of Pandora

Cost: 2

Type: Offensive

The Wyrd opens a gate between himself and the dying moon of Pandora. The screams of the insane and the howling winds of the moon echo outwards, shattering the minds of all who bear witness to its madness.

This creates a **Spray** effect 10 ft./level of success. Creatures caught in the cone can take no actions except to clutch their ears and fight off the strange visions of the moon of madness that assault their minds. The effects of the hex last for 1 round/ minute per level of success. A creature caught in the **Spray** may make an opposed **Discipline/Willpower** roll to attempt to resist the effect, however the

effect immediately ends if a character in the cone takes damage.

## Greater Cries of Pandora

Cost: 5

Type: Offensive

If the Wyrd uses the 5 point variant the effects duration is much longer and lasts for 5 rounds/minutes per level.

## Daemonic Breath

Cost: 5

Type: Offensive

The Wyrd allows a greater daemon from the dying worlds to possess a large portion of his being, in exchange for the ability to breathe forth a terrible concoction of bile and noxious gas from the dead world.

The Wyrd may use this ability a number of times equal to his level of success per totem use. This allows him to spew forth a putrid **Spray** 10 ft. times 10 ft./level of success. The cloud deals +3 acid damage, and causes **Suffocation** to any who remain in the cloud. This lasts for 1 round/minute per level of success. Any creature caught within may make an opposed **Athletics/Agility** roll for half damage.

## Daemon Claws

Cost: 3

Type: Offensive

The Wyrd channels the ferocity and brutality of a daemon from the depths of one of Helios's dying moons allowing the creature to possess his body, granting her vicious claws to rend her enemies to shreds. The Wyrd's hands warp into terrible clawed limbs as she hears the daemon within screaming out for blood and souls.

The Wyrd gains **Claw** attacks that deal +1 damage, as well as one additional attack per round as long as she uses both claws to attack. She also gains +1 to her **Brawl** attacks while using the claws.

On a critical success with the claws, the Wyrd is overcome with bloodlust, and gains an additional attack. She must take this attack, even if all enemies are dispatched. This will cause her to attack innocent bystanders or even her own allies as the daemon within takes control of her body.

## Daemonic Crown

Cost: 1

Type: Offensive

The Wyrd opens a gate to Helios allowing a daemon to partially possess him, granting him a crown of horns that sprouts from his head and temples. This allows the Wyrd to make attacks with his horns for +1 damage. The horns are clumsy and hard to use imposing a -1 penalty to **Brawl**; however the horns mark the Wyrd as a true servant of Helios, and grant him +1 to **Intimidation** rolls.

The Wyrd may also make a brutal and reckless charge attack with his horns. If a critical is rolled the Wyrd viciously gores his opponent, dealing +3 damage.

### Greater Daemonic Crown

Cost: 3

Type: Offensive

If the Wyrd uses the 3 point variant his horns are wreathed in hellfire, granting him a +2 bonus to **Intimidate**, and a +2 to damage. If a critical is rolled, they instead deal +4 damage.

### Daemonic Grin

Cost: 3

Type: Offensive

The Wyrd allows a fiend from the damned planet to possess a part of her being, transforming her mouth into a daemonic maw capable of delivering vicious bites. This allows the Wyrd to use a **Bite** attack that deals +2 damage to a creature. The bite also contains a dose of caustic daemonic bacteria that halts any **Regeneration** or **Fast Healing** for 10 rounds/minutes per point of damage dealt.

If the Wyrd rolls a critical success with the attack she gains the **Constrict** template as her tongue constricts around the victim and allows the fiend easier access to its meal. If the Wyrd kills a creature with a bite attack, she must make a Willpower check to resist devouring the corpse as the daemon within her fights for control. If the Wyrd devours a corpse, she is **Sickened** for the rest of the scene.

### Daemonic Form

Cost: 5

Type: Offensive

Sometimes the ability to summon one of the denizens of Helios is not enough for those who wish to access the true potential of Helios. Some Wyrds seek to harness the complete abilities of one of the dead worlds greater Daemons. This hex allows the Wyrd to call out to one of its denizens to almost completely possess the Wyrds soul.

The process that follows is horrific to behold, as the Wyrds body seems to be torn apart, revealing the grinning form of one of the denizens of Helios.

This hex allows the Wyrd to assume the form of any creature from Helios, but he has no control over which specific creature will come forth. All he can do is designate the general type.

He becomes, for all intents and purposes that creature, until the hex ends, but he cannot use any of his own equipment or abilities. The true gamble of this hex is that the Wyrd himself may lose control and be possessed by the creature he sought to control. This effect follows the **Possession** template but uses the Wyrds successes as opposed to the creature. When the possession would end the daemon makes a Willpower roll against the Wyrd; if

the daemon wins, it takes control and follows all the rules of the **Possession** template, with the daemon in control.

### Daemonic Tendrils

Cost: 3

Type: Offensive

The denizens of Helios have appearances that would break the frail psyche of most of Mechanika's people. Horrible distended maws, corpulent pustule covered bodies, far too many eyes, and clusters of thick tendrils writhing from their bloated and misshapen forms. Tendrils used to grasp and crush the souls of their prey. This Hex allows the Wyrd to permit one of these abominations to crawl within him and possess a piece of his soul. This causes a number of tendrils to burst from the Wyrd in a spray of puss and bile, eager to crush the life from the Wyrds enemies.

This allows the Wyrd to produce a number of ropy tendrils equal to his level of success. Each tendril has a reach of 10 ft., and can be used to manipulate objects just as a normal limb could. Each tendril can also make an attack if the Wyrd has enough actions, and the Wyrd gains 1 additional action per 3 levels of success. The tendrils can appear any way the Wyrd desires and take the form of anything the Wyrd desires. They always seem to carry the horrors of Helios with them however, such as dripping green puss or shimmering blackened mucous. This effect is a Sustained Action.

### Hellhound Possession

Cost: 4

Type: Offensive (see Hellhound, Bestiary Page 217)

The Wyrd attempts to possess a dog-like creature (or other animal), and channel into one of the hunting beasts of the great daemonic lords. The animal affected is given the **Possession** template but uses the Wyrds success instead of its own. The hound must be swayed to obey the Wyrd or it may turn on the very person who summoned it to our realm.

This requires an **Intimidation** roll or a **Persuasion** roll. This roll can be boosted by promising the creature something it values, or if the Wyrd has some way of displaying a power to destroy the creature. This effect follows the **Possession** template but uses the Wyrds successes as opposed to the creature.



## Imp Possession

Cost: 2

Type: Offensive (see Imp in Bestiary Page 217)

Helios is home to all manner of foul beasts, from the greater Daemons of agony and Despair, to the lowly imp, weakest and smallest of Helios's denizens. The Wyrd may use this totem to attempt to force an imp from Helios to possess a small creature of less than human intellect. The creature gains an opposed Willpower roll to resist the effect of this hex. This works just as the possession template, except it uses the Wyrds successes instead of the imps.

Imps are small creatures with clumps of matted hair sprouting from its pale green skin. They are vaguely humanoid in stature, but are gaunt and hunch backed. They speak the daemonic tongue in small bursts, and are very agile but are neither sturdy nor strong. They have long prehensile tails that end in a small cluster of jet black quills, and from their backs there are nubs where it looks like wings should have been placed.

Imps serve the Wyrd without question as they are allowed the opportunity to feed off of the host's soul, a veritable feast for the lowly imp. They are usually summoned as spies or scouts as they are almost useless in battle, but their poisonous quills can be useful to a clever Wyrd.

## Parasite

Cost 2

Type: Offensive

The Wyrd uses her totem to open a tiny rift between our world and the damned, calling forth one of the filthy parasitic fiends that dwell there. This creature is tiny, and at first glance appears to be a scarab. Closer inspection will reveal a head like a man but with the mouth of a leech. The Wyrd can choose to infect an opponent with one of these creatures, allowing the parasite to feed off the creature and drain away bits of its soul, weakening it and corrupting it.

A Wyrd may use whatever means necessary to attach the parasite to the target (touch attack, placing it on the target while they are asleep, etc.). Once attached, the creature becomes transparent and blends into the targets skin making it very difficult to detect by non-supernatural means. Any creature searching for it takes -2 to all **Search** attempts against the parasites +3 **Stealth**.

The purpose of these creatures is not to harm the target directly but to weaken it and create a trail of corruption that the Wyrd can use to track the target. A creature with a parasite fiend attached takes a -1 penalty to all actions while it is attached, and the Wyrd may make an incantation roll with a difficulty of +0 to locate the infected creature at any time. If found, the parasite fiend can be removed with a Strength check, difficulty +0. The host will suffer +0 damage, but the parasite dies and the host returns to normal.

## Greater Parasite

Cost 2

Type: Offensive

If the Wyrd spends 4 points, she can use the parasite to see what the host is seeing and hear what the host is hearing. The Wyrd must make an **Incantation** roll at +2 difficulty to see and hear what the host experiences. She also can choose to destroy the fiend by sending a charge of her own soul energy to the fiend causing it to bloat and become engorged like a large tick on blood. For every 2 points of Constitution damage he takes the damage goes up from +1. This attack effects only the creature with the parasite. This attack ignores non-supernatural armor.

## Possession

Cost 3

Type: Offensive

This totem allows the Wyrd to possess a creature and see what it's doing, just as the Wyrd allows herself to be possessed. The Wyrd crafts a totem that is used to barely pierce the skin of a creature; usually something small, like a pin or a broach. The Wyrd may then channel the ability of the daemon world to possess a creature and literally ride within them.

This effect does not allow the caster to control the creature or to have access to any knowledge the creature has. It does allow the Wyrd to observe everything the host experiences with all five senses. This ability takes tremendous control, and it can only last a number of rounds/minutes equal to the Wyrd's success. After which she is forced out and appears within 10 ft. of the host. If the creature observes the Wyrd while she is initially casting the hex the creature is allowed an opposed **Discipline/Willpower** roll to resist the hex.

## Greater Possession

Cost: 5

Type: Offensive

If the Wyrd spends 5 points she may attempt to control the host for 1 action/level of success. This also increases the effect duration to 5 minutes/rounds before she is ejected from the host.

## Shinigami Possession

Cost: 5

Type: Offensive (see Shinigami bestiary page 220)

The Wyrd attempts to possess a creature and call forth one of the powerful and dreaded Shinigami. This gives the creature the **Possession** template but uses the Wyrds success. The possessed creature will battle the Wyrd for control, constantly seeking to kill and devour the souls of every creature it can.

When summoned, the Wyrd must make an opposed **Discipline/Willpower** roll against the Shinigami. He can control the bound Shinigami for 1 round/minute per level

of success. After which he must make an additional roll to control it.

If or when the Wyrd fails the roll, the creature will attack him and all other creatures until it is destroyed. When the creature would be ejected by the host, a Shinigami may make an opposed Willpower roll against the host, if it succeeds it will remain in possession of the host as if it had passed the initial roll.

### Shred Soul

Cost: 3

Type: Offensive

The Wyrd uses the soul and body of a creature to form a direct portal to the damned worlds, allowing the terrible creatures dwelling there to tear through and savagely attack and mutilate the poor creatures very soul.

A creature affected by this attack takes +1 Stress damage as a daemon attempts to devour his very essence.

### Summon the Never Green

Cost: 3

Type: Offensive

The planet of Helios and its moons are long dead, dancing forever in the hellish barely lit darkness of a dead star. Amongst the cacophony of maddened agonized screams and the terrible blasted landscapes and frozen voids of wasteland; there are forests of noxious swamps and woods filled with dead plants and other foul creatures. Amongst the rotting forests of Helios dwells the Never Green.

These horrors appear at first as trees; burned, scorched, and covered in ash bearing only a few remnants of dead vines and moss. The nature of these beasts only unfolds once a creature is foolish enough to come within reach of it. In an instant, a knot bursts wide open revealing a burning and alien eye filled with no other feelings but hate and hunger, while the Never Greens branches, roots, and vines surge forth to strangle and devour its prey.

This hex allows a Wyrd to summon one these foul creatures to possess a tree and enter the world of Mechanika, feeding upon its inhabitants, and hopefully the Wyrds enemies. This effect follows the possession template but uses the Wyrds successes as opposed to the creature. The Never Green is exactly like the one found in the bestiary (page 219).

## DEFENSIVE TOTEMS

### Corruption

Cost: 1

Type: Defensive

The Wyrd places his totem into the ground, causing it to ripple and crack as raw corruption bubbles up from it, surrounding the Wyrd. This gives him +1 to focus rolls, and +1 to both attack and Armor.

This also wreaks havoc on the areas flux, causing prayers and spells to come out as distorted mockeries of themselves. This causes all **Incantation** and **Petitioning** rolls to suffer a -1 penalty. This effect lasts for 2 rounds/minutes per level of success, and covers an area of 10 square ft./level of success centered on the totem.

### Daemonic Rejuvenation

Cost: 4

Type: Defensive

The Wyrd opens a channel to the creatures of Helios siphoning their corrupted life essence to heal her wounds, causing a violent reaction within the Wyrd. Upon activating this totem the Wyrd is wracked with pain and visions of Helios, becoming **Stunned** for 1 round per point of Constitution damage she is attempting to heal. The smaller the wound the easier is it to heal with larger wounds requiring a larger sacrifice.

The difficulty of this totem increases by +1 per level of the wounds to be healed. If the Wyrd uses this ability to heal a Grievous wound she must make an opposed **Discipline**/Willpower roll against her own success. If she fails, she will gain a **Madness** flaw of the GM's choice for 1 day per level of failure, as she copes with the sights and sounds of Helios.

### Daemon Skin

Cost: 4

Type: Defensive

The Wyrd allows one of the denizens of Helios to possess a large portion of his soul, changing his outward appearance to match his corrupted inner being, and causing his skin to warp into thick daemon scales.

This grants the Wyrd a +3 Armor bonus, as well +2 to any opposed rolls regarding the resistance of **Cold**, **Acid** and **Fire**. The Wyrd reeks of filth and corruption however, and this imposes a penalty of -2 to any Social rolls, with the exception of **Intimidate**.

### Daemonic Tail

Cost: 3

Type: Offensive/Defensive

The Wyrd channels the life force of one of Helios's many fiends, allowing her to channel the fiend's tail while the fiend basks in the energies of Mechanika's living. This causes a large tail to burst out of the Wyrd in an explosion of gore and shredded skin. This tail can be used as an extra limb, or as a brutal weapon.

This totem causes the Wyrd to grow a tail that grants an extra unarmed attack or can be used as an extra limb for noncombat purposes. The tail's appearance is up to the GMs discretion, but it is always twice as long as the Wyrd is tall. This addition grants the Wyrd's unarmed tail attack the **Reach** template, with a reach equal to the tails length.



## Greater Daemonic Tail

Cost: 4

Type: Offensive/Defensive

If the Wyrd spends four points, it allows the Wyrd to channel the tail of a greater fiend. This tail is armed with powerful barbs, thick scales and bone nodules used to block all but the most powerful attacks. This greater tail grants either +1 damage, and the **Bleed** template to all offensive tail attacks, or it grants her to add a +2 Armor bonus with bullet resistance of +3.

## Entomb

Cost: 3

Type: Defensive

The dead moon of Dis is fabled to be the largest prison in existence, known to the denizens of the Helios system simply as the jail of jails. No creature knows, or is willing to admit, how or why it was created. We do know that the planet itself seizes and viciously tortures anything that gets trapped within its gravitational pull.

This hex allows the Wyrd to create a doorway from Dis to Mechanika. Those poor souls stranded in the portal temporarily suffer the fate of those locked on the cold dead moon of Dis. Upon activation, the Wyrd must choose a target. The target is allowed an opposed **Athletics**/Agility roll to escape the influence of Dis. If they fail they will be trapped and **Stunned** for 1 round/minute during combat or for one hour/level of success outside of combat. While trapped, the creature is immune to all physical harm, and supernatural abilities.

The effects here vary wildly. Sometimes a sarcophagus of brimstone swallows the target, other times he is entombed in black ice, or sucked down into the earth. While trapped in this manner, it's hard to say what occurs. Some recall nothing but the thickest darkness imaginable, others say they were forced to experience their most tragic memories again and again, reliving their greatest mistakes and rewatching the death of those they love.



## THE SCHOOL OF SHADOWS

In the darkness of the void, within its soul-sucking emptiness, its cold, emotionless embrace, there are thousands upon thousands of worlds: each one unique; each managing to eke out some kind of an existence among the endless sea of fire and nothingness. If life exists on any world it is a rarity, and a planet that has not

been devoured by unspeakable horrors or claimed by foul powers like the Old Ones are practically miracles.

One such world is known as Sha'quaddar. This planet lies in a distant galaxy, in a bizarre solar system with four stars. Each star has undergone a strange transformation however, and now they peer into the infinite blackness shaking and sputtering, glowing with an unsettling fire scorched violet light. Long ago, things in this system were far different, and Sha'quaddar was a world much like Earth; before the coming of the Old Ones.

At its height, the Sha'quaddar was full of life, with a resplendent culture that had practically gotten rid of war, famine, disease and all manner of other issues that plague countless worlds. They had crafted technology that somehow bound together magic and artifice, creating a great empire. If the stories whispered by those who travel the stars can be trusted, this grand empire ended when the scholars and scientists of this planet tried to harness the power of their four suns to travel as the Fae do, sharing their Trods to travel beyond the stars.

The experiments set in motion a horrific chain of events that culminated in the utter corruption of their suns, bathing them in the energies of a dark and perverse alternate universe, and transforming them into unstable stars wreathed in shadow. These new suns emitted a terrible alien energy and a deadly radiation. It quickly becomes clear that the hubris and arrogance of Sha'quaddar's people had doomed their planet, and within years their once beautiful world would become a blasted wasteland where nothing could survive.

Here the stories vary. Some say what happened next was a collaboration of the greatest minds of this lost world. Others say that they prayed to the old one known as Halaster for aid and he was all too willing to grant them the dark blueprints of their own destruction. The tales may vary, but it was very clear what happened next.

The only way they would survive is if they could find a way to alter their body to accept and assimilate this new energy. Adaptation was the key, and with this new goal in mind the people rose up and constructed a great machine that would alter their physiology and align their bodies with the new radiation, and the new energies of their suns. A machine was built: a machine that was vast beyond scope and measurement; a machine that covered a third of their world in artifice laden technology. Many died during its construction, and the peace the world had known came to an end as the unified government was replaced by a ruthless regime with only one goal: survival, no matter the cost.

When the time finally came to switch on the great device it roared to life with a sinister dark violet energy, bathing the world in this hideous light. In a fraction of a second, all life on the world was changed forever. If one was to look at this world now it simply seems barren and empty, devoid of all life except for the great machine. The machine

that still rumbles with terrible energy, producing an awful deafening noise so great it shatters eardrums and causes all who hear it to go deaf and insane. If one were to look however, and examine the blasted rocks and scorched walls you will begin to see shadows. The shadows of grass, of trees, of beasts and of men; shadows where no creature or plant stands to cast them. Worse yet they move, and if you look closer you can see what appear to be faces, distorted and maddened. Their tortured features forever expressing terrible pain, fathomless sadness, and loss. A loss so great and consuming that no man could ever begin to grasp its depth.

Shadow Wyrds have found a way to call forth these alien shadows, and control them. Their grotesques are somehow linked to that tortured world, and are willing to reveal the broken stories and terrible secrets of a planet lost to its own hubris. The true question is why. Why would they share the planets forbidden knowledge? Why would they allow the shadowy denizens of Sha'quaddar to come here and be shackled as slaves? Is it to serve as a warning, is it to allow the shades some manner of brief respite from their torture, or do these violet eyed visitors have far more sinister machinations at play?

## SHADOW HEXES

The School of Shadow grants the ability to use the shadows to control your opponents, and turn their body against them, as well as move swiftly and silently around the battlefield. The radiation of the violet stars allows for hexes that create poison and other debilitating effects, as well as the summoning of terrible alien beasts that rend and devour your opponents. The Shadow Wyrd finds himself completely at home in the darkness knowing that all the weapons he could need lie dormant all around him.

## PERSONAL TOTEMS

### Shadow Constructs

Cost: 1

Type: Personal

Once your very life essence has been scorched to nothing but a sentient shadow you begin to lose your grip on reality. Once it happens to your entire planet in the span of time that is less than a blink of the eye madness ensues. After countless millennia spent yearning for death, the sentient animals, plants and people have degraded to little more than the broken shells of what once had been.

This totem allows the Wyrd to use these broken shades to create temporary items, bending those desiccated souls into anything from rope to lock picks. The shades may never be formed into specific items, as the energy in these beings is simply too weak and unstable to create a key to a specific door or a gem to complete a specific puzzle. This effect is a Sustained Action.

### Greater Shadow Constructs

Cost: 3

Type: Personal

If you spend 3 points these wretched creatures can be warped into weapons or ammo. On a critical success, the Wyrd summons a soul with a bit of spark still left in it. This soul can be formed into a specific item (like a specific key) or if made into a weapon/ammo it will add +1 to the items damage. This effect is a Sustained Action.

### Shadow House

Cost: 5

Type: Personal

This hex functions exactly as the shadow room listed below with a few exceptions.

Instead of a room, this hex creates an exact copy of any house the character has entered. This includes all the furnishings, but the furnishings are made of a deep shadow matter and cannot be removed from the house.

On a critical failure, the Wyrd is dragged into the house where he finds the Bogeyman waiting. The Bogeyman will offer him a deal or bargain of some kind, which he finds he cannot refuse under pain of death.

### Shadow Raven

Cost: 3

Type: Personal

Most of the creatures condemned to languish forever in shadow have descended into the depths of utter madness; most are so far gone that they are of little use to the Wyrd; most of these creatures, but not all. Some shades can still be called that have enough intellect and control left to serve as useful spies or henchmen. These creatures serve with undying loyalty for an opportunity to dwell in three dimensions again.

This hex allows the Wyrd to call forth one of these shades, and form him into a raven like form to do the Wyrds bidding. This hex lasts for 1 day/level of success and creates a Shadow Raven as per the bestiary. (Page 220)

### Shadow Room

Cost: 3

Type: Personal

By manipulating the tears and cracks in our universe, the Wyrd can create a small 10ft. cubed (10x10x10) room, in the space in between worlds. This room has no furniture or decor, and is lit by a faint violet glow. The Wyrd can furnish the room as he sees fit and the furniture will stay there.

The room can be entered by spending a move action. The room can only be entered by moving through special doors the Wyrd creates. Doors marked with strange runes of shadowy origin. These doors cost 20 shillings to create,

and the Wyrd can have a number of doors created equal to his level of success. On a failed attempt to open a door, the room becomes slightly less stable and adds +1 to the difficulty to enter the room, this penalty is cumulative. On a critical failure the room destabilizes and is lost forever, along with any contents within. This is in addition to the normal penalty for a critical failure.

The runes can be seen by other individuals, and other people can divine the doors purpose with an **Occult** difficulty equal to the Wyrds level of success. If the runes are discovered they can be destroyed with an opposed **Occult** roll.

### Shadow Sight

Cost: 1

Type: Personal

This is one of the most basic hexes available to the shadow Wyrd. This hex allows him to see through the shadows, the darkness, and beyond. At its most basic level the hex grants the Wyrd **Heightened Senses (Night Vision)** that lasts for 10 minutes/level of success. By twisting the shadows the Wyrd can also see through magical darkness; on a critical success, the Wyrd can even pierce illusions with an opposed **Discipline/Willpower** roll. This hex gives the shadow Wyrds an uncanny vision even beyond that of most magic users.

### Shadow Steed

Cost: 2

Type: Personal

Vast and powerful beasts were shackled and harnessed to do the bidding of the denizens of Sha'quaddar. Enormous creatures forced to carry their burdens thousands of miles. Now, even as sentient shadows, these creatures still toil endlessly under the uncaring watch of the violet stars. Shadow Wyrds can harness the power of these beasts, granting them a brief respite from their eternal servitude.

This totem allows the Wyrd to call upon one of these shadows and shape it into a beast of burden to carry the Wyrd across great distances. The shadow that comes forth is weak, its mind decayed from its long imprisonment within the void, allowing its form to be shaped by the very will of the Wyrd.

The steed is too weak to be of any use in combat but it can be used to carry the Wyrd and 100 lbs of additional gear per level of success. The creature can move at a speed of 100 ft. per round/minute with good maneuverability. Its form is decided by the Wyrd and can be anything from a horse, to a giant spider, to completely abstract forms from his own subconscious. The shadow will assume that form but it is never quite what the Wyrd had in mind. For instance, a horse may have 6 legs, or a giant spider may have the face of the Wyrds past lover, and constantly weep thick black tears. The Shadow Steed lasts for 2 hours/level of success

### Greater Shadow Steed

Cost: 4

Type: Personal

For 4 points the Wyrd can create a stronger totem. The shadow beast's movement speed improves to 250 ft. per round/minute with Maneuverability (Great). The Steed also gains the power of **Flight**, and can fly at a speed of 100 ft. per round/minute with Maneuverability (Great). The Shadow Steed lasts for 2 hours/level of success.

### Shadow Teleport

Cost: 5

Type: Personal

As a Wyrd learns the cracks and tears that have formed in our universe they begin to develop a sense of direction within the twisted pathways that link together all times and planes. Some rare and powerful Wyrds can even manage to navigate the shadows with preternatural quickness and accuracy. Those few who master this dark hex can use any shadow in Mechanika as a doorway into these inter-dimensional cracks and pathways.

This allows the Wyrd to use a move action to step into a shadow and use it to travel to any other shadow within 50 ft./level of success. On a critical success the distance travelled can be doubled and does not require a Movement Action.

On a critical failure the Wyrds travels are interrupted by the bogeyman as he halts the traveler. What happens in this encounter is up to the GM's discretion, but often the Bogeyman asks for some favor or toll to pass, lest he dooms the Wyrd to an eternity of torment on the shadow planet.

## OFFENSIVE TOTEMS

### Call Forth Shade

Cost: 3

Type: Offensive

Many tortured creatures inhabit the now seemingly vacant planet of shadow, shackled with the horrible loss of their third dimension. The few that retain enough sanity to remain coherent in the face of their madness are known as shades. A summoned shade can appear as any type of creature from our world, except with odd alien features and covered in a thick dripping darkness. These creatures can be summoned at great personal risk to a Wyrd, as the cost to call a shade into being is to allow them to possess the Wyrds own shadow.

This hex applies the **Possession** template to the Wyrds shadow and calls forth a Shade from the bestiary (Page 220), resembling any creature the Wyrd has seen, except shadowy and alien. This Shade will obey the Wyrds commands without question, unless the possession fails. In this case the Shade rips away from the Wyrd, and is free to pursue its own devices. The first thing it will often do is flee from the Wyrd. If the Wyrd loses his shadow he

takes a -2 to all rolls, as part of his soul and essence is lost. He will slowly regain his shadow and energy over a period of 24 hours. But the caster can dismiss his Shade at any time to end the effect before the Shade breaks free.

### Call Forth the Shade Energies

Cost: 1

Type: Offensive

Suffering. Torment. Damnation.

These are the gifts granted by the violet stars. An eternity of life as a sentient shadow. The great machine responsible for this eternal imprisonment still hums softly, flooding Sha'quaddar with the radiation of the dying stars. Wyrds have long sought ways in which to convert this terrible energy to their own devices, calling upon the violet glow to infect our world like a maggot in a festering wound.

The shade energies have a number of strange effects on this world and depending on the strength of the Wyrd and the totem created they can be used in many terrifying ways. In its most basic and unharnessed fashion, the energy can simply be left to go and saturate the environment it is called into. Left unfettered, it will not harm the living, but any light source, whether flame or electric, will be infected with its violet glow. Within moments, the light source will begin to emit darkness and shadow instead of light. This effect lasts for 10 minutes/level of success and affects any light source except for the sun itself.

### Improved Shade Energies

Cost: 3

Type: Offensive

For those wishing to harness the foul energies farther, they can create a condensed sphere of it for three totem points. This sphere pulses and dances in the Wyrds hands and can be thrown. This functions like a grenade doing +1 damage, and affects any creatures with the **Weakness** template, as if the attack came from that creatures own personal **Weakness**.

### Greater Shade Energies

Cost: 5

Type: Offensive

This twisted variant allows the Wyrd to temporarily banish a creature to the torment of Sha'quaddar, turning them into a living shadow. This effect allows an opposed Willpower roll to negate. If the creature fails the roll, it's subjected to the horrors of becoming a living shadow, and takes a +1 Stress attack each round that he remains in the state. This effect lasts for 1 round/minute per level of success. If a creature loses his last point of Stress in this state, he gains the **Shade** template and is bound as a living shadow forever. The victim of this effect may make an opposed Willpower roll each round after damage is taken to retain his normal form and end the hex's effect. This has resulted in some Wyrds being followed and haunted by their own damned creations.

### Fear

Cost: 1

Type: Offensive

This totem often appears as a disturbing talisman or a grim trophy of some type, and captures the pure terror and unease of the creatures forever burned into shadow on Sha'quaddar. This fills the target with the dread and terror experienced by the creatures forever trapped in darkness, reducing the target to a gibbering mess or causing it to flee in terror. Stronger totems can even affect every creature that bears witness to its dark and horrific appearance.

This hex inflicts the **Fear** template on any one creature (without the **Shade** template) that can see the totem, within 20 ft./level of success. The creature may make an opposed Willpower roll to negate the effect. The totem can be seen by creatures even in darkness or shadow, regardless of normal penalties, due to its connection with the shade energies held within. The fear lasts for 2 rounds/minutes per level of success.

### Greater Fear

Cost: 3

Type: Offensive

By spending 3 points this hex is strong enough to have its effect encompass all non-shade creatures, within 20 ft./level of success, the targets are still allowed a Willpower roll to negate.

### Shadow Flock

Cost: 3

Type: Offensive

Millions of lives were changed in a horrid and gruesome way when the great machine forever scorched their essence into the shadow planet. Most of these living shadows are mad, and will do anything for just a moment of respite from their tortuous two dimensional prison. These entities still possess desires and needs, and after ages of imprisonment these have grown to become obsessions. This hex calls out to weak shades who desire, more than anything else, to feed. They yearn with every fiber of their damned body to taste, to consume, to devour. These creatures are manifested in our world as a flock of large crows shrouded in shadow, dripping with blackness and vile violet energies.

This allows the Wyrd to create 30 ft. **Spray**/level of success. Anyone caught in the spray, living or dead, is viciously savaged by dark, ravenous crows as they peck, scratch and rip at their flesh. The crows are treated as a **Swarm** that deals +1 damage, and lasts for 1 round/minute per level of success. The flock can be destroyed if it takes 5 Constitution damage.

## Shadow Garrote

Cost: 5

Type: Offensive

This hex allows the caster to conjure forth strands of shadow and create strange and horrific garrote wires. These wires use the Wyrds own **Discipline**/Willpower as his weapon skill, and this hex may be selected for perks such as **Weapon Master**, **Weapon Finesse**, etc.

The hex calls forth 1 garrote line per level of the hex, and each line has a length of 10 ft./level of success. The caster may attack once with each line, but he cannot attack more than his number of attack actions per round. Each line does +3 damage and on a critical has the **Vorpal** template. When striking a target the wire can gain the **Constrict** template on the Wyrds command. This hex creates slaughter in inexplicable ways, often resulting in officials finding the sliced and dissected gore of a victim with no murder weapon, simply a sense of horror, dread and true madness.

## Shadow's Grasp

Cost: 2

Type: Offensive

By harnessing the energies of the shadow world, a Wyrd can use this strange hex to give a modicum of life to a creature's shadow, causing it to reach out and seize of the creature. The totems for this hex often are daggers, stakes, or other items designed to pierce the creatures shadow both literally and magically.

The Wyrd using this hex selects the shadow of a creature within range of his totem, and hurls the totem at the targeted creature. If the creature is hit, its shadow springs to life and grabs hold of its owner. The creature may only move within the range of the shadow's length (2 times the height of the creature), and suffers -1 to all rolls as the shadow frantically tries to claw and grasp at its owner. This effect lasts for 1 round/ per level in combat or 10 minutes/level of success outside combat.

## Shadow Pit

Cost: 2

Type: Offensive

Wyrds can use a shadow to open a fissure between the world of Mechanika and the cursed planet of Sha'quaddar.

This hex causes any shadow to transform into a dark pit with a depth of 10 ft./level of success. Any creature standing over the shadow or standing in the shadow must make an opposed **Athletics**/Agility roll to avoid falling in. Creatures that fall in take falling damage as normal, except they cannot receive more damage than the Wyrds Willpower stat. Victims caught within the pit may escape by climbing out, and the difficulty to do so is equal to the Wyrds level of success. The effect ends after 1 round/minute per level of success, and the fallen creatures simply find themselves standing on solid ground once more.

## Shadow Poison

Cost: 3

Type: Offensive

The energy of the violet stars is poisonous to any who are subjected to it. This hex allows the Wyrd to call forth a concentrated mass of this dark violet energy, and use it to coat a weapon. The affected weapon will glow with a dark violet luminescence, and drip shadowy globules while under the effect of the hex.

This hex grants 1 use of the shadow poison, per level of the effect. This hex works in a different manner than a normal poison, and is not counted as one. Any creatures (without the **Shade** template) damaged by the affected weapon will watch as the strange radiation and energy seeps into the wounds causing it to fester and rot. Creatures (without the **Shade** template) that are wounded by the affected weapon are allowed an opposed **Survival**/Fortitude roll to resist its effect.

Every round the poison is in the system, the radiation courses through the creatures bloodstream, cooking it from the inside out, and inflicting a +0 damage roll each round which ignores Armor. In addition, this effect negates any perk or template that grants healing abilities to the target, for 10 minutes/level of success. This poison lasts for 1 round/minute per level of success and allows a separate opposed roll each round to ignore the attack and end the hexes damaging effect.

## Shadow Puppet

Cost: 4

Type: Offensive

Shadow Wyrds have discovered some truly odd and vile ways to manipulate the dark energies of the violet stars. One such hex allows the Wyrd to possess the shadow of an enemy, and control him like a puppet. The target can do little more than scream for help and watch as his shadow latches onto him like dark strings and forces his body to move against his will.

This hex requires an opposed roll against the opponent's Willpower. Upon success the targets shadow will latch onto his body and completely control his movements. These movements are not natural as the target is constantly struggling against his bonds. This reduces the targets actions by 1, and he suffers a -1 penalty to all actions while he is being controlled. Anyone watching this twisted display can tell he's being controlled as they can plainly see the dark strings of shadow forcing his movements. In addition, the victim can still speak or call warnings. This effect lasts for as long as the Wyrd concentrates, and the target may attempt a new opposed roll once per round/minute. This effect is a Sustained Action.



## Shadow Swap

Cost: 2

Type: Offensive

By using the powers of the shadow planet Wyrds have found ways to enter and travel between the cracks in our universe. This hex allows a Wyrd to target and attack an enemies' shadow, and in the blink of an eye, switch places with him. This effect is an Interrupt Action, and requires an attack roll that ignores all non-supernatural armor to hit the creature's shadow. This can affect any target within 30 ft./level of success, and must target its shadow. This hex can in fact allow an enemy's attack to strike himself.

## Tendrils of the Violet Stars

Cost: 4

Type: Offensive

The strange energy of the violet stars has been described by many as tainted by some unexplainable and horrific intellect. Those who seek mastery over these powers often encounter strange and unknowable entities from beyond our universe. This hex serves as a terrible reminder of those dark and alien forces that dwell within the cracks of our reality. This hex fills every shadow in the area with a massive burst of violet energy, creating strange tentacles dotted with glowing alien eyes and mouths filled with wicked gleaming teeth. They shriek in hideous alien tongues and proceed to destroy anything within reach except the Wyrd who brought them to this world to feast.

This hex creates 1 tentacle, plus 1 additional tentacle/level of success. Each tentacle has a reach of 20 ft., and makes an attack using the Wyrds Willpower modifier as its attack modifier. The tentacles have the **Constrict** template, and deal +2 damage. This is a Sustained Action. On a critical attack the tentacles' strange screams **Daze** any creature within 10 ft. flooding the poor soul with the horrific maddened images of a tortured universe beyond even our most depraved conceptions.

## Trick of the light

Cost: 1

Type: Offensive

The many powers of the shadow school often depend on the existence of shadows on our world to work as a gateway between Mechanika and the shadow planet. This weakness has not slipped the minds of those who dabble in its twisted violet glow. This hex creates a strange tear in reality which allows the light of the violet stars to seep through. This creates a host of shadows for the Wyrd to use, no matter what lighting situation the Wyrd is in. This will even create shadows in complete darkness, these unnatural shadows appear as inky black forms darker than night. This hex creates shadows in a 20 ft. radius/level of success.

## DEFENSIVE TOTEMS

### Bogeyman's Retreat

Cost: 3

Type: Defensive

The Bogeyman is largely considered to be nothing more than the fever dreams of small children. After the light is shined into the dark places why must you fear that which goes bump in the night. Unfortunately the truth is infinitely more bizarre and disturbing. Not only are there creatures waiting in the dark, but these creatures reside in every shadowy corner, and under every bed.

When Sha'quaddar was pulled kicking and screaming into the maddened darkness of the shadow realm, it altered not only our universe, but the universes beyond. Much like ripping a tiny hole in a blanket causes the threads throughout to become loose and unattached. For those few who understand its secrets, the areas where the weave of the universe is coming undone provide the perfect opportunity to slide between the worlds and travel to someplace new.

The Wyrds - who have mastered this hex - can enter a dark place within a closet, down a darkened dead end hallway, in a wardrobe, or under a bed, and slide between the gaps in the universe appearing in a new location. This new locale is in the same scene but a distance away that is up to 500 ft./level of success. The Wyrd has no control where he will end up, but often this allows escape from a number of terrible situations. On a critical success the Wyrd can see all the possibilities of his exit and may select the best one.

Sometimes those who travel in this manner tell stories about a strange alien man in a fine suit walking along these paths. They say he has red skin and a mouth with row upon row of sharp gleaming teeth. The most disturbing feature is his eyes, appearing like liquid pools of dark shadow. No one knows who this strange man is, or what purpose he serves, but the few who experience him universally refer to him as the boogeyman, even if they can never tell you why.

### Living Shadow

Cost: 2

Type: Defensive

The shades are now burnt into the darkness. Their essence damned to eke out a pathetic existence in a two dimensional prison of their own arrogance. Some Wyrds see the benefit in this immaterial state, and find ways to benefit from their eternal torment, allowing themselves to embrace their tormented forms for a short while, bending the shadows to their will.

This hex allows the Wyrd to become a living shadow cast on a wall or on the ground. While in this form, the Wyrd cannot move faster than 5 ft. per round/minute and takes a -2 penalty to Perception and **Search** checks, as the

shades tear at the corners of her vision and fill her mind with their tormented screams. This hex can only be used in an area that could create a shadow, and gives the Wyrd a +3 to any attempt to use **Stealth**. If the Wyrd enters an area where a shadow could not exist, she is ejected from the shadows, suffering a +0 damage roll. In addition she's **Dazed** for 1 round/minute as she recuperates adjusting to the three-dimensional world.

### Shadow Door

Cost: 2

Type: Defensive

The energies of the shadow planet do strange things to matter from our world. One of the abilities harnessed by shadow Wyrds is to twist that tainted energy, and allow it to leak forth into our world in the form of a dark door allowing passage through otherwise solid walls. Totems for this Hex often take the form of a key or door knob.

This hex allows the caster to open a door from one side of a wall to the other. This totem can affect up to 10 ft. of matter per level of success. These doors can only affect one wall and lead directly to the other side. This effect is a Sustained Action.

### Shadow Tar

Cost: 1

Type: Defensive

The alien properties of the violet stars affect other worlds in strange and many varied ways. One such way is the affect this energy has on the shadows, transforming the regular shadows cast by objects and people into sticky pools of a thick strange tar-like substance.

This effect creates a strange **Spray** of foul violet energy causing all shadows within the **Spray** to become sticky like thick tar. Those that move through these shadows are affected by the **Difficult Terrain** template. This **Spray** affects a 20 ft. area/level of success centered on the caster. On a critical success this effect causes the shadows to become even thicker and stickier, holding the targets in place till the hex ends. This negates any dodge attempts or movement. This hex lasts for 1 round/minute per level of success.

## CONDUITS

The following are a few examples of conduit types found throughout the world of Mechanika. These are just a sampling of the possibilities, and GMs are highly encouraged to create their own.

### DAEMONIC CONDUITS

**Gargoyle** – The grotesque and the Wyrd take on a stony and horrifyingly daemoniac appearance. While this conduit is active all social rolls automatically fail except for **Intimidate**. The effect grants both the conduit and the Wyrd +2 Armor and +1 Bullet Resistance for 1 round/minute per level of success.

**Hell Spawn** – The grotesque is filled with energy from the daemoniac home world. This causes all his attacks to inflict electric damage or **Hellfire** damage, as in the Wyrd's **Call Hellfire** ability, depending on the conduit. This ability may also be added to the Wyrd if desired. This effect lasts for 1 round/minute per level of success.

**Piggy Back** – The grotesque can enter the body of another creature without its knowledge. The Wyrd can see and hear every action that the host creature makes or watches, and knows the creatures exact location exact location up to a mile away.

**Possession** – The grotesque can attempt to possess another creature. This works exactly as the **Possession** template. The Wyrd must stay within 100 ft. of the grotesque or the effect automatically ends.

**Ride Along** – The Wyrd can enter the body of his grotesque. This effect lasts for 1 hour/level of success. While within his grotesque the Wyrd cannot use any supernatural abilities or skills. If the grotesque is killed the Wyrd is slain as well.

## SHADOW CONDUITS

**Shadow Alley** – The grotesque emits a strange high pitched wail and shadows converge on it. This creates a 10 ft. wide by 20 ft. long per level of success path, using the cracks between worlds. This effect can be used to cross through the same amount of solid matter. It does not damage matter or creatures that are in the area's effect.

**Shadow Beast** – The grotesque absorbs the shadows around it, and becomes a strange and alien beast with the same stats as a shade. The Wyrd can also add one of the following templates to the shadow beast: **Claws**, **Bite**, **Prehensile** (Tentacles), or **Flight**. This effect lasts for 5 rounds/minutes per level of success.

**Shadow Breath** – The grotesque breathes forth a **Spray** of violet shadow energy, dealing +1 cold damage in a 20 ft. **Spray**.

**Shadow Shield** – The grotesque opens a small tear in the universe to some other space or reality. This gives either the grotesque or the Wyrd a +2 defense bonus against a single attack.

**The Violet Torch** – The grotesque glows with a strange blue green fire and casts shadows over an area equal to 20 ft./level of the Wyrd's **Incantation** skill. This also grants the Wyrd +1 to all **Incantation** rolls to activate a totem.



# ARTIFACTS

Artifacts are Items that possess strange and mysterious powers. Some famous Artifacts include the sword Excalibur, Aladdin's lamp and Pandora's Box. These items are rarely created due to the lengthy process that often culminates in the sealing of flux from a character's own life force. Artifacts are created when flux is trapped within an item, and that flux is harnessed to create an effect. Some artifacts become stronger over time, slowly adapting to their users as well as the flux around it. Others maintain the same power level for their entire existence. The true Fae and the Old Ones created many powerful artifacts; giving up their own life-force to power these items, or tearing the life-force away from hundreds of living creatures at once through horrific scientific processes.

Artifacts can be anything from rare and wondrous treasures, to hellish tools of dread and misery. Some are widely known, such as Excalibur, the sword of the knight regent of the Celtic Empire, others are lost to time but equally powerful. Few new artifacts are created nowadays due to the high costs involved, but a rare few are still crafted. For examples of Artifacts for your game see the examples within the gameplay chapter.

## USING AN ARTIFACT

Each time an artifact is used it takes away a point of flux from the original amount of flux used to create the item. This continues until no flux remains, and the artifact becomes inert. An inert item cannot be used until it is recharged. To recharge an artifact it must be taken to an area with a flux level of Great or more. Here the Artifact must be activated; this will refill 5 charges per level of flux it absorbs from the area.

## CREATING AN ARTIFACT

Artifacts are items that house one or more magical effects. Normally these come from the 12 great schools, but artifacts from the aberrant schools are also theoretically possible. The flux to power these items comes from within the artifact itself. Sometimes artifacts will grant bonuses or other passive abilities as well. Once an artifact is created its properties cannot be changed. The creation process is as follows:

### 1) Choose the Artifacts supernatural ability.

To create an item the character first determines what supernatural ability he wishes to lock inside it. An artifact may contain supernatural abilities outside of the magical schools, such as the **Vorpal** template, the **Constrict** template or others. These abilities typically cost two flux, although the GM may impose a different cost.

Any magical tier abilities cost the amount of their tier +1. Any other abilities and their costs are up to the GM's discretion, but should be more expensive for the most part.

### 2) Select the attributes you want to sacrifice.

Once the ability is selected, and the flux cost is determined, the character must give up a number of attribute levels equal to half the cost of the flux rounded up. For instance, an item costing 5 flux would cost 3 attribute levels. You may select any of the attributes to pull this from, and not all points sacrificed need to come from the same attribute.

### 3) Seal an item with the effect.

Artifacts can be formed from any item, whether it's something mundane such as a shoe, or watch, or something bejeweled and exquisite like a ruby amulet. If you wish to create a specific item to be made into an artifact it is the same process as crafting any other item, and the rules can be found in the Mechanics chapter (Page 22).

You may choose to apply a certain condition that needs to be met to recharge the artifact at this stage if you wish.

# BOUND FLUX

Bound flux are spells and incantations locked within an item that can only be used a set number of times. These items can be triggered by those with the appropriate perk (E.G., a spell can be activated by a warlock; an incantation can be activated by magi, etc.). These items may only be activated by a character that has access to the appropriate school of magic. A bound item grants an individual power beyond their normal limit, but they are also subject to the rules of spell failure and can cause a critical failure resulting in a paradox or abscess.

## USING A BOUND ITEM

These items have a difficulty to cast equal to the spell or incantation bound in the item. On a success the effect locked within is released. On a failure normal penalties apply: on a critical failure roll; on the appropriate critical failure table. These items use either a standard action or a Combat Action to activate, but they ignore any combat penalties to cast.

## CREATING A BOUND ITEM

To create a bound flux item, the caster must have the appropriate ability to cast the effect and cast it successfully upon an item. Upon success, the spell is locked within the item. The item may hold multiple charges but each charge raises the initial difficulty to seal the effect in the item by +1.

All charges must be placed in the item at creation and the item cannot be recharged. Each charge placed in an item causes 1 point of Stress to the caster. If a charge fails to be placed in an item by a failed initial cast, the item explodes; dealing the level of failure in Stress damage to all those within 10 ft./level of failure.



## DISPLAYS OF POWER

Certain characters in the world of Mechanika have access to awe inspiring powers, beyond those of normal people. These characters can choose to display a tiny bit of their abilities at cause small effects to occur, these are known as displays of power.

In the world of Mechanika sometimes just showing a card from your hand will cause your opponent to fold. After all, if the goblin you're about to mug can suddenly light his pipe with fire that burst from his thumb, what other horrors can this wee green lad perform? The main rule for a display of power is that it must not have a critical effect on a scene or an encounter. What this means is that a goblin magister could light his pipe or even the fuse to an incendiary device, but he could not create enough fire to burn down a house or to injure an opponent.

Displays of power simply require a roll of the skill associated with the power, at -2 difficulty. A successful roll allows you to display a modicum of your power. This can cover almost anything as long as you have the appropriate ability, perk, house, or school.

### Example:

*A warlock with **Blood Magic** and access to the School of water could use a display of power to avoid getting wet in the rain, or to remain warm in non-supernatural cold, but not to resist a drakes freezing **Breath Weapon**. A Wyrd with the Shadow Aberrant school could cause his shadow to menacingly approach someone but not do any actual damage. A character with **Lycanthropy** could cause fur to grow on his hands, or cause his teeth to elongate, but could not gain any additional damage from those teeth.*

Outside of the small effect a character performs with a display of power, the only bonuses they may ever give are a +1 bonus to **Intimidate** rolls against NPC's with the **Extra** template. A Display of power can always be denied by a GM if deemed to be too powerful, or outside of the characters abilities. Displays of power can be used by anyone with a supernatural perk.



# GLORB PUCKETT



*The symphony of fire. The searing cauterizing song of the flame. It was all around him, in his mind, in his soul. He could hear it clearly, it sang just for him as he spread its glorious message to the world. The smells of the dead and dying as they burn fills his nose, the screams are the woodwinds, the bubbling and popping of their fat turns into the percussion, the sound of sirens in the distance is the brass, and the crackle of the flames fills in the strings. He, of course, was the great conductor of this symphony of slaughter, this great opus of madness and flame, and the best part was that they licensed him to do this.*

*It had been 5 long years since a lonely goblin had knocked on the great red door of the School of Fire. For days he was beaten. For days he was cast away, told he had no gift for the art. For days he was ridiculed, laughed at, and told he was pathetic. It was here – under this stress and pain – he heard the song of fire for the first time. He recalled the memory with pleasure.*

*Lying on the ground, he was kicked repeatedly. The young initiated Magister rained down blows upon him, screaming at him that he was worthless, that he was weak. Glorb gurgled up bile, trying to stay conscious. His face was bleeding in half a dozen places; he no longer trusted himself to stand upright, and he could only watch as the man walked over to a giant brass censer and pulled a thick chunk of wood from the flames. He advanced on Glorb, the end of his impromptu weapon bright with half lit coals. He raised the stick above his head, and as the world focused down to a single glowing moment the goblin finally heard the fire's song.*

*The world was no longer the world. It was fuel, a tinderbox, food for the flames. The fire is all around us, dormant, waiting for someone to set it free. This man was not a man, he was a catalyst, he was a doorway; through him the burning could begin. He just didn't know it, not yet. But he would.*

*Glorb screamed and the coals on the wood erupted into flame, rushing down the length of the stick and catching the man's hair ablaze. Glorb felt it now; he pushed, straining, willing the fire to feed, to devour the man. The initiate's skin began to run like melting wax, he screamed as his face slid off of his skull, his robe became an inferno, his limbs blazed, his eyes popped, his pain fed the flames as Glorb laughed. And then, it was over. Glorb felt the fire die down as the man was turned into ash before him. As the fire disappeared, so did the goblins' strength. He passed out cold in a puddle of water and vomit.*

*He awoke in clean clothes, the first he had known in his life, with an old man standing over him. The fear that welled up inside him made the torches in the room dance as the fire felt his terror, but with one gesture from the aged man they became still. The man looked at him with a smile and said,*

*"Welcome to the Magi Order, we have recently had a spot open."*

*Over the next three years he mastered the songs of fire and earth, and he knew he must bring the fire's song to all who deserved its sweet hymn.*

*He applied to be licensed by the Ministry of Supernatural Governance, and after three tries at the exams he finally had what he needed. He had what the fire promised him back in the ghettos. He had power.*

*The symbol on his fire red jacket protects him, and gives him the authority to bring the songs of fire to those that deserve it. In exchange, he serves the ministry without question, and he will head to Mechanika as he has been ordered. But on the way, the symphony of fire and flame will be heard, and as the ash settles and the embers glow, his laughter will make the perfect encore.*

# MACHINA

GEARS, METAL, GRINDING, & PAIN. WHERE DO I SIGN UP?

## ARTIFICE

The remarkable ability to bind flux to a mechanical creation is possibly the greatest discovery across the empires of Mechanika. Ever since the Dwarves emerged from their solitary island empire, the practice of Artifice has become essential to Earth's societies. Over the last 150 years it has replaced magic in most empires due to its versatility and (relative) stability. Artifice can make the average man extraordinary, and has been used for both incredible innovation and terrible destruction.

So what is an Artifice device? How does it differ from a regular mechanical device? Simply put, the difference is Flux. Artifice devices utilize the same mysterious force that Magisters use to weave their incantations. Binding flux to a machine gives it incredible power, transforming an otherwise normal machine into a terrifying arcane device. Flux can create items that defy the laws of physics and sometimes even time and space, allowing for the creation of pistols that fire lightning, capes that reflect bullets, or backpacks that allow flight faster than any bird's.

It takes incredible focus, study and dedication to bind flux to machine. The few that achieve the coveted titles of Artificer and Tinkerer are feared and respected throughout Mechanika. The houses of Artifice now draw practitioners just as often as the schools of Magic do. Over the decades, a cold war of epic proportions has slowly begun to unfold between these titans of flux, with both magic and Machina users doing anything they can to outperform the other on the world's stage. Let us pray that this sustained conflict does not erupt into earth shaking destruction, as it has on so many other worlds.

## MACHINA

When flux is bound to a machine the result is known as Machina. Machina will function the same in the hands of an Artificer, Tinkerer or even a person with no skill at all in its use. Anyone can pull a trigger, but only a select few can handle the recoil. The thing that makes an Artifice Engineer stand out is the ability to activate these unpredictable items with relatively little danger to themselves or others. This level of danger has not, however, prevented the common layman from utilizing Machina; in fact the danger makes it even more appealing to some. After all, something with that much risk must be powerful beyond imagining.

This is the true difference between those who wield magic and those who wield Artifice. Those who wield magic cannot share this ability, and only in rare cases create items that a layman can make use of. The magic user is the weapon, the channel. Whether they are born like this, achieve it through years of study, or are chosen by some dark power from beyond the stars, they are the force. Artificers and Tinkerers create Machina that any brave soul can use. A lucky tavern owner can throw a humming Machina grenade at a horde of zombies; people ride vast trains that are powered by pulsing batteries created by Tinkerers. Artificers take the power of gods and make it accessible to almost anyone.

The question is how? How can something that was once only the tool of Magisters and Warlocks be accessible to even the most humble goblin beggar? The secrets of Artifice did not come easily. Only by prying apart and cannibalizing black tech left behind by the Old Ones were we able to decipher their workings. Many lives have been claimed in this search for knowledge and many more will be sacrificed to the cause. Before you are the ancient secrets of Artifice, damned though they may be.

Each Machina built is different and unique, however each one has a heart of pulsing flux turning its gears, charging its functions, and operating its pistons. Flux never dies, and can provide a nearly endless amount of energy, allowing power with nearly no limits.

Machina is tuned to its creator. If a Machina creation is used by anyone other than the Artificer who created it or the Tinkerer who modified it he will take a penalty equal to his chosen perk. A character who has no knowledge of Artifice who tries to use an Artifice device has an additional 50% chance of malfunction. Certain Machina are free from this rule and this will be listed in its chassis.

Machina store their flux in the device. Machina do not depend on a scene's flux and can operate even if there is no flux present in a scene.

Machina cannot augment a skill above its attribute's level. Augmenting a skill counts as a use and must roll for malfunction. Augmentations last 1 round/minute per level of success but count as a Free Action/Interrupt to activate. Augmentations are available to every house, and each house augments in a different way. Augmentations count as one function, and can augment either skills or attributes.

Skills: New level of the Skill +1 flux

Attributes: New level of the Attribute + two flux

An attribute augmentation may be activated as a Free/Quick Action when an augmented skill linked to it is used from the same Machina.

A Machina is considered activated when a function is used. Many times an activation is part of another action like firing a gun or blocking an attack. If a function needs to be triggered when no action seems relevant, the GM may require a Mechanics or Engineering roll to activate the device with a difficulty decided by the GM.

## GIZMOS

Artificers and Tinkerers have the additional ability to create small, useful devices known as gizmos. Gizmos are minor Machina that require almost no flux. A gizmo must be created like a normal Machina device, but it does not use any of an Artificer's flux. For a Tinkerer it costs a paltry 5 shillings to create an arcane battery for the gizmo that has an almost unlimited amount of power. A gizmo must be approved by the GM. Gizmos follow all the basic rules for Artifice creation, and only require a roll of -2 to create. An Artificer or Tinkerer may have a number of active gizmos equal to their Intellect modifier x 2.

### Examples:

*Self winding watches that know the temperature and weather.*

*A set of clockwork glasses with a **HUD** that tells basic information to the user that a normal human would be able to see with a Perception check of -1.*

*A spray bottle full of liquid that removes a stain.*

## MALFUNCTIONS

The incredible amount of flux contained within a Machina device can create catastrophic devastation if something goes wrong in its activation, and something always eventually goes wrong. When it does, roll the percentile dice and apply the effects below.

**01-10:** The Machina overheats, doing +1 damage to any character wielding it. If the device was a projectile, it explodes before it can be thrown or fired, dealing +1 damage to the user.

**11-20:** The Machina begins to buzz with strange energy, causing loose items to fly toward the user. The user takes +3 damage from the debris.

**21-30:** The Machina vibrates and discharges strange purple and green energy that spawns 1 Gremlin per level of failure (Page 215). The newly spawned beasts, upset that they have been forced to this new place, go mad and attack the user.

**31-40:** The Machina billows smoke and makes a tremendous amount of noise. This causes the user to be **Blinded** and **Deafened** for 1 round/minute per level of the failure.

**41-50:** The Machina spews out thick oily sludge that causes a 30 ft. blast centered on the user. All creatures struck with the blast suffer from **Difficult Terrain**.

**51-60:** The Machina erupts in a burst of strange energy, destroying all Artifice items in a 10 ft. radius.

**61-70:** The Machina explodes in a fiery blast doing +3 damage to everything within 10 ft., and destroying the device.

**71-80:** The Machina hums and glows with a strange prismatic energy and disappears in a cloud of green and violet fog, taking the user with it. The user and device reappear 1 round/hour later per level of failure. The user is frozen almost solid, and is on her last Grievous wound in Constitution and Stress. She can only remember the darkness, thick and deep, and the lingering mental echoes of horrors beyond the stars.

**81-90:** The Machina creates a feedback of strange energy, paralyzing the user and causing him to be **Stunned** for 1 round/minute per level of failure.

**91-99:** Roll 1 additional failure.

**100:** Roll 2 additional failures.



# ARTIFICER

The rare skill to bind flux to a machine, the ability to force lightning into a cell, or steam into a sphere; these are the awesome and terrifying gifts of the Artificer. The houses of Artifice, akin to the schools of magic, teach hopeful Artificers to bind the flux that surrounds them into devices of their own design, bringing forth new and awe inspiring creations. Few possess the ability to bind pure flux and those who can truly master it are valued by the empire they serve and many others for their creation of wonders the average man could never dream of.

Artificers must choose the **Engineering** supernatural perk and both a primary and secondary house. Artificers may learn new houses just as Magisters learn new schools, but their primary house is always the strongest. Artificers control set amounts of flux, and as they train they learn to control more and varied types. Unlike a Magister, this flux is not drawn from the environment of a scene but is held in a pool by the Artificer till he places it into a machine he has created. An Artificer can never have more creations than flux he controls in his pool.

An Artificer's pool begins at 5 flux for his primary school and 3 flux for his secondary school. An Artificer may gain more flux and more houses as he continues his studies. This flux is useless, however, without a device to harness it. For this, the Artificer must design a chassis. This is the physical component to house the raw energy of flux. These chassis have in themselves more components, known as functions. Functions are the individual ways the flux affects the chassis. From allowing a gun to fire lightning, to allowing a coat to absorb fire. These are the three components all Machina; flux, chassis and function(s).

Those who study these arts find their place in all areas of Mechanika, from adventurers to craftsmen powering everyday life in the great empires.

## ARTIFICE SYSTEMS

Artificers have access to a pool of flux, and are the only characters with the ability to place flux into an Artifice item. Tinkerers may be able to use devices built by Artificers, but they cannot design and power their own devices. Artificers, however, can build remarkable devices from scratch and power them with flux consistently. They may also dismantle these devices at any time to get back the flux used in them to craft new Machina.

Artificers are able to use the flux they possess to create a nearly unlimited variety of creations, from clockwork squirrels that spy on their enemies, to steam powered tanks to crush all who would oppose them. The true power behind an Artificer's device is that it will function only for them, unless affixed with a power coupling, and thus they hold their creation's power. This ensures that only the Artificer and their allies can make use of these devices without great danger or death.

An Artificer has a base **Engineering** skill of -1. Artificers use the Engineering skill to determine the quality of the Artifice they create. Creating Machina is the backbone of an Artificer's power.

## CREATING MACHINA

Creating Machina is a simple process which uses the following steps:

- 1) **Engineering roll for Quality**
- 2) **Select a Chassis**
- 3) **Select Functions**
- 4) **Engineering roll for Malfunction Rating**

### 1) ENGINEERING ROLL FOR QUALITY.

The first step is to make an Engineering roll to determine the strength of the chassis. This roll determines the maximum Flux Cost of the machine's functions. This is called the quality roll, and the difficulty is the Artificer's **Engineering** skill +1. The result of the roll will be the maximum cost of each function. This means that if an Artificer gets a +1 **Engineering** roll result, the chassis may only employ cost 1 functions.

#### Example:

*Griswold the Artificer has an **Engineering** of -1, and he wants to build an Artifice device that employs functions with a cost of 2. He makes the roll and gets +3 total on his roll. After subtracting -1 for his **Engineering** skill, this gives him a total of 2. Therefore he can select functions with a Flux Cost of 2 or less.*

If a Machina device gets a quality roll of 0 or less, the only function the device may employ is a +1 Augment granted by the house.

There are a few things that will modify the quality roll:

An Artificer gains a +1 bonus to the quality roll if a device only employs his primary house's flux.

An Artificer takes a -1 penalty to any device that uses more flux points from the secondary house(s) than the primary house.

An Artificer suffers a -2 penalty to a device that does not contain any flux from the primary house. This stacks with the previous penalty.

### 2) SELECT A CHASSIS

The next consideration is what type of chassis to use. Each Artifice house has a variety of chassis available. A device that uses multiple kinds of flux must use a chassis from the house that the largest amount of flux comes from. In a tie it will be the Artificer's primary school or the GM will rule which chassis can be taken. Each chassis can hold the number of functions listed in the house's rules.

### 3) SELECT FUNCTIONS

The functions are the main purpose of a Machina device. They are what make the device unique and powerful. Every house has different functions, and each house brings something different to the world of Artifice. The number of functions a device can have is dictated by its chassis. Some only allow 1 or 2 functions, but others can allow 5 or more.

An Artificer purchases the functions she uses with her flux pool. An Artificer's flux pool consists of flux from 2 houses. Artificers may also combine functions to create unique items. An Artificer may never combine more functions than her Engineering skill +1.

### 4) ENGINEERING ROLL FOR MALFUNCTION RATING

Machina devices are volatile by nature. Once your chassis and functions are chosen you must then determine the device's malfunction rating. The malfunction rating is similar to the initial quality roll, and it uses the same penalties and bonuses. You may choose to use the same result as the quality roll, provided you state so before making the quality roll.

#### MALFUNCTION RATING

-4	90%
-3	80%
-2	70%
-1	60%
+0	50%
+1	40%
+2	30%
+3	20%
+4	10%

Each time you activate your Machina you must roll to see if it malfunctions. Roll the percentile dice. On a result equal to or less than the malfunction rating, the device will still activate, but you must roll on the malfunction table.

Once the device is activated it still has the possibility to jam. A jam occurs on a critical failure. The Artifice device must then be repaired and takes an Artificer 1 round/minute per level of failure to clear the jam.

### Example:

*Griswold the Artificer is using a clockwork eye augmentation to augment his aim and improve his skill with a rifle. He rolls the malfunction roll with a success allowing him to augment his **Marksmanship** skill. He needs a +1 to hit. When he rolls the newly improved to hit roll for his rifle he is devastated as four minuses come up. This causes the Artifice augment to jam for 5 rounds (a +1 success was needed and -4 was rolled, making the total failure 5).*

An Artificer may choose to unpower a device at any time to regain its flux. He will also regain his flux if one of his devices is destroyed. An Artificer may not use a device that has been modified with a Tinkerer's power coupling. This is due to the odd and nearly incomprehensible assortment of gears, toggles, switches and dials added by the Tinkerer, as well as the strange sensation of not being able to fill the Machina with his own flux.

All Machina devices are delicate and must be maintained and optimized every day. This requires that the Artificer spend a minimum of 1 hour each day on upkeep or the Machina will begin to decay due to the high levels of rampant flux stored within. A device that has not been maintained that day gains a 5% increase in its malfunction rating; this is a cumulative daily penalty. Upkeep requires an **Engineering** roll, which must meet or exceed the initial quality roll used to create the device. Maintenance takes 1 hour to perform but may be rerolled multiple times, at the cost of an additional hour. If an Engineer is without proper tools, he takes a -1 to the maintenance roll.

Machina devices take time to create. An Artificer must spend one hour per combined level of functions to create the device. The Machina also has a monetary cost. This cost is the basic value of the item it is based on x 2, unless the character has a lab or the components already. An Artificer may cannibalize and reuse flux from a number of Machina equal to his Intellect modifier per day.

## TINKERER

Tinkerers are the backbone of the Artifice world. They have the rare ability to trigger flux stored in an arcane battery and channel it through a power coupling to use Machina that would normally only be usable by an Artificer. Many Tinkerers are employed throughout the empires to oversee huge sections of the workforce. Tinkerers optimize, repair, modify, tear down, and customize all the different gear, cogs and Mechanics that keep Mechanika running. While Tinkerers lack the ability to harness flux to power and create their own Machina, they can still use all the different types of Machina created by Artificers.

Tinkerers use their skill with **Mechanics** to modify Artifice devices with flux filled arcane batteries and power couplings, as well as a large assortment of toggles, switches and dials. This allows the Tinkerer to adjust the flow of flux to the device and allows the device to function



without the original creator's flux. This process is delicate, and can result in horrible reactions if done without the proper facility and tools. Tinkerers have superb skill in Mechanics, and it is incredibly rare for them to find a machine they cannot modify and subvert to their will.

The abilities of the Tinkerer, while not as rare as the Artificer's, are still incredible. Only one out of 500 people possesses this strange gift. Most Tinkerers immediately find comfortable employment in business or government service. There are a few Tinkerers, however, that seek more than the safety and easy living of the corporate world. These rare folks will often use their skills to become useful and powerful members of Nouveau groups.

Tinkerers often gravitate towards groups that are lacking an Artificer of their own, and sometimes they will even work with Artificers, providing even more versatility. These Tinkerers often find that their obsession with Artifice devices makes them a jack of all trades within their group. Tinkerers will often use the assortment of bizarre devices they have gathered over the years to turn the tide of battle or find unique answers to puzzles and predicaments they face with their crew.

Often, Tinkerers focus their studies on one type of power source or Artifice house, but this may change over time and with further study. Tinkerers are incredibly versatile due to the large number of varied devices they carry. They excel at walking the line between Artificer and adventurer, having skills that hover between both worlds. Making them a formidable and adaptable force.

## TINKERER PREREQUISITES

Tinkerers must purchase the **Tinkerer** perk, and have a **Mechanics** skill of +2. The Tinkerer starts play with one modified Machina device per point of Intellect modifier. Each one of these devices may have a flux cost of up to 3. The Tinkerer also starts with one arcane battery per device, to power these items.

Tinkerers use their **Mechanics** skill to activate and use Machina, unlike their Artificer counterparts who create the Machina from scratch. In order for a Tinkerer to operate a Machina device, he must first fit the device with the appropriate arcane battery and power coupling. This requires the Tinkerer to make a **Mechanics** roll equal to the minimum **Engineering** roll necessary to create the Machina. Thus, a device with the largest function cost of 3 would require a **Mechanics** roll of +3 to add the power coupling.

Next the Tinkerer must affix an arcane battery of the appropriate type to the Machina. This must be the type of flux the device needs to function and is determined by the Machina's most abundant flux type (E.G., a device that uses 5 points of flux from the Electricity house and 2 from the Clockwork house would require a Tesla coil to power it.).

Once the device is altered the Tinkerer begins the work of affixing gauges, toggles, gears, conduits and other devices to the Machina so he can properly control the flux to make the device function. This process makes such Machina hard to use by any other Tinkerer as this process is unique to each Tinkerer and is almost like a finger print, usable by those in the know to tell who altered a Machina without their presence. A Tinkerer using another Tinkerer's device has +10% chance of malfunction.

Tinkerers are limited as well with truly complex Machina, and cannot make use of any function with a combined cost of 6 or higher. They also find it hard to control flux in general, lacking the innate ability to feel and control it and any Machina they use has +5% chance of malfunction. Tinkerers find as they begin working on Machina that one type of arcane battery is easier for them to harness than the others and gain a +1 bonus to rolls to alter those Machina but take -1 to all others.

Tinkerers have devised an arcane battery to power Machina from each of the Artifice houses and these batteries are valuable commodities. Tinkerers with access to a lab and equipment can create batteries at 1/4 their normal cost. They are trained to understand the amount of flux used by a Machina and how able their battery is to provide flux to power it. In general, an arcane battery has between 10 and 50 charges based on the cost of its creation and uses a number of charges equal to the activated function's cost. If a function is a Sustained Action or effect, the battery is drained 1/2 the cost of the function per round/minute though this may be hour or day for a vehicle or use outside combat as determined by the GM.

The time to alter a Machina is equal to the cost of the highest function in hours. The time to create a battery is 1 hour per 10 charges. The cost to create a battery is 5 shillings per charge. The types and descriptions of arcane batteries are found in the Machina section of the Equipment section in Chapter Six: Settings. Except as described above, Machina function exactly as described in the Artificer section.



## ARTIFICE HOUSES

Since the emergence of the Dwarves and the surfacing of the island of Mechanika, the science of Artifice has grown exponentially. Each daring innovation and volatile creation furthers its progress. Artifice now consists of 7 Great Houses. Similar to the Magisters' schools, these houses teach the construction and usage of specific types of Machina.

The following pages show the seven great houses of Artifice that currently exist. Each section will outline the most common chassis designs and the most prevalent functions that are used in that school. The seven presented here are far from a complete list, but they serve to show you the schools workings and how their most common Machina are forged.

## THE GREAT HOUSES

ALCHEMY

CLOCKWORK

ELECTRICITY

EXPLOSIVES

MARKSMANSHIP

RESEMBLE

STEAMWORK



### ALCHEMY

The Alchemy house is responsible for most of the potions, hypos, pills, and supernatural drugs in our world. Many Artificers will use this to create marvelous curatives, and incredible restoratives, bringing happiness and good to the common people. Alchemy has a much darker side as well; potions that pervert the mind and mutate the body, poisons that boil the blood and crack the psyche. The potential of Alchemy calls to many, from the ancient Alchemists pursuing the Philosopher's Stone, to the universally reviled drug lord Dr. Jekyll, who uses the house's power to pervert the natural order and cause madness through mutation and disease.

## CHASSIS

### Capsule

Functions: 1

Description: Small capsule

Capsules are small and weak compared to other chassis, allowing the creator to make 1 capsule per success achieved during the quality roll of the chassis. Capsules must be ingested for their effect to work.

### Construct

Functions: 4

Description: An alchemically engineered biological construct

This chassis creates a small to huge construct, made of alchemically treated dead flesh. It can also be used to make a creature by way of genetic alchemy like a homunculus. The base statistics are the same as a flesh golem of comparable size, and these stats can be improved just like any other creature with the construct template.

### Gas

Functions: 2

Description: Gas in a sealed container

This chassis creates gas that can be sealed in an airtight vessel. This creates enough gas to affect a 10 ft. x 10 ft. space per success achieved during the quality roll of the chassis.

### Hypo

Functions: 3

Description: A hypodermic needle

This creates a piece of Machina that can inject its contents into a willing target, or an unwilling target with a touch attack. A hypo can be used a number of times per success achieved during the quality roll of the chassis. The initial cost is of the hypo is 3 times normal, but it may be refilled at normal cost.

### Ointment

Functions: 2

Description: Topical ointment

This chassis creates a small amount of paste that can be applied to a target. This chassis always makes 2 uses of ointment per creation.

### Potion

Functions: 3

Description: Small bottle of liquid

This chassis takes the form of roughly 1 pint of strange fluid, and can contain many functions and augmentations from the alchemical house. Potions must be drunk for their effects to be used.

## HOW IS ALCHEMY DIFFERENT?

Most alchemical abilities are temporary and have no product to pull a cost from. Alchemical chassis cost 2 sovereigns per point of flux used. Alchemy is performed quickly, and therefore the creation time of all alchemical chassis, except for constructs, is 1/3 the normal time.

## AUGMENTATIONS

Alchemy is the most varied of all houses and most malleable. Augmentations can be used to boost any attribute or skill. These bonuses are temporary and last for one scene only.

## FUNCTIONS

### Alchemical Alteration

Flux Cost: Variable

Hardness: 1 flux per level

Structure: 1 flux per 5 points

Alchemy can be used to create very strong versions of items or augment inanimate objects on the fly. This can result in a silk rope that's all but unbreakable or a glass shield or a sudden burst of resilience for a weapon or blockade.

This function can be used to either create an item with a greater Hardness and Structure than normal or can be used to quickly repair alchemical or mechanical items. The Structure points added to objects last 10 rounds/minutes of use. When deducting damage from that object, the temporary Structure points are removed from the item first.

### Chimera

Flux Cost: 2 flux per creature combined or ability added, +2 flux per level of loyalty

This function merges multiple creatures to create a beast that is more than the sum of its parts, combining samples of multiple beings into one hybrid creature. These new hybrids seem to have varying degrees of abilities and appearance, even among chimera created from the same types of creatures. This is largely considered to be both distasteful and horrific; after all, what kind of man could craft such horrific abominations with a clean conscience?

The creature takes the base stats of the primary creature, but the creature can be augmented in various ways by adding the parts from other creatures. The creatures fused together must be within 1 size level of each other (a rabbit cannot be fused with an elephant, etc).

For each creature added the creator may choose one of the following to add to the base stats of the primary creature: 1 attribute, 1 skill, 1 template, 1 form of locomotion, or the secondary creature's base damage. The chimera is bound to serve the caster but can make **Discipline**/Willpower checks to free itself per the GM's discretion. The creator of the chimera can spend more flux to improve the loyalty

level of these beasts. For each 2 flux spent the creator may grant himself +1 to his roll to control the creature.

### Dubious Elixir

Flux Cost: 3 flux for mundane, 4 flux for supernatural

Dubious elixir is one of the most questionable functions in all of Artifice, as it is used to transmit a poison or a disease to a victim. This can even be used to distribute supernatural diseases or poisons, including ones that are forbidden by the Ministry of Supernatural Governance, although obviously with dire consequences if the creator is ever caught.

This function can be used to create any manner of poison or disease available, and if supplemented with additional flux can even create supernatural poisons and diseases. Once the victim is infected or poisoned, they suffer the disease just as it appears in the disease section. Page 31.

### Matter Shift

Flux Cost: 2 flux/stage of matter, +2 flux/density shift

Structural Damage: 2 flux per 10 ft. **AOE**

This function has a peculiar effect on matter in general, and grants the ability to temporarily shift to its next physical state. Solids become liquids, liquids become gasses and gasses become solids. This function has a myriad of uses, from assassins taking liquid form to hide undetected, to smugglers carrying illegal weapons across the border in jugs of wine. Due to its versatility this function is one of the most used in all of alchemy.

This function allows for the transfer of matter to the next state in the following cycle: solid, liquid, gas, then back to solid and so forth. This can also be done in reverse, gas to liquid, liquid to solid, solid to gas. It can be injected to affect a single creature, or by investing more flux it can be splashed or smeared on a surface to affect an object or a portion of that object. This function lasts for 1 round/minute per level of the chassis quality roll. A living creature affected by the matter shift has no control over themselves in their new form, and are at the mercy of the world around them and the elements. Fortunately, unlike their inanimate counterparts, they cannot be separated and dispersed.

After the effect is over the matter returns to its original state. While in liquid or gas form an individual is immune to most all physical damage. Liquids will still respond negatively to electric damage and take damage, and while in gaseous form they will take damage from sonic or fire effects.

If a solid object or portion of a solid object is turned to gas it will lose its weight and begin to drift, moving where the wind takes it. When the object is returned to normal it will fall and do damage to itself or anything beneath it. A living creature may also take falling damage.

**Structural Damage:** If a portion of an item is removed, it takes Structure damage equal to the mass removed. This is based off on much matter is removed. You can improve the amount of matter removed by spending flux. It costs 2 flux to increase the area of matter removed by 10 ft.. For each level improved you make a damage roll against the object. This roll ignores Hardness.

## Metamorphosis

Flux Cost: Variable

Size: 2 flux per size difference

Warp: 2 flux for creature or inanimate change

Template: 2 flux per template

Metamorphosis allows the user to alter their form, changing and warping it. This function has many uses, from turning the user into a freakish abomination, to twisting the user's enemies into harmless shapes like centipedes or frogs.

**Size:** Change a creature to a different size. This must be the next size up or down, and may not skip sizes (A tiny creature cannot assume size huge). You may have a creature shift multiple sizes, but each size costs 2 flux.

**Warp (Creature):** You can change a target into a mundane creature of your choice. A target that is converted to a creature type gains all that creature's mundane abilities. A tiger has claws, a hawk can fly, etc. Creatures in new forms cannot speak, and are limited to the new form's ability to communicate.

**Warp (Inanimate Object):** You can change a creature into an inanimate object. These objects can only move if the object could theoretically (E.G. a man changed to a suit of armor could move, but a man changed to a rug could not). Creatures in new forms cannot speak and are limited to the new form's ability to communicate.

**Template:** The target or user can twist an aspect of their body to assume a monstrous template. This cannot be done on the fly and the template must be decided upon before hand when the chassis is created. This function may be taken multiple times for multiple templates, if the chassis allows multiple functions.

Metamorphosis lasts for 1 round per level of the chassis quality roll in combat, and 1 hour out of combat.

## Mutation

Flux Cost: 3 flux for willing, 4 flux for unwilling

Control: +2 flux to avoid madness

This alien function causes a massive change in a living creature whether they are willing or not. Mutation causes the creature to twist and change into a horrifying abomination with various strange looks and behaviors. This takes a great toll on the creature's psyche, causing it to go insane and attack anything nearby, embarking on a terrible reign of horror and bloodshed.

Creatures that have been infected visually change. They grow huge mandibles, erupt in spines, sprout wings, or just gain enormous size and power. Once the infected person returns to normal the enormity of what they have become, and what they have done strikes them, causing them to take incredible Stress damage, and considerable physical pain. Some scholars and scientists believe this is a variant of the infamous Dr. Jekyll "Hyde elixir", but so far the evidence is inconclusive.

This function rapidly mutates the user or victim, and grants them 4 templates of the GM's choice. One round after being infected, the mutant will attack any living thing around it in a blind rage, not stopping until everything lies in a bloody ruin about it.

The mutation lasts for two rounds times the successes achieved in the quality roll. Once the creature returns to normal they suffer massive trauma taking a +1 Stress damage roll, as well as a +0 damage roll (ignoring Armor). On a critical Stress damage roll the creature is afflicted with a random mental flaw or madness. On a critical physical damage roll the creature is afflicted with a random physical flaw. These flaws are also selected by the GM.

**Control:** Mutation is used not just to inflict terrible brutality via the unwilling, it is also used to greatly enhance the user's strength and capability. By spending additional flux the user can maintain his sanity and coherence, allowing them to tap into the beast while still being fully aware and in control of their actions.

## Parasite

Flux Cost: Variable

Nonlethal parasite: 2 flux

Lethal Parasite: 4 flux

Sensory Parasite: 1 flux per sense the parasite can access, +1 flux to increase the distance by 50 yards

This function creates a Machina that infects its victim with a horrific unnatural parasite of his own creation. The user can select the form of the parasite, and they range from giant amoebas, to disgusting sub-dermal spider-slugs, to horrific fungal growths. This parasite quickly grows within the host, and begins to exert its control and wreak havoc quickly. There are many variants of parasite that the creator can create.

**Nonlethal Parasite:** The most common usage of the parasite is to simply cause great pain and discomfort to the host creature, causing them to suffer a -2 penalty to all rolls while the parasite is alive. Each round of combat, or every hour out of combat, the host must make a roll. On a critical success the host is in such pain she is **Stunned** for 1 round/minute as she writhes in the throes of agony or as her mind is attacked by the parasite.

**Lethal Parasite:** The user can also create a deadly parasite that will deal a -1 damage roll (ignoring Armor) once every set number of rounds (in combat) or hours (out of combat). The number of rounds between damage is equal to the host's Fortitude bonus plus her **Survival/Discipline**.

**Sensory Parasite:** Lastly, the user can design a parasite that deals no damage but relays the host's senses to the user while in range. This costs the user 1 flux per sense that the user wants the parasite to access. In order to access the mind of the victim's parasite the user must ingest an identical parasite that works as a relay. In the event of the victim's parasite's death, the user takes a +0 damage roll (ignoring Armor). The range of communication with the sensory parasite starts at 50 yards, and may be increased by 50 yards for each additional 1 flux spent.

**Killing the Parasite:** The parasites may be killed in two ways: By succeeding at a first aid roll equal to 1/2 the chassis quality roll (rounded up), or by magical means that would remove a supernatural disease.

## Restorative

Flux Cost: Variable

Restore wounds: 2 flux per level

Cure: 3 flux for poison or disease

Regrow: 4 flux for regeneration of lost limbs

This function is one of the greatest blessings of the second age. It can cure even the most virulent virus, or return a lost limb to a broken body. This function makes alchemists some of the most popular people among the general populace, even if its products are more expensive than the common citizen can afford.

*Note: Each function's variant is a single function and can only be mixed if the chassis can accept multiple functions.*

**Restore Wounds:** This effect can cure 1 level of Constitution or Stress damage and can be adjusted to heal more by spending more flux. The type of damage removed must be determined at chassis creation. If the Machina chassis allows for multiple uses, the Artificer may make restoratives for both Constitution and Stress damage.

**Cure:** This effect can be used to remove any disease or poison with an opposed roll, chassis quality vs the poison's strength.

**Regrow:** This can be used to regrow a lost body part.



## Skin Envelopment

Flux Cost: Variable

Nonlethal envelopment: 2 flux

Lethal envelopment: 3 flux

Resealable: +2 flux

Multiple creatures: 4 flux per 10 ft. **AOE**

Skin envelopment is one of the more horrific alchemical transformations. It essentially tricks the target's immune system into attacking itself, causing the victim's skin to slowly creep up and close over the orifices of the body like scar tissue over a wound. In weaker forms it merely seals over the eyes, mouth and ears. Stronger variants become deadly, and will often seal over the nostrils and other orifices, causing the creature to suffocate unless surgical measures are taken. There are some variants of this that are even more sinister, causing the orifices to reseal themselves after being opened by a medic.

This function causes **Blindness** and **Deafness** in a creature as its eyes and ears seal over, but also strikes the creature mute as its mouth seals over. The creature can have the orifices reopened by succeeding at a first aid roll of +1. A creature that seeks medical attention will experience no trauma or physical deformities. If the victim cannot get to a medic they can still rip the orifices open, but they will suffer +0 damage to themselves per orifice, ignoring Armor.

**Multiple Creatures:** The greater versions of this function can effect multiple creatures.

**Lethal:** If the flux is spent this function will become lethal, closing vital orifices and causing suffocation as per the **Suffocation** template (Page 24). This lasts until the orifice is opened.

**Resealable:** By spending additional flux the function is pushed even further, causing any orifices to reseal themselves a number of times equal to the quality roll when the chassis was created.





## CLOCKWORK

The house of clockwork is based on some of the oldest technology our world has developed; the spring and the gear. The soft symphony of cogs and springs. The true brilliance of this school is its elegance. Its ability to create Machina that are delicate and quiet. Machina that can be used without the weight and encumbrance of some of the houses' Machina.

Those who use Machina from the clockwork house value precision over brute strength, or silence over presence. They want to have a Machina that may not be noticed at all until the situation calls for it. Clockwork users often value stealth or covert action and tend to blend in with their mundane world, waiting for the perfect opportunity to strike.

Clockwork Machina enjoy a sleek design, and often trade durability for freedom of movement. Quiet and powerful, the oldest of the great houses is not to be underestimated.

### CHASSIS

#### Constructs

Functions: 1 per size category

Description: Creatures and Automata, size tiny–huge.

Clockwork constructs are designed for covert and precise operations. Unlike their counterparts in the steamwork house, these constructs are fragile and quick. With the right camouflage, some can even be passed off as living creatures or people, although they can still be detected by the sounds of gears and springs, as well as their graceful inhuman movements.

#### Item

Functions: 2

Description: Clockwork versions of everyday items.

Clockwork items often appear as fine, precise versions of mundane items found around Mechanika. These items are always created with the same attention to detail that accompanies other clockwork chassis. They are light and could easily pass as their mundane counterparts, except for the sounds of clicking gears and whirring springs.

#### Light weapons/Marksmanship

Functions: 2

Description: Clockwork light weapon or firearm

A master-crafted light weapon such as a rapier or club, or a small firearm such as a pistol. This weapon is made with incredible care and great beauty. Each device hums with clacking gears, tense springs, and the soft whisper of flux.

#### Suit (full body)

Functions: 5

Description: Light armor

Clockwork suits hold fewer functions than steamwork armor but provide sleek and elegant designs. These suits are capable of being concealed or even being passed off as mundane light armor. They often are crafted from light weight material, showing almost no signs of Machina, save for the soft hum of gear against cog.

#### Swarm

Functions: 3

Description: Swarms of tiny or small clockwork creatures or automata.

A large collection of minute clockwork creatures, from dozens to thousands. The swarm moves and functions as one entity and together the creatures share the swarm template.

#### Worn

Functions: 3

Description: Jewelry, article of clothing/armor, backpack, or other items capable of being worn on the body.

Worn clockwork items take the shapes of backpacks, watches, goggles or other items that are worn on the body. They often resemble the mundane object except for the high level of craftsmanship and the soft clicking of gears and cogs.

### AUGMENTATIONS

Clockwork Machina augments Abilities dealing with **Stealth**, **Agility** and ranged combat.

Bonuses: Agility (flux +1 times desired rating), **Athletics**, **Thrown**, **Weapon Skill** (Light Weapons), **Marksmanship** (Light), **Legerdemain**, **Deduction**, **Drive/Pilot**, **Stealth**, **Search**.



## FUNCTIONS

### Chain weapon

Flux Cost: 3 flux per level of damage

One of the most horrific clockwork functions is the chain weapon. This function adds a length of chain to the weapon, powered by this clockwork engine. This chain usually features “teeth” of some kind that rip and tear at the target, creating ragged gaping wounds that are incredibly difficult to mend. Worse, this cruel function makes only the faintest sounds of clacking gears and whirring chain until it strikes its opponent and chews them to nothing more than shredded flesh and metal.

Chained weapon copies any weapon and adds the Bleed template. Attacks with a chained weapon may be a Sustained Action at the attacker’s choice. On a critical hit the weapon gains **Armor Piercing** equal to the weapon’s damage. This function does make a malfunction roll each round it is in use including from a sustained attack. Each successful attack adds +2% to its malfunction chance until repaired. This becomes +4% if the attack is against an opponent in heavy armor or if used against a metal object or creature. This damage can be repaired quickly, requiring only 1 round/minute per 2%

### Clockwork Launcher

Flux Cost: 2 points noncombat, 3 points combat

This function allows a device to use gears and springs to launch or throw objects. This is a very versatile function, and can be used to launch anything from rope to cannonballs. Its quiet nature and accuracy is sought after by those wishing to attack without drawing attention. The launcher can be used to fire a variety of objects, or even to propel common items found lying around a scene.

The noncombat version of this device fires an object 60 ft. with 3 range increments. Using this function requires a **Marksmanship** roll for accuracy. This may be used for anything: grappling hooks, flares, horseshoes, etc. If used in combat, suffers a -2 to Attack and -1 to damage.

The combat version of the launcher can fire regular bullets, grenades, or any other offensive object. The force behind this attack is equivalent to the normal damage of the projectile, but causes none of the sound attributed to mundane firearms. This function will also grant non-weapon items fired from it a +1 bonus to damage. This damage is raised by +1 for each size category the item is beyond huge.

### Cold Snap

Flux Cost: Variable

Non-lethal: 1 flux per 10 ft. of non-lethal cold effect

Lethal: 2 flux per 5 ft. of lethal cold effect beginning at +0 cold damage

+1 flux per additional level of damage

Cold Weapon: 1 flux per level of damage to add cold snap to an additional function or single attack

One of the strangest discoveries of the Clockwork house is the ability to use a system of gears and cogs to reduce the temperature in an area, sometimes to the point of dealing damage to an opponent. This can be used to devastating effect, from covering the ground in frost to creating bizarre alien guns that fire spikes of ice. How this function works is one of the most debated mysteries in all the school’s teachings.

This function can be used in several ways.

**Non-lethal:** This version of the function causes the temperature in a 50 ft. blast to fall drastically. This causes the ground and other surfaces to develop a thick layer of ice and snow, and causes water to freeze solid. The ice and snow causes any creature without an appropriate template to fall **Prone** if moving more than half its movement. The creature is allowed an **Athletics/Agility** roll opposed by the user’s **Mechanics/Engineering** to keep their footing. This effect lasts as long as the device remains active. This can cause a lot of strain on the device, and every 10 minutes/rounds of activity adds +5% to the malfunction of this device.

**Lethal:** Cold snap can also be used to fire a blast of cold or cold based projectiles in an area. These attacks require individual attack rolls and deal cold damage. The **Area Of Effect** can be shaped into a burst, blast or **Spray** as per the original devices construction.

**Cold Weapon:** Lastly cold damage from cold snap can be added to another function or to an item as a singular attack.

### Cryostasis

Flux Cost: Variable

Preserve: 2 flux willing/unconscious

Entomb: 2 flux per remaining Constitution for unwilling creatures

Shelter: 2 flux per level for protection.

By using the chilling properties of the clockwork house a subject can literally be sealed away in a slab of ice. Creatures affected by this function can take no damage, and any effect or template on them is halted but will resume when thawed. This function will easily preserve those that are willing or unconscious, but those wishing to resist its effect must have more Constitution or Stress than the amount of flux spent on the entomb feature.

This function can also be used to protect the wearer of the Machina from cold damage up to the level of flux invested. This function lasts until the device is switched off, and the ice created will not melt under non-supernatural causes. Unwilling creatures can be sealed away but the Flux Cost is much greater to create supernatural ice the strength of the strongest metals.

## Expanding/Retracting

Flux Cost: Variable

Size: 1 flux per size shift

Conceal: 2 flux to make hidden

Extend: +1 flux per additional 5 ft..

By using gears, springs, and various other gadgets a trained member of the clockwork house can make an item or part of an item retractable, and possibly even hidden from the prying eye. This can be used to store and conceal many things. From telescopes and blades, to huge retractable wings and underwater exploration equipment, making this function very versatile.

This function causes an item, or part of an item, to effectively fold away or retract into an object. If this is used to make an item hidden, it becomes covered and concealed, as well as altered in such a way as to make the item nearly undetectable. The item becomes size tiny when folded away and a +2 bonus is applied to the difficulty to discover it. If it is only a part of the item that folds away into the rest of the item this bonus is increased to +4. These changes occur after the initial points for the function are spent. Adding this function to a Machina device does degrade the overall structural integrity of the device however, making the item more easily broken and adding the **Fragile** template to it.

## Extra Appendage

Flux Cost: Variable

Upper: 2 flux per upper body appendage

Lower: 2 flux per pair of leg like appendages

Quality: 1 flux per level of improvement.

Clockwork Machina can be used to grant a character extra arms, legs, wings, tentacles or other appendages. These appendages are often mounted on an article of clothing or attached to a suit of armor. The limbs function exactly as a normal limb would, and are sized for the creature that created it. The appendage begins with -2 quality and all rolls using the appendage take this penalty.

Wings do not allow flight but do add the **Glide** template. If wings are improved to great they allow **Flight** at 1/2 the character's base movement rate. Wings may also be modified to work as fins, increasing swim speed to match the character's normal speed.

Legs move the same speed as the character. If increased to great, the legs gain +10 ft./round Movement and **Wall Walking**. For each level the legs are improved beyond Great, Movement increases +10 ft.. Tentacles improved to Great gain the **Constrict** template.

## Gyro Blade

Flux Cost: Variable

Improve damage: 2 flux per level starting at +1

Flight: 3 flux for average maneuverability, +1 flux per level to increase maneuverability or movement by 10 ft.

Increased capacity: 2 flux per additional passenger.

This function creates a series of fast spinning blades driven by a clockwork engine. These blades can be used for fierce offensive attacks, as their razor sharp blades can easily shred an opponent to pieces. They can also be used to try and block an incoming attack, the momentum of the blades deflecting most projectiles. This function can also be used to grant flight to a person, or even several people.

When used as a weapon, deals +2 damage. Upon a critical hit it gains the **Vorpal** template. It also allows for a parry of +2, and grants Bullet Resistance to light firearms of +2 when active.

When used to fly the blades grant a movement in any direction equal to 1 1/2 times the character's movement and can be used to hover.

## Gyroscope

Flux Cost: Variable

Bonus Increase: 1 Flux times the level of bonus

Greater Movement: 2 flux per additional Dodge use or non-Combat Action

Greater Range: 1 flux per range increment added

Extra Combat Action: 3 flux per additional

By adding gyroscopes to a Machina you can greatly increase its stability. When used correctly you can even augment a creature's Agility and grace. Gyroscopes are one of the most sought after functions by assassins, thieves, and anyone who makes a living with stealth or ranged combat.

This function adds either a bonus to a characters dodge action, grants additional dodge actions or offensive actions per turn, or reduces the penalty to fire a ranged weapon at greater distances.

## Heads Up Display (HUD)

Flux Cost: Variable

Supernatural HUD: 2 flux per supernatural effect

Normal HUD: 1 flux per mundane effect

The clockwork house offers the ability to enhance Machina so it can improve a creature's senses or offer information about the world around it. A HUD can add an extra edge for an Artificer or simply make some information more accessible.

A HUD can be used to gain the following pieces of mundane information: The exact time, the weather, the character's calendar and planner, information about people or places entered into the device (or augmented via the **Transmit** ability found in the Electric school), the temperature, ammo in an opponent's gun, charges of items, inventory.

A HUD can also add the following Supernatural perks or templates, **Empathy**, **Heightened Senses** (any), **Improved Critical** (Light Weapon), **Weapon Master** (Light Weapon or Firearm), **Trick Shot**, **Scent**, **Echolocation**, **X-Ray Vision**.



## Omnitool

**Flux Cost:** 1 flux per level of skill augmented.

The Omnitool replaces a tool, or set of tools, with items of incredible clockwork precision and the ability to be used with great ease. This will often even improve the overall skill of the user. For instance an Omnitool lock pick will have many parts that extend and vibrate to release the lock with a minimal amount of effort. An Omnitool lab has controlled mixtures in flasks added through complex tubes, and then heated by unseen engines, producing components normally not available in the field. An Omnitool also stabilizes otherwise volatile items, such as explosives, making them safe to transport.

## Time Disruption

**Flux Cost:** Variable

**Travel:** 4 flux per round/minute

**Time Hop:** 3 flux per round/minute

**Entropy:** 3 flux per level of damage for entropy, or 2 flux per level for structural damage.

The clock; it tells us the time, sometimes the date. It compels us to know when to eat or work, and when to sleep. The power of the clock and its unmitigated control of time can be manipulated by those with enough skill, causing time to become slow and sluggish, or to speed up the time surrounding a person or thing. Some Artificers can even jump forward and backward, in time at great risk to themselves or other around them. The most horrific versions of this function are the weaponized ones. Terrible uses of time that can age a man 100 years in a minute, or cause him to never have existed. For this reason time disruption is perhaps one of the most terrifying functions of any house.

**Travel:** A character can use this function to slow down another creature by disrupting its ability to move through time at the proper rate, effectively halving its actions. A creature with 1 action gains 0 actions while under the effect of this function, except for interrupts or Free Actions. While under this effect the creature will also move at half speed. If this function is used in reverse it will speed up a creature. This grants it double movement and grants it 1 additional action/level of success that cannot exceed double their normal actions. Creatures sped up in this way take a +0 damage roll that ignores Armor after the effect ends, as the rapid aging and sudden halt to our time stream inflict damage upon the physiology of the target. Momentum can never be removed, only altered or delayed and using this function is hard on the device and adds 3% to the malfunction rate with each use.

**Time Hop:** The second use for this function is to do a time hop. A time hop moves a creature forward or backward in time. This effectively removes them from the time stream and replaces it at a new point, once the function ends. This effect does not allow a character to change their location, simply where they

are in time. Forward travel is much more forgiving than traveling backwards. Traveling backwards is talked about as trying to fight a raging river's current. Moving backwards does not remove damage nor does it allow a dead creature to return to life. It simply moves the target back to that point.

Once a character has slid backwards in time he will remain there for 1 round/minute per round/minute he moved, and then the creature will be ripped forward to the time he left. This inflicts a +1 damage roll, ignoring all Armor, and also deals +0 Stress damage. Forcing a creature to undergo a time hop is hard on the Machina, and adds +10% to the malfunction chance of the device when used. Moving forward is a simple affair compared to moving backwards. Once a character jumps forward he will appear at the new point in time and move forward in the time stream just as any other being would.

**Entropy:** Finally, this function can be used to either recede time around a person or structure, or cause the time stream to speed up around that person or structure. This can cause iron to rust in seconds or vice-versa. This effect can remove damage or status effects from a creature or item, as long as the damage or effect occurred within a number of rounds/minutes per level of the device's damage granted from this function. This can even cause a creature to cheat death and be resurrected, provided he or she died within that window of time.

The resurrection process is extremely taxing on the creature, and causes them to make a **Discipline/Willpower** roll difficulty equal to the amount of damage removed by reversing time. If the creature fails he or she takes a Stress damage roll of +1. Resurrected creatures suffer a mental flaw selected by the GM, as they have seen what lies beyond our plane of existence. They also lose 1 level of Bruised Stress permanently.

When this effect is used to damage a creature the result is truly horrific. The creature's cellular structures expand and grow, causing dysplasia, and the creature visibly ages in a terrible display of temporal power. The damage is your roll, +1 for each 3 points of flux you have spent on the entropy function. The creature affected may make a **Discipline/Willpower** roll to attempt to prevent his body from being forced through the time stream. The difficulty is equal to the level of damage the creature would have taken. The non-lethal version of entropy affects structures and inanimate objects, and deals or removes 10 points of Structure damage per level. This affects 10 ft. of material per level of the structural damage.

The effects of entropy take their toll on the Machina involved. This effect adds 15% to the malfunction chance of the device



## ELECTRICITY

The newest of all the houses and the only one not pioneered by the Dwarfish clans. The House of Electricity may be in its infancy, but it has already proven itself to be a devastating force. This house is the realized dream of two men who worked together until their partnership became a war of sorts.

The House of Electricity harnesses this new power of lightning and spark, to create wondrous and strange creations, from powerful bolts of lightning that rival the stories of ancient black tack, to manipulation of reality as we know it.

### CHASSIS

#### Full body

Functions: 5

Description: Light armor

This takes the form of any light armor, and is covered with coils and circuits used to harness electric flux. Often times these suits are highly insulated to protect the wearer from the powers they tether and attempt to control.

#### Item

Functions: 2

Description: Any everyday item

This chassis takes the form of any regular item but has telltale signs of circuitry and bulbs that alerts onlookers to the presence of flux captured within.

#### Vehicle

Functions: 5

Description: Land, air, or sea vehicle

This chassis copies the statistics and attributes of any giant or huge vehicle, but builds in the power and majesty of electricity. This causes the vehicle to be powered by massive Tesla coils or Jacob's ladders, and to glow and hum with electric flux.

#### Weapon

Functions: 2

Description: Melee weapon or firearm

This chassis takes the form of any weapon or firearm, and shares its base stats, but surges with circuits and bulbs used to harness electric flux.

#### Worn

Functions: 2

Description: Worn object (cauldron, watch, gloves, jacket)

This chassis takes the form of any worn object, like clothing or jewelry, but is covered in pulsing circuitry to channel the vast powers of electricity.

### AUGMENTATIONS

Electric augmentation deals primarily with two factors. It increases the powers of Intellect, Willpower and Presence. It improves Agility, as the flux of the electric house magnifies the powers of the mind, and improves the electric reactions from the brain.

Bonuses: Agility, Intellect, Willpower, Presence, **Occult, Discipline, Search, Weapon Skill** (electric charged weapons only)

### FUNCTIONS

#### Consciousness Projection

Flux Cost: 2 flux per 1/4 mile

Consciousness Projection allows consciousness to leave the body and travel along the electrical network that covers our globe. Once away from your body, it is utterly helpless. For this reason caution is strongly advised. This function can result in your death, and the irretrievable loss of your soul.

You can move very quickly outside of your body, and in areas that have an abundance of flowing electricity you can traverse even faster. The only indicator that you are present in a room, is the soft flickering of light bulbs, the distortion of radio voices, and the faintest of electrical outlines.

This function allows the character to leave his physical body, making it vulnerable to a coup de grace; any successful attack will inflict double damage on the user's abandoned body. While outside his body he moves at double his movement speed, but cannot pass through solid matter unless it is designated as a door (this includes secret passages). In this form the only clue others have to his presence is by making an occult roll equal to the level of successes achieved in the chassis creation, or by sense magic. The user may choose to return to his body at any time, and retains all the info his soul perceived while away. In soul form he can deal no damage, but he can still be attacked through mental combat or by electrical physical attacks.



## Control

Flux Cost: Variable

3 flux animal Intellect

5 flux human Intellect

6 flux monsters with the fae, alien, or Old One template

One of the more disturbing functions of the electric school is to forcibly control another creature or person. Dominating the target, and forcing the Artificer's will over the other creature. By placing electrodes on the other creature, the Artificer can deliver targeted shocks to specific parts of the victim's body. This causes them to move in jerky, involuntary spasms while they try to resist the effect of this horrific function. This is often used to gain access to secure areas, or to pull info from a target. More extreme uses, such as forcing a creature to be a temporary body guard, or even trying to make a creature kill itself have been documented.

This function creates two separate pieces that form one Machina. The first is a headband or helmet that the creator wears. The second piece is an electrode that roughly resembles a golf tee or other short spike. This is about 3 inches long, and hums with flux and electricity.

The spike must be attached to the target with an attack that deals at least 1 wound of damage. This is usually melee but the attack can vary if coupled with another effect or chassis. Once attached, the Artificer has control of the target. This effect lasts for 1 hour/round per level of successes achieved at the chassis creation. This effect can be resisted with an opposed Willpower roll. The victim is allowed one roll per hour/round, or whenever forced to do an action that would put it at risk of death, or would go against its Higher Self or Concept

Out of combat, the target has full actions but does not have complete control over his body, and acts strangely (Jerky movement, slurred speech, etc). Anyone attempting to notice something out of the ordinary about the victim gains +1 to their roll (this roll is made against the Artificer's Subterfuge).

In combat the effect lasts 1 round/level of successes achieved during the chassis creation, but due to the control of the creature it loses 1 action and takes -1 to any Supernatural skill roll.

## Disintegration

Flux Cost: 5 flux

This function is rarely seen due to its high cost, and terrible backlash. Disintegration has the ability to simply erase a creature from reality as if they never existed. Sometimes there is a shimmer around the damaged target, other times they seem to crystallize and shatter into dust. The process seems to vary from Machina to Machina, but it is never anything short of utterly terrifying. This wreaks terrible havoc on the Machina, warping it in obscene ways, and twisting the reality around it, contorting it with brief glimpses of deadened madness.

This function must be added to another function that deals electric damage. This function replaces that Machina's critical hit effect. On a critical the target takes the final damage roll x5. If this kills or destroys the target it is disintegrated and removed from play never to be recovered unless a creature of deity status is petitioned. This taxes the device immensely, and immediately after a successful use causes a malfunction in the device but does not destroy it or jam it.

## Electrical Charge

Flux Cost: 2 flux per level

This is possibly the most basic function of the electric house. It charges a weapon, or a projectile fired by a weapon, with electrical power, but it does so at a price. The weapon must be hooked to a large generator that harnesses and conducts its power, making this function as volatile as it is useful.

This function adds electric damage to a Machina, starting at +0. It requires a large generator to function, usually taking the form of a backpack. This part of the device has a Hardness of +2 and 20 Structure points. If the generator is destroyed it explodes, dealing +2 electric damage to all within 15 ft..

## Electric Projection

Flux Cost: 2 flux per level, +3 flux for spray 15 foot, AOE 5 ft, or Line 10 ft, +5 flux for arc

Electric Projection allows the Artificer to create a Machina that can project raw electric power. Whether embodied through the shock sticks of the sons of Tesla, or added to a firearm to fire pure bolts of electric energy, this function can be truly terrifying. Electric projection can create several different types of electrical discharge after charging up. Everything from small bolts of electricity, to what appears to be a lightning bolt that surges forth from the Machina. This attack can even leap to additional targets.

This function allows the creator to add the ability to fire pure electricity from his device. The Machina with this function must be connected to a large Power coupling, usually in the form of a backpack. This power coupling has a Hardness of +2 and 20 Structure points. If it is destroyed it explodes, dealing +2 electric damage to all within 15 ft.. This function is similar to the electrical charge function, but rather than adding electric damage to a weapon, it fires a pure bolt of electricity in various forms. You choose the version of bolt upon construction of the device.

**Bolt:** Does +1 damage. Requires 1 Combat Action to recharge.

**Spray:** Does +1 damage. Requires 1 Combat Action to recharge. 15 ft spray

**Blast:** Does +1 damage. Requires 1 Combat Action to recharge. Does **Area Of Effect** damage. 5 ft. AOE

**Line:** Does +1 damage. Requires 1 Combat Action to recharge. 10 ft. line.

**Arc:** Does +1 damage. Requires 1 Combat Action to recharge. Arc may only be added to the line effect. Once the line version of the function is fired, the current will arc to one additional target within 15 ft., if an arced target is killed this will cause it to arc again. This effect can continue indefinitely.

## Force Shield

**Flux Cost:** 3 flux, + 2 flux for each additional wound

Force Shield creates a field of electromagnetic energy around the Machina that attempts to disperse any damage dealt to the Machina and anyone in its possession or within it. When the Machina or its recipient would take damage a brief field of bluish energy crackles into life around the user absorbing the attack. This effect relies on the operator's mental well being as it seems his very will keeps the field intact. More than once a wielder has been knocked unconscious or worse trying to defend himself or others with this strange function.

This function adds a number of wounds to the character or operator of a vehicle each turn. The number is equal to his Willpower stat plus any additional built in when the chassis is created. Once the amount has been used up the operator takes a +1 Stress damage roll. The operator can choose to use the field before he rolls his Defensive Action. After each encounter these wounds are returned to the shield as it is recharged. This puts great strain on the Machina and adds +1 % to its malfunction chance each time the force shield absorbs a wound.

## Gravitic Levitation

**Flux Cost:** 2 flux per 5 ft. vertical, +2 flux per time increment, +1 flux per addition person (vehicle only), +2 flux per movement speed

Gravitic Levitation uses the earth's own magnetic field to cause the Machina to float. This actually is not unlike two magnets of opposite polarity pushing against one another, but through the power of flux the effect is far increased.

This function allows a Machina to float 5 ft. off the ground and move at half movement with maneuverability: Superb. This function lasts 1 round per success achieved during chassis creation in combat or 10 minutes per success outside combat. A vehicle's duration is much larger due to a larger battery; 3 hours per success achieved during chassis creation. The Machina can choose to move up 5 ft. or down 5 ft. for 1 Movement Action. The amount of time the Machina is in use per activation can be increased at creation.



## Magnetics

**Flux Cost:** Variable

**Push/Pull:** 2 flux per strength level

**Charge Blood:** 2 flux per wound level

**Magnetic Field:** 2 flux per additional attack

One of the most powerful aspects of the electric house, is its dominion over magnetism, to be used as either an offensive or defensive tool. This function allows the user to pull or push any metal item, even to the point of hurling it as a weapon or halting an object in mid-air or mid-swing.

**Push/Pull:** This function allows the user to push or pull metallic items within 100 ft./level of the user's Willpower modifier. This is done at a strength level equal to 0 plus any modifier added at construction. If used offensively treat the push/pull as a **Thrown** item or items with +1 damage. The item may be moved 30 ft. times the users Willpower.

**Charge Blood:** If used against a creature with metallic blood, like humans, the user can charge their blood causing immense pain and internal damage. Each round spent charging the iron in their blood past the first round deals +1 damage beginning at +0. This attack ignores Armor. Using this function in this manner stresses the device and adds +5% per wound level to the malfunction rate. This effect is a Sustained Action.

**Magnetic Field:** Lastly the function can be used to create a field to stop a metallic object in its tracks, effectively nullifying the attack. This is done as an Interrupt Action and lasts for 1 attack. If additional flux is spent it can halt additional attacks per round.

## Pass Through Matter

**Flux Cost:** 2 flux per level, +4 flux for supernatural materials or effects

The House of Electricity allows the Artificer to access the electrical fields that run across our world, and for a brief moment attempt to pass directly through an object. To others this looks like the Artificer disappears in a flash of strange light, while the area he passed through courses with electrical arcs for a few minutes. This function can prove quite deadly to the user, and there is more than one account of a person found dead, half phased through a wall or door.

This function allows the user to go through mundane material at 1/4 her normal movement. If the character is unfortunate enough to become solid again while any part of her body is in solid matter she takes a +3 damage roll ignoring Armor, and a +2 Stress damage roll from the horror of having your body filled with foreign matter. She may attempt another use of this function to dislodge herself. For additional flux she can also pass through supernatural materials and effects. This effect puts the Machina under extreme duress, and adds 10% to its malfunction chance with each use. This effect is a Sustained Action.

## Playback

Flux Cost: 2 flux per hour

This strange and spooky function allows the user to look back in time and observe what happened there by tapping into the electrical field and the Space-Time nexus. The user experiences shades of what happened, often coming in distorted bursts, sometimes little more than brief flashes of fragments.

This function allows the user to see what happened in a 100 square ft. area/level of successes achieved during chassis creation. This reaches back up to an hour, but can be extended by spending more flux. The information displayed is often strange and cryptic, distorted by the electrical field, and colored by the emotional and spiritual presence of those present at the time, requiring an Occult roll to decipher bits and pieces of information.

The better the roll, the better the user can decipher the strange input he receives. This then requires a Deduction roll to make use of the information if relayed to another individual, due to the oddity of the information it adds a +1 to the difficulty of the roll. This may be more if a truly horrific or emotionally charged event is viewed

## Redirect

Flux Cost: 2 flux per level, +1 per level to target something else

Redirect is designed for those who need high levels of protection and defense. This function creates a small field around the user which can be used to block, and even redirect energy attacks. A brief electrical shimmer is always seen before the energy attack simply blinks out of existence or is redirected onto another target by the user.

This function absorbs 1 wound of any energy/elemental attack, or more depending on the flux spent. It can be adapted to absorb more damage, or even to refocus the attack on another creature within line of sight/20 ft./level of damage absorbed. This attack is made as a Thrown attack. Any damage not absorbed by the field is taken as normal. If an attack adds elemental or energy to its damage, the field only stops the elemental or energy portion of the attack and not the projectile itself.

## Transmit

Flux Cost: Variable  
1 flux for audio or print  
2 flux for video  
3 flux for remote  
3 flux per level of Librarium, or 4 flux for remote Librarium access

Few realize that transmissions along the radio band are actually the work of the electric house and have a lot to do with the house's origin. This function allows the creator to devise Machina that can pull in and project anything from simple radio broadcasts to projections from the Librarium. The other way this function can be used is to

remotely operate your own Machina, as the great Tesla does, allowing you to have eyes and ears wherever you have Machina.

This function allows the creator to listen in and transmit on any available radio frequency by making a Mechanics roll equal to the broadcast's strength. If this is improved he or she can also link video to his Machina, allowing them to view video transmissions.

Additionally a device may send signals to a device similar to a ticker tape machine to print out the information transmitted.

If you sink more flux into the Machina it can even be used to remote control a construct or vehicle. This allows you to control your Machina remotely at a -2 penalty, as long as you are within 1 mile; times the number of successes achieved in the chassis construction.

Lastly, you can modify your device to access the Librarium. This allows access to the Librarium archives (with a +0 unmodified roll), and other Librarium. This requires access to a Librarium port unless the device is further boosted at creation.



## Transposition

Flux Cost: 3 flux, +2 flux per level of distance, +2 flux for no line of sight, +3 flux for control per level of distance, +1 flux per additional person

This strange function allows the user to bend space time, making him jump from one place to another in a blink of an eye. While undoubtedly useful, this function seems to give the user little to no control over where they end up. In addition this function seems to leave a variety of strange effects in its wake.

When used this function creates a mass of burned ground around the place the user left, and may cause other bizarre effects to occur, such as a tree blooming out of season, or faded images of the past flickering in and out of existence. While these strange after effects are not beneficial per se, they are rarely harmful. In addition, the person being transported is not disoriented from his journey, making this a popular if slightly disturbing function.

This function allows a Machina to effectively travel to any point within 10 yards/level of success of the chassis creation. Activating the device requires a Movement Action, resulting in the user and any willing participant being shunted through space time to a location within line of sight. This location is decided by the GM. This function can be augmented in the following ways.

**Increase Distance:** Additional flux can be spent on the

machines creation to extend the distance by doubling the original range per level. This costs two flux per level of increase.

**Blind Trans-location:** For additional flux you may choose to be able to teleport to a place outside of your line of sight, and hopefully outside of your enemy's sight as well.

**Controlled Trans-location:** You can spend flux to gain the ability to control where the Machina throws you. This is horrendously taxing on the device however and adds 15% to the malfunction rate of the Machina.

**Add Person:** For additional flux this function may affect another person.



The house of explosives is by definition the most destructive of all the houses. The Artificers that choose to devote themselves to the house of explosives are a rare, and many say insane, group. Often these Artificers are immediately drafted into military service, or as soon as they leave their universities, forced to use their terrifying gifts against the enemies of their empire. Although not every function of the school deals in destruction, it is well known that when an explosives Artificer enters an area one should flee, or risk total destruction.

## CHASSIS

### Bouncing Victoria

Functions: 3

Description: Creates a hail of smaller explosives.

This creates a grenade that launches upward when thrown, and then releases a shower of smaller explosions equal to the level of success +1. These damage enemies in small contained explosions, dealing +0 damage and +2 **Armor Piercing**.

### Claymore

Functions: 2

Description: A pressure sensitive mine.

This creates an explosive that has a **Spray** in the direction the device is pointed. The **Spray** size is 10 ft./level of success when creating the chassis. Usually it has telltale signs of its Machina origin such as strange metals or odd

flashing lights.

### Grenade

Functions: 2

Description: Grenade or some other thrown explosive.

This chassis can be a grenade of any mundane make or model, but it usually bears strange Machina hints such as arcane metals or glowing runes. Creates a number of grenades equal to the level of success of the chassis creation.

### Keg

Functions: 3

Description: Large unstable explosive

This is a large keg shaped explosive, made of wood or metal. A keg explodes in an enormous radius equal to 50 ft. times the level of success achieved when creating the chassis. A keg adds +3 damage to effects. This chassis is extremely unstable and heavy, weighing 50 lbs or more. The Artificer is forced to make a malfunction roll anytime the keg is moved more than 20 ft. per round/minute, or is dropped or struck.

### Launched Explosive

Functions: 1

Description: An explosive that is launched from a ranged weapon.

This chassis creates a grenade that can be affixed to any heavy firearm, bow or crossbow, and fired as per a normal shot from the weapon.

### Splash

Functions: 2

Description: A liquid explosive.

This is a Machina version of a splash weapon, such as a Molotov cocktail or other liquid explosive. Creates a number of **AoE** weapons equal to the level of successes achieved when creating the chassis. The **AoE** is equal to the level of success times double the creator's **Intellect** modifier in feet.

### Targeted Explosion

Functions: 1

Description: Tiny explosive

This small Machina explosive only affects 1 creature, dealing damage as a normal grenade would with no AOE

## AUGMENTATIONS

Explosion Augmentations work to increase the effectiveness of their destructive force.

Bonuses: **Area Of Effect** reduction 5 ft. radius, **Area Of Effect** increase 5 ft. radius, **Shrapnel**, **Intimidation**.

## FUNCTION

## Detailed Activation

Flux Cost: 2 flux per activation term

Artificers always look for ways to improve the versatility of their Machina, and this is possibly one of the most diabolical functions of any school. Detailed activation allows an Artificer to kill without even being there, and with a high level of precision. The Artificer simply dictates the particular events and conditions their Machina can explode under, and the device does the rest. This function allows an Artificer to add any of the following activation terms to his Machina:

**Voice Activated:** Activated when the Machina hears a specific phrase or person's voice. If a specific person's voice, they must have recorded the target's voice and added that recording to the Machina beforehand.

**By Proximity:** Activated when someone comes within one foot of the bomb's location, or if a specific person comes within a foot of its location. If a specific person is designated the Machina must contain a part of that individual, such as hair or blood.

**By Location:** Finally it can be set to explode during a specific time or at a specific place. If activated for a specific place the Machina must contain something from that place.

## Detonator

Flux Cost: 2 flux

Sometimes an Artificer wants to create an explosion on her terms, one that will go off when, and only when, she wants it to go off. This function changes an explosive so the Artificer can designate when it explodes with the use of a secondary remote control. Truly devious Artificers seem to delight in watching covertly as they detonate their tools of death and destruction.

This function allows the Artificer to create a secondary arcane device of his own devising to detonate his explosion within 100 ft./level of success radius.

## Dwarven Fire

Flux Cost: 3 flux

Developed by the Dwarves, this strange compound bursts into blue and white flames when it is exposed to air, and cannot be extinguished by water. Only by deprivation of oxygen or by supernatural means can it be doused before it naturally dissipates.

This function reduces the normal area of effect by half and deals +1 fire damage to any target touched for 1 round/minute per level of success achieved in the construction of chassis. This strange substance only effects living, alien, and undead matter. Dwarven fire is often used when someone does not want to destroy inanimate objects or areas but purge the creatures within, making it ideal for use underground or in tight spaces.

## Exclusion Gel

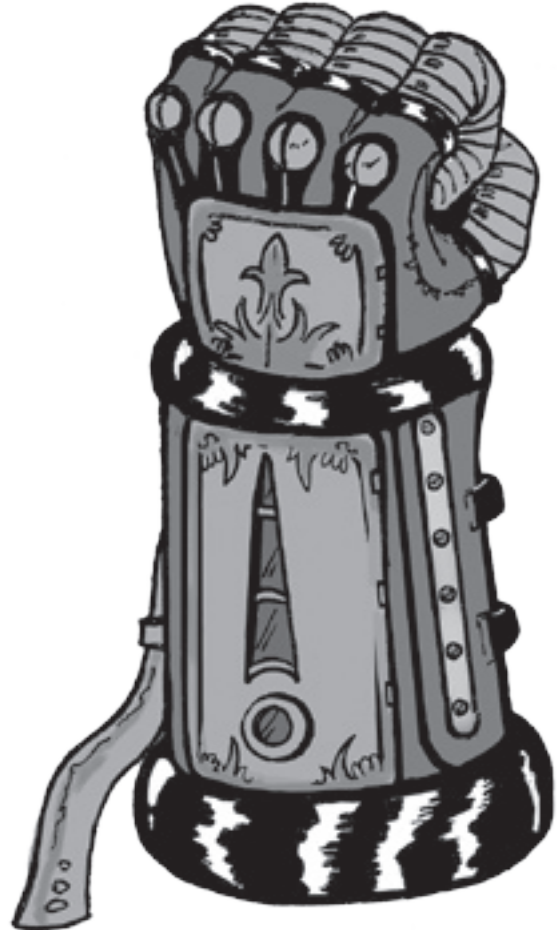
Flux Cost: 1 flux

This function allows the Artificer to cover a creature or an object (Size giant or below) in a strange breathable flux filled gel that matches the flux frequency of the Artificer's other creations. Those coated in the gel become immune to all the Artificer's other explosive Machina, and even the force of its more mundane explosions. The Artificer's other explosive Machina effectively deal no damage. Each use of this function contains enough gel to effect 1 creature or object of giant size or less. The gel lasts for 3 rounds/minutes and the target covered becomes immune to any explosive Machina effect caused by the creator of the gel. Bullets or **Shrapnel** and similar effects created by the Artificer do not pass through the gelled creature/object but simply stop dead, caught in the gel with no effect.

## Explosive Charge

Flux Cost: 1 flux

This function is used by Artificers that prefer up close and personal explosions. They are often fitted into gauntlets or melee weapons to cause a small blast of explosive damage and knock back. This allows an explosion to have its area of effect altered to affect a small 5 ft. **Spray**. This deals +1 damage and throws the target back 5 ft..



## Gas Cloud

Flux Cost: 2 flux for mundane effect  
3 flux for supernatural effect or acid

This function alters an explosive to emit a cloud of harmful gas instead of an explosion. This gas can have hundreds of different effects. This is one of the most versatile functions of any school, and is widely feared by those who understand the full scope of its applications. Gas Cloud halves the size of the **Area Of Effect**, but creates a gas cloud opposed to an explosion. This gas can be any mundane or supernatural poison or disease. The other application is just as nefarious. If an Artificer chooses, the gas can be acidic in nature. This gas deals +1 **Acid** damage to any caught within the cloud with an **Armor Piercing** of +3.

## Machine Override

Flux Cost: Variable  
Disable: 2 flux for mundane, 3 flux for Machina  
Dominate: 4 flux for control

This function causes all manner of machines to short out for a period of time, causing them to cease to function entirely, becoming little more than a useless collection of parts. Some Artificers have even used this function to gain temporary control over machines and Machina alike, for small periods of time. This is achieved with a hand built control that pairs with the grenade. This function deals no damage but instead causes a burst of strange energy with various effects.

**Disable:** This function disables machines, and in more powerful variants, Machina. Making them inert and useless for 5 rounds/minutes per level of success of the chassis.

**Dominate:** The more powerful variant of this function only affects a single machine or Machina, but allows the Artificer to completely control that device via a remote control. The owner of the Machina can make an opposed Willpower roll against the level of the successes achieved during Machina creation. The Artificer can then use the device with a -2 penalty for the 5 rounds/minutes per level of success of the chassis. As long as he can see the device, and is within a 500 ft. radius.

## Pheromone Cloud

Flux Cost: Variable  
1 flux for Tracking  
2 flux for Allergy  
2 flux for Sleep  
3 flux for Rage against Creatures  
4 flux for Rage against Humanoids

This function creates a cloud of pheromones that can cause various kinds of chaos. Documented effects are anything from a terrible rash, to tracking pheromones, to enraging the creatures or people around a target to savagely attack them. This function is not always predictable, but it's definitely a great way to cause havoc or to attack a

creature without its knowledge. A creature caught in the pheromone cloud takes no damage but instead is affected by one of the following effects:

**Track:** A creature covered in the gas can be tracked by either a specific scent, a visual cue (faint colored trails), or even by sense magic. This is determined when the chassis is created, and adds +3 to all track attempts for that creature. This effect lasts till the affected creature spends 3 rounds cleaning themselves with water, or some other cleaning agent.

**Allergy:** Creatures caught in the cloud are affected with allergic reactions causing extreme itching, watery eyes, and horrific sores. This causes those creatures to incur a -1 to all rolls. This effect lasts 1 round/minute per level of successes achieved when creating the chassis in combat.

Out of combat this lasts 1 hour/level of successes achieved when creating the chassis.

**Sleep:** Creatures caught in the cloud are affected by a deep sleep. This sleep lasts for 10 rounds/minutes per level of success of the chassis creation. Subjects can resist this effect with an opposed **Discipline**/Willpower roll against the chassis level of success during creation. Each round/minute that a target is asleep they are allowed an opposed **Discipline**/Willpower roll to wake up. Any damage dealt to a sleeping target ends the pheromone effect on that target.

**Rage:** Finally the pheromones can enrage the hearts and minds of creatures or people around the target(s). These enraged creatures will immediately attack the unfortunate individual affected by the pheromones. Enraged creatures may only use basic attacks (no supernatural, or regular perks may be used). Creatures covered in the pheromones do not attack each other.

This effect lasts for 5 rounds/minutes per level of success of the chassis creation. Each round the enraged creatures are allowed an opposed **Discipline**/Willpower roll to calm down, an opposed roll is also allowed when an enraged creature takes damage.

## Stasis Gel

Flux Cost: 2 flux per level

This function has a wide variety of applications, from the benevolent to the downright diabolical. When the explosive housing the stasis gel is detonated it emits a blast of gas that quickly hardens around the area of effect, and immediately solidifies into amber like substance. Those caught within are fully aware, but held captive by the substance like a fly in sap. The trapped creatures are held outside the touch of time. When they are released/break free, regardless of how much time has passed, they will be exactly the same as when they initially were encased. The look of the substance is entirely up to its creator, and has varied from clear like glass to black as the night itself.



This function holds every creature and item in a state of suspended animation. Those caught within are not affected by time, templates, poisons, disease, wounds or any other effect, until they are removed from the gel. Those wishing to escape can attempt to make an opposed Athletics/Strength roll against the level of the gel once per round. Once free of the gel, all effects, templates etc., return, and the creature is returned to the state it was in before it entered stasis.

### Time Bomb

Flux Cost: 4 flux per 1 hour

This is one of the oddest functions in all the seven houses. Harnessing the esoteric power of flux the Artificer creates a Machina that, when detonated, actually reverses the flow of time on inanimate material. Suddenly glass reforms, charred homes are restored, and shattered statues are returned to their previous states as though whatever disaster befell them never happened at all. This function deals no damage. Instead it causes an explosion in space-time, reverting all inanimate objects to their previous state. This function will fail on any object that has had parts or pieces removed from the area. All items restored, due to being pulled back through the ocean of time and space, gain the fragile template.

### Vortex

Flux Cost: 5 flux

This function is one of the most alien and disturbing functions in all the Machina houses. It uses the flux of the explosives house to tear a hole in the very fabric of time and space, allowing the cold nothingness of the abyss to spill out into our world. Those poor souls caught within the void are pulled into the rift, unless they have the sheer will to deny the cold grasping might of the void beyond the stars.

Vortex cuts a hole in space-time, 15 ft. in diameter, sucking matter into it and pulling it into an unknown dimension. When this effect is added to a chassis, it only creates 1 explosion, regardless of the normal amount a chassis would create (Such as bouncing Victoria). Any creature stuck in the radius must make an opposed Willpower check or be pulled into the void. A creature in the void may make an opposed Willpower roll each round to attempt to escape, each round the creature fails it takes 1 point of Stress damage, a creature that loses its last point of Stress is lost forever as the vortex seals shut around it, never to be reopened. This effect lasts a number of rounds per level of success achieved when creating the chassis.



## MARKSMANSHIP

The house of marksmanship uses the power of Artifice to enhance ranged weapons, making them deadlier and more terrifying than ever thought possible. In some cases this increases a shooter's aim, in others it augments the overall lethality of the projectile, and still others create new and terrifying weapons entirely. What this school lacks in defense it more than makes up for in offense.

### CHASSIS

#### Ammo

Functions: 2

This chassis creates an entire clip of ammo for a firearm or a quiver of 20 arrows/bolts for a bow or crossbow. This ammunition looks identical to normal ammo, save odd runes carved into them and the soft glow of the arcane.

#### Bow

Functions: 3

Description: A bow/crossbow type weapon

This chassis copies the attributes of any bow or crossbow, but adds on the strange Machina functions the house is known for.

#### Cannon

Functions: 4

Description: Cannon type weapon

This chassis copies the attributes of any cannon, but adds on the strange Machina functions the house is known for.

#### Gatling Gun

Functions: 3

Description: Automatic weapon

This chassis copies the template of Gatling guns or other guns considered too large to be carried by a medium sized character, but adds on the strange Machina functions the house is known for.

#### Pistol

Functions: 2

Description: Handgun-like weapon

This chassis copies any light firearms attributes, but adds on the strange Machina functions the house is known for.

## Rifle

Functions: 3

Description: Heavy weapon

This chassis copies any heavy firearms attributes, but it also adds on the strange Machina functions the house is known for.

## Scatter gun

Functions: 3

Description: Shotgun type weapon

This chassis copies the attributes of any firearm that has the scatter or spray template but adds on the strange Machina functions the house is known for.

## AUGMENTATIONS

Bonuses: **Agility**, **Marksmanship**, Caliber (allows a weapon to fire a different mundane projectile taking the other weapon's damage profile), Range (each level doubles an items range), **Search**, **Deduction**

## FUNCTIONS

### Amazing Projectile

Flux Cost: 2 flux per ricochet

1 flux for missing projectile

The firepower this house delivers to a weapon can be tremendous, but even more frightening than that is the ability an Artificer has to bend and warp their shots, an ability that can have even more lethal applications in the hands of a skilled marksman. This function allows a projectile to ricochet multiple times, hitting targets that may be impossible to hit otherwise. This can also make a projectile dissolve into virtual nothingness, making it nearly impossible to trace back to the wielder's weapon.

This function can add a number of ricochets to a shot allowing you to hit a target behind cover or even down a hallway or around a corner. The GM has final say over how many ricochets may be needed to hit an individual target.

You may also add that the projectile will self destruct, doing no extra damage but turning into a gel or dust, making it hard to detect and adding a +3 difficulty to locate any sign of its existence. This makes it impossible by mundane means to trace it back to the weapon, but can still be traced back by an individual with sense magic, by making an opposed roll against your device's creation roll.

### Ambient Weapon

Flux Cost: 3 flux per level for Ambient ammo, +4 flux for Kaos matrix

This is often referred to as the spray and pray function. It creates an almost unlimited amount of ammo for a weapon to use, created from the ambient flux around the weapon itself. These projectiles take all kinds of different

forms, bolts of light, colored glass like beads, tiny arrows, pretty much anything the creator can imagine. There is a rumor that a mad Artificer once built a Gatling gun that fired rainbow colored trout. More realistically, the assassin known as Eldrick is known for having pistols that launch black flaming skulls that whisper the target's name as they are fired.

This may also be augmented by what the creators call a kaos matrix. The kaos matrix causes each shot to be accompanied by one of many strange effects. These effects are beyond the wielders control, but many Artificers seem to revel in the madness that their weapons bring to the battlefield.

This function has two very different purposes:

**Ambient Ammo:** First, the weapon using this function may fire a full clip/quiver of its weapon each scene with no ammo present. This ammunition takes whatever form the marksman desires but damage is still mundane in nature. Ammo fired this way adds +1 damage per level, but still retains any other weapon statistic. Each additional clip past the first drains a level of flux from the scene.

**Kaos:** Second, the Artificer may choose to apply the kaos matrix to his or her shots. The kaos matrix may only be added after ambient ammo is added, and functions as a Free Action when the user chooses. Kaos is unpredictable however, and once added each time the shooter does not engage the matrix there is a +15% cumulative chance it will engage without the shooters permission or knowledge. The effects of the matrix are infinite, as it pulls flux from unknown and often alien places. Using the matrix is hard on a Machina, and its usage adds a +5% malfunction chance. Below is a sample table to roll on, but the GM is encouraged to create her own for each matrix.

*See table on the next page.*



**01-10:** The ammo takes on a random elemental type. Roll the percentile dice again and consult the following table to determine the element.

01-10	Fire
11-20	Cold
21-30	Sonic
31-40	Electric
41-50	Non-Lethal (Knocks the target <b>Prone</b> )
51-60	Acid
61-70	<b>Armor Piercing +2</b>
71-80	Gravity Disruption (target floats up 110 ft./level of damage ignoring Armor and then falls)
81-90	Roll Twice
91-100	Deals 3 times normal damage and 1/4 original damage to the wielder from feedback.

**11-20:** The shooter is transported 10 ft./level of damage in a random direction, but is aware of their new position immediately, and takes no penalties to farther actions.

**21-30:** The projectile explodes in a burst of violet energy dealing its damage to all within 15 ft..

**31-40:** The projectile is coated in prismatic energy and deals Stress damage instead of Constitution damage.

**41-50:** The projectile seems to tear violently through the target's tether to time and space, reopening old wounds and adding **Bleed** damage.

**51-60:** The target is **Dazed** for 1 round per level of damage, as the projectile hums at strange and disorienting frequencies above the target.

**61-70:** A portal opens above the target, and a number of strange tentacles equal to the level of damage descend upon him or her. The tentacles attack the target relentlessly, and attempt to draw him into the nether. The tentacles have a **Brawl** of +3 and a Strength of +2. If the target is grabbed he must make an opposed Strength/Agility roll or be pulled into the nether in 2 rounds, never to be seen again.

**71-80:** Time fractures along the path of the projectile damaging everyone within a line from the shooter to the target, dealing +0 damage that ignores Armor.

**81-90:** The projectile stops midway to the target and hangs there in space for 10 rounds/minutes before continuing on its normal course. Anyone who touches the projectile takes damage as though it had just been fired.

**91-100:** Roll twice ignoring 91-100



## Armor Piercing Drive

Flux Cost: 2 flux per level

This function allows the creator to add a huge amount of momentum to a shot, charging it with strange and powerful flux, and allowing it to cut through armor like a chain blade through butter. This effect takes time to build up but is truly terrifying as the weapon spins and whirrs, humming and glowing with strange energies.

This effect adds **Armor Piercing**, or enhances it if it is already present, adding **Armor Piercing** levels to the projectile. This process takes 1 Combat Action to charge, as the projectile is imbued with strange and nefarious energies.

## Beehive Round

Flux Cost: +4 flux (ammo only creates 1 clip)

This function is used by those simply wishing to inflict mass casualties. A beehive round looks much like a regular projectile, except it has many additional barbed mechanisms that deploy after it hits its mark. These flukes then launch more projectiles, much like a swarm of bees descending from their hive. These rounds deal damage in wide areas and are rightfully feared when recognized.

This function deals damage to all creatures within **Grenade** radius, but deals full damage of the projectile to each affected creature. Each target may make a dodge roll at a +1 normal modifier and upon success, the attacks deal damage equal to the initial attack -1.

## Doppelganger

Flux Cost: 1 flux

Sometimes a user of the Marksmanship house needs to hide his weapon. This function allows the weapon to be disguised as any item of the same size that will convert back to its true form with very little effort. Pistols disguised as cigarette cases, shotguns as canes and even stranger things have been created.

This function adds a +3 difficulty to discover the weapon when it is in its alternate form, and requires a Free Action to change it into its true form.

## Exotic Ammo

Flux Cost: 2 flux

3 flux for Machina or Supernatural ammo.

Those who study the house of marksmanship often want to augment their weapons with strange and unique types of ammunition. This could be something as simple as creating flechette rounds, to something as complex as firing grenades created from the explosives house. Many of the Marksmanship Artificers pride themselves on their creations, and have their own signature ammo, almost like an artist signing their work.

This function allows the weapon altered to fire any type of ammo, even if it is normally not possible. The ammo

must be within the same size category as the gun firing it. For example: a bow could not fire cannon balls. This can also allow the gun to fire other Machina devices, usually from the Explosives house, or fire ammo that bears some tie to another house.

### Firing Pattern

Flux Cost: 2 flux/ level

One of the most basic functions of the Marksmanship house is changing how a weapon fires. Many strange examples have been documented, from pistols that fire like shotguns to shotguns which take clips like machine guns.

This function allows you to replace the normal firing pattern with a different one. It takes 1 standard action to change between the original and the alternate. The following alternate fire modes may be added: **Line** 10 ft., **Scatter** 20 ft., **Spray** 10 ft., **AOE** 5 foot, or **Fast**.

### Immobilizing Shot

Flux Cost: 2 flux, +2 flux per 5 ft. radius, +2 flux per duration increment

This function makes a shot non-lethal. It is often used by bounty hunters or those wishing to stop a target rather than kill it. It takes many forms, from bola-like projectiles, to thick foams, to nets, to even stranger methods designed upon creation.

This function makes the target Stunned for 1 round/minute per level of success of the chassis creation. Any damage dealt to the target will release the target from this function. This function can be expanded to affect a large area or last longer than the basic build by spending more flux.

### Scope

Flux Cost: 1 flux per range increment  
3 flux for zoom  
4 flux for template

A marksman's best friend can sometimes be distance. The ability to kill from hundreds of yards away, far removed from the scene of the target's demise. With the scope function of the marksmanship house, it is possible to extend a weapons range. Through through complex lenses the marksman can line up a precise shot from far away. Even stranger augmentations can also be made, whether to see through walls, sense magic or apply some even bizarre effect.

This function allows the device to extend and add additional range increments, at the cost of higher penalties. It also allows a zoom function to be added so that once per turn the shooter may reroll a single, or blank attack die.

The following templates may also be added: **Echolocation**, **X-Ray Vision**, **Heightened Senses** (Night Vision), **Heightened Senses** (Sense Magic), Target Lock (adds +2

Perception to locate a target already fired on,) **Anti-Cloak** (adds +2 to see through illusions or shape-shifters)

### Sonics

Flux Cost: 2 flux, +2 flux per level per **Throwing** increment

Through the study of Marksmanship Artificers have discovered a way to alter the harmonics of a projectile so it causes sonic damage these weapons can even use the force of what some experts call the sound barrier, to knock a target around as through being struck by some unseen force.

This function changes the weapon or projectiles damage to sonic damage. If more flux is invested it can also **Throw** the target back in 10 ft. increments, knocking targets **Prone** on a critical hit.

### Spontaneous Combustion

Flux Cost: 5 flux (Artificer may never create more projectiles than her Intellect modifier + the associated skill per use of this function)

One of the strangest functions of the Marksmanship house is the ability to create projectiles that when fired attempt to cause its victim to begin vibrating at an incredibly high frequency. This effect deals damage but also has a chance to cause the victim to suddenly burst into flames, as their molecules produce such friction they just seem to explode in a ball of fire.

This adds +2 sonic damage to a projectile, and on a critical hit, causes the victim to take an additional +0 fire damage roll ignoring Armor. If this kills the creature he will explode in a 15 ft. blast of fire dealing +2 fire damage to all creatures caught within the blast.



### RESEMBLE

The Resemble house is one of the most beneficial and awe inspiring of all the houses. It sees great use in the medical field, due to its ability to restore the maimed and malformed to a state resembling normalcy. The Resemble house is used to create replacement limbs and organs for those who have lost them, or who have had some kind of illness or disease befall them. This house improves and builds upon what was lost, replacing bone with steel, and muscle with quick-twitch bio-mechanized fibers.

Many daring Artificers have chosen to forgo the weakness of flesh for the strength of steel and flux, and have gone so far as to purposefully amputate their own body parts. Enhancing themselves with Machina, and using the functions and augmentations of the Resemble house to push themselves far beyond what could be achieved naturally.

## CHASSIS

### Graft

Functions: 2

This chassis attaches a socketed limb to a creature's frame that did not exist there before. This limb is alien and takes -1 to all actions. It does not respond as quickly as a replacement Resemble, and has a maneuverability of poor if applicable. For purposes of aesthetics this can have any appearance the creator chooses as appropriate for the flux types used.

### Limb

Functions: 3

Description: Replacement limb

This chassis replaces a removed preexisting limb with Resemble technology, humming with the internal workings of gears, pistons, and flux.

### Organ

Functions: 2

Description: Replacement Organ

This chassis replaces an existing organ with a Resemble technology counterpart complete with bio fluids and humming with power.

## AUGMENTATIONS

Resemble's augmentations affect physical attributes and serve to push the wielder far beyond that of his races normal capability. Bonuses: Strength, Agility, Fortitude, **Athletics, Thrown, Weapon Skill, Marksmanship, Intimidate, Legerdemain, Brawl, Mechanics, First Aid, Search, Survival, Discipline.**

How Resemble is different from other houses

Resemble limbs and organs have Hardness and Structure and must be maintained just as any other Machina. Unlike many Machina however, they only roll a malfunction roll if they use a function, and not from their basic use. A Resemble limb or organ also must make a malfunction roll if it gets damaged. Whenever the Resemble suffers a 25% loss of its total Structure points and every 25% after it must make a malfunction roll.



## FUNCTIONS

### Augmented

Flux Cost: 2 flux

Hide: +2 flux to make it concealable if the weapon is size small or less (this may vary if the host is a size larger than normal)

+1 flux to add a hollow compartment

+1 flux to add auto reload

Some hosts use their Resemble limbs to work as a place to store items. This may be contraband, weapons or Machina, even living creatures. Wide varieties of Resemble limbs have been documented by the Ministry of Supernatural Governance. From a man who hid high explosives in his leg to a woman who had a swarm of flesh eating beetles stored in her arm cavity.

This function can be used to place any item that could normally fit within the limb in a secret compartment. If the Machina is designed to be well-hidden this adds a +2 to the difficulty to detect. If used with a weapon, the weapon is part of the limb, not simply hidden within. Blades extend from palms, derringers spring up and into a host's hand, etc. This also means that without dealing more than 50% structural damage to the Resemble limb the weapon cannot be disarmed. Lastly, If the Resemble Machina is equipped with a reload feature, the limb spins into action reloading the weapon as a Free Action. All of the moving components and hollowing the limb add the **Fragile** template.

### Aura Drain

Flux Cost: 3 flux

Some hosts use Resemble tech to allow themselves to restore their wounds or Machina, but the people around them suffer the price. This function allows a host to steal bits of another living creature's life energy to heal itself or even cause it's Resemble tech to repair itself.

A host who has a Machina limb or organ equipped with this function can attempt to drain another creature's aura to mend itself. This can affect either the Machina components of the host, or the organic parts. Machina or organic must be stated before aura drain is activated. On a successful unarmed attack the host will absorb half the damage dealt, rounded down, and use it to repair half that number of wounds, rounded down. If used to repair Resemble it heals 5 Structure points per wound. These functions cause great duress on the Machina and add 3% to the malfunction chance per wound or 5 Structure points restored.

### Density Displacement

Flux Cost: 4 flux for inorganic, 6 flux for offensive

The Resemble house can also allow its host some control over her own density. This can allow her to accomplish many things that would be otherwise impossible, reducing her density to walk across water, or making herself so

dense she seems nigh invulnerable. This can also be used in rare instances to pass through living creatures and deal damage as her essence literally shreds her opponent.

This function allows a host to either decrease or increase her density as a standard action. If she decreases her density she gains double movement and may walk over any liquid substance without sinking. She will also levitate after 5 rounds at a rate of 10 ft. per minute/round but has no control over this floating. This function does not provide protection from harmful substances so if a host walks over burning lava she will still take fire damage. A character who has lessened her density gains a +2 dodge bonus to projectiles as some seem to pass right through her.

If the host increases her density she gains 5 times her weight and the **Slowed** template. This also gains her a +2 damage bonus to her unarmed attacks with a knock-back of 5 ft. times her Strength modifier. In this form she gains +2 to resist being moved or knocked **Prone** and is immune to fire damage. She also gains a +2 bonus to her Armor against melee attacks. Both effects are Sustained Actions with a difficulty of +3. If density displacement is used offensively the host can pass through another creature as part of a charge action, dealing a +2 damage roll that ignores Armor. This effect puts great strain on the device, and adds +4% to the malfunction rate of this Machina per wound dealt.

## Homo-Superior

Flux Cost: Variable

3 flux for a passive template

4 flux for an active template

5 flux for an active offensive template

2 flux for an auxiliary

Some who dabble in the art of Resemble do so with organs instead of tinkering with the more accessible limbs. Replacing a creature's natural organs with Resemble ones can add strange and wondrous abilities to the host, altering its base physiology and creating something truly odd and alien. Throughout history Resemble organs have added longevity to those rich or powerful enough to afford them. Redundant organs, multiple hearts, lungs, or kidneys. Many speculate the Iron Monk survived because he had Resemble work performed, and had a back-up heart as well as other organs added.

This function can add any of the templates below to an existing organ, or add a new organ as a backup in case of the primary's destruction. A host may only have a number of additional organs added equal to his Fortitude modifier.

**Passive Templates: Camouflage, Water Breathing, Noxious, Tough Hide** (equal to character's Fortitude bonus), **Wall Walker, Echolocation, X-Ray Vision, Heightened Senses** (Night Vision), **Scent, Wide Vision**

**Active Templates: Leap, Swim, Flux Absorption, Hypnotic, Fear, Cloaked, Gravity Control, Webbing, Flaming, Frozen**

**Offensive Templates: Breath Weapon** (damage equal to host's Fortitude bonus, deals elemental damage based on secondary Artifice house), **Spines** (damage equal to half host's Fortitude bonus), **Claws** (deals damage equal to half the host's Fortitude bonus), **Wail, Petrification** (lasts a number of rounds/minutes equal to the host's Fortitude, affects only 1 creature), **Spit** (damage based on element of secondary house)

## Interface

Flux Cost: 2 flux analog, 4 flux Machina

Resemble technology relies on a symbiotic connection between tech and Artificer. This can give the host the odd ability to tie his mind directly to his Resemble Machina. This function makes use of this connection to allow the Resemble to hack into either analog devices like locks or written codes, as well as advanced Machina encryption systems or lockouts. Even the Librarium and its terminals are subject to invasion from the interface function.

With this ability fingers extend into thousands of groping wires and slim digits, and strange interfacing tools reach out from tear ducts or mouths. Even replacement organs could house strange items that seem to make the job easier, although they may require removal of the organ to uncover the tools.

This function can be used to gain access to any mundane mechanical object or code. The function grants a bonus equal to the host's Intellect modifier to skills used to decode or hack mundane technology. If the function is used against an item that has no innate difficulty (i.e. the password to access a terminal) the GM will determine the appropriate difficulty.

By investing more flux they can be improved to affect Machina and Librarium terminals. Interface will allow you to get info from the device, or view any Machina hooked to that terminal. This grants you a +2 bonus to skills used to decode or hack a supernatural device. This bonus does not stack with the mundane bonus.

## Reinforced

Flux Cost: 2 flux per Armor bonus (may not exceed the host's Fortitude bonus), +2 for personal barrier, +3 for barrier equal to 5 ft./level of Fortitude bonus

Some Artificers who use the school of Resemble choose to focus on using their new limb as a powerful tool for defense. They reinforce their limbs to work as a form of shield, usually choosing to enforce their arms or additional grafted appendages. Some take it even further, adding extendable plates or other defensive inventions to the limb, creating a large barrier to protect themselves or even others.

This allows a limb to function as a shield with a Armor bonus of +0 to start. This can be improved by spending flux. It also doubles the normal Structure points of the limb. Additionally, the Resemble limb can create a barrier of the caster's choosing, used to protect himself or others that fit behind it. This barrier takes a standard action to activate and adds an Armor bonus to any behind it, equal to the host's Fortitude bonus. If the barrier option is used, the Resemble takes each wound absorbed as Structure damage ignoring Hardness.

### Removable Limb/Organ

Flux Cost: 1 flux

Typically this allows for the Resemble tech to be attached with a complex socket system, or it will sometimes feature a secret release button or method. Even organs seem to have secret releases built into them or they feature bizarre ways to remove them. One disturbing account states that a host vomited his spleen from his body, before tossing it into a crowd and having it dispense a gas which encased them in an odd glass-like substance.

This function allows the host to remove a limb as a Free Action, taking 1 point of Stress damage, or an organ in 1 standard round. This may cause death or a damage roll, depending on the organ removed, unless it was an auxiliary.

### Telescoping Limb

Flux Cost: 1 flux per 5 ft. extension, +1 flux for multiple joints or jointless

This function allows a limb to telescope or stretch out. This function also allows it to bend in many directions or have several joints. Jointless limbs have less dexterity and take -2 to any action that would require fingers or an opposable thumb. The limb can extend quite far, adding the reach template to any melee weapon wielded or to brawl rolls with the limb itself. Due to the strain on the Machina's integrity, this function adds the **Fragile** template to the limb.

### Vibration Acuity

Flux Cost: Variable  
2 flux per level of damage  
+2 per level of **Armor Piercing**

The link between a host and his Resemble can allow him to do amazing things. Vibration acuity creates a fast paced vibration that matches the exact opposite frequency of a creature he strikes and can cause grievous damage. Some people have even stated after a single strike it is like the host could ignore his opponent's defenses entirely. Those who have mastered this function are rumored to even be able to deal damage to an opponent's vital organs or even their brain.

This function allows a host to add damage to his unarmed attacks. Those who choose to can add the ability to bypass an opponent's armor after one successful hit (this hit

does not have to deal damage but must make contact) this effect can cause further attacks from the Machina to ignore Armor by adding the **Armor Piercing** template. If a critical hit is made with this attack the host can choose to either add the **Bleed** template to that attack as it damages his enemy's internal organs or to inflict the damage as Stress as he vibrates his opponent's brain attempting to liquefy it within its skull.



## STEAMWORKS

Sometimes called the brute house, the House of Steamworks concentrates on Strength and Fortitude. Artificers in this house are usually found creating massive imposing devices and augmenting weapons and armor to become even more powerful and intimidating. Machina from this school tend to be heavy, loud, and very sturdy. They often appear very practical and even crude but they always get the job done. The sounds of hissing steam and blasts of smoke and heat accompany the functions of these Machina, and add to the sheer magnitude and presence they create.

### CHASSIS

#### Construct

Functions: 7

Description: Steamwork constructs and automata from size huge to immense.

Constructs from the brute house are large, hulking, block shaped beings full of wrath and pure concentrated force. They are usually designed for construction, demolition or use as bodyguards. They are built from thick metals and often contain several boilers and great steam stacks to process the flux stored within.

#### Suit (full body)

Functions: 8

Description: Heavy Armor

This chassis takes the form of heavy armor bristling with pipes and vents. It has the most functions of any Machina armor, but reduces the user's Movement by 10 ft..

## Weapon

Functions: 4

Description: Heavy melee weapons and large firearms.

Steamwork weapons are hulking creations built to fire ammunition with great force in huge blasts of steam and to charge weapons with the force of pistons and great blasts of heat.

## Worn

Functions: 4

Description: Wearable object.

This chassis comes in a variety of forms. From heavy gauntlets, or bulky jeweler, to backpacks or shoulder pads. All worn items bear steam stacks and pulse with warmth or are hot to the touch due the flux stored within.

## Vehicles

Functions: 8

Description: Water vehicle, Land vehicle, or Sky ship

All Machina vehicles have a base in steamwork. Using massive boilers and generators to move great machines to replace the horse, the boat and even take to the sky. These vehicular monstrosities are often combined with other Artifice schools to create some of the greatest wonders of the third age.

## AUGMENTATIONS

Steamwork augmentations focus on Strength, Fortitude and brute force.

Bonuses: Fortitude, Strength (1 flux/level), **Weapon Skill** (Heavy Weapon), **Marksmanship** (Heavy), **Drive/Pilot**, **Athletics**, **Intimidate**, **Discipline**, Structure, Movement, Hardness, **Brawl**, **Survival**

## FUNCTIONS

### Dig In

Flux Cost: 1 flux per level

This function uses steam trapped in the Machina boilers to lock itself in place by firing spikes or weighted chains into the ground or by literally digging itself into the ground.

This function adds a +2 bonus to being **Charged**, knocked **Prone**, or pushed or moved.

### Exoskeleton

Flux Cost: 3 flux per Wound, or 1 flux per 10 Structure points

This function allows the Artificer to create a steam powered exoskeleton, or a piece of worn armor that shields his body from damage. Machina with the exoskeleton function are always large and bulky, covered in steam pipes and boilers to help transfer and process the flux held within.

This function adds extra Constitution wounds to a character in the area of a worn item, or one extra point for their whole body if using a suit chassis. If used with a vehicle chassis it adds Structure points. After a wound is used from the exoskeleton, it must be repaired. This requires 1 hour per wound to restore. This function causes the Machina to be quite heavy reducing the user's Movement by 10 ft./round.

### Harpoon

Flux Cost: Variable

1 flux per level of damage

2 flux for chain +1 flux per strength level of winch

This function allows the Machina to use the force of steam to launch a sharp harpoon like object, with three range increments of 100 ft.. Some of these projectiles are attached to chains and used to either pull the wielder or yank the target back towards you. This harpoon deals +1 damage. To dislodge the harpoon causes an additional +1 damage roll.

If equipped with a chain, the chain has a Structure of 10 and Hardness of 2. The winch starts with strength-average. Activating a winch is part of the attack action and not a separate action. This can also be used to target inanimate objects to pull the user or object to the Machina.

### Heat Shield

Flux Cost: 3 flux, +2 flux per 5 ft. aura

By creating a huge amount of heat within the boiler of the steam work Machina it actually disperses the heat surrounding the Machina. This function can even shunt that heat outward using it as a barrier or weapon. This function serves both to protect against heat and fire, and attack enemies.

This function provides immunity to heat/fire for 10 rounds/minutes per activation and is a Sustained Action, and can be used to shunt a blast of fire centered on the wearer dealing +1 fire damage to all caught within.

### Jack Hammer

Flux Cost: 3 flux initially, +2 flux/5 ft. **Area Of Effect**

This function makes use of the huge amounts of energy generated by the Steamwork house to cause the Machina, or usually part of it, to vibrate violently. This causes the Machina to strike a target hundreds of times in a brief amount of time. More powerful versions can even cause earthquake-like effects.

Jack Hammer ignores half the Hardness of an object, or if used in an attack it adds the weapon damage 1 1/2 times rounded up, but takes a -2 penalty to hit. If used as an **Area Of Effect** attack it causes all those caught within to make an **Athletics/Agility** roll to avoid falling **Prone**, this is an opposed roll against the attack roll. Those who fall **Prone** take a +0 damage roll from falling debris and rubble.



## Jump

Flux Cost: Variable  
2 flux per 50 ft. +2 flux to add stomp  
1 flux to increase the maneuverability level by 1  
+2 flux to increase the level of the jump

This function harnesses a huge amount of pent up steam to launch a character through the air in a massive leap. Some Artificers modify these Machina so they can make a “death from above” attack against creatures below them, using great spikes that retract from the Machina or a terrific piston strike.

Jump allows the character to **Leap** with Maneuverability (Horrid), and can be augmented to deal a level +2 damage roll against a creature that your character lands on. This requires an attack roll.

## Missile

Flux Cost: 2 flux, +2 flux per range increment,  
+2 flux per additional damage level, +5 flux for fragmentation, +1 flux for stun.

Arguably the most powerful weapon in the brute house of steam is the missile, a projectile the size of a longsword that can fly great distances and explode with terrific force. These strange weapons can even be designed to cause concussive bursts to stun enemies in a blast of steam and noise, or fragment into many smaller missiles to attack several targets.

This function creates a projectile that has three range increments of 60 ft. and deals +2 damage in a 5 ft. blast. The function can be changed to simply knock all creatures **Prone** unless they succeed at an **Athletics/Agility** opposed roll against the weapon's damage. The function can also be altered to split into a number of smaller missiles equal to the creator's **Engineering** skill +1. These missiles deal +0 damage and have no blast radius due to their size. Each missile fragment requires its own attack and damage roll but only cost 1 action and require 1 malfunction roll.

## Pile Driver

Flux Cost: 2 flux per level of damage

By harnessing a huge amount of steam power from the boilers of the Machina this function drives a great piston or other swinging mass forward to do great damage. This causes massive blunt trauma to a creature or structure, sometimes even leveling the greatest of creatures.

This function adds additional damage to an attack and will **Throw** the target back equal to 5 ft./level of damage. On a critical it will also knock the creature prone. This attack has massive destructive potential, doubling structural damage and reducing non-supernatural armor by 1 per hit. The great force caused by the attack also negates any size penalty for damage dealt with this function. Any chassis equipped with this function gains the **Slow** weapon template for attacks made with this function.

## Speed Burst

Flux Cost: Variable  
Burst: 1 flux per level of speed, 1 flux per round/minute added (10 minutes outside combat)

This function causes the Machina to build up a large amount of steam in the it's boiler and then release it in a huge jet like blast, launching the Machina forward at incredible speeds. This will cause items to suddenly fly forward or cause someone wearing the Machina to charge forward suddenly. This also can be used to simply increase your or a vehicle's or construct's movement speed for short bursts. Unfortunately this makes control very difficult, and this function can be a bit unpredictable.

This function increases a character's or vehicle's movement speed by 10 ft. for 1 round in combat, or 10 minutes outside of combat and can be increased by spending flux. This reduces Maneuverability by 1 level per level of speed increased.

If this is used as a Melee attack it can be used to ram a target or targets, dependent on your size, per the charging rules in the Chapter One: Mechanics (Page 19). Due to the force of the steam blast this grants a +1 damage bonus and will **Throw** the target back +10 ft./speed level increased.

## Steam Screen

Flux Cost: 1 flux per 10 ft.

This function allows a Machina to vent a thick cloud of smelly steam and smoke from its boilers, obscuring the Machina's user and making it difficult to track or see its location.

Steam Screen gives **Concealment** to the character, or any characters within its area of effect. This affects even the **Scent** template due to its foul smell.

## Steam Vent

Flux Cost: Variable  
Vent: 2 flux per level of fire damage  
Launch: 2 flux to launch a projectile  
Flight: 3 flux for Maneuverability (Poor) for 10 rounds/minutes, +1 flux to increase Maneuverability by one level, +1 flux to increase duration by one level

Steam Vent is one of the most versatile functions of the house of steamwork. It can be used in a multitude of ways, from flight to an alternate way of firing projectiles to simply turning the Machina's boiler into a weapon.

**Vent:** Used to create a 15 ft. **Spray** of steam dealing +1 damage per level purchased, to any creatures caught within it. Although this counts as fire damage it does not have a chance to spread or continue burning.

**Launch:** Used to hurl a projectile from any large caliber weapon, or even cannonballs or missiles if equipped on a suit/vehicle of size giant and above. This adds +1 damage to the ammunition and has 4 range increments of 120 ft.

**Flight:** Used as a form of flight, launching the Machina upward in a jet like blast of steam. This flight travels 3 times the characters movement speed, at Maneuverability (Poor) for 1 round/minute of success in combat or 5 minutes/level of success outside combat.

### Vent furnace

Flux Cost: 2 flux per level of fire damage

This function allows a Machina to vent all the built up heat from its boiler to deal massive amounts of fire damage, working as a very basic but effective way for an Artificer to show his expertise with the Steamwork house. This function adds fire damage to a single attack.

# BOULIVARD MERCURYBLOOD



*They'd banished his clan to the dark, to endless work below; striving for the prosperity of the Dwarven clans above. It was in that darkness that the defeated clans discovered a new purpose, a new way of things. Long ago, his clan had had a name, but since the Ascension Wars, that name was long forgotten. They were now called the MercuryBloods, the Clan of the Black Dam. Here, below the ancient and alien tech of the largest structure on Earth, his clan built an empire. An empire long hidden from the young races, now sought out for its knowledge of the Old Ones and their technology.*

*Boulevard toiled away for centuries, maintaining the gears of alien metal, and the wires that hissed violet and green electricity. Here he collapsed at the end of every day, when the clocks chimed and bid him rest. Here he struggled to gain rank, to gain status, to gain coin. It was here where he was replacing cogs in an old and dusty hallway when he found a door.*

*The door was old, hidden from sight behind a cluster of alien machinery. It was covered in a thick layer of dust and grime, and as he pulled it open it became clear that this door had never been entered in the history of the Dwarven occupation in the black dam. Much of what was in this room had long fallen into disrepair and a thick layer of dust and filth covered it all. Something about this room called to him, and he began to pore through its contents. Hour after hour passed and when the clocks chimed, he hardly noticed. He had found schematics for something. Something ancient and amazing.*

*The device schematics he found were beyond most Dwarves' comprehension, but something about the ancient runes and odd illustrations made sense to him. He could almost see the device in his head; he could visualize its components and function. For weeks, he stayed in that room studying, tinkering, building, and slaving to make his vision manifest. He salvaged parts and pieces from the machines around him and constructed the key to his freedom. He knew that when he showed this device to his superiors they would raise his rank, raise his pay, and he would be born anew in a glorious new position of power and influence.*

*This did not come to pass.*

*Perhaps it was the curse of the stolen Old One technology, perhaps it was the greed and stubbornness of his superiors, or perhaps it was just overall bad luck. The reasons are immaterial; the result is what matters. They tried to take his marvelous creation from him, they tried to punish him for not making his discovery known, they tried to destroy what he had slaved away to create. So Boulevard did something he had never done in all his life, he acted before he thought, and he fled.*

*It takes Dwarves a long time to choose to commit to a course of action, and it was days before the Dwarves of the Black Dam sent anyone after him. By that point he had already disappeared into the dusty corridors and echoing chambers of the ancient Old One construct.*

*He wandered and explored the structure for years, stealing provisions, and gleaning all the knowledge and secrets he could from the many vacant rooms, and the machinery he found. Finally he decided it was time for him to leave, he had knowledge and Machina to sell to the highest bidder, and he had questions. Questions that may only be answered in one place: Mechanika, a city of black tech with ancient knowledge and the wisest scholars in the world. He knew he may be the only MercuryBlood to ever leave the dam, and it filled the dwarf with an incredible sense of purpose and resolve. He would find Mechanika, he would have his answers, and then he would return to the dam to take back what was rightfully his.*

# SETTINGS

IF YOU DON'T KNOW THE WORLD HOW CAN YOU POSSIBLY THINK TO OWN IT?

## WHEN THE WORLD SHOULD HAVE ENDED

Many Millennia ago, the world of Earth was identical to yours. The first change that deviated from your world was the rock that hit it, and annihilated the great beasts that populated its lands. In this version of reality, the impact of this rock was far less dramatic, but much darker and more sinister. This I will speak of later, but what I describe now is the day this world should have ended. The day its primitive inhabitants should have been devoured, screaming as their flesh was flayed, their minds were broken, and their souls were changed forever into something alien and terrifying.

Interesting enough, the people of Mechanika still measure time as you do and even use the same abbreviations for the abstract concept of time and dates, although the names are quite different. They refer to the time before the exodus as B.C., which means Before Calm. They refer to the time after the Exodus as A.D., meaning After Departure. The day the Earth should have ended occurred in the year 3500 B.C.

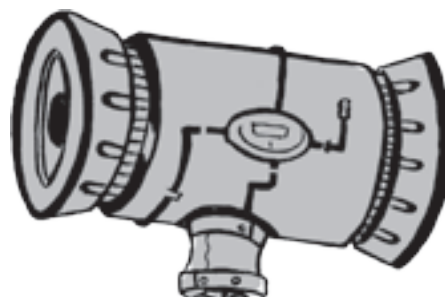
The humans of this world were still primitive, barely finding enough civility to separate them from mere beasts. On this day, the skies grew black as if the sun was swallowed by some unknown darkness; the clouds boiled and thick black rain fell. Lightning struck the earth, splitting it deep like the wound of some great beast. The hiss of steam made a sound as if the Earth itself was screaming, and the lava that burst forth was like pus and blood from its diseased body.

Some humans tried to fortify their walls and save what they had, but many more fled. They scattered like fleas on a drowning dog or ants under the foot of a great beast. This was merely the signs of their coming, of the growing darkness that gathered at the horizon. In a matter of days, the heralds of their destruction arrived, and the Nautiluses crashed to the Earth. These great husks carried within them the blight of the multiverse; the nightmares of the very fabric of reality; the creatures simply known as

the Old Ones. The Nautiluses were the size of a small city, each containing a single terrible horror. Some scarcely filled the great husks; others were of such size that the husks barely contained them. Like poison or diseased pus and vomit they spilled forth from their ships and polluted the world.

Over the next five decades the Old Ones ravaged the world. Some spread out and infected the minds of the human communities, turning them into cults that blindly worshipped these unknown powers. Others infected humanity with otherworldly diseases and watched as they fell to disease and mutation. Others simply ravaged the landscapes bending them to their alien needs. For fifty years, they used both strange powers and alien technology - now known as Black Tech - to make this tiny orb of water more to their liking. This would have been the end of all life as this world knew it, if not for the arrival of another group of strange aliens known simply as the Fae.

The Fae arrived in great flashes of light known as Trods, many arriving at ancient sites that man had used for worship of their old gods long before. They brought with them thousands of strange pods that, after their arrival, began to change and bloom into strange new forms that resembled everything from trees to giant flowers. From these pods came new creatures the Fae used to embark in great and terrible battles with the Old Ones; battles that spanned entire countries. They offered alliances with the humans, and if that failed, they took the humans into service by force. They proved not to be beings of pure good or creatures looking to save this world, but certainly a better alternative than the horrors that were the Old Ones.



The Fae taught humanity how to master flux, the energy of the world, to serve them. This was the origin of magic as Earth knew it. At the same time that the Fae were teaching humanity magic, the Old Ones were mutating their cultists, breeding into them strange powers, and arming them with dark technology that harnessed flux as well, technology known as artifice. Flux was used as a weapon by men and monster alike, becoming clear that whether by Magic or Artifice, it was really just two sides of the same coin. Eventually a race previously unknown to the humans, the Fae, or even the Old Ones - came forth, calling themselves dwarves. The dwarves took up arms on both sides of the war, causing a schism among their own kind. Lastly, from somewhere still unknown, came the goblins. They were a strange race barely tolerated by either side and saw much abuse and humiliation from simply trying to survive where they could.

Over the next 250 years, the world became a battlefield; because of this, the very shape and placement of the continents shifted and moved, making it very different from your version of Earth. The landmasses of the Americas were found by ancient forces and by necessity humanity spread across the globe far earlier than in your world. Great wartime atrocities came to be, and humanity fought alongside many alien beings, worshipping them as gods or demons. Great structures of impossible horror and massive scope were constructed. The world was altered forever.

This Great War spanned millennia, and eventually the Fae seemed to pull ahead. For a while humanity and the Fae seemed to experience a great period where the Fae were worshipped as gods and the Old Ones were pushed back to dark areas of the world. The few that managed to hold out in their last remaining strongholds were viewed as demons and horrors and were not to be tolerated. This period of peace however also ended, without warning, about 1000 years ago, when almost all the Fae disappeared in what was called the Great Exodus.

This new age is called the Second Age and has been titled the Age of Blood and Steam. Horrible wars broke out as those left behind, human, Fae, goblin and all others attempted to carve out empires for themselves. This chaos created the world we have now, resulting in empires that up to 100 years ago were tearing each other apart on a daily basis. Over the 800 year lapse the dwarves had all but gone into myth, and the old one black tech had been lost to most of the world, save for a few remaining pieces in operation. The age, however, was not to last.

In the English Channel, a huge landmass the size of Manhattan emerged from beyond the depths of the ocean and came to rest, hovering a mile above the water in mid-air. It seemed to be constructed of earth and some metal unknown to any scholar. Suddenly all eyes were on this enormous piece of Black Tech, and the powers that lay within the floating city were wanted by every empire. Some even guessed this may have been the lost island of Atlantis, long ago sunk by the Fae to drown

one of the Old Ones and its ilk. The empires once again turned on each other and focused on this new discovery creating a horrific bloodbath like no other. The one thing the empires couldn't have predicted was the appearance of the dwarven aerial armada. 100's of ships that flew in the air and were filled with dwarves and strange new technology they called machina.

What could have been another player in the war, and a force to add even more bloodshed to the entire disaster, instead led to an amazing turning point. The armada demanded a parley, and promised to share what they knew, not only of the island, but of this new technology in general. In return, each empire must acknowledge each other's reign and must agree upon a truce to explore the great city and discover what alien power this place held. Within months, the wars came to a close, and the island was named Mechanika, as was the truce that created this uneasy peace.

This leads us to the present, a world where strange bedfellows sit in uneasy harmony, where machina has evolved with input from other races, and magic still echoes through everyday use. The island of Mechanika has become a beacon for all people, and a unique place where all empires hold equal sway. This world has also begun to birth a new social group of people, those who seem to bear greater power than the average person and use their unique talents to make their mark in the world. This group is known as the new thinkers, The Nouveau.

This world is a parody of the Victorian age your world knows, but is in many ways different. I invite you to read on and find the parallels and the divergences and see what could have been if these horrors had discovered your reality.

## GOVERNMENTS, DAILY LIFE AND THE STATE OF THE WORLD

The Earth is split up and has strict borders, as each empire has established its claims to great chunks of land. This has caused the need for travel papers for all citizens of all empires, in order to cross borders and travel abroad. This also means that each empire's individual advancements over the last 200 years vary wildly. Whether we look at Russia's level of mastery over the Electric house, or how the lost lands and parts of the Dark Continent are still as primal and savage as they were hundreds of years ago. What cannot be argued is that each empire is greatly diverse. Each empire has their own rules and customs regarding all things, from the way races are treated, how governments are run, laws about magic and machina, to practically every other topic. The opinions are so different that someone not prepared when entering a foreign empire could be caught aghast and struck dumb by the alien civilization they now stand in.

Some things are governed universally due to the Mechanika pact. For instance, The Ministry of Supernatural Governance has sway in every empire, and

though the laws for its practitioners may vary, they all answer to the Council of Six on Mechanika Island. Also, all empires have agreed to an international currency and its use has become one of the few bonding systems that all empires employ.

The daily life of most people does not involve magic or machina; both of these things are considered rare and amazing. Some empires have gotten to a point where machina has become part of daily life in at least a few ways. Victorian society in this world is in many ways, at least from a social outlook, quite similar to yours. In other ways, these societies are quite different. The dress and manners are similar in many empires though a few, such as the empire of man and Bohemia, operate on very different terms.

This world also has its fair share of bigotry. In this world humanity, which makes up about 80% of the populace, has ignored the color of their skin and instead have banded together to direct their prejudices against the other races of this world. Also women in this world often still find that while they are still sometimes treated like delicate flowers, no one forgets the great wars. Wars between the Old Ones and Fae did not discriminate between genders; men and women were both pressed into service, irrespective of their sex. Women on this earth are allowed to vote, fight, work and live just like anyone else.

The other universal action the empires have taken is the overall lack of emphasis placed on Religion. After the advent of the Old Ones, some people view the few remaining horrors and Fae as gods; worshipping them and seeking to gain their favor. Others argue that they are little more than alien invaders and they are responsible for the state of our world. Even still, temples and shrines for many of the Fae deities can be found and in dark and shadowed halls full of whispers and madness lie shrines and houses blessed in blood to the Old Ones.

## NOUVEAU

In the past there have been many social and economic classes of people from peasants to princes. Some of these classes have existed since humans began to form communities; others have risen and fallen with time. The current world has many classes, from the elites who are wealthy beyond imagination, to the lowest class of people eking out a meager existence in poorhouses. There are the classes of the occult or mystics, as well as those who follow the beings known as the divine.

One interesting class that has sprouted up in the last 200 years is called the Nouveau. Every member of this group longs to cast off the stuffiness of Victorian life and explore this strange world. This class is the first in this world where they have chosen to become members; on other worlds this group of people would often be referred to as adventurers, or possibly anarchists.

If you are reading my tome, then chances are you are like the Nouveau and are searching for answers, for

knowledge and for power. I wish you luck, as I wish luck to all of those that dare to challenge convention and strike out against the constraints that lock them in mediocrity. I congratulate you for daring to be exceptional and for providing a glimmer of hope to a world beset by supernatural intrusion and cosmic horror.



## THE STATE OF TECHNOLOGY

The level of technology that is available in Mechanika is very similar to your world in the Victorian era. Due to the influence of the terrible alien creatures however, some incredibly advanced technology has also been introduced. One of the largest differences between our worlds is the overall lack of oil and petroleum. When that colossal rock didn't kill off the great beasts and cause an extinction event, the great reserves of oil found in your world never had the chance to form in Mechanika. Although oil still exists, not enough of it exists to have caused the industrial revolution. In this world it was artificers and tinkerers, using repurposed black tech called machina, that have led the world to an age of big industry and invention. Also the arrival and influence of the dwarves had a considerable impact, as they had already mastered automatic fire arms, great air ships, trains and other technology and machina. This has led to the dwarves becoming heads of many large international companies.

This world has also seen many factories, innovative businesses and inventions similar to your own, but at the same time there are many that never came to fruition in your version of the world. This world is one full of the mundane: trains, steam ships and revolvers, but also one full of aeroships, bombs that make time run backwards and electric automotives.

One of the strangest inventions to revolutionize the information industry is the Librarium. The Librarium is run by a great machine found in the heart of the floating city of Mechanika. From here, it archives information and makes it available to any who know how to access its terminals. The Librarium is cared for by the order of infinite temperance, a quasi-religion dedicated to collecting and preserving knowledge. Under the orders' watchful eye, Librarium terminals have popped up around the world, giving access to its great stores of information to anyone with the coin.

Each terminal resembles a booth with a typewriter, a mirror, a ticker tape machine and strange machina that make up its inner workings. When one types in a question to the machine the answer is displayed in the mirror, to the best of the databases knowledge. This info can then be printed out on the ticker tape provided. The information can be displayed in words, pictures, or even a sort of psychic video, depending on the information the Librarium contains. These booths usually charge for each inquiry and then charge again to print any information. They also limit information to each individual based on his status, job and the order or guild the inquirer is a member with; though some have found ways to bypass this system to the chagrin of the order that protect it.

## THE STATE OF MAGIC AND THE MINISTRY OF SUPERNATURAL GOVERNANCE

Magic, and those that use it, have become a rarity since the Great Exodus. Some say that when the Fae arrived, they brought with them vast amounts of flux and when they left they took that flux with them, leaving our world drained of the force that had created such wonder for so long. Magical use has since declined heavily over the last thousand years, leaving few empires using it en masse any longer.

Those that practice magic come in four types. First are the Magi, who use the worlds' flux through ritual and study. The Warlocks, whose flux tainted blood grants them a sick and perverse form or sorcery. The Wyrds, who use alien flux to sow madness and terror across the world. Finally, there are magical fiends and other creatures who wreak havoc with their natural magical abilities. These characters and creatures have abilities of such might and horror that the average individual simply could never match their power. This is what led to the creation of the Ministry of Supernatural Governance, and the Council of Six two hundred years ago.

The ministry is what established the systems and international laws that govern magic users and creatures that have innate magical abilities. They also formed what are called the Twelve Great Schools of Magic which became responsible for delegating the teachings of the magi. The Ministry gained great popularity among the common people and was widely viewed as a benevolent force that would protect them from the horrors of Magic, a claim the Ministry was all too happy to propagate.

At the same time they were gaining popularity, the Ministry made a significant discovery that would forever alter the power this organization would wield. The Ministry laborers had discovered a great building on the island of Mechanika, a massive structure built from a seemingly solid block of what we now call Mechurium. This strange metal is the color and consistency of mercury, but somehow it has solidified and bears strength greater than diamonds. The interior of the building however was also comprised of this metal but it was in a liquid form and moved around of its accord, allowing or denying passage with strange purpose. Within this great and enigmatic structure they found an ancient piece of black tech that is now known as the wheel of blood. This great device was the size of a city block and bore the shape of a great centrifuge filled with millions of unique vials, each one bearing a title written in both Old tongue and Fae, and covered in strong magic glyphs. The mysteries of this technology took decades of study to uncover, but eventually its terrible secrets were laid bare. After four more years of cataloguing, experimenting, and testing these vials, it was discovered that by using these vials the machine could monitor any creatures whose blood lay within the vials, no matter where they were in the world. In fact they could even use this device to cut off or at least manage the magic of warlocks whose blood was placed in a vial.

This remarkable discovery has led to the commissioning of magi and warlocks as supernatural soldiers of the ministry. In addition, the Ministry has recruited other aberrants, such as lycanthropes and other magical creatures, offering them an opportunity at a civil existence. Each creature receives a title that describes their abilities and is matched to the markings on the vial their blood is placed in. Each is assigned the rank of major, and all the privileges that come with it, including pay for their services. In addition, they are given impunity to use their powers as they wish, as long as it's in service to the Ministry. The price for this impunity is high. In doing so, the magi and the warlocks become bound to the will of the Ministry, and they're always watched, always controlled.

The Ministry also catalogs and stockpiles any magic and machina items that it gets its hands on, keeping what it deems to be dangerous out of greedy hands, and issuing them to their soldiers and operatives. The Ministry also catalogs any reports of Wyrds, although officially they claim they do not exist. Some state this is a cover up, others say that the reason for the Ministries' denial is because the blood of a Wyrd does not register in the wheel, and they



would have no way to govern them. Despite the plethora of rumors, the real reasons are cloaked in speculation and shadow.

The final aspect of the ministry, and arguably its best kept secret, is the Council of Six. This group of six individuals rules the ministry with unquestioning power. Each bears the rank of High General Supreme, with governance over even other militaries. The identity of the Six is kept secret, and they are only ever heard from through intermediaries and agents. Why they are kept secret is unknown, and those who have tried to discover their identities or information about them have gone missing, been found in prison with no memory of who they were, or suffered an even worse fate.

## ORGANIZATIONS THAT SPAN THE GLOBE

There are many guilds, cults, and factions in the world of Mechanika. The list compiled here is not absolutely complete but does provide a list of the more prominent organizations that span the globe.

### The Sons of Tesla

Tesla has brought the power of the Fae lords of the storm to man, and in turn has become one of the so called Lords of Artifice. His House of Electricity stands to show all those who called him mad, or doubted the strength of electricity, its full force. Nestled deep within the halls of Tesla's Palace of Coils sit the offices of the Sons of Tesla.

The Sons of Tesla swear allegiance not to Tesla, but to his idea that electricity is a gift to mankind allowing them to rival the will of the gods, and bring peace and order to the world. They wear suits of Tesla's personal design, and work as his heralds. Tesla locked himself deep within the Palace of Coils seeing no one, save for a few advisors; preferring instead to communicate via televised image from one of his many view screens.

The Sons of Tesla strike fear into the hearts of many. Despite Tesla's teachings of peace and harmony, they often work as soldiers, and are granted special privileges and immunities by the House of Electricity and the Russian Empire. Coupled with their advanced artifice and the brutal leadership of their Patron Rasputin they are a force of questionable good and even more mysterious goals.

### The House of Black Blood

The goddess Hyro has created her house of black blood over centuries. The house is loyal to Hyro and continually propagates her litanies that those who possess the strength of blood will one day wash over the world. In almost every major city, just as the great magister halls and Colleges of Artifice are present, there will be an old building bearing no signs or banners that houses the subjects of Hyro.

Her followers are primarily Warlocks and other creatures whose blood makes them stronger than others of its race. There they practice their arts, drinking vials of Black love, a unique elixir supposedly drawn from the very blood of

the lady of shadows. Her followers are marked forever by the strange brew, and it is said that by drinking it Hyro connects directly with you, granting you incredible strength and seeing all that you can see.

The house is dubious at best, and is rumored to be home to assassins, thieves, murderers and the downright insane; as well as warlocks, lycanthropes and the agents of the universally reviled Edward Hyde. Yet, under the guise of a religious temple, they stand untouched by the law, waiting in the cities shadows, preparing to one day sweep the world clean of those weak in blood.

### The Cult of Cthulhu

Lurking in places most would not enter, and performing rituals most creatures would be driven mad by, dwell the Cultists of the father of madness, Cthulhu. His followers know he does not acknowledge or harbor feelings for them, for the Great Lord of the Un-Living is beyond all mortal reasoning. This doesn't prevent them from following his dark dreams and they do so with great joy.

His followers are madmen, psychotics, and creatures without a shred of morality, for only they seem to be touched by his creeping tentacles. They act in strange ways and often perform acts even they themselves do not understand, guided by the dreams of their lord.

The only calming knowledge for those outside the cult is that they are disorganized, and often do not even know what their sister circles are conspiring about. Of all the Old Ones, Cthulhu's followers are the most numerous and his creations are universally feared throughout the lands of men.

### The Order of Terra

Among the race of humans there are groups who believe that all the worlds' histories are lies. They say all races, besides those of man, are invaders. They believe it was humanity, not the Fae, who pushed the Old Ones and the other aliens back, casting them from the earth. They believe all other races are invaders, and need to be driven back to the dark unknown places they crawled out from. They say even the dwarves, who claim to be the first sons of the planet, are invaders from some other world and must be driven out. These are the dark philosophies of the Order of Terra.

The followers of the order are fanatical in their quest, but always show a public face of compassion and state that they work within the law. More than one goblin however, has been found lynched, the order's marks burned into their flesh, and everyone has seen the pictures in the papers of Dhampyrs staked through the heart by a wooden stake bearing their crest.

The order fights for its rights, even though they campaign to drive back the other races. Stating that all other races are in league with the terrors that seem to hunt and feed in this world. Many wish they knew the true face of this organization, and its shadowy members.

## The League of Light

The league has been around for centuries, maybe longer, and many prominent figures have belonged to its roster. They want the same thing that all sane folk want: safety from the Old Ones and the dark arts. They are considered to be a force for the common man and a voice for the people. They will often accompany military and police to investigate the occult, and offer their unique knowledge and skills.

The members of the league all have deep occult knowledge, but they do not admit anyone with access to occult gifts as they believe they corrupt the mind and soul of the user. They do however use artificed items and artifacts to battle against the forces of darkness. This is often seen as hypocritical, but they state that one must use the power of the darkness, in moderation mind you, to bring the darkness into the light.

The members do not perform witch hunts, nor do they hold deep prejudice, stating "Too each their own, but know that if you bring darkness and terror to this world, we will cleanse you in the light."

## The House Of The Undying Dragon

The cold winds and unsettling aura that surrounds the House of the Undying Dragon is among only one of the oddities of this order. This is one of the newest organizations to emerge on the global scene, but it is certainly not the smallest or the most obscure. A mere 100 years ago the house of the undying dragon was founded by the vampire known only as Jynx of Xaos, or as most Dhampyr know him, the Kith Slayer or The Breaker Of Chains. The House of the Undying Dragon has found a way to petition the dragon lord Xi'akmhar, or Shadowheart as he is sometimes called, and they claim to be able to grant you eternal life forever through his service.

The house only allows those with the strength to bend flux entry into its ranks, and turns away all others saying "the power of the dragon is open only to those who can harness it". Those who are admitted must devote themselves to the will of xi'akmhar, and in exchange they gain the chance to be granted immortality. The only known allies to this group of Magi are the House of Black Blood, and even they seem to tread lightly around the dragon's followers. Each follower is selected and inducted by Jynx in secret, and all follow his word as if it were the word of the dragon itself. Just as the dragon's teachings are immortal, so too does Jynx remain the same, since he killed his creator and rode away on xi'akmhar himself over 100 years ago, claiming to be the first vampire free of Dracula's reign.

The group's halls are secretive, guarded by magics and fanatics. While they are publicly known as just another strange cult many feel that something far more sinister is lurking within.

## FLORA FAUNA AND THE MONSTERS IN THE SHADOWS

Many of this Earth's animals and plants are the same as those from your world, but many are also vastly different. The lack of a great extinction has led to extinct creatures still being alive and active. Most of these beasts were nearly obliterated during the Great War, but some still dwell in dark places and far off "lost lands." Of course, there are also mutations, horrors, and alien beings left behind after the exodus as well as created since. These creatures have a variety of forms and functions. Some of these creatures are well known and have become part of daily knowledge and life. Others exist mostly in rumors; rumors of aberrant and disturbing beasts dwelling deep within the stifled darkness, or in the far off places of the globe where mankind dares not to bring civilization.

This world is one where monsters are real. The general populace fears them, and knows that the hushed whispers of foul beings and alien horrors are often more than rumor. This leads to many differences between worlds, countries, and societies. While some empires, like Bohemia and America, seek to annihilate and purge these beasts and mutants. Other empires like the Empire of Man, and the Celtic empire, use these beings in everyday life or as tools of war. This is the blasted war-torn world that centuries of conflict have created.

## THOSE THAT WERE LEFT BEHIND

Many creatures and alien species were left on Earth when the Great Exodus came to pass. It is still unclear why these beings were left and whether it was of their volition; the few creatures left over from that time aren't talking.

Whether through choice, a need for haste, or some other cause still unknown, these creatures and entities seem to be here to stay. The strongest among them are the Fae and the Old Ones, and here I have compiled a list of the most prevalent ones left behind.

Each deity listing gives a brief description of what I have discovered about them. What little can be truly gleaned of these immense powers is questionable at best. Each deity seems to have certain spheres of influence that they still control, and the followers of these creatures have been known to enjoy benefits from within these spheres. I have done my best to cobble together what little facts exist about these beings, and present you with a list illustrating their locations, what spheres they control, and what tenets they believe in or represent, and subsequently what tenets their followers follow.



## Cthulhu

The oldest of the great Old Ones. This giant creature stands several stories tall and appears as a horrific combination of the worst parts of man, octopus, and bat. He is thought to still dwell somewhere in the black depths of the ocean, in a deep deathlike slumber forced upon him by the Fae. The few times he's been sighted since the great exodus, he appears to have shredded wings and a gaunt frame, standing over fifty feet tall. The reports of him recount that he hovers barely above the waters, simply cresting the waves still and silent as if waiting for something; another account states that he appeared in front of a lighthouse and stared into the window, his one great eye driving all within the lighthouse mad. No one knows what the true state of this Old One is, or what his plans are for this tiny world of water and meat.

### SPHERES

Madness, Fear, Alien Plants and Animals, Destruction, Blasphemy, Confusion, Immortality.

### TENETS

Speak the words of the god of madness. Sow chaos whenever possible. Spread madness, for it is the true sanity. Work to wake your un-living lord Cthulhu.

### LOCATION

Unknown, Underwater

## Dagon

Dagon is the embodiment of all things creatures dread about the world below the sea. He is the father of sea monsters, the lord who wishes to drown the planet; sometimes called the drowned god. He resembles a combination of fish and man, as can be seen in his servants the Children of Dagon. He lies beneath the waves with his dread ships and his children, dreaming of a day he can drown the world in his dark waters.

### SPHERES

Water, Underwater, Pain, Change, Greed, Hatred, Darkness

### TENETS

Drown all those who cannot breathe water. Always evolve. Evolve those who are unwilling by force. Destroy all light. Draw power through hate.

### LOCATION

Unknown, Under the Ocean Depths



## Dracula

Vlad Tepish, The Undead lord, the first of the creatures of the night. Vlad Tepish long ago devoured the old one known as Nyarlathotep after the old one gave him the powers to absorb life, and to live forever in death. He now dwells deep in the Empire of the Eclipse, ruling his hoards of undead.

The creature now known as Dracula seems to appear as a great cloud of darkness full of eyes and various screaming souls, dotted with traits and pieces of countless creatures of the night. If he wishes however, he can appear as a black haired man with long hair and a trimmed beard in fine Victorian dress. This deity is the youngest here, and seeks to carve out an empire of the undead. The undead lord seeks only to rule this world while absorbing all other sources of power he can find.

### SPHERES

Un-Death, Night, Creatures of the Night, Magic, Trickery, Domination, Survival of the Fittest

### TENETS

Un-Death is the perfect state of being. The night and darkness is pure. The light is a foul lie. Always be stronger than all else or you will be crushed. The weak have no place except beneath your heel.

### LOCATION

The Palace of Eternal Night, Dragons Roost in the Empire of the Eclipse.

## Thystiack

The spider god. His body appears to be that of a desiccated corpse with the head of a great spider, and from his back emerge a set of four huge spider legs. He is believed to still rule the sunken remains of Atlantis beneath the leagues of dark frozen waters.

He once spread the old one contagion, and brought forth horrific parasites and arachnid creatures that filled even the strongest man with terror. Known as one of the most inquisitive and straight forward Old Ones, he openly experimented with anything. One such experiment that interested him involved making the island of Atlantis a floating research library of abominations. Of course this was not tolerated by the Fae, and simply had to be destroyed at all costs.

### SPHERES

Spiders, parasites, lies, torment, assassins, poisons, over indulgence, experimentation, and science.

### TENETS

Always take all you can. It is best not to take overtly, but instead to be gifted without the giver's knowledge of their actions. Science is the only truth. Pain can be justified with scientific progress.

### LOCATION

Atlantis, Halls of Exquisite Knowledge.

## Shylath

The goddess of lust. She appears as a beautiful woman, and the perfect mate of the creature that beholds her. The price of her exquisite allure however is high, and she frequently siphons the very life from her followers to preserve her immortal beauty. It is unclear whether she is a Fae or an Old One, and she doesn't seem to enjoy being asked.

She is manipulative, dealing in secrets and always encouraging the attainment of pleasure even through illicit or illegal means. While not one of the most aggressive of deities, she seems more obsessed with collecting followers to satiate her eternal beauty and hunger for praise.

### SPHERES

Lust, Drugs, Euphoria, Pleasure, Immorality, Perversion

### TENETS

Experience pleasure whenever possible. Bring pleasure to all you can. Nothing which brings pleasure is truly wrong.

### LOCATION

Paris, House of Loving Bliss, Napoleonic Empire.

## Odack

The god of glory and battle. He appears as a huge man with great bull horns and a beard of spun silver. He rides upon a huge six hoofed horse and carries a mighty hammer to crush all who would oppose him. He is often seen beyond his great house of battle, and is one of the few deities that fought in battles. Odack is also different in that he seems to take an almost mortal view of life on a daily

basis, granting him a rare measure of perspective. He is often a strange mix of joviality, and terrible bloodlust.

### SPHERES

Glory, Battles, War, Protection, Fury, Honor, Justice, Law

### TENETS

Obey the rules of battle. Fight with honor. Always seek to gain glory. Never die, unless it is in glorious battle.

### LOCATION

The House of Battle, Odacks Island, and the northern Horde.

## Arlest

The goddess of nature. She appears as a woman with long red hair wearing a pair of stag tines around her neck. She is the goddess of nature and the beasts of this world, even adopting those who have come from elsewhere. Her body is covered in elaborate Celtic tattoos, and she speaks with great power. She is often more concerned with the beasts and plants than even her own followers.

### SPHERES

Nature, Animals, Plants, Seasons, Wild, Elements.

### TENETS

Never harm an animal or plant needlessly. Machina and machines are evil and against the order of things. Become one with nature.

### LOCATION

Forests of the Celtic empire.

## Kor

The god of autumn and death. Kor appears as a black cloaked man trailed by dead leaves and crows. He maintains the magics and the cycle of dying and rebirth. His mausoleum is a strange and semi-disorienting place that his followers claim is a portal to the world of the Fae. If this is true however, why don't he and his brothers and sisters not simply leave? He's rarely seen except for on the autumn equinox when he rides across the skies of this world on the back of a huge white dog with fiery red ears.

### SPHERES

Magic, Autumn, Death, Healing, Mysteries, Penance, Gateways

### TENETS

Respect death. The un-living and undead are abominations to the cycle, but may be used to battle other undead. Life is sacred and should be shepherded to death when its time has come.

### LOCATION

The Great Mausoleum, City of the Dead, Bohemia



## Mab

Goddess of winter and the cursed restless dead. She appears as a pale woman clad in dark robes with short black hair tipped with frost. She is accompanied by strange creatures that appear to be amalgams of other animals from this world. She cares for the dead who die and cannot be taken to the afterlife for whatever reason, and she also represents failure and loss and seems to appear when great tragedies, or moments of loss and doom occur in this world.

### SPHERES

The Dead, Ancestors, Winter, Cold, Defeat, Revenge, Blood Magic, Lycanthropes, Change, Endings, Failure, Loss

### TENETS

Never forgive, Loss can teach us success. Never light a fire. Never seek the warmth. Magic of the blood is true magic.

### LOCATION

Ubiquitous

## The Traveler

"This strange god appears as a withered old man with long white hair and a beard that dangles far past his waist. He always appears and disappears in places and times of great significance. He is the supposed writer of the Traveler's Gazetteer, the strange book that talks of parallel worlds and times." This account of me was taken by the illustrious Mark Twain in his book "The people from the stars."

### SPHERES

Time, Space, Travelers, Fate, Hope, Mysteries

### TENETS

None that are known

### LOCATION

Unknown, Appears during times of great need.

## Yth'al

The god of technology and order. This strange creature appears as mist and pulsating lights, and strives to bring order to all things. It preaches that only through machines and perfect measured order can the universe be at peace. Yth'al's disciples are as cold and unfeeling as their master and their master's perfect machines. At all hours of the day and night the following mantra can be heard echoing from Yth'al's resting place, "All order must be brought to me and I am all order."

### SPHERES

Order, Machines, Discipline, Unwavering Principles, Machina

### TENETS

Order is supreme. Emotions are weak. Chaos must be destroyed at all costs. Death before disorder.

### LOCATION

The Stadium Of Order And Peace, The Stadium Of Order, Paris, Napoleonic Empire.

## Hyro

The black goddess of blood. She is the specter that appears in mirrors, the queen of tentacles, and the one who bathes in blood. Her followers are primarily warlocks, and her teachings state that the creatures of black blood will rule all things. She appears as a beautiful woman with long black hair streaked with red. She has opaque skin that bulges with black patterns resembling the waves of tentacles, and her eyes feature one ice blue pupil, while the other is a constantly changing unnatural color. She lurks at the edges of our vision, and she seems to be an enemy of the Old One Hastur.

### SPHERES

Blood Magic, Transformations, Shadows, Trickery, Control, Sexual Magnetism, Secrets

### TENETS

Black blood is the future. Warlocks are the true bearers of magic. Stealth is the key to life. Honor is a fool's concept. The strong take what they can.

### LOCATION

Unknown, but often found in the House of Black Blood in various locations.



## Hastur

The man in yellow, the grinning death, he who takes but never asks, the master of bargain. These titles have all been bestowed on the brother of Cthulhu. He is as ruthless as he is pleasant, he smiles and bloodshed, and he is the one who will take from you without you realizing what was given. He is manipulative and always wants to make a deal, but only a fool would bargain with Hastur as he never bargains unless he comes out ahead and you lose. He seems trapped in between worlds, and often drifts on nightmares and shadows. Sometimes he is referred to as the boogey man.

### SPHERES

Betrayal, Lies, Mental Strength, One Sided Deals, Wyrds of the Shadow School, Nightmares

### TENETS

Always come out on top. Don't make a one-sided deal. Make a deal where you win and they lose more than they had. Mind before strength.

### LOCATION

The cracks between universes.

## CALLING TO THE GODS

### PETITIONING

A character taking the True Faith perk gains the ability to petition the deity of his choice. The character must pick a deity when the perk is selected, and it cannot be changed afterwards. The character gains Petitioning (deities name) - Poor (-2), and may be raised by normal means to a maximum of Good (+2).

The character may petition his deity to intervene in a scene, grant him a divine favor, or even to strike vengeance down upon an enemy. The True Faith of a petitioner can equal that of an arch magister or a master artificer, but his power is not his own. For lack of a better word, he is simply the vessel of his deity's might. The caster must also remember that not every prayer is answered, even ones made by the most faithful petitioner. In addition the more a petitioner calls for help it seems, the less likely it is that the deity will respond. The reasons for this are unknown. Perhaps the deities simply tire of the constant calls for assistance, or perhaps they will only alter the mortal world so much.

Another thing for all petitioners to remember is that the more the character follows the teachings of the deity the more the deity is willing to respond. If the petitioning furthers the teachings of that deity it also increases the responsiveness of the deity. Deities only answer prayers as they see fit, and just because a petitioner prays for help defeating the opposing army it does not guarantee a specific type of response. The deity may reply by sending some great avatar, or he may simply cause it to rain so the enemy's cavalry is less effective.

To petition a miracle, use the following when rolling:

The petitioner lives by strict codes, serving his deity daily	+1
The prayer furthers the deity in some way	+1
The prayer goes against deity's teachings	-1
The prayer involves the deity's sphere of influence	+1
The prayer is outside the deity's sphere	-1
The prayer is too general	-1
The prayer is trivial	-2
The petitioner has had a successful prayer in the last 24 hours	-1

If the prayer results in something supernatural occurring, the character takes one point of Mental Stress. More Stress may be dealt for something extreme (parting the sea, the deity appearing himself etc.).

Finally a character that petitions too often, or fails a roll, may have his deity show his disapproval by some terrible miracle at the GM's discretion (plague of locusts, character going temporarily blind, etc.).

## THE EMPIRES AND REMNANTS

After the exodus the people that were left behind committed great travesties and waged great wars against one another. After hundreds of years of conflict, the empires that exist today were forged. In this next section of my almanac, I will give a brief overview of each empire, and follow it with a more detailed description of its inner workings and borders. Within these next few pages, I will reveal what I've learned about their politics, people, horrors, and everything in between. I will also detail everything I know about the remnants of the creatures that have withdrawn to the shadows.

### EMPIRES OF MECHANIKA

#### Atlantica

A lush realm inhabited by the spawn of the Old Ones. Atlantica was created centuries ago when the Old Ones drained the Mediterranean and constructed the Black Dam. Even after their withdrawal their descendants still hold this land with an iron grip.

#### Bohemia

The buffer zone between the Napoleonic Empire, the Russian empire, and the Eclipse Empire. Originally Germany, Austria, and Poland, they now defend against many twisted horrors; from undead creatures to abominations of science.

### The American Empire

North of the Sovereignty and east of the great crag lays the Military Empire of America. It was originally founded by King Washington, and is a great and terrible force to behold

### The Celtic Empire

Embroided in the roots of Arthurian legend. The Celtic empire is the greatest magic power left on Earth. While they still possess great machina and artificers, the Celtic empire consistently forges ahead in its age old magic studies.

### The Empire of Egypt

One of the few empires still using Old One Technology. A powerful piece of Black Tech, recovered from the dark ages, connects their dead Pharaohs in a vast hive of god kings that rule their fertile valleys.

### The Empire of Men

The Empire of Men is made up of all the lands west of the great crag, the lands of the Native American people. This secretive culture keeps outsiders at bay with the help of one of the only remaining dragons. This land is a mix between forests and cities, and greatly resembles cities found in your worlds old west.

### The Empire of Stone

The Kingdom is housed on the Dwarven held country of Australia. Long kept a secret before the emergence of Mechanika, they now seek to explore the world and increase their power and influence.

### The Empire of the Congo

The deep jungles of long forgotten creatures and the large inland sea created by the Old Ones are all located in the Empire of the Congo. The Empire is ruled by ape men and their strange servants.

### The Empire of the East

This empire is comprised of China and the mysterious east, under the control of the long immortal empire and his army of the undying. They are always willing to trade and support the other empires, for a price. The Empire of the East is by far one of the largest and most mysterious of all the empires.

### The Empire of the Eclipse

The undead lands of Eastern Europe, turned into a wasteland by huge machina belching smoke to blot out the sun. This land is almost completely uninhabitable, except by the undead.

### The Empire of the Rising Sun

The Empire of Japan, its Oni warriors, and their Leaders. They keep a tight lid over their secrets, and while they may have joined the Mechanika pact they consistently refuse others access to their own empire. This is the most mysterious and alien of all the empires.

### The Grey Wastes

Eons ago the Fae unleashed their last great weapon: The Rotting Grey. They released it over the once beautiful lands of what is known in your world as North Western Canada. It decimated the remaining Old Ones, and in so doing forever altered the other life there. Transforming a once picturesque country into a wasteland of brittle grey plants and strange mutations where only the mad or desperate dwell.

### The Napoleonic Empire

All of Western Europe has now become part of Napoleon's great conquest. Now civilized and trying to demonstrate that social grace and movements of art and science are more worthwhile than that of war, they still possess a great military power. They do seem however to truly put war and bloodshed behind them, and have championed for that cause more than any other empire.

### The Northern Horde

The Empire of the Northmen. They sail the harsh northern realms of the world, laying claim to all they can hold. Putting Black Tech to fearsome use, they still pillage and take anything they feel they have a right too.

### The Russian Empire

The Russian Empire is one of the most technologically advanced empires in existence. It is protected day and night by the Iron Curtain; a vast wall of lightning created by his lord regent Tesla. The curtain is monitored and kept in order by the sons of Tesla, a militant group of Tesla's soldiers. They swear fealty only to the Czar, Tesla, and of course the Iron Monk, Rasputin.

### The Sovereignty

South of the American Empire and east of the great crag dwells the Sovereignty. They have seceded from the American Empire, and now use powerful Necromancers to raise the dead to be used for labor and to make each citizens life easier. They ask only a small price for this comfort, your body after death.



# ATLANTICA

The husk of the forgotten, the pit of filth, the land of the blighted, all these have been used to refer to the empire of Atlantica. Here, in the fertile basin where the Mediterranean once existed, is the last empire of the Old Ones, the last place where they are worshipped and their power still reigns. Here Black Tech and mutations rule supreme, and the realms very existence is a dark reminder of the hellish plans the Old Ones have for our world.

## PAST AND PRESENT

Atlantica has the greatest deviation from your world of any of the empires. This realm was created when the old one called K'hak'frgh'th or "The Builder" created the black dam for a supply of unlimited energy. This drained the Mediterranean, and left a fertile basin below. K'hak'frgh'th made use of this area and built the first of many labs, and in no time the basin was alive with old one spawn. Not only his twisted creations, but also horrors ripped from the minds of his brothers and sisters as well. Here the first civilization of their making not only was birthed, but indeed blossomed.

Through the millennia since its creation this empire has shrugged off many wars and has built up farmlands and cities. Atlantica is the only nation on earth with little access to magic; instead it relies heavily on Machina and genetic engineering taught by the builder itself. Here all manner of abominations walk the streets, and the worship of Old Ones and horrific ritual is common place. Unsurprisingly it has only a small number of trading partners or allies in the Empires, and its inclusion in the Mechanika pact was more due to threats and larceny than good will. Here in the shadows this dark empire moves along, plotting and scheming the return of the Old Ones to power.

## CLIMATE AND WEATHER

The weather here is strange and unsettling to behold. Deep below the cliffs that house the empire is a constant roof of dark rolling clouds that hide the sights and sounds below from those dwelling in the lands above. The empire sees a constant amount of rainfall, often just a slight mist or light showers, but sometimes leading up to a hard and torrential downpour. The temperature is hot and muggy, often hanging in the high 90's and low 100's F.

## PEOPLE

The "people" of this realm were human long ago, now they are abominations. Throughout the course of Atlantica's history all of them having been at least somewhat tainted by the blood and meddling of the builder or other Old Ones. Here their lives are dedicated to the constant worship and service of the Old Ones and to bringing about their glorious return to power. Here all things revolve around their dark masters, and the hopes of pleasing them. Madness and horror are daily occurrences, and the fact that these people see it as normal leads only to demonstrate how truly inhuman they are.

Daily life in the cities and wilds of this empire are riddled with torture, insanity and endless despair. Here one must survive by looking after themselves, and by dedicating themselves to constant service. In Atlantica, the people are little more than pawns and toys for the enjoyment of the Old Ones, and are constantly forced to endure all manner of inhumane experimentation, alteration, and mutation. A child would gladly sell out his own family for even a brief respite from the terrors of this land.

Those few who have escaped Atlantica to live abroad often find that acclimating to the world of civilized man is immeasurably difficult, as concepts like pity, kindness, loyalty and many others are as foreign to them as the people they are now living along side. This, coupled with the way they are treated for being tainted by the Old Ones, means few people from these tortured lands seek the relief of other realms.

## PLACES AND SIGHTS

### The Hall Of Gods

In the dead center of the empire lays a great structure crafted from malachite and gold. Inside are grotesque and perverse murals and statuary of the Old Ones. Here the rituals and praise of the Old Ones is conducted on a vast monumental scale. From chanting and foul incantations, to human sacrifice and other rituals too maddening to list, the hall of the gods is a temple of horrors and a testament to Atlantica's insanity.

### The Deep Forests

Outside the city sprawls of Atlantica lay huge forests of strange and alien trees and plants. The deep forests are populated by mutant abominations created by the disturbed minds of the Old Ones, and to look upon them is to invite insanity. Few souls ever explore here, and of those small numbers, even fewer survive.

### K'had'murr

The city by the lifts that lead to the above empires. It is here, in this city crafted from bronze and dark stone, that outsiders are allowed impunity from the Old Ones on matters of trade and barter. Among red velvet tapestries and alien machina, the wide eyed people of this depraved realm come in contact with those who have for centuries resisted the Old Ones' will. K'had'murr is both dangerous and maddening, and is the only "safe" place for outsiders in this empire of horror.

## NPCs

### Shibas of Tonn

The ambassador of the empire. This pale and notably three eyed man is the first contact any outsiders are allowed to have with the citizens of Atlantica. He has black hair and fine clothes, and alternates between a strange muttering laugh and whispered words of praise to his masters, while he arranges the terms for trades and barter with the people who refuse the glory of the Old Ones.



Tim Tomm

These conjoined creatures are only vaguely human, and are joined at the back with skin so pale their veins and organs are visible. This odd abomination operates the lifts that allow access to the above empires. Tim is gleeful and full of jokes with a shrill laugh and a rictus grin. In stark contrast Tomm appears to be in constant torment, and is always either crying or speaking as though he wants to die. These two are the first of many horrid sights contained within this dark empire.

## BOHEMIA

Bohemia is filled with tragedy, never ending battle, and constant fear. Here in the mist filled forests and walled cities, this reclusive empire trains and prepares its citizens to defend Bohemia's borders. Throughout the ages, this empire has been under nearly constant siege, whether from the Northern Horde, the Russian Empire, the undead legions of the Eclipse Empire, or even political attacks from the Napoleonic Empire. With the advent of the Mechanika pact, the worst of the attacks have stopped, and Bohemia has known a tense sort of peace for a few years. Old habits die hard however, and Bohemia still prepares for the worst with the ideology that this cease fire is simply the calm before a great storm of blood and violence.

## PAST AND PRESENT

Bohemia is an empire that was born of desperation and the need for survival in the face of overwhelming odds. This empire is comprised of countries from Eastern Europe, specifically Germany and Poland with fragmented pieces of other areas. This empire is not as vast as the Empire of the East, and not as connected as many of the smaller empires, like that of the Sovereignty. The empire has known little except for sorrow and pain since its inception, even taking its name from a land that was decimated by the source of its very creation.

After the creature now known as Dracula came to power and began his conquest of the easterly of his first targets was the now-dead country of Bohemia. In a matter of just a few months it had been devoured and annexed into Dracula's growing realm of un-death and horror. Those few that escaped the doomed country made it to what was then Germany; however it was not long before Dracula turned his armies that direction and began the slaughter of the Germanic people.

Few of Germany's neighboring nations offered any aid directly; perhaps intending to swoop in and annex the besieged country in its moment of weakness, or perhaps because they feared the consequences of standing up against the growing power of Dracula's undead armies. The reasons are not important, what is important is that the nation of Poland did come to aid the besieged and beleaguered country. With the help of Poland they were finally able to bring Dracula's advance to a slow grinding halt. It seemed they had reached a stalemate of sorts when

an incredible discovery was made by the leaders of the destroyed Bohemia; an artifact known since that time as the Heart of Day. The Heart was activated and erupted in a great explosion of white light and strange energy, consuming itself, and destroying countless undead legions.

In the aftermath of the battle the survivors grouped around the few remaining Bohemian leaders responsible for finding a weakness to the undead onslaught. Together, they began to forge a new empire, an empire dedicated to survival, the empire known now as Bohemia. Since then they have constructed great walls around the country, fortifying them with machina and manpower. They train all citizens in the arts of the occult and battle, especially against the undead. The country has strict policies about the supernatural and even guidelines about what races they allow within their walled borders. Consisting mostly of humans and Sylvans, other races find themselves being held for questioning, or in the case of Dhampyrs, even executed on sight. While some people call Bohemians close minded or even bigots, no one can deny that they have come very close to extinction, and no one can blame them for taking every precaution to prevent that fate in the future.

Bohemia has spent considerable time developing machina, but seems to have a preference for the more basic houses like Steamwork, Clockwork and Marksman. Not that the other houses are shunned but they seem to get little attention. Bohemia still lights its cities with gas, and you would be hard pressed to find any automobiles or other so called "high end" machina. This realm concentrates on function over form, and strives to create machina that is durable and deadly. They focus on rapid-fire crossbows with exploding bolts, hulking steam powered armor, and other brutal armaments.

The cities of Bohemia are patrolled day and night. Each individual city has its own wall; this is in addition to an enormous wall that runs along all of Bohemia's borders. The areas between the walled cities, and Bohemia's borders are treated as dangerous. They are mostly abandoned save for a select few that are willing to brave the uninhabited countryside.

## CLIMATE AND WEATHER

The weather of this realm has been greatly affected by its bordering empires. Thick smoke and dark magic from the Eclipse Empire permeates the atmosphere. This causes Bohemia, especially the small outlying hamlets, to suffer all manner of terrible weather. From thunderous rainstorms, to cold thick fog, to periods of oppressive darkness, the magic of the neighboring nations holds the hamlets and misty woods in an unsettling grip of atrocious weather. The great walled cities do their best to hold it at bay with their own magic, offering their inhabitants some kind of peace, but the dread magic of the Eclipse empire is very difficult to deny and the Eclipse realm has recently unleashed two new types of horror from the skies.

The first is the horror known as necro-lightning. This violet colored lightning seems drawn to strike in areas where there are corpses. This lightning proceeds to saturate the corpses and return them to the world as undead horrors. This has become so frequent that the military has set aside elite troops from its Death Dealer squads known as the "lightning quellers" to deal with this problem. They keep constant vigil for these strikes, and are always ready to ride out and bring down the foul things that have risen due to the effects of this unholy lightning.

The second effect is known as the blood mist. It seeps in through cracks in the walls or above areas of the wall that are lacking in patrols, and is a strange fog like substance that's the dull red of dried blood. Its effects are strange and unpredictable, however it seems to mutate and corrupt living things at random it comes into contact with. This has resulted in man eating trees, lycanthrope-like pig men, and even stranger monstrosities across Bohemia's lands.

## PEOPLE

The people of bohemia are a dour bunch. They have a life that requires vast training in the occult and martial arts, as well as Discipline and a constant need for awareness that borders on paranoia. The people are split into two sub sects: those who dwell within one of the great walled cities, and those who live in the small hamlets scattered throughout the realm. Those who dwell within the walled cities seem to view those in the hamlets as fools and simpletons, or even as threats to their own safety; while those from the hamlets view the city dwellers as cowards and dandies.

The empire further breaks down its citizens by class based on what functions they provide. Most Bohemians work in some paramilitary function, while others serve the military full time. In addition there are crafters, merchants, artisans, and farmers. They also have an elite military group who deals with supernatural threats, known as the Death Dealers. This group has utter impunity from any actions it takes, and they behave as they see fit for the safety of all.

The Death Dealers are outfitted with thick leather armor and oversized long coats. They wear great buckled hats and masks that resemble skulls. These masks keep their identities hidden, even from each other. The Death Dealers are mostly tinkers or magisters using approved magic schools. They use a form of identification known as a moniker, which acts as a name and dictates that particular Death Dealers influence within the realm. The moniker ensures that only one person knows of their true identities, the leader of the Death Dealers, a person known simply as the Fuhrer of Skulls. To reveal your identity as a Death Dealer is forbidden, and is punishable by death. This group and its agents are as much feared as they are idealized. They work tirelessly to protect Bohemia's people from the daemons that would devour their bodies, minds and souls, but they will just as quickly drag a family into

the city square to be staked through the heart, burned alive or made an example of for the good of the realm.

The people here are wary and brooding, but confident and tough. They follow strict codes and are in many ways more honest than most. After all, who would want to give the Death Dealers any reason to suspect or doubt them?

## PLACES AND SIGHTS

### Berlin

The capital of the empire and the largest of the walled cities. This city was the blueprint for all the walled cities that came after it, and it is a marvel of construction. The city itself is built much like a great beehive. One layer built upon another layer, built upon another layer, angling towards the center of the city and creating a great jagged cone impossibly wide and tall. There are twelve layers total, with each layer standing roughly 40 ft. tall and peppered with murder holes, arbalest emplacements, and lookout points. The bottom two layers of the wall are deeply entrenched nearly 100 ft. below ground. The top of this great wall rises above the very center of Berlin, and is open from the top down.

Deep underground in the center of the first layer is a great park, marked in an occult fashion, and built to house the essential buildings of berlin. Here you will find the Death Dealers headquarters, the mansion of the Empress, the artifice colleges, and the magic registry (seeing to those of magical inclination, and ensuring they are properly trained and watched for potential use in the Death Dealers, or other government applications). The layers of the wall are lit by thousands of gas lights, and feature almost no access to the outside world except for two large gates on the main layer. Here lies the heart of Bohemia, walled and safe from the outside world.

### The Border Wall

Around the border of Bohemia there is a great wall, roughly 200 ft. tall guarded by military forces, machina defenses and death dealers. A small fleet of zeppelins patrol the length of the wall, and only ten gates lead outwards from Bohemia to the lands beyond, shutting all others out of this walled nation.

### Hamel

The largest hamlet in the empire having a population of fewer than 500 in the center of the black forest, they are the main source of natural gas and wood to the walled cities. This town is well guarded by a large regiment of death dealers and a powerful transmutation magister named Gretel, a tormented old woman who has refused to leave the town since the death of her brother years before at the hands of a cannibalistic psychopath.

**Empress Helga Adel**

The empress has little contact with the people directly, choosing instead to work through intermediaries and advisors. She's had training in the occult, and some say the royal line grants her access to some level of warlock abilities, but this is clouded in secrecy and whispers. When she does appear in public, she's always within a great carriage surrounded by elite Death Dealers and protected from all people present, even those who might wish her well.

**Abraham Van Helsing**

A bounty hunter and enemy of the undead, especially those of vampire and Nosferatu origin. He is one of the most acclaimed vampire slayers in all the realm and his services are sought out frequently. He has a variety of devices he's built for the purpose of hunting his enemies, and may be one of the greatest artificers alive in this age. He often disappears for great lengths of time and rumor has it that he has been under the scrutiny of the Death Dealers, as they, themselves, are either fearful or suspicious of his powers.

**Gretel**

An old but powerful magister trained by a hag of dubious nature. Many years ago, both her, and her brother Hansel were kidnapped by a reclusive woman. An aged transmutation magister who saw in Gretel a chance to keep her legacy alive, and pass on the ancient secrets of the old ways. There, both Hansel and Gretel were forced to endure all manner of psychological and physical torment. Gretel's power grew quickly as a result of the woman's foul training, but not quickly enough for the woman's liking. In an effort to speed up the process the woman began to dismember and remove pieces of the young Hansel, forcing Gretel to use her developing magic to keep her brother alive. This culminated in a slow but horrific fate for Hansel as he was portioned out and devoured by the woman over a period of many agonizing months.

What happened after Hansel's death is shrouded in secrecy and speculation. Some say that Gretel broke, her mind shattered and her hope gone. In an act of despair and hatred, she transformed the woman into a horrible gibbering abomination and slew her. Others claimed she never slew the woman and instead tortured her for years, forcing the ancient magister to consume herself, as she had consumed Gretel's brother. Whatever truly happened is irrelevant, as Gretel has dedicated herself to a lifetime of protecting those unfortunates who would be harmed by magic. Over the years, she's become one of the world's foremost authorities on transmutation. She's been seen turning monstrous horrors into frogs or insects and crushing them beneath her boot heel, or transmuting a soldier's sword to silver to kill feral lycanthropes. Her powers are the stuff of legends, even though the people she protects often fear or shun her for her dark gifts.

**Herman Krieg**

Known as the man of sand and gears, this strange creature is less man than he is a bizarre assemblage of clockwork machina and leather. This man, if he can be called that, has done strange and horrific experiments to himself resulting in a body composed of a leather bodysuit whirring with gears, and filled with what seems to be decaying flesh and sand. He was held by the Death Dealers upon his discovery, but subsequently released. Some speculate that this was because they simply could find no way to slay him. The reasons for his transformation into this odd being are unknown, but he seems content to simply travel the realm experimenting on the horrors found within for some strange unknown purpose.

## THE AMERICAN EMPIRE

This young empire has made war and freedom its battle cry. Originally a settlement of the Celtic Empire, they broke free and laid the groundwork for a great and imposing world power. Even after their own civil war split their nation in two they have held their principles and valor against their southern rivals, and the wild men of the frigid north.

### PAST AND PRESENT

This empire became independent in 1776 when they ousted the Celtic Empire after a war involving the placement of a strange relic in their land. The general of their armies, George Washington, became their first king shortly after, and they began to form the country into a military power. The empire also decided that instead of a royal blood line, their king would select his successor by decree based on skill and merit. Since then the title has been passed down several times, whether by the king's death and the choosing of his successor from a succession document, by him stepping down due to health reasons, or in some cases even finding someone he sees as more suited than himself.

The empire is fueled by the power of the military, and for that reason each man and woman is taught the art of battle to some degree so they can serve the powers that be when and if they are ever needed. The empire has expanded outwards to the west, until they were eventually blocked by a great chasm that split the continent in two. They also advanced far north until the Northmen built a huge wall of black ice that held their advance. To the south they pressed on until they hit the ocean. There they slaughtered hoards of Old One spawn, and strange alien beasts, claiming at one point a third of the continent to call their own.

Once they began to settle the south they found a strange device among the swamps that stood over 100 ft. tall. They put their greatest minds to the task of divining its purpose and its function was discovered quickly. Once activated, they found they could raise the dead to be used as servants, or even - to some point - as front line soldiers. This discovery was met almost immediately with conflict and outrage. Many felt the dead deserved their rest, yet

many others believed the use of the dead could be vital to grease the wheels of war, and to make the life of its citizens easier.

The argument over the use of the machine resulted in a great war among the empires people. Those in favor of the machine marched south in droves to secure the device, while those opposed headed north. The war itself was short lived, only lasting 3 years, as the South used the machine to not only resurrect their dead, but also the dead of their enemies. This quickly turned the tide of battle. In an unlikely show of peace however the South held a cease fire and the American Empire agreed to recognize them as their own nation, allowing the country to settle in to its current size.

In its present state the country now uses their rapidly developing machina technology, and powerful magic to strengthen its military might, so it may one day continue its expansion. It also actively adopts any who would bring knowledge and power to its shores, giving it the nickname The Empire of Opportunity. Here many races and backgrounds mix, and add to the strength of the new empire. The empire itself has taken to machina like a duck to water in many of its cities, largely due to the help of the artificer Thomas Edison. Edison's developments have provided the American people with electric lights, cars, and various other luxuries not found elsewhere. In addition they also house 11 colleges of magic, the only one left out being necromancy, which was made illegal and forbidden after the Great War with the south.

## CLIMATE AND WEATHER

The weather here is just as it is in your world, with no changes of any significance.

## PEOPLE

The people of the empire are headstrong and loyal to their king and their ideals, and they strive to make sure that everyone gets a fair chance in this new empire. They still experience some bigotry toward many of the races, but this is a far rarer occurrence than it is in other empires, and even Dhampyr seem to be tolerated, if not welcomed. Here, the people are mixed, from folks that have been here for generations, to immigrants from all manner of empires, and this cultural melting pot grants them great strength. This tolerant outlook extends to the supernatural as well. Magi and artificers are less feared and more celebrated. Some of them, like Thomas Edison, even becoming celebrities of sorts.

Each man and woman is expected to defend his new homeland, and is taught the basics of war and civil service. Here the laws for weaponry, and all manner of things restricted in many other empires, are far more lax. For example, in the American Empire it is common place for a family to have access to guns of military grade, or even grenades or other devices that seem extreme in other empires.

## PLACES AND SIGHTS

### New York

One of the largest cities in the world, complete with far reaching machina in almost every neighborhood. This city, known as The City Which Never Sleeps, is active around the clock, and caters to almost every walk of life. Here 11 great universities and 7 houses of artifice practice their craft, drawing in many with supernatural abilities. The city is resplendent with electric lights, and sky ports, electric trains, and many other conveniences are available everywhere you look. The city itself is the entryway for most of the immigrants that make up the empire, and because of this there are many ports and processing centers including Ellis Island. Ellis Island houses the Statue of Liberty, which serves as a sky dock and bears a great lantern that serves not only as a beacon to those entering the empire, but also as a powerful machine weapon to deter its many enemies.

### Boston

The city of Boston has become synonymous with the ideology "Of the People, For the People." Here, many political and social issues are discussed, and the city itself serves as one of the major ports that holds trades and barter with the savage Northmen who loom in the far north. Here many come to gaze on the incredible wonders of artifice designed by Edison, as well as hold tours of Edison's many workshops that turn out all manner of creations for this empire.

### Philadelphia

The capital of the empire, here the king has his home and the Military bases of all branches meet under his jurisdiction. The city also serves as one of the few in the world that strives to provide equality to all races, outlawing slums and segregation. They even allow many goblins to congregate together in one place, against popular safety concerns mind you.

### Great Falls

This city is held up on great cables that run across the chasm that splits the continent in two. To those first seeing Great Falls it's a wonder to behold, as it appears that this massive city is simply floating above an endless drop, down through the earth and its dwarven inhabitants. Great Falls has had its fair share of trouble from the emerging mafia, which the government of the empire emphatically claims do not exist. This city serves as a gate way not only between the American Empire and the Empire of Man, but also between the surface dwellers and the dwarves living below the falls.

### The Great Chasm

It's unclear when it happened, or how it happened, but the huge settlement of the Ironback dwarves spans the entire length of the river known in your world as the Mississippi. They've spent centuries digging and building their vast empire below ground, and the stress finally caused the

entire river to collapse, creating a vast chasm with a waterfall running its entire length on either side. Here the dwarves continue to turn out machina, and burrow constantly, deepening their settlement, and producing great weapons for the American Empire, its only ally.

### Arkham

The city in the north. Arkham holds little love for machine, and many of the old ways remain preserved here. In this moderate sized city lies Miskatonic University, which studies the occult, specifically the Old Ones. Many strange things occur here, and many consider it a haunted or damned city. Still many flock here, searching for answers in the Universities huge library of dark knowledge.

## NPCS

### Thomas Edison

One of the most gifted artificers in the world, he has crafted an enormous company, and provides his goods to other empires. While some other artificers judge him as short sighted, designing simple conveniences as opposed to striking out to design some new project, he's quick to show his companies wealth and social standing as proof of his great success.

### Donna Murphy

The founder of Blood to Save Slaughter. This Dhampyr woman has created a chain of medical facilities across the empire that pay for the safe withdrawal of blood to satiate the races that need it to live. Her clinics have come under attack - both socially and physically - but she stands behind the idea that if these creatures can get what they need without violence then she's making the world a better place.

### King Andrew Carnegie

The current king of the Empire. Brought to power after the end of the civil war, Carnegie has made a name for himself by always ensuring that the common man come first. This is largely stemming from the fact that he himself immigrated to America from the Celtic Empire. He has spent his term using his great wealth to build up the empire, and exercises both equality and opportunity for all.

### Mark Twain

One of the most famous writers and possibly most well-known dwarf in the world. He left behind his people and took a human name declaring that human imagination was far beyond that of his fellow dwarves. His wild mustache and hair have become iconic and his pale white suit was designed by Thomas Edison himself as a gift, and can't stain. Mark Twain now travels the world writing stories and collecting machina from all manner of places and people.

### Edger Allen Poe

One of many great authors from the American Empire this grim man has faced many tragedies throughout his life, and almost died in 1849, but instead was saved by a visit from the goddess Mab. While many details of what followed are unclear, he did travel across the globe on an unknown errand, and at some point during his travels was embraced by the eternal kiss, becoming one of the cursed undead; a vampire. He studied abroad and has displayed an uncanny use of necromancy, which is frowned upon in his home nation. He still writes his stories of horror and madness while living in the far north of the country in a huge estate from which he can be seen late at night, watching the dark and untamed sea.

### H.P. Lovecraft

The dean of the Miskatonic University, as well as the head of Old One Studies. He is a gaunt and dour man, but he knows more of the Old Ones and their ilk than almost anyone alive. He has amassed a great amount of knowledge regarding the Old Ones through his correspondences, and has made several trips to strange and horrific places. Many who have met him say looking into his eyes is like looking into the blackness of space itself, no feeling, just eternal drive and hunger for knowledge.

## THE CELTIC EMPIRE

From the Isle of Albion, and Ireland, to territories in the Dark Continent and in the orient, the Celtic Empire holds a significant piece of the globe. They command mighty armies and great menageries of Fae creatures. They may have less machina in their armies than other empires, but they make up for it with stockpiles of artifacts, and powerful magic users in their ranks. Ruled by the warrior Queen Victoria, and advised by the council of the ageless advisor Merlyn, this empire was one of the first to gain power, and has no signs of a decline any time soon.

## PAST AND PRESENT

The history of the Celtic Empire begins with King Arthur. A king who was found in an orphanage, and raised by the one known as Merlyn, and who took an oath to his people and the Fae creatures to lead them in a just manner and unite them with purpose. His teachings, and the forming of the round table, make up the foundation of this realm. Even today in the Queens' reception hall, there is a huge round table where she meets with her appointments; each as equals, each striving to bring about a fair result. Even though the king died at the hands of his own half-blooded son, he has become a vision of what all people from this realm strive to become, and a way of teaching that even the purest person does have faults. His body, now entombed in a great shrine in what is today modern London, is one of the empires most visited landmarks.

This realm strives to have control over magic. The undying sage known as Merlyn has served as the Queens advisor, teaching the old magical ways, just as he has for every king

or queen since King Arthur. As a result the empires magic knowledge and acceptance is far greater than many other empires. It is one of only three empires that maintains a college of each great school of magic within its borders. They do not shun artifice advancements, and many of their cities provide an array of machina conveniences; London itself having a fully automated electric taxi line and subway.

This realm is home to several great powers left behind by the Fae during their exodus, and the land itself seems to hum with flux. It draws many who seek to study there due to its unusual abundance of raw magic. Many artifacts of ancient times are still present as well, such as Excalibur the Holy Sword. In addition many Fae creatures have been able to live and breed naturally here, creatures that have gone mad or feral in other areas of the world. In some cases these creatures have even been conscripted into the Celtic armies, a matter of great personal pride for the Empire.

The Celtic Isles, or as it's often called The Empire Proper, are also protected by a great fog of unknown origins - credited to Arthur's reign - which becomes thick and dense, and causes the environment to shift wildly when enemies of the country draw near. This strange anomaly also seems to be why the empire's capital has never been successfully breached since Arthur reigned.

## CLIMATE AND WEATHER

This area of the world is nearly identical to that of your reality. It has a generally cold, wet climate that makes the empire green and lush, the only thing one would notice of great interest is the fog in the Celtic realm of this world is far thicker, and is almost a daily occurrence. The Celtic empire has recently conquered both Hong Kong, and the area now called New Albion on the Dark Continent. Since that time, there have been some strange weather abnormalities in the new countries.

Once the territories were claimed strange vessels of unknown origin were brought to both. Within a fortnight of the vessels being brought to these new lands the climate changed, becoming more akin to that of the Celtic Empire, specifically regarding its rich, deep fog. Rumors abound about a vessel that was en route to the colonies they had claimed in North America, but was lost at sea. Before another could be sent the colonies had already revolted. Who can say what would have happened if its contents had made its way to that shore.

## PEOPLE

The people of the Celtic Empire are varied, and all races, even those some empires would kill or keep on short lead, are allowed to dwell within its borders. This does not mean the normal class and racial paradigms are not in play. Goblins still live in ghettos and Dhampyr still hide their identities when possible, but here in this realm they at least have a place. This Empire is more in touch with its magic. Magi and warlocks, while still an uncommon sight, are held in high esteem. Warlocks find themselves

able to display their powers without the fear it garners in most other empires, though they are still encouraged to join the ranks of the collared for their own well-being.

The Celtic Empire embraces magic alongside machina, and while other empires have seen a decline in magic users in favor of machina and artificers, here they seem to be working in tandem to great success. The incredible lightning Tower of London is a great example of magic and artifice working hand in hand. The Empire also has the largest naval force of all the empires, and even commands 3 underwater ships used for war and exploration. Lastly, an item worth mentioning is that the Celtic Empire is home to the Dwarfskull clan. One of the so called "deep clans", forced from their home centuries ago by their own kin. They are known across the span of the globe as some of the finest alchemists alive, and use those skills to brew some of the finest alchemical beers, wines, and spirits the world has even known.



## PLACES AND SIGHTS

### London

One of the greatest capital cities in the world. The city is full of all manner of people, and those travelling not just across the great borders of the Celtic Empire, but across the entire world. Cloaked in a thick layer of fog and housing some of the most influential people and places of any land, this great metropolis is a popular visiting place for many a person. The cities connections with the water and land have been put to use in this world by several sky ports, housing all manner of skyships; especially zeppelins that constantly cast their shadow or project their great spotlights into the dark streets at night to aid authorities. The city claims it is fully modernized, bearing a functioning electric taxi system and subway, and of course many districts have full access to electricity in their homes. Although London still has many slums and areas like White Chapel where the gas lights still burn and horses still trot the cobbled streets.

## New London

In the sky just west of old London sits New London. Created using technology adapted from the island of Mechanika itself, it hovers a mile high in the air only reachable from skyship. Here the rich upper class, the queen herself, and her court preside over the whole of the Celtic Empire. Just 10 miles in diameter, this small floating city is one of the marvels of the Age of Blood and Steam.

## Glasgow

The largest city in northern Albion and home to huge shipping ports, both in the air and on the sea, that import and export most goods to and from the center of the empire. Glasgow is home to 5 of the 12 great colleges in Albion, and boasts 3 artificer houses as well. The city's expansion was influenced greatly by the Dwarfskull clan, and Glasgow is one of the few cities that feature a complete undercity. An undercity shared not just by dwarves, but also by other races, one that fully functions with its own metro and electrical system, augmented by great crystals infused with magic that shed light like the sun.

## Dublin

The largest of the Celtic Empire's cities outside of Albion itself, Dublin bears the prestige of having the largest alchemy colleges in the entire world. Unfortunately Dr. Jekyll once taught at that college, and ran an underground empire of drug trade and experimentation before he was run out and disappeared like a ghost, an event that Dublin would just as soon like to forget ever existed. This great city also bears one of the largest populations of Sylvan anywhere in the world, making it one of the greenest expanses of any metropolis, even in the Celtic Empire.

## Cape Town

Here at the edge of the Dark Continent lies the city of Cape Town, a small city, and an outpost of the Celtic Empire. The vessel brought to this area seems to cause the land to ebb and flow like water, as the temperature cools and the thick fog rolls in. Here, at the edge of the world many come to experience this strange phenomenon and try and discover an answer to the Celtic Empire's oldest secrets.

## Hong Kong

Gained in a pact with the Empire of the East is this island city. Here many come to explore the mysterious orient, and to see for themselves the strange mix of east and west.

## Snowdon

In the center of Albion lies a great and mysterious area locked in eternal ice and snow. Many travel into its harsh depths to search for relics of the age of Arthur. Here is where the king's half-blood son killed him, and was slain, releasing a strange phenomenon which cloaked Camelot and the area in a blanket of frost bound in wild magics.

## Stonehenge

This area, once one of the great Trods used by the Fae to enter this world, is now the home to the few giants left on Earth since the exodus. It is also home to an enormous outdoor college dedicated to plant magic, and is frequently visited by many seeking its ancient secrets.

## Lochness

Here, in the great lake or northern Albion, lays one of the last remaining dragons. With a body like a great snake and the ability to seemingly disappear from this world at will, many travel here seeking its council and aid, but few catch a glimpse of this ancient and powerful Fae.

## Dragons Isle

This island off the coast of Albion is the site of the death of Kyberack faal, the dragon of burning hate. Its body broken in an incredible battle with the great Old One Dagon as it attempted to invade Albion's shores. The dragon's body has since fused with the island, and here is the only place on Earth one can harvest the strange resin known as dragons blood from the island trees, an alchemical ingredient with strange and mysterious properties.

## NPCS

### Queen Victoria

The queen will be 60 this year and still shows no signs of slowing down. She has personally led the armies of the Celtic Empire on multiple occasions. Clad in her armor and wielding Excalibur, she is a fearsome warrior to behold. She is also a great politician and diplomat, and has tried to avoid bloodshed where possible. She dedicates much of the empire's time and money to improving the life of the lower classes, and to bringing machina into her empire, even though many still fight it.

### Merlyn

This ancient figure has presided over every king or queen since Arthur. He seems to be a powerful magister and human, though he moves with great speed and his words alone have been known to shake an entire house. Where he comes from, and what he truly is, has been a topic of debate for centuries, but his expertise and council have led the empire since the beginning. He is beloved by some, tolerated by many, and feared by the rational.

### Victor Black

Known as the right hand of the dragon, this large and brutish man is the head of the house of the undying dragon in the Celtic realm, answering only to Jynx himself. Victor is often seen traveling between its temples and inciting violence against those who would not acknowledge the powers of the house. His most notable feature is his right arm, bonded with strange resemble machina of black metal, pulsing with purple and black energy. The resemble is similar in appearance to a dragon's claw, but ends in talons that are more akin to syringes than nails. It's rumored that he can take the spells from a warlock's

blood and hold them ransom, or even redirect them himself, but his true powers are unknown.

### Sherlock Holmes and Dr. Watson

Flesh and blood in this version of reality, and nearly identical to your worlds versions, save for a few important details. Sherlock himself is skilled in many forms of investigation, and is a rudimentary tinkerer as well. He has altered many machina to serve his purpose and to aid in investigation. He has worked as his comrade John Watson's resemble mechanic, replacing his lost leg and eye from injuries received while fighting abroad. Dr. Watson is skilled in surgery and aids Holmes, often serving as a tether between Holmes and reality. Here, from their home, they explore and investigate the mysteries of this world, and defend Holmes' reputation as the world's greatest consulting detective.

### Dr. Jekyll/Mr. Hyde

This amalgamation of man and monster is simultaneously one of the most brilliant alchemists ever to exist, and one of the greatest evils unleashed upon the world. His experiments have led to many of the functions now practiced by the alchemy house, but also allowed him to discover an alchemical elixir that unleashed a great evil from within him. This elixir created a huge monolith of a man, disfigured and pure evil, that has twisted Jekyll's works and created an underworld trade in strange elixirs and drugs that cause horrible mutation, or allow one to experience unearthly incredible pleasures, in exchange for skin rot and organ decay. Now in hiding, he is consumed by an addiction to his own alchemy, and the appearance of Hyde is more common than his true form.

## THE EMPIRE OF MEN

This is the land west of the Great Chasm, and south of the barren Grey Wastes. This Empire is set among ancient unspoiled forests and rugged towns, where those few who immigrate here carve out a living in what has been deemed the Wild West. This land is one that embraces freedom, and while lacking in a centralized government it still provides order through the council of elders; as well as the symbiotic relationship with the seldom seen, but often felt presence of the dragon known as the Forest Father.

### PAST AND PRESENT

This land has evolved due to the way it is cut off from the other empires by natural boundaries and boundaries created by ancient powers during the Great War between Fae and Old Ones. These huge tracks of land are populated mostly by the Native American people, and races that have embraced their life traveling the plains and woods living off the land. After the Great Exodus, this land was further secured by the presence of one of the few remaining dragons. The colossal beast approached the elders, presenting them with a unique proposal. If they would allow it to dwell undisturbed within the forests of

their lands, it would provide support against any enemy that threatened them. In a few short hours, it was deemed a worthy pact and the deal was struck.

Those few who have attempted to invade this realm have been met by not just a show of force from the united tribes, but also from the land itself and the might of a dragon. These invaders have left battered or worse, never to return. This realm has become a haven for those who wish to live a simple life, and is mostly made up of humans, Sylvan, and now some Moreauvians. A sudden population increase has occurred over the last few hundred years. As a result, a few towns of immigrants have formed. Residents of these towns, while bound by many of the councils laws, have agreed to trade machina and modern goods for the ability to settle the harsh lands not in use by the native peoples. These frontier towns have worked as a doorway for the other realms to explore these wild and untamed lands.

The empire of men also differs in some ways from your version of the earth. Due to the lack of an extinction event many types of creatures such as huge wolves, massive bears, and sasquatches are present in this primal world. Also, due to the lack of horses and their importation as a result of the great chasm, the people of this world have made do domesticating the huge flightless birds known as axe beaks for use as mounts. The practice of magic, especially that of warlocks, is prevalent here. Warlocks are seen as shamans and holy beings who help lead each tribe with the use of plant and biomancy schools primarily; their bloodlines presumably left from Fae ancestors. This realm is one of primal power and secluded outposts, of ancient forests, and wild western towns to be explored, and perhaps exploited, by those with the bravery or foolishness to tempt the fury of its people and protector.

### CLIMATE AND WEATHER

The weather here is identical to that found on your earth, and has not been altered by magic or supernatural means.

### PEOPLE

The people of the empire are fierce and self-sufficient. They live in the same type of tribal and nomadic societies they have lived in for centuries. They rely on the land to provide for them, and in turn they aid the land. Through ritual, cultural taboo, and superstitious practice, each tribe follows its set course without fail. Each tribe keeps to its own routes, rarely encountering other tribes except for once per year at a great Moot, where each tribe comes together for celebration and political conference.

Each tribe has different customs and practices. Some allow outsiders to join if they pass proving trials of some sort. Others allow no outsiders, and even refuse to acknowledge the presence of those not born of the native tribes. Each tribe does follow the meeting of the great Moot, but that seems to be the only consistent rule. In recent times they have allowed a few frontier towns to be developed in the badlands, which has brought in a mix of new people and



customs. In the Empire of Men people constantly struggle against rough desert climates, and use machina and magic to glean wealth and ancient knowledge from this pristine place. Some have come by choice to these towns; others came because they had no choices left to them. Regardless of their past, it's the present that matters in this Empire, and everyone is judged not by what they have done, but by what they can offer.

## PLACES AND SIGHTS

### Tombstone

The largest of the frontier towns. This huge city stands in the badlands and has made use of machina to bring water and power to this otherwise inhospitable area. Here a few good men struggle to keep peace, however the body count rises as less scrupulous people try and take by force what this town has built over its short history. Tombstone stands as a testament to the ingenuity and determination of its citizens. The people of tombstone are a tough and rowdy bunch, but always willing to share stories and experience over a whiskey, or two.

### Portland

A unique frontier town in the far northwest, Portland has become a trading post not only to the native people and the frontiersman, but also to people and creatures of the Grey Wastes to the north. It will even facilitate trades among far off nations of Russia and the Eastern Empire. Rumors circulate in the shadows of people being shanghaied and forced into slavery or worse, and many unnatural and strange things are seen in the alleys of the city at night, so many avoid this growing town for fear of these rumors being true, or for fear of encountering something truly weird.

### The Deep Wood

On the western coast there is a land of huge trees and ancient creatures. This land is held sacred by the native people, and none are allowed to enter. Rumor has it that their dragon ally, the Forest Father, spends its days and nights alone amongst the towering redwoods, and the most primal of beasts.

## NPCS

### Wyatt Earp

The Sheriff of Tombstone, this man is the long arm of the law in the largest of the frontier towns. He is also owner of several taverns, a brothel and other businesses. As one can imagine, this makes him a prominent person in Tombstone, and a target of constant attacks. He maintains law and order with an iron fist in this brutal city, doling out harsh justice as he sees fit. He is a just man however, and many trust him with not just the city, but their very lives.

### Doc Holiday

This individual helps keep order in Tombstone, and is a good friend and ally of Wyatt Earp. He is also a renowned gambler, thief and swindler of epic proportions. He is

known as the untouchable gunman. In over 100 duels and gunfights he has never once been wounded. Many speculate that some form of supernatural devilry is involved, but Doc just shrugs it off with a sly grin, and attributes it all to dumb luck. He is often sought out for those wishing to deal in matters of the underworld, or matters of dark knowledge and bloody secrets.

### Grey Fox

A Moreauvian with the head of a fox. This huge man guards the border of the deep wood with a pack of giant foxes, dealing out quick and painful justice to those who would dare to breach its borders. Moving quickly, and with seemingly supernatural stealth, he patrols his territory fervently and without rest.

## THE EMPIRE OF THE CONGO

This empire is one of the most secluded in the Mechanika pact. Here, in the heart of the Dark Continent, this empire has been shaped entirely by the machinations and will of the Old Ones. Great progress has been made in magic and machina, and few outsiders are allowed into this strange place, save for the dwarves. The Empire of the Congo is a dangerous place, and features a people found nowhere else on the planet.

## PAST AND PRESENT

This empire is one of great loss, and shows that even the Old Ones can lose control over their dark and twisted experiments. Here lies one of the most ravaged and altered areas on the face of the Earth. When the Mediterranean was drained, the waters that ran off flooded what has become known as the New Nile, and that great river created a huge inland sea called the Congo Sea. This has made an empire of thick, almost impenetrable, rain forests that hide ancient creatures long dead in other parts of the world. Huge reptiles, snakes larger than trains, and other strange and alien creatures thrive and flourish in this untamed place. The area also became home to an old one who was known as Fr'zkt'zaal. What became of this old one is unknown, but its handiwork can still be seen by the empires people.

The people of the Congo are different to say the least. This is the only realm where humans are not the majority; in fact they are almost unheard of outside of those few allowed to visit. In addition the other races are all but nonexistent, except for goblins and dwarves. Here the populace is made of a strange hybrid of gorilla and man. Pray you do not mistake them for the new race of Moreauvians, for they are likely to use their vast strength to tear you limb from limb. These people who refer to themselves as Primen look identical to gorillas, but have an intellect that rivals even the smartest goblin. Deep in the forests and banks of the sea they have forged an empire of coexistence with the creatures and plants of the Congo.

The Primen have kept most of their history a secret, guarding their empire and their story with fervor. A few pieces of information have come to light over the years however, despite their attempts to keep their origin in the dark. Their race was a result of experimentations by the Old One Fr'zkt'zaal, and for a time, the Primen served their creator with fervent loyalty. The machinations of the Old Ones are far reaching and truly deviant however, and the experiments escalated as time passed in the darkness of the jungle. This resulted in grotesque alterations, hideous mutation, limbless ape men, conjoined beasts without eyes to see, or mouths to scream, and other abominations to horrible to list.

After a time, the Primen began to gain awareness of their situation. As their intelligence grew so too did their desire for freedom and their understanding that they were little more than playthings for this great horror. It was not long before their minds turned to rebellion. Using their remarkable intelligence, and hiding behind a facade of compliance and ignorance, they set to work building a terrible weapon that melded the worst parts of magic and artifice together in an unholy demonstration of super-genius might. In one bloody terror-filled night, they activated the weapon. Amidst the screams and the darkness, their terrible ancient master was deeply and grievously wounded; with a mind shattering shriek, it fled to some unknown place. Centuries have passed since then but the race still holds an eternal paranoid vigil. They know that Old Ones have nothing but time, and the wrath of an old one lasts for millennia. It is not a matter of if Fr'zkt'zaal will return, but when?

The empire as a whole is completely entwined with the jungle around them, and their magi study the plant school almost exclusively, and have learned techniques that put the other realms to shame. Their cities are made from living trees, and seem to be able to move around and relocate themselves within the deep jungle. This results in an entire civilization that can move and disappear without a trace. The empire is ruled by a council of elders and besides that little is known about their government. Those unfortunate few who try to trespass into their realm often disappear, due to the creatures and plants within working in tandem to keep out any unwanted guests.

Those few who have been within the Empire speak of amazing cities, full of magic and machina, and of a pristine world untouched by the hands of men. Many cannot help but feel however, that behind this primal glory lies something disturbing and wrong, lurking just out of sight in the deep jungles and dark places of this Empire. This realm of secrets and mists holds great power, and may hold the answers to questions no one wants to utter aloud. The problem is how to get these secretive people to come forth and share their knowledge with the other empires.

## CLIMATE AND WEATHER

The weather here is that of a tropical rainforest, and shows no supernatural influences beside the terraforming that happened here centuries before.

## PEOPLE

The only true residents of this empire are the Primen who hold sway in all things. They are secretive, smart, and very reserved. The few that leave the Congo find themselves surprisingly at home in the empires with a strong Victorian culture. Despite their appearances, their incredible intelligence opens many doors for them in polite society and they are often welcomed into many social circles. The dwarves and goblins who dwell in the Congo only have limited access to the primal city, and some areas are listed as Primen Only. These other races are normally relegated to machina maintenance or other machine related tasks. This realm is shrouded in secrets and is not quick to reveal its mysteries to outsiders. Outsiders are segregated here, but not treated poorly. No matter how long you've been here, if you are not a Primen, there will always be secrets out of your reach.

Law and order within this realm is, at least on the surface, extremely successful and effective. Those few outsiders who have witnessed it often refer to it as paradise, with justice doled out quickly and fairly to all Primen. Crime and strife seem all but eliminated, and every family seems to have everything it could want and desire. This empire is one that seems almost too good to be true, but without more information the inner workings of their society remains yet another mystery.

## PLACES AND SIGHTS

### The Congo Sea

This huge inland sea is the largest body of water found that does not lead to an ocean. Strange and primal creatures dwell here, and several of the Primen's cities grow at its edges.

### The Bleeding Trees

The bleeding trees, as they have been called, run along the border of the Congo Empire. When these trees are approached they begin to weep a blood like sap, and those who try walking past them into the empire hear a message in their mind, cutting deep into their psyche, burrowing into their brain and squirming there like a cluster of maggots. It says, "Unless invited, turn back, or the jungle will devour your body and soul." This alone has kept most from entering their elusive empire.

## NPC'S

### Councilman Zeke

This red Primen is the Congo's ambassador regarding any matters between the Primen and the other empires. He wears custom spectacles and an exquisite white suit tailored to his giant form. He is suave and proud, and many find that he can lead you in circles regarding most any topic you are discussing. For most people, Zeke is the closest they will ever get to a Primen, and he seems to quite enjoy the attention that provides him.

## Dion

A grey Primen who lives in exile in the outskirts of Capetown. He is a powerful artificer, and works there by the sea, providing his service to any who has the coin. He is an incredibly eccentric Primen, with a number of nervous tics and twitches. When asked about his past he always looks around nervously before muttering in an almost terrified tone "You're not the ones I'm waiting on." This odd behavior is tolerated however, due to the wondrous quality of his work.



## THE EMPIRE OF STONE

The Hidden Realm, The Dwarvish Hold, The Place Of Secrets; all of these refer to the long hidden empire of the dwarves. For millennia this empire remained secret and hidden, lurking out of reach on the island continent in the south known in your world as Australia. Now this empire and its lands are known as the birthplace of artifice, and the home of its secretive race, the dwarves.

### PAST AND PRESENT

The dwarven realm and its people hold onto their secrets with a tight iron grip. So tight in fact, if secrets were coal, the dwarves would turn them to diamonds in minutes. The facts are clouded in legend, and shrouded in rumor. What we do know is that dwarven legend states that long ago they came from a land that was below the earth. This land was lush and beautiful, but full of monsters,

aberrations, and other horrors of the deep. The dwarven people wanted a safe land they could call their own. The dwarves appealed to an ancient entity known simply as the Forge Father for aid, who told them simply to dig. Dig deep, dig deep and within they would one day find a new world, a world they would rule and could call their own. The dwarves began this massive undertaking almost immediately. Centuries passed, generations were born, grew old, and died, and still they did not relent in their task. Time passed in the dark, time immeasurable, when finally they broke through and emerged into the land known in your world as Australia.

Their empire flourished, growing powerful and capable as the Forge Father taught them techniques that would allow them to master black tech. Later, when the Old Ones crashed into the seas across the globe, the Forge Father rose to the aid of the dwarves, giving his own life to defeat the terrible horror carried within its nautilus. The dwarves used the Black Tech within the space husk to create an advanced cloaking field to house their entire continent in a veil of invisibility. This allowed them to hide themselves from the horrors that were ravaging the world around them, giving them the rare opportunity to observe and learn from the tragedy. This rare advantage however turned into a topic of intense discussion, then debate, and finally war.

Some argued that they should drop their cloaking field and help the rest of the world to turn away these invaders. Others wanted nothing to do with the rest of the world, and elected instead to remain hidden. Still other groups wanted to wait until the world saw a victor, at which point they could either strike down the winner or pledge their loyalty to them. This brought about a great war between the factions known as the ascension wars. This war lasted for hundreds of years, and in the end it was the faction that advocated inaction and noninterference that won, forcing the other groups back beneath the earth and using some unknown tech to mark them forever as banished and beneath them. To this day they are referred to as the deep clans. These clans still bear a powerful grudge and a deep hatred towards the Dwarven Empire, and the two sides bear no signs of settling their differences outside of bloodshed and violence.

The empire first became visible again on the day that Mechanika surfaced, and have since opened their borders to the rest of the world, at least for the most part. In fact, their aid is what spawned the second age, as they shared their vast knowledge of artifice with the other races and empires. On the whole, the wonders of their country and empire still remain a mystery. Those that explore its shores find huge machina driven cities above and below ground, as well as an armada of skyships larger than all the other empires combined. Great trains, and other transport, connect their cities, and now with the advent of electric artifice, they have begun retrofitting the newest imports of electrical machina to their already impressive empire. This empire is full of automata of all shapes and sizes making it an artificers dream come true. The mysteries of

the Dwarven Empire run deeper than the clans they have banished, and the splendor of their creations is matched only by the shadows of secrecy that surround not only the continent, but the entire race in general.

## CLIMATE AND WEATHER

The weather and climate is unaffected by the meddling of the supernatural or aliens, and it mirrors that of your world exactly.

## PEOPLE

Not surprisingly, this Empire's population is predominantly dwarves. There are a great number of dwarves in the world for sure, with the greatest concentration being inside the Empire, but they are still far fewer in number than the other races. The second largest inhabitant of the empire - if we can call them that - is the automata of various types and configurations, known as the Entourage. They were constructed by the dwarven population to function as servitors and now perform all manner of functions, from manual labor to personal assistants. In recent years a number of other races have travelled to the empire and have been given access to most of the empire, save for its capital, the city of Uluru, built through in and throughout the great rock at the kingdom's epicenter. The dwarven people are somber, and save for their love of alchemical beer and wondrous machina; they are rarely seen indulging in anything that resembles what the other races might consider "fun."

They are methodical and slow to any kind of decision or variance, this is attributed to the fact that they seem to have no known life span. Many of their people have lived for centuries and finding a dwarf younger than 100 years is no easy task. Outside of their clans, they seem to have no family structure to speak of. This leads to even more questions, as few female dwarves have been encountered outside of the empire, and the mention of children or procreation seems to make the dwarves even more defensive and secretive than normal.

The people of the realm are dedicated to work, and especially engineering work, in recent times they have used their contacts in other realms to begin researching new and different types of machina and have sent envoys out to share knowledge, and mostly to obtain new knowledge from outside their island kingdom. This has been one of the few changes to the political and social system in untold hundreds of years. Their system of government is one that takes much time and effort to understand, as each clan gets a representative that garners a certain amount of votes. Coupled with the fact that there are over 200 known clans, and then, of course, the new representative who speaks for the non-dwarves in their population, leads to a complicated political system that makes decisions slowly, but once made, these rules are as immovable as stone.

Concepts of crime and punishment are a new and seemingly confusing topic for dwarves, as they themselves

relegate everything through a predisposed honor system. A system that now has been altered to encompass the strangely chaotic and impulsive way the other races behave. The empire itself is alien, but well-constructed, and like its people, shows little signs of waning in power or stability.

## PLACES AND SIGHTS

### Uluru

The capital of the Empire of Stone. This huge natural plateau has been hollowed out and built upon. Now resembling a huge single building of artifice and smoke, this enormous city may be the most advanced locale anywhere in the world. Everything is automated, from lifts, to automobiles, to restaurants. The citizens dwell in luxury surrounded by automata and wonders unlike anywhere else in this world.

### The Barrier Reef

Grown through ancient repurposed black tech, the natural reef that sat outside the continent has been turned into a literal barrier. Here, giant sea creatures patrol the depths and keep out any sea vessels that would seek safe harbor on the island empire, ensuring that the only safe means of entering the empire is through airship.

### The Scraps

The amount of waste generated by Uluru is massive. That, coupled with broken machinery, old outdated products, and hundreds of other mechanical refuse means there has to be somewhere for the unwanted material to go. This area is known simply as the scraps. This area of the empire is covered by miles and miles of discarded waste and machines, and since the opening of the empire's borders, it now seems inhabited by goblins, Dhampyr, and other unsavory types.

## NPC'S

### First Minister of Immigrations, Thalmore Copperhewn

This ancient fair skinned dwarf oversees who is allowed permits to work, own property and visit the empire. He's always accompanied by at least 3 large steamwork automata, and if rumors are true, he bases his decisions more on how much an immigrant can aid his pocketbook, instead of how much the immigrant can aid the empire.

### Delmonte "Twoblade"

This Dhampyr mercenary has been given carte blanche by the ruling council to enforce law among the non-dwarves as he sees fit. This he seems to do with brutal efficiency, feeding off of "criminals," and enforcing law with the help of an ancient Katan, as well as a strange meathook on the end of a rune covered length of chain. A dangerous man to be sure, but thankfully he seems to take his job and who he hunts very seriously, leaving those who obey the codes of honor to their own devices.

# THE EMPIRE OF THE EAST

The Empire Of The East is a mysterious and ancient land. Taking up the land mass of China and southwest Asia in your version of the world, this empire has been under the control of the Immortal Emperor for hundreds of years, and has one of the largest stores of supernatural power in the entire world. While machina is found in few places, reserved mostly for the rich and powerful, the arcane is found almost everywhere.

## HISTORY AND PRESENT

Another of the old empires, this dynasty has stood since the Immortal Emperor's reign over 2000 years ago. The empire has been crafted by the indomitable will of just one man for all this time. His search for immortality has also created incredible advances in alchemy, and the arts of magic. This realm has been shaped from centuries of customs, and in many ways combines many time honored traditions with new approaches. Few know the complete details of its history. The little we do know seems to point to a strict caste system, and a strong military regime held by the emperor himself.

The empire now trades freely with many of the others, and exports many exotic ingredients, both mundane and supernatural. This also leads to many coming here to study their unique form of martial art, as it differs wildly from that of the western empires. The empire also sports vast wildlife and plant life, and preserves many remnants of the ancient times held intact by careful and meticulous planning and care. Many who visit here find themselves followed, or at least feel as though they are. Nothing in this realm is beyond the Immortal Emperor's gaze. A fact that is quite prevalently expressed by all who dwell here.

## CLIMATE AND WEATHER

The weather in this empire is almost identical to that of your world. The one exception to this is that the weather seems to be directly connected, at least on some level, with the Immortal Emperor. When he has been shown in a rage, the entire countryside is covered in violent storms, and when he's happy, the weather seems to be gentle, sunny, and mild.

## PEOPLE

The people of the empire are all pushed to please the emperor in one way or another. Each section of society has a specific goal to strive for, for the glory of the emperor. Castes strive to maintain their power and ensure effortless social and economic progress, villagers strive to have a good crop and ensure the emperors favor shines upon them. This, coupled with the vast military presence and the lack of generalized education, keeps this empire at the complete mercy of the upper class and high profile castes, all of which are selected by the emperor himself.

Those from the higher castes tend to enjoy travel. They love to leave and bring back gifts and trinkets from other

empires that they gladly explain will one day belong to the Immortal Emperor, for he has time on his side. The people of this realm are divided, and as different from each other as some empires people are different from another, and there seems to be little communication between castes. This ends up leaving little concern for anyone outside of your social status, unless it involves the emperor's favor or praise.

## PLACES AND SIGHTS

### The Forbidden City

The home of the Immortal Emperor. A city within a city, the Immortal Emperor dwells on the jade throne surrounded by wives and servants, as well as his generals. The city itself is guarded by hundreds of clay soldiers, immortal warriors crafted from clay and reanimated with the souls of his dead soldiers. The city is almost never entered by anyone, unless the emperor himself deems it, and any who attempt to breach its walls have found death in many unique and horrifying ways.

### The Great Wall

To the west of the empire is a wall that travels the whole length of a continent, built to keep out those the emperor saw as unfit. The wall is constantly guarded by both soldiers and the emperor's clay army, to prevent any from breaching the massive structure.

### Shanghai

The largest city in the world. Called the Open City by its residents, this city welcomes anyone from any empire, and it is here that most trade with those living abroad is conducted. It is also home to The Triad, a syndicate of sorts, through which all illegal activity is channeled. The city is a wonder of machina, magic, and mystery, and houses an entire city of dubious activity and gambling hidden right beneath the surface.

## NPC'S

### Qin Shi Huang

The Immortal Emperor of the eastern empire. He has ruled his empire for millennia, and is a gruff and cold man. He shows significant dedication to his empire's customs, and only bends them when he sees a clear opportunity to benefit his realm and possibly expand his empire. He is overly and excessively kind to those who would further his reign, and full of pure and horrific rage for those who disappoint him or challenge his endless rule.

### Kai Chang

An overly agile and strong goblin woman, Kai runs one of the few places in Shanghai that teaches the ancient martial arts of the east to any who wish to learn. Faced with attacks from her own people, and those who would prefer to keep these secrets to themselves, she openly defies the Emperor's rule and fights for the establishment of a free and open empire.

Kim Woo

An elderly Sylvan man and purveyor of all ancient and powerful magics of the eastern realm. This enigmatic figure lives in a mountain shrine near Shanghai and teaches elemental magics to those with the talent to learn. He also is rumored to know secrets and techniques unknown to western magi.



## THE EMPIRE OF THE ECLIPSE

Under clouds of soot and black coal smoke lays a schism unlike any seen elsewhere on this tiny blue world. Here, the earth has been transformed, and plants and trees die due to lack of sun and clean water. In the mountains and ancient forests, great machines pump smoke, darker than a starless night, into the air to make it safe for abominations from beyond the stars to walk with comfort and ease.

The air is thick with smog and nearly impossible to breathe naturally, the water all but undrinkable, the plants die and the animals that remain are sick and diseased. This is the fate of the living in this nightmarish empire. Here, one will find abandoned towns and villages, but roads in perfect repair. Cemeteries are empty but not because of grave robbers, no, upon investigation the graves have been dug up from within. In this land, the dead walk and reign supreme. The living here are cattle and the world is as alien as it gets in this dark parallel reality.

### PAST AND PRESENT

This land was once like the rest of Eastern Europe, lush, cold, and filled with resilient people often at war. This ended in a wave of bloodshed that may never have an equal. Here, in less than a month, the unthinkable occurred. Here, in a span of two weeks, a god died, a god was born, and a single entity slaughtered over 10,000 people in a single day. This story begins and ends with the machinations of one of the Old Ones, a creature known as Nyarlathotep.

The old one had preyed on humanity by manipulating the weak and feeble, tricking them into war and murder for his own amusement. This would end with the selection of his newest prey, a dying warlord named Vlad Tepes. He made the dying warlord a deal he could not refuse, if he would offer the souls of those he killed to Nyarlathotep then he could take their life force and grow strong. The warlord agreed and murdered hundreds, absorbing their lives and becoming more than human. In return each night he would return to the ruins he had found his lord at, and the old one would draw from him the souls of those who he had devoured.

This continued day in and day out until finally the warlord, tired of being nothing more than a pawn, had an epiphany, one that may just release him from his servitude. That night, in an act of madness or bravery, he enacted his plan. As his master set about absorbing the souls of the days slaughter Vlad too began to feed on the area's souls. He began with the souls within the old one himself, absorbing and consuming Nyarlathotep's very life force. Before his master could see the treachery for what it was, Vlad had devoured his very being. Some say that Vlad's screams could be heard for days, human at first but then less so. Eventually the ringing screams became laughter, and then the true slaughter began.

When he emerged from the ruins he devoured his army; 10,000 souls consumed to further his cause. He then moved on to the local towns and hamlets, village after village was consumed until all swore fealty to the dark lord. When he was crowned king, he took the name Dracula, and over the following years he converted the populace into a tortured work force of the living, and forced them to work without rest, creating colossal machines to block out the sun and create an empire of dark abominations and horror.

### CLIMATE AND WEATHER

The climate is cold; frost frequently covers the ground. With the sun blocked, no heat can get through to warm this cold, forsaken realm. It rains frequently, thick globules mixed with ice and snow, black and partially acidic from the pollution. This pollution is constantly belched into the sky from the dragon mouths that are scattered throughout the empire, creating a thick canopy of ash, and other pollutants that clouds the vision and burns the lungs.

### PEOPLE

The living people of this empire reside in underground settlements that resemble the catacombs once occupied by the dead. Here, they crowd together and grow crops of fungus and maintain sickly cattle, all the while trying to defend themselves from the undead legions that lurk outside forever hungry and waiting.

Some have done the unthinkable and have allied themselves with the self-proclaimed royalty of the realm - the vampires. In exchange for artifice, to make breathing and life easier, they trade over their own children as

offerings to these dukes and duchesses of crimson. Other groups of desperate humans have formed pockets of resistance; fighting back, trying to maintain their independence, although this is ultimately a futile action for as each one of their allies is slain, the enemy obtains a new soldier in this war.

## PLACES AND SIGHTS

### The Palace Of The Eternal Night

This great cathedral-like castle is perched in one of the few remaining above ground towns in the realm, and is home to none other than his lord Dracula. Here, in Prague, this massive building stands as a testament to Dracula's might. With stained glass images of Dracula's violent and depraved conquests and massive gargoyles that often spring to life and devour hapless travelers without warning. Here many come and seek audience with the first, the most powerful, the source of all vampires.

### The Dragon Mouths

Enormous copper and black iron constructs taller than many buildings, containing hundreds of undead workers under the watch of Dhampyr and Nosferatu overlords. They endlessly burn anything they mine and plunder to pollute the sky, and endlessly blot out the sun, or the daystar as it is now known in these lands. Each tower resembles an exaggerated dragons head, mouth wide, belching its dark payload into the sky.

### The Wall Of Names

If one walks south from the Russian Empire, he will come face to face with an enormous wall cemented together with blood red material and made of strangely shaped stones. Upon further examination, it becomes clear that this wall is made with hundreds, if not thousands, of tombstones. It's held together with cement made in part by the blood of those who once occupied the graves the head stones were taken from. Why it was constructed, or when, is still a mystery, a disturbing and maddening mystery.

## NPC'S

### Amon Darkholme

The Count of Prague, this stocky vampire is pale even by vampire standards, rules his city while living amongst it. He can often be found wandering the streets, eating at taverns, and visiting with the people dwelling there. He uses his transmutation magic to keep the rain and water clean, and to keep the capital a shining example of what the empire could be. If the living would only bow to the dead.

### Kreig

This bat-like Nosferatu stalks the empire, devouring all he can find. He is hated and hunted not only by the living, who would see him burn for his crimes, but also by his own kind, for unknown reasons. This makes Krieg even more unstable and dangerous than most of his dark kind.

### Elrick Manse

This Sylvan has made a name for himself in this dark place. He operates a series of small taverns along the roads of the empire; each bears the blood seal of Dracula himself and is off limits to the undead by his order. Here the living meet and hide in the endless weeping nights as they watch the vampires and their minions in the shadows just past the windows. What Elrick did or does to keep these safehouses is unclear but speculation and intrigue abound.

## THE EMPIRE OF THE RISING SUN

The islands of the Orient, primarily Japan with other outlying islands, make up the secluded empire known as the Empire of the Rising Sun. This empire is home to ancient creatures from the war known as Oni, creatures that have made their way into the everyday lives of the empire's people. Powerful and amazing magic and machina, coupled with incredible martial arts and an introverted culture have created an empire that will let no outsider step foot on its lands. What little can be found about its inner workings comes from the few who have left its realm, or from the only open city in its newly conquered lands in the south sea.

## PAST AND PRESENT

While most of the history of this empire is cloaked in shadow we do know a few key points about its past. The Empire of the Rising Sun came as a result of the wars of the many clan wars that erupted in their homeland, and sometime during the Great War between the Old Ones and the Fae a group of mysterious entities came to the islands referring to themselves as the Oni. These beings appear to have no corporeal form of their own, but when combined with a willing host a strange and nightmarish metamorphosis occurs, and a new creature altogether emerges.

The involvement of the Oni has led to the current state of things, and has helped to forge an empire where the clans have become united under one figure known as the Shogun. The Shogun and his clan either have control, or have somehow made alliances with the Oni, and they use their strange and immense powers to bring the empire under their control. The empire also has an embargo against all foreign powers and people, this has fostered a need to expand and advance as much as possible and while this means the races of this empire are predominantly human, they also have goblin, sylvan, and dwarf citizens as well. Many of these citizens were gained during grand expansion wars fought to annex new areas for the empire. Those absorbed were always given a choice: Swear allegiance to the empire, or they may choose an honorable death. When presented with this ultimatum, it's a small wonder that the empire's ranks swell with all different types of people from many different places. While we know the empire has access to machina and magic, the extent of these are kept quite secret, and even the few from this realm that travel abroad keep these topics secret, and

seem to do so out of a sense of duty and perhaps fear. The one exception to this empire's veil of secrecy seems to be Neo-Tokyo. Just before the pact of Mechanika was signed the empire had annexed the island of New Zealand, and upon it they placed the city of Neo Tokyo. This city is open for trade and visit, and people can get a small glimpse of life in the mysterious Empire in the Far East.

## CLIMATE AND WEATHER

The weather is greatly unchanged save for a strange phenomenon the empire refers to as the kamikaze. This strange weather effect has happened any time one of the empire's lands has been attacked. As the ships near the shore of the empire a great wind and storm appears, and seems to target only the enemies' troops, washing them into the ocean and decimating much of their armies. Many suspect that a supernatural power lies behind it all, and even more suspect the mysterious Oni are responsible.

## PEOPLE

The people from the empire are secretive to say the least; coupled with their strange Oni counterparts that seem varied and equally mysterious leaving little more than a host of unanswered questions for most outsiders. One known fact is that the people here are separated into three classes: The samurai or warrior class, the working class, and the kami or supernatural class. Each seems to live among the others, but mostly keep to their own class. Beyond that little is known about the social structure of this empire.

We have seen some incredible advancement in their weapons. After observing armaments from this empire we know that they have developed forging techniques that rival even dwarven craftsmanship. We also know that their machina seems to be fiendishly advanced in some ways, but truly lacking in others, perhaps because of information provided by their Oni allies, or perhaps because the only way this machina is able to be operated is with their Oni spirits. This empire is one that historians, scientists, and even kings would give anything to know more about; making information about this realm a lucrative though risky commodity. In the future, maybe sooner than one would expect, the other empires may get more answers about these distant lands, than they ever wanted.

## PLACES AND SIGHTS

### NeoTokyo

This city built in the south, on the recently acquired territory of New Zealand, mirrors the construction of Japan and its revolution of machina. Dojos practice ancient forms of martial arts and samurai deal out justice swiftly and mercilessly to those that would oppose the law. The people of New Tokyo trade openly with foreign powers here, a practice that has been outlawed for centuries. This outpost is still strictly governed, and the Oni patrol its streets and alleys searching for anything they feel may bring danger to their hidden empire.

### The Black Forts

The Black Forts are not located in one single location, but instead dot the banks of many islands residing within the Empire. These are strange black iron fortresses, marked with strange kanji inscriptions, and bristling with great cannons. Each ready and willing to defend their empire's island domains if attacked, or approached without permission.

## NPCS

### Yoshi

A most unusual individual found wandering about the empire, sharing stories and drinking. He is the first Moreauvian to be recognized as a Samurai. He was quickly banished from his clan when word came in that this lion headed man had gained samurai status by the Oni. He however still follows their code as a Ronin selling his sword to any who he feels are worthy in and around Neo Tokyo.

### She Who Smiles At Death

This is the only Oni known to openly communicate with foreigners. This Oni appears as a woman's torso attached to a spider's body, with an enormous Cheshire grin splitting her face at all times. She communicates only in riddles, spoken in haiku format, and seems to enjoy confusing and frustrating any who would seek the strange creature's advice.

### Yuto

A stealthy and enigmatic figure, he claims to want to expose a great travesty among his people. He appears to be a human of Japanese descent, and wears dark and well-worn clothing when spotted. He is often found spreading propaganda, and inciting various acts of espionage around Neo Tokyo.

## THE GREY WASTES

This sad and twisted empire is barely that. Left as a wasteland of apocalyptic magnitude this empire is an example of what the world could have been like, if the war between the Fae and Old Ones had continued. In this sad, ravaged waste, people - and the creatures that dwell here - have been pushed to their limits; twisted and perverted by alien energies not meant for this world.

## PAST AND PRESENT

The Grey Wastes exist above the Empire of Men in the northwestern corner of North America. This area's fate was sealed when the Old Ones began to congregate there, unifying against all odds and reason, and starting to amass great power. The Fae saw this unprecedented action as a terrible sign. The Old Ones had always schemed against one another and plotted wars and betrayal, if they begin to work together as a unified force, the Great War was over and the world was doomed. After they held a council of their generals, it was agreed that they would



use a dark weapon, one they had banned and locked away due to its devastating power. The weapon not only caused destruction and death to the Old Ones, but to entire worlds themselves, and if not used with great care could destroy planets and render them little more than giant husks floating in the void.

In the end it was decided, and after careful planning and amazing precision it was brought forth from a Trod near what would become the Russian empire. It appeared to be a chunk of seemingly simple and harmless white stone, taken from an asteroid from some unknown point in space. This stone would prove to be a terrible weapon, and would change this section of the world forever. It was positioned, and with a great spell launched forth, smashing with terrible force into the territory occupied by the old one forces.

The weapon proved devastatingly effective. Within weeks not only had the Old Ones perished, turned to little more than white dust, but the entire area for hundreds of miles around had become a strange and alien landscape, every piece of color drained away, leaving everything pale white and grey. This, coupled with the fact that the plant and animal life had become brittle and seemingly dead, caused the land to become a lifeless and devoid place, a true no-man's land. What the Fae had not anticipated however, was the effect that their magic and the deaths of so many Old Ones would have. After around 100 years of silence new and strange plant life began to grow, and animals and creatures that came to this cursed earth began to change and mutate in dark and terrible ways.

This empire became an area where those with no choice fled, or were exiled. The wastes became a place one could escape to, and if they could survive, it became a final place to try to eke out an existence before death claimed them. This also became a place where those who wanted to study alien effects and Old One energies flocked, and within its harsh realm they began to form small cities. After a time this desolate place began to form into an empire of the forsaken, the mad, the despised, and the truly desperate.

This empire is unique as it has no centralized government, and has little more than a basic set of laws to prevent anarchy. It is said that the only reason the Wastes were even added to the Mechanika pact was to recognize it as an empire, and thus provide an official reason for its exiled and dangerous denizens to stay there and not bother the other Empires. The few cities that do exist are small by empirical standards, and each has its own unique laws and customs.

There are three laws that govern the entire empire and hold great sway among all its residents called the rules of three. These tenants are considered unbreakable, and even in this savage empire those who would break them meet a swift and terrible end. The laws are simple, and to outsiders seem almost as alien as the landscape they have now entered. The first - or "prime" - law is: "One will keep what one kills." This law goes not only for hunters killing

prey, but also for one who murders another. It entitles him to all property and belongings the victim held. The second law, known as "the law of the word," is: "If one gives their word, swears by their life, and spills their blood they can never go back on it, or any who bore witness shall strike him dead." This law is what binds many communities together, and prevents the whole empire from falling into complete anarchy and insanity. The third law is called the "law of allegiance," stating: "We are united against the grey." All of those who dwell in the grey shall never allow the grey to take the lives of those who dwell within it." This law often makes uneasy and unlikely allies amongst the denizens of the Wastes, as even those who are sworn enemies will come to each other's aid when attacked by the creatures of the Waste. These few laws are all that hold this land in some form of governance, and keep those within it alive.

## CLIMATE AND WEATHER

The weather here is strange and unpredictable. Great dust storms form without a moment's notice, and rains lead to flash floods of epic proportions. The land itself has also been affected by the Fae's foul alien weapon, and areas that would be semi-arctic and cold have become temperate to warm, and in some places unnaturally hot, creating a strange environment for this northern realm.

## PEOPLE

The people of the wastes are those with nowhere else to go. Some, over the centuries, have been born here, but many others have simply been banished here by other empires, or have come here fleeing their own tormented existence. This makes for a people who constantly struggle in a barren and alien place for everything they have, and more than almost any other people will do anything to survive.

People here appear paranoid to others and are quick to violence, because survival in this empire requires nothing less than a winner takes all, every man for himself mentality. Considering how utterly savage this empire can be this is to be expected. Those who dwell here seek refuge in the few cities that exist, and fight for what few resources around. All the while they battle untold mutations, and are constantly at odds with a very land that seems bent to kill.

The largest immediate indicator that someone is from the Wastes is their skin color, it's as if someone simply took a person's body and squeezed much, if not all, of the color from it. Those banished here are marked by an arcane ritual, practiced by almost every empire, in which a 'W' is burned into the face running across the right eye. The placement and the magic used to create the mark, makes the scar impossible to heal. Those marked in this way find no peace anywhere except for the Wastes, as people banished there are typically the lowest unsavory and despicable people an empire can offer. Oddly enough, or perhaps not so odd really, is that those unfortunates that are born here rarely leave, finding life outside the Wastes strange and constricting. Those that do leave often

find themselves at the wrong end of the law, due to the differences in morality between the empires, and the strange concept of law they now face.

The one thing to be said about Wastelanders is that they do take promises seriously, and once one sheds his blood on a promise they would rather die than break it. This, coupled with pure adrenaline fueled survival skills and vicious savagery, makes them some of the most resilient and brutal people on earth.

## PLACES AND SIGHTS

### Scrap Town

The largest city in the Grey Wastes, this monstrosity of refuse is built from debris and salvaged metal from anywhere it can be gathered. This city is one of the safest places in the Wastes, and is strictly guarded by an army of automata cobbled together by a goblin named Maximus. Maximus is a skilled artificer and remarkably good at jury-rigging machina together from next to nothing. He offers his allegiance to one woman serving as the de-facto ruler of Scrap Town, a Dhampyr woman named Cersei. Those who wish to enter the city must swear an oath to respect the cities laws, and are given a bracelet with a number carved in it. Each bracelet denotes the citizen's number, and through various machina all the bracelets are monitored, and used to keep intact the closest thing this empire has to order.

### The Shroom

It can be seen for miles, a great toadstool of dark grey standing a hundred stories tall. This area of the Wastes is covered in giant fungi of varying types, creating a colossal mushroom forest of sorts. The Shroom has been hollowed out, but not enough to cause its death. It is maintained by a population consisting mostly of Sylvan, with a few others also offering their experience, and the Shroom serves as a city of sorts. Many come to find peace in a community that, similar to the ancient temples of the east, praises enlightenment and peace. This mentality, coupled with ambient spores that seem to sap ones violent intentions, have created a unique community among the Wastes.

### The Color Out Of Space

Here, in a great crater, is the final resting place of the Fae's terrible attack that caused the annihilation of the Old Ones and created the Wastes. Here is where Wastelanders bring criminals that have broken the three laws, and cast them down into the pit. Here the energies grasp those within, and in a matter of hours they are left as nothing more than a fragile white shadow of themselves that will soon crack and shatter, leaving behind white dust on the violent winds.

## NPC'S

### Simon

A human afflicted with some strange curse that has left his body frozen, and filled with cold. He travels the wastes

and guides travelers to the settlements, hoping to find some respite from the eternal pain and madness caused by his own body freezing from within. Kind and shy, he often speaks little, save for when the madness grasps him, when he begins speaking gibberish and laughing uncontrollably.

### Florence Mophet

Travelling the land in a great makeshift tank, Florence offers her assistance to those who can afford it, as both a mercenary and as a resemble mechanic. She is gruff and fierce, showing no weakness and tolerating none either. She enjoys the simple pleasures in life, and has a unique botanical flower collection, but is also quick to level anyone who might try and talk down to her or any other Wastelander.

### Maximus

Maximus is a strange goblin in almost every way imaginable. He was born big by Goblin standards, really big!. Standing just over 4 feet and much more muscular than a typical goblin. He Also lacks the normal scheming and twitchy behavior of goblins and if you can believe rumors in the waste he is half goblin half something else. As an artificer he studies explosives but also resemble and alchemy and patrols the city in a great suit of machina that towers a massive 12 feet high and wields an amount of weaponry all but he and Cersei consider to be overkill.

### Cersei

The defacto ruler of most of the Greywastes (depending on who you talk to) is a tall and voluptuous dhampyr. She is always seen in garish dresses composed of mixtures of precious materials and salvaged machina given to her by her always close by suitor Maximus. She is a master of twisting situations to her advantage using not only her feminine charms but also her mastery of illusion magics. Her body is covered in lavish tattoos of strange and horrifying scenes of alien places and creatures that seem to enthrall and twist mens minds. When she appears in public she is accompanied by various body guards and very rarely speaks with women preferring to have her female subjects go through Maximus or another member of her court.

## THE NAPOLEONIC EMPIRE

This empire covers most of Western Europe; an expanse of paved roads and planted trees with everything laid out like a blueprint for a country spanning city. This empire embraces the social grace and etiquette of Victorian life, and its people have a love of art and culture, vast parties and political intrigue and gossip. This realm contains dark secrets hidden among sparkling masquerades, and vile treacheries hidden among the art exhibits and museums of the public eye.

## HISTORY AND PRESENT

Napoleon's reign in this version of reality ended with him creating one of the largest empires on the planet. His empire stretches from the western coast of Europe to the border of Bohemia, or what in your world is known as Germany and Poland. His campaign was met with glory, and the people of what was then France, as well as the countries he annexed, were reborn in the wake of his innovation. He brought with him an age of science, order, and culture. He forged an alliance with Yth'al, the so called god of order, and developed many new techniques for artifice. After waging countless wars against the inhabitants of the black dam, he uncovered ancient black tech that granted him the remarkable ability to terraform the whole of his empire, shaping the land to better suit his needs.

This empire is the pinnacle of order and social grace, built to represent what the world could be if all chaos and madness were subdued. Even the forests and mountains are crafted to geometric perfection. Every need and concern is looked after by the empire, and its cities are meticulously planned and maintained, embodying the highest levels of form and function. Art, education, and literature are held in the highest esteem. This empire is a hotbed of social conflict, and battles are often fought through blackmail, Social Combat, and assassination.

This empire has a very wide gap between its social structures; one of the largest of any empire. The poor work hard and have little, all in hopes of one day clawing their way to some point of high society. While the rich live lavish lives of political intrigue, fine food and grand parties. This is the land of the "Haves," and the "Have-nots," with the gulf between the classes growing wider as each day passes.

## CLIMATE AND WEATHER

The Napoleonic Empire has had its very core rebuilt and redesigned by technology, by alien machines not of this world. While the initial climates are identical to those found on your world, they are forever bound to the black tech that rebuilt them. This adds yet another layer of order and control for the Emperor and his chosen deity, as the weather here is pre-planned down to the hour. Here, one knows a week beforehand what the day will hold. The temperature, the weather, and all other elements are exact and always accurate. This provides the empire with perfect crops and fine weather for festivities of all sorts.

While the empire claims that this has no side effects whatsoever there are rumblings and rumors of strange comings and goings in the stadium in Paris late at night. Whispers among the populous regarding the disappearances of beggars, homeless, and other less-fortunate folk vanishing without a trace from their slums and hovels.

## PEOPLE

The people of this empire are forever divided by the system of power placed in effect by Napoleon. The source of this division is their social standing. They are the "haves" and the "have-nots," the poor and the rich. The people in this realm all have access to theater, art, and education. The realm makes sure that even the least among them has the tools they need to grasp power and social status. Here, the game is to take what you can, follow the rules of the land, and if you are worthy and the right sort of person, the good life can and will be yours.

The populous and its military legions are active in all things other empires consider over the top and posh. They also stand united in national pride, and seem almost overly devoted to their emperor and the laws of the land. People from other empires are often viewed as culturally devoid or uneducated brutes. High society here also seems to have little room for goblins and Moreauvians, however, oddly enough, some Dhampyr have clawed their way up to high esteem. The people of this empire tend to more or less shun the harsh ways of doing things, and prefer the word or a swift stroke than a full confrontation. This mentality however has definitely proven it can be equally as dangerous.

## PLACES AND SIGHTS

### Paris

Nicknamed the City of Perfection, the City of Lights, and the City at the Center, Paris is a place of luxury, affluence, and convenience. While many of the districts' land marks are similar to your Earth, the cities shape has been reformed to that of a perfect circle, with the stadium housing the so-called god of order at its center. In Paris, you will find theaters, museums, restaurants, and other luxuries in full abundance. In fact, many say there are more luxuries to be found in Paris than the rest of the world combined.

Here you also find the emperors mansion and the parliamentary buildings, as well as several of the empires magic and artifice colleges. The city has a much darker side as well, hidden beneath the luxury and perfection. The old sewers and tunnels below are home to a great many underground gambling houses, brothels, drug and prostitution rings, and are the headquarters for some of the world's most powerful crime syndicates. Frequently the empire's military and police clash with these underworld groups, and hide their activities from the unsuspecting populous above.

### Venice

This enormous city, known as the city of canals, was almost lost when the Mediterranean was drained by the Old Ones. It was saved through the weaving of extensive magics by the Fae lords that created what is now known as the shallow sea. By extending the newly exposed cliff face that drops to the Atlantican floor miles below, the Fae were able to create a small inland sea at the top of the cliff

face, only about 50 ft. deep. The city functions much as it did before the drainage, but it now operates one of the few lifts that reach down to the Atlantican floor below, making it possible to conduct some trade with the dark residents of Atlantica.

### Rome

One of the oldest cities on earth, this city has become an entertainment destination for many from across the globe. Due to the rebuilding of ancient buildings and artistic venues it has become a glowing neon city, one whose usage of machina rivals that of even the most advanced cities on earth. Here, enormous casinos, and incredible amusements have been constructed, many of them themed on ancient Rome and the "Defeat of the Old Ones". The mafia and other underworld organizations hold large parts of the city in an iron grip, but the empire often finds that order is better served by allowing them to assume control of these areas. This allows them to command their miniature empires, and prevents them from spreading to other, more important, places.

### The Great Earth Mover

Near the edge of the Mediterranean cliffs and the edge of the black dam, just outside Madrid, sits the great earth mover. This enormous piece of black tech, salvaged from the dam itself, is what Napoleon used to terraform his empire, turning it into the vast monument of order it is today. It now sits inactive, guarded night and day, to prevent its power from falling into enemy hands.

### Eiffel Tower

The great tower in Paris is responsible for the radio broadcasts of the Librarium throughout the empire. Here, unlike any other empire on earth, the Librarium can be accessed through the air with any device designed and updated with the proper machina. Just another wonder to bring culture to the people, as the emperor claims in his many broadcasts.

## NPCS

### Napoleon the 4th

The current emperor is a civil and altruistic man, much adored by the majority of his people. He has spent much of his reign making sure machina is spread throughout his empire; recently he has fought for more free trade among the empires, specifically fighting for greater trade and communication with Atlantica. He urges that his people must learn from their neighbors, and trade with them, no matter the cost. This of course has led to several attempts on his life, and some rumbles as to why their emperor would ever choose to deal with the Old Ones foul spawn.

### Vincenzo "The Red Rain" Bartoli

One of the seven heads of the Empire's mafia families. He is well known for his overzealous nature and love of theatrics. This gecko-headed Moreauvian is well versed in biomancy, and uses it to cause his enemies to explode

from within, creating a shower of blood all around him. Striving to bring more and more of the empire under his families' control, he has become a prominent figure in the empires recent history.

## THE NORTHERN HORDES

This empire is a loose conclave of people from the north, long seen as little more than savages, pirates, and raiders. Still, despite this prejudice, they have still sculpted one of the larger empires of the age. Many say this is due to the harsh climates they choose as their homes, for few want to even debate crossing the cold and barren landscapes of the far north. Others claim it is due to the fact that few want to take over a land so heavily populated with Fae and Old One creatures. Others say that the frigid north accepts their intrusion as their outposts and towns take up little space, and the majority of the land is wild and untamed just as nature intended it.

### PAST AND PRESENT

The Empire Of The Far North, The Land Of Giants And Serpents, The Land Of Never Ending Winter; all these, and more, are the names given to this harsh realm the Northern Horde calls home. The land has remained mostly unchanged for hundreds of years save for the great cities of the Northmen. Similar to the barbaric Vikings of your world, these men are known for piracy, plundering, and ruthless natures. It was here, during the Great War between Fae and Old Ones, that the Old Ones activated a great weapon hoping to expunge the Fae presence. This strange piece of Old One technology literally ripped a hole in space, and let in the cold unyielding void of space. These lands became almost uninhabitable after that, and if not for the planning of one of the Fae lords, they would have become a sanctuary for their enemies.

The rescuer of these lands was known as Odack. Odack rode forth into the empty void and used an artifact of untold power to seal shut the tear in time and space. This worked to mostly shut out the void from Mechanika, but it didn't work exactly as planned. The artifact slowed the hole, shrinking it down to the size of a bowling ball; it now sits at the North Pole slowly letting in unfathomable cold. This has caused the area to become even colder and even more inhospitable, and over time the Northmen and the enormous Fae army that swore allegiance to the Fae Lord Odack become acclimated to its bitter harsh environment.

They say the Northmen bred with the frost giants and that is why they have such enormous frames and short tempers. While no one knows the full truth this seems to be as good a reason as any. They have certainly adopted the giants' great strength and system of honor, and have adopted it in their government. While many things have gone unchanged in this frozen realm many things have evolved. Their cities are modern, with machina and other conveniences, simply stylized in more spartan ways. They scatter their cities throughout the north, and most are reachable by great roads, by sea, or by the Northmen's

air ships. This realm is run by a conclave of five clans, each choosing a champion to rule every five years. These champions are chosen based off of strength, vitality, courage and intellect. This empire is one of the most open empires surprisingly, and all they care about is what you can offer your clan. They care only about your skills with magic, machina, and your overall strength, they do not care if you are a goblin, a man, a woman, a wastelander, or some other beast. If you prove that you are strong enough in body, mind and character you can become a Northman and be inducted into one of the five clans.

In the past, they made their living ransacking other empires; however since the Mechanika pact they have repurposed themselves into traders and explorers and have taken a much more peaceful perspective on the pact than most expected. This is due, in part, to their code of honor, which states that a Northmen would die before going back on their word. The pact is considered a promise from all Northmen to the rest of the world, and is held in as high esteem as any other vow. This realm is one of savage conquest, constant exploration, and a drive to push oneself past what they thought they were capable of. Not just to endure the cold and the horrific beasts, but also to gain greater personal power and push the limits of what one is capable of achieving.

## CLIMATE AND WEATHER

The northern climate is brutal and unforgiving and the cold weather lasts throughout the year. There is no summer and spring, and fall lasts mere weeks at best. The farther toward the end of the world, as they call it, in the north, the colder and more hostile the environment becomes. One must expect daily freezing rain, snow, hail and any other harsh arctic weather, only more extreme than found in the rest of the region.

## PEOPLE

The people of the north are a people of emotional ups and downs. They can seem very depressed one moment, and then burst out with joy, or anger at the drop of a hat. This seems true whether we are speaking of the humans that live there, or practically any other race that was raised in this harsh world. Very few of the people here are timid or meek, as the environment itself seems to want to murder and devour anything it can get its icy claws around. The humans of this empire seem large by human standards, and the word around the clans is that many of them have frost giant blood in their veins. The people of this empire also are very ritualistic, and blood oaths and feuds are quite common. Anything that has to do with honor, bravery, or the pathetic lack thereof is something that will echo throughout the mead halls and the streets, with each retelling only exaggerating its qualities further.

The Northern Horde embrace strength and capability above all else, and they value any trait that brings power and honor to their clan; in this way, anyone here can theoretically get ahead in society. Sometimes this is through sheer strength or skill, and other times it is by

some supernatural means or through machina. This realm is a testament to a system of time honored traditions and ritual.

The empire is divided into five clans, with each representing different animals and traits. Those that have no clan, whether because they are an outsider or simply one who has failed to garner entry into a clan, there are many disadvantages. Clan-less cannot vote or own property, nor can they practice a trade or marry a member of a clan. These clans are not handed down from family member to family member as many would expect, but are made up of like-minded and skilled individuals who have been deemed worthy to join. The five clans are:

### Bear

Soldiers and warriors. The Bear clan is always in the forefront of the battle; first to fight, first to glory, and first to the mead halls to share their exploits.

### Owl

Magi and those of a scholarly inclination. The Owl clan values knowledge above all else. They may not be able to cleave you in two with a giant axe, but they can flay you alive with a thought.

### Sabretooth

Warlocks, berserkers, and those who practice stealth. The Sabretooth clan runs recon missions, as well as assassinations. They are quiet, reserved, and deadly.

### Spider

Those who are social and manipulative, as well as artificers and tinkerers. The Spider clan prefers to use their words to win battles. Failing that they will simply fry you alive with a lightning rifle.

### Ox

Those who build, or work a trade. The Ox clan handles day to day life in the cities. They are completely necessary and are treated like it. They handle their duties with determination, pride, and are as honorable as any of the other clans.

## PLACES AND SIGHTS

### Reykjavik

The largest settlement of the Northmen, this huge city spans miles. It is connected by longhouses, shops, inns, and ports. Reykjavik boasts incredible machina that helps to regulate the naturally occurring hot springs, and brings a spring-like atmosphere to the city year round. This city is also home to the council that governs the whole of the north, as well as a large skyport that houses many elaborate and unique airships.

### The Ice Wall

A massive wall of thick, black ice created by magic, and maintained by machina. The Ice Wall separates the Empire of America from the northern territories of North

America. This huge wall of jet black ice is guarded by many Northman and a few ice giants, in an attempt to hold back incursions from the summer lands to the south.

### The End Of The World

The bowling ball sized hole into space that floats above an ice flow near the North Pole. Here is where criminals are exiled; the howling noise and frigid cold of the darkness of space tears through into our world.

### Creatures Of The North

The north realm is home to creatures that have died out in most other places. Mammoths still travel in herds; huge cats with sabre teeth hunt in the darkness, and sea creatures long dead elsewhere, attack ships and attempt to feed on their crews.

## NPC'S

### Jarl Icetusk

Former chieftain of the bear clan, he stands nearly 8 ft. tall, and has a head of wild, unkempt hair the color of driven snow. He is a skilled warlock, channeling water and cold to his very will. He is as strong and fierce as any warrior from any empire can be. He spends his days ferrying travelers and his countrymen across the seas from Europe to North America, and fighting the various beasts that lie between.

### Ike Longtooth

A polar bear headed Moreauvian standing nearly 10 ft. in height; he wields an axe made of enchanted ice nearly as large as he is. He travels the northern reaches above the Russian Empire hunting any beast worthy of his time, and always seeking new challengers to best in combat.

### Captain Nemo

The captain and his ship, The Nautilus, can be found sailing through this realm quite frequently. He often heads north with passengers from the southern lands, ferrying them from one place to another, and committing his fair share of piracy. The Northmen respect him and his undersea machina ship, for he's aided them against the horrors from below and helped them to cross covertly to other unsuspecting lands.

## THE RUSSIAN EMPIRE

The Russian holdings are often referred to as the empire of science, or the land of the Tsar. This empire has been repurposed and set on a new path over the last few decades due to the arrival of two people, the seemingly un-killable man known as Rasputin, and the man many call the "father of electricity", Nikola Tesla. Their combined efforts have changed this from a land of hardships and war, to a land of machina wonders; providing a proving ground for Tesla and the work of his mentor, Victor Frankenstein.

## PAST AND PRESENT

The Russian empire has been one of turmoil and intrigue for ages. Various factions struggle for control, and outside forces constantly besiege it with war and fear. This empire saw even more peril and decline as the eclipse empire emerged, and began its endless onslaught into its borders, stealing away the living and spreading horror and plague. Furthermore, the climate and weather began to change, filled with supernatural terror similar to what is seen in Bohemia. The empire seemed ready for collapse as the populace began to leave in droves, and the government began to collapse.

The first event to ignite change in the empire was the emergence of the man known then as the "Mad Monk" Grigori Rasputin. Rasputin came to the Tsar and offered his assistance to heal the land with knowledge of the occult and old magics long forgotten and lost. The Tsar, fearing that he really would lose everything if a drastic change didn't occur, gave the monk carte blanche to do what he needed to fix the empire. The monk used this control to bring order to the empire through intimidation, fear, and shows of magic that had not been seen in this realm before. He inspired the armies which began to just barely hold their own, and the great battles constantly being lost were brought to a bitter and bloody standstill. The mad monk however, abused his influence daily, using his power to drown himself in drink, women and whatever other debaucheries struck him. This led to many assassination attempts and finally one of such great complexity that only furthers the rumors that he's immortal. He was shot in the head, stabbed in the eye, disemboweled, poisoned, hung and thrown into the frozen, dark Neva River.

As luck would have it an outcast artificer by the name of Nikola Tesla was traveling into Russia and happened upon the monk. Tesla managed to drag his bloody body to shore, and rushed him to his makeshift lab. Within a few hours he saved Rasputin's life by remaking over half his body from resemble artifice, a process that would have killed a lesser man or at the very least drove him utterly mad. Instead, that same day, Rasputin returned to the Tsar, and zealously professed his loyalty and absolute trust to this artificer, and asked that he be made the empires' official court artificer. The Tsar agreed after seeing the remarkable work Tesla had done with Rasputin, and placed him in charge of reshaping the domain; bringing it back to power. Within a week, the ceremony took place, and Tesla began his great work of rebuilding the shattered empire.

The empire today is a force to be reckoned with. It is possibly the most machina heavy empire in existence, with electrical conveniences in almost every home. Great towers of machina have been constructed everywhere. Towers that harness the flux from the land to create not only power, but also great defenses the likes of which can be seen nowhere else on earth. The skies are filled with airships; the roads full of electric automotives and magna trains connect the cities. Tesla created a broadcast

network, not only of sound but also of moving pictures, that covers the entire empire. Through this network, he broadcasts his image, the news, and various public spectacle and entertainment to Russia's people. Librarium kiosks are abundantly available here, and even the dead are repurposed to add to their great armies. Thanks to Nikola Tesla's fine work this land is truly a marvel of machina.

Magic here is still present, but has fallen by the wayside. Not only due to the countries focus on machina, but also due to Tesla's great machines draining the flux from the land and making magic much less stable. Warlocks are found throughout the empire, and they are often called to service in Rasputin's Crimson Guard, or are even added to the ranks of the Sons of Tesla, the largest of the new paramilitary groups that serve Tesla and the empire.

## CLIMATE AND WEATHER

The weather here has not only returned to normal, but some would even argue that it is better than it ever was. This is due to the presence of Tesla's massive inventions, the Tesla Coils. These huge towers of metal and wire not only pull the flux from the land, but also drain the invasive pollution and magic from the Eclipse Empire that spills over into their lands. These towers have stabilized the empires' over-all climate, due to their overwhelming energy collection. This has increased the temperatures by about 10 degrees over all, leaving the empire slightly more temperate than it's been in the past.

## PEOPLE

The people of the empire are enjoying a great renewal in their realm. Just a few years ago, the empire was in shambles, but now they have made an incredible turn around, and then some. The outlook of many is that Rasputin, "The Iron Monk," and Nikola Tesla have given them new life, and they show fervent loyalty to them. This has caused some in the royal courts to worry that the power of the empire no longer truly sits with the Tsar, and their influence may be at risk as well. The people also are much less concerned with the other races, except perhaps the Dhampyr, who are still feared and scrutinized by many due to their origins regarding the realms greatest enemy, Dracula.

The people of the empire are themselves being repurposed by Rasputin's edicts. They are all required to learn basic mechanics, and those who are capable are trained in artifice or as tinkerers. This has led to some discussion regarding whose interests Rasputin truly serves, as he seems unusually dedicated to the study of artifice and resemble technology specifically. The people are also coming to terms with the clockwork and electrically animated dead that wear the empires uniforms and patrol the streets and borders in eerie silence.

Those who disagree with the changes made by the so called 'duo of machina' seem to disappear, just like those who attempted to assassinate Rasputin on that fateful

night. This has also led to some people forming secret resistance cells, and some leaving the empire. However, with the level of machina now found in the realm, new immigrants are now being relegated into service, as so many wish to enter and learn the secrets of this recovered realm.

## PLACES AND SIGHTS

### Moscow

The capital of the empire; it's marked by the workshops and colleges of Tesla himself and is the home of the Iron Monk. This city gleams with light, and has perhaps the most machina in any singular place on earth. Even basic homes have electric lights and Librarium access, as well as monitors to view the various broadcasts. This city is indeed the crown jewel of the empire.

### The Iron Curtain

Dozens of Tesla Coils line the border of the empire, not only serving as power sources for the empire and a way to stabilize their polluted atmosphere, but also as great weapons. These towers can call down powerful bolts of lightning upon the empire's enemies, leaving behind nothing more than charred bones and dust. These towers are guarded by regiments of the Sons of Tesla, and reinforced by the walking dead known as the Iron brigade.

### The Palace Of Coils

Just outside Moscow is the great Palace Of Coils, a tower of machina and elegance with every surface pulsing with electricity and wonder. Here, the genius Tesla works in his labs, and his acolytes emerge with new and wondrous technology. Around the palace as well are great statues to his mentor and role model Victor Frankenstein. This structure is under constant guard by the Iron Monk and his finest soldiers. He's often seen entering to visit, and have his resemble tuned by, his comrade and friend.

## NPC'S

### Nicholas II

The Tsar and ruler of the empire. He has never been a strong ruler, and it was widely known that for a while he was being manipulated and used by various factions. Now he seems more in control, or at least appears that way, as his newest advisors have turned the country around. The latest in news and gossip is the disappearance of his daughter Anastasia, and he has issued great rewards and promises of power to any who can help to reclaim her.

### Grigori Rasputin

Known now as the Iron Monk, this huge man of great presence is renowned for his fierce personality and strange magical powers. This, coupled with the powerful resemble augmenting his body, makes him a force to reckon with. He is often seen frequenting brothels and public houses, as well as leading his own personal troops, or the regiments of the Sons of Tesla, through the streets of Moscow and other cities within the empire.

## PAST AND PRESENT



### Nikola Tesla

Long mocked and berated for his belief that the works of the fabled artificer Victor Frankenstein were real, he has risen to great power and influence. It is said that he searched for many years for Victor's work, and after bearing many hardships, he found not only remnants of Victor's work, but his entire castle completely intact. He returned with new and radical ideas, and again was spurned by his colleagues until he finally found his home and support in Russia. He uses his revolutionary ideas to create tools that rival the gods and bring life to what was once dead. He has, in this last year, become increasingly paranoid and he rarely leaves the Palace Of Coils; instead choosing to appear on his broadcast screens or through envoys. The wonders this mad genius can conceptualize of seems to be endless, and he continues to churn out new and wondrous techniques and machina every day.

## THE SOVEREIGNTY

This young empire is still finding its place in the world, but is quickly carving out a place for itself on the global stage. The entire empire is built around an ancient and taboo artifact called the Black Spire that lies deep in their empire's swampy bowels. The Sovereignty strives to explore every aspect of magic, machina and the occult to gain an edge on their enemies. This empire of affluence and luxury is built on bodies, and it uses the dead to form a powerful workforce. This makes the lives of the living easier and better; allowing them to concentrate their work on these great mysteries.

The empire's history is a short one; beginning by severing its ties with, its former brother to the north, the American Empire. Less than five decades old, it made quick use of its resources, and has made a name for itself among the other empires. Whether this is a good or bad thing depends entirely on who you ask. Its principles are straightforward, and they are on the forefront of machina and magic research. The core principle being each person should contribute not to some menial job or to some backbreaking labor, but to the study of great things. This empire is eternally hungry for knowledge, because with knowledge comes power, and power should be pursued; no matter the cost.

Those treated as monsters in other empires, if they are willing to dedicate themselves to the empire's cause, are welcomed with open arms. Those who would be deemed mad if their powers and ideas were to flourish, such as lycanthropes, rogue vampires, necromancers, are all sought out by the government.

The empire revolves around new ideas, new theories, and the study of the occult. Warlocks, magi, and artificers churn out new and unique services and goods on a daily basis. The realm has access to luxuries only dreamed of in some empires. The Sovereignty is certainly blazing ahead with development, but this innovation does come with a price. Simply put, the price is your body upon your death - no questions, no exceptions. Every man, woman, and thing in between, surrenders their body to the government upon death. This is where the workforce that powers this empire comes from, the unpaid and thankless labor of the dearly departed.

This idea, as one can imagine, was not as well received by the populace when it was suggested as it is now; in fact, it spurned a civil war. Now that the dead walk among the populace, the concept has seen significant refinement, and each corpse is fitted with clothes and a porcelain mask to cover the rotting flesh beneath, their scent is masked through alchemy, and in this way a horrific truth can be masked as a palatable lie.

The realm does boast a place of almost unmatched tolerance. Here, each race has the same status and the rift between poor and rich is small. Everyone that works needs education and everyone must be able to pursue some form of study to aid the empire. The level of machina is also high, with street cars, electricity, and other machina available to almost every citizen. The crime level here is also much lower than many empires, as many crimes have been made punishable by reeducation. Re-education is a process where machina devices are used to affect the mind and retrain the criminals how one is expected to behave in this utopian society.

The empire does have those that question its processes. They're often marked as troublemakers, finding it hard to find work, or even to coexist with their neighbors.



They are shunned and cut off from the very communities they seek to aid. This empire is one that other empires are still weighing and evaluating. Many feel that there is something more sinister hiding beneath its surface. Just as a rotten corpse lies beneath the finery and masks of its servants.

## CLIMATE AND WEATHER

The climate here is unaltered by any supernatural means and is the same as your world.

## PEOPLE

The people of this empire are among the most educated that can be found anywhere, especially when it comes to matters of the occult and supernatural, studied as subjects of national importance. Also, it cannot be overstated that the way a person is viewed in this empire is by how they can aid in the development and understanding of these topics. Vampires are held in high esteem for their abilities, and in exchange for their agreement to teach what they know and allow themselves to be studied, they are accepted. The same is true of almost any supernaturally imbued creature, from warlocks, to Wyrds, to lycanthropes and many more. This society does not judge you by what you are, but rather, by what you can offer.

Those individuals without these profound abilities find that they can still be useful in the study of occult manuscripts, or can aid in the training of beasts or upkeep of machina. Some even volunteer for experimentation, in the hopes of gaining some new and hopefully worthwhile ability. The Sovereignty values power and capability above all else. Those citizens with these qualities can quickly rise through the ranks and become people of influence, while those that lack these qualities find it hard to play the proverbial game of "catch up."

The people of the empire do tend to have it better in some aspects of life. Almost all manual labor and mundane jobs are performed by the dead, or drones as they are called. This provides even the most common of the Sovereignty's people with access to cheap food, and energy. Many people from outside the empire see these people as delicate or weak in most ways. After all, when every store owner and smithy has his work done for him how hard can life truly be?

## PLACES AND SIGHTS

### Atlanta

The capital of the empire. This great city has some of the most advanced machina around; including great exterior lifts to enormous high-rise buildings by the sea and other impressive feats of engineering seen in very few other empires. The city gleams under electric lights, and features all manner of convenience from restaurants and pubs, to casinos and other revelries. The great ports of both land and sea serve as a gateway to their empire

### New Orleans

The city by the swamp. This great city boasts incredible music, art, and huge air ships that travel all across their empire with all manner of luxuries. Some even boasting whole hotels and casinos on board. This is the city responsible for managing the Black Spire just a short ride away in the great bayou beyond; this of course leads to the large military force that frequents the city. New Orleans has enormous libraries brimming with all manner of occult knowledge, and features the largest necromancy college outside the Eclipse Empire.

### The Black Spire

This huge 20 story tall spike of black tech juts into the sky like a great claw tearing out of the very flesh of the land. The corpses of the departed are delivered here, and returned to some sort of un-life by the ancient black tech machinery.

## NPC'S

### Lady Regent Banner

Emily Banner is the current and first regent of the empire. She is also one of the youngest magi in known times to master all twelve schools of magic, as well as, the one who discovered the true purpose of the Black Spire. This elegant woman looks much younger than her years would suggest though now in her 60's. Many have commented about her vigor. It is often stated that her beauty and vitality is due to her implementing ancient magic techniques to curb her age, allowing her to rule and guide the empire to greater glory.

### Argyle Tombs

A Dhampyr of large size and a warlock of sinister might who uses shadows to constrict and torment those who oppose him. Argyle is unafraid to use his spells to show off his power, and is in control of the secret service of the nation. Citizens fear seeing his shadow cross their path. This almost always results in that shadow devouring him whole, while his pleading screams for mercy fall on deaf and uncaring ears.

### Nym

This goblin magi runs the largest airship on earth, an enormous palace of the senses known as Her Endless Love. This colossal ship has a hotel, a casino, numerous restaurants, 12 music venues, an outdoor theater, and much more on contained within its decks, and some call it a floating city of endless pleasures. This goblin is often found being carried by drones on elaborate palanquins, surrounded by women and drink. His skills with illusion magics are almost unmatched, and his wealth measures the same.



## OTHER AREAS OF INTEREST

This tome does not have the space to list every area of significance on the planet, but below we list a few more of the more interesting places from our tiny corner of the cosmos.

### The Lost Lands

In the jungles of South America lurk terrible creatures considered long dead in other empires. Here great reptiles stalk the shadows, below the canopies of giant trees, ancient temples dedicated to the Old Ones rise up in the muggy jungles, and alien abominations too terrible to describe hold small groups of tortured communities in bondage and servitude to their twisted whims. These areas are dangerous, unexplored, and full of countless horrors.

### The Swiss Realm

In the high mountains surrounded by the Napoleonic Empire is the small Empire of the Swiss. They claim anonymity, and don't want any part of the alien powers that lie outside their borders. Even stranger, the small empire is home to the now forsaken and abandoned properties of the late Victor Frankenstein. Long left to decay, some say the lights still flicker, and sounds are still heard late into the cold nights.

### Atlantis

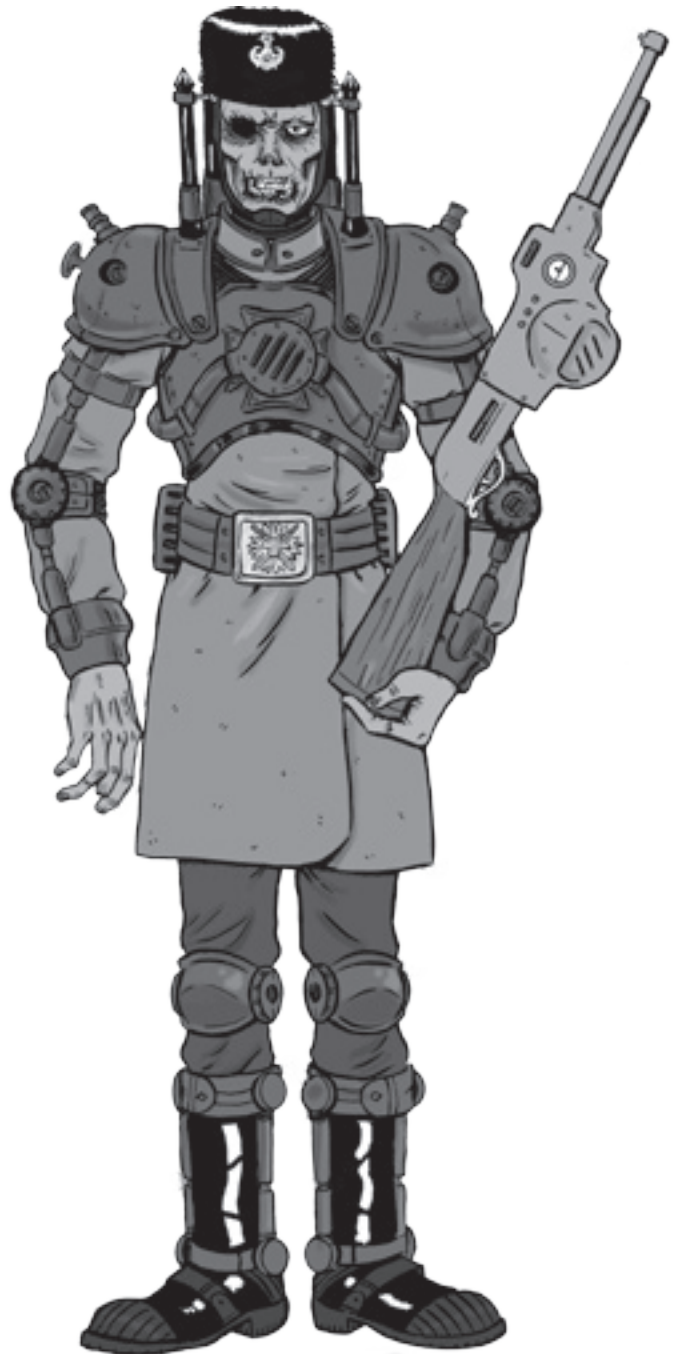
Long ago sunk into the depths by the Fae, this forgotten city still draws those to it with promises of lost black tech and old one secrets. Many enter its dark and foreboding domain, but few leave and even fewer leave with their minds intact.

### Antarctica

The frozen spine of the world. Here great storms and terrible cold reign supreme and strange creatures prowl the endless blizzards. Some say that at its center lies a great and terrible secret, but none yet have been there and ever returned.

### The Moons

Long ago, the moon shone down upon the planet, giving us a glimpse of light in the darkness. Sometime during the war between the Fae and the Old Ones, a great column of light struck it and shattered it into three pieces; broken reminders of a time that once held peace and normalcy. They now hang in our sky peering down on us with a cold and reduced light.



# BESTIARY

Listed below are several strange creatures located in the world of Mechanika. These beasts are just a small portion of the amazing and terrifying menagerie that thrives in this world, and does not adequately reflect the entirety of the monsters that lurk on this new Earth. Below you will find basic combat stats for these creatures, and a description to aid you in unleashing their horrors upon the world.

Remember that any of these creatures can be augmented and adapted through the use of templates found in the Mechanics Chapter on page (34). These templates can turn a simple giant rat into a fearsome fire breathing abomination, or a harmless street urchin into a half insect, acid-spewing creature of nightmare.

## Bandersnatch

### TEMPLATES

Fae, Claw, Bite, Diseased (Bite)(Emerald Eye +1), Amorphous, Huge, Tough Hide

### WOUNDS

Con BBB, HHH, G  
Stress BBB, HH, G  
Ego BB, HH, G

### COMBAT

Combat Actions 3  
Defensive Actions 2  
Movement 60 ft/round  
Claw +2 (Damage +1)  
Bite +2 (Damage +2)  
Armor +1  
Dodge +3  
Willpower +2  
Discipline +1

### SKILLS

Brawl +2

### ATTRIBUTE

Strength +2	Agility +3
Fortitude +1	Intelligence +0
Willpower +2	Perception +0
Presence +1	

One of the most alien creatures to accompany the Fae from their world is the Bandersnatch. These creatures were once used as mounts and war animals by the Fae, and for some reason the Fae left many of them behind when they departed through the Trods. The creatures are now left to their own devices, and much like any wild creature from the Faerlands, their behavior on our world has been a mix of wonder and horror.

Their appearance is so alien that many find it difficult to even look at them for long periods of time. Appearing as large catlike creatures, except their eyes and mouth are far larger than what should be possible, and always appear to be in an eternal clownish smile. This, coupled with their

many rows of sharp teeth, gives them a disturbing and unsettling appearance. The creatures also have six legs, as opposed to the normal feline amount of four, and they move preternaturally fast. Their coloration is also alien, their fur mottled with ever changing hues of pinks, blues, violets and greens with tinting much similar to a peacocks feathers. The other disturbing feature of the creature is that it seems to be able to fit through any opening no matter how small. Instances of the creatures forcing their horse sized bodies through keyholes have been reported and astonishingly enough confirmed.

These alien wanderers are playful, and if kept in good company they can become valued companions by those who can obtain them. Even still the feral ones can be very dangerous, as they have reverted to a sort of feral survival instinct after their masters abandoned them.

## Chthonian Spawn

### TEMPLATES

Old One, Flight, Dark Vision, Telepathy (Speech), Fear, Wide Vision, Tough Skin

### WOUNDS

Con BBBBB, HHH, G  
Stress BBBBB, HHH, G  
Ego (N/A)

### COMBAT

Combat Actions 2  
Defensive Actions 2  
Movement 30 ft/round  
Flight 20 Maneuverability (Fair)  
Bite +2 (Damage +3)  
Armor +1  
Block +2  
Willpower +4  
Discipline +4

### SKILLS

True Faith +3 (Deity: Cthulhu)  
Brawl +2

### ATTRIBUTES

Strength +2	Agility +2
Fortitude +4	Intelligence +3
Willpower +4	Perception +2
Presence +3	

From the darkest corners of space the Old Ones came to this world. The Lord of Madness, from the moment he landed, began to propagate his horrific brood. Thankfully they now are a rarity, being vanquished during the times of the Fae. Still some dwell in unholy and alien places on this planet. The lowest and most common of his brood are simply known as Chthonian Spawn.

The spawn are roughly the size of man, and combine the worst attributes of a squid, a bat, and a simian. Their cold dead eyes stare ahead vacantly as the tentacles on their face writhe constantly. Their bodies are strange in color, ranging from shades of pink to green, and they sport thick strips of matted hair on their backs and limbs. Large

bat like wings sprout from their back that they use both to swim and to fly silently through the dark unholy places they dwell in.

The mere sight of one of these creatures can cause even the most stalwart man to go mad. Those unfortunate enough to make eye contact with them are lost completely, screaming as their minds eye is filled with visions of alien places and the dark cold sights of the stars beyond. As with the Old Ones their spawn are filled with the same alien logic, and are beyond all attempts of rational communication. The unfortunate few that have tried have ended up mad, or are simply no longer a part of this world.

## Constructs

### TEMPLATES

Construct, Tiny

### WOUNDS

Con BB, HH, G  
Stress (N/A)  
Ego (N/A)

### COMBAT

Combat Actions 1  
Defensive Actions 3  
Movement 40 ft/round  
Bite +0 (Damage +0)  
Armor 0  
Dodge +2  
Willpower N/A  
Discipline N/A

### SKILLS

Brawl +0

### ATTRIBUTES

Strength -2	Agility +2
Fortitude +2	Intelligence +1
Willpower N/A	Perception +2
Presence +0	

Over the last 30 years, since the dwarves brought the gift of artifice to the masses, constructs of all kinds can be found across the world. Constructs are creatures animated by flux infused directly into their chassis by an artificer. These creatures vary greatly, and even two clockwork squirrels are vastly different in form and function. The only thing each construct shares in common is that they are mindless puppets. They either have the most basic of programming and instruction, or are otherwise controlled by their creators.

Constructs range from tiny clockwork insects made to spy on an enemy, to terrifying flesh golems that lurch across the battlefields of the eclipse empire, varying so greatly that it's impossible to catalog each variant. The entry above is for one of the first constructs a novice artificer of the house of clockwork learns to build, the clockwork squirrel. For in its simplicity and minute stature it teaches the premise of how to link gears and cold metal to make something that simulates the complexities of life.

## Dobhar-chu

### TEMPLATES

Water Breathing, Tough Hide, Huge, Bite, Claw, Swallow Whole, Rend, Constrict, Echolocation

### WOUNDS

Con BBB, HHH, G  
Stress BB, HH, G  
Ego BB, H, G

### COMBAT

Combat Actions 3  
Defensive Actions 2  
Movement 40 ft/round  
Swim 80  
Bite +3 (Damage +4)  
Claw +3 (damage +1)  
Armor +2 (BR +2)  
Dodge +1 (+3 in water)  
Block +2  
Willpower +1  
Discipline +1

### SKILLS:

Brawl +3

### ATTRIBUTES

Strength +3	Agility +1
Fortitude +3	Intelligence +1
Willpower +1	Perception +3
Presence +2	

Among the beasts brought to our world by the Fae few are as terrifying as the Dobhar-chu. These creatures are amphibious and prefer to dwell in lakes and rivers, but will also live in sea channels where contact with food is abundant. They were used in great battles with the Old Ones as they preferred to inhabit the waters of this planet while the Fae preferred the dry land. When the Fae departed some were forgotten, and now all but the rarest specimen has reverted to its feral nature.

The Dobhar-chu is the size of two men and are quadrupeds with a long, flared tail. Their body is covered in tiny scales much like a shark, and a single band of hair runs down their spine and around their shoulders like a lion's mane. Their head is like a cross between a shark, a dog, and a crocodile, with dark unfeeling eyes. Its front legs are muscular and end in giant claws, but its back legs are like that of a frog. Dobhar-chu can grab an enemy constricting them. A **Constricted** victim will be dragged underwater and become subject to **Drowning**.

The Dobhar-chu emits a strange noise that sounds like a mix between a dog's bark and whale song. This noise puzzled many, but modern scientists have discovered that this is a form of echolocation for them to see their surroundings in the darkness of the deep. They also seem to call out to each other, and many wonder if there is a deeper meaning to these strange calls.

## Drake

### TEMPLATES

Fae, Flight, Claw, Bite, Tough Skin, Breath Weapon, Sense Magic, Huge

### WOUNDS

Con BBBB, HHH, GG  
Stress BBB, HH, G  
Ego BBB, HH, G

### COMBAT

Combat Actions 3  
Defensive Actions 3  
Movement 50 ft/round  
Flight 50 Maneuverability (Great)  
Claw/Bite +2 (Damage +3)  
Breath Weapon (3/Day, 60 ft. **Spray**, +1 Damage, Elemental type chosen by GM)  
Armor +4  
Block +2  
Dodge +2  
Willpower +3  
Discipline +3

### SKILLS

Brawl +3

### ATTRIBUTES

Strength +3	Agility +2
Fortitude +2	Intelligence +2
Willpower +3	Perception +1
Presence +2	

There are few things on this planet that have caused as much fear as the generals of the Fae lords, the dragons. The age of the dragons has long since passed, when the Trods sealed themselves almost 1900 years ago. Most of the colossal creatures left with their lords, but as some of the Old Ones and Fae remained behind so too did some of the dragons. To the scholars of this world, only six dragons are known for sure to still reside on earth and the whereabouts of only two are known.

Each dragon creates his soldiers, his spies, and his simplest minions in his own image, these lesser creatures are known as drakes. Drakes vary greatly based on their creator and the purpose for its creation and, as dragons seem to be asexual, there are many variants. Many drakes have similar features to the ones I will describe here.

Drakes tend to be the size of a large horse and have four limbs, the front pair operates more like hands, but they walk on all four limbs. Some drakes also have large bat-like wings and primarily choose to fly as opposed to walking. Their bodies resemble the dragon that crafted them, bearing similar colored scales and body type. Drakes appear to be carnivorous, and prefer the meat of grazing animals above all others. Drakes are also very intelligent, and can speak many languages. Each drake also has the ability to breathe an elemental force from its mouth.

Most drakes encountered in the world are either on missions from their masters, or guarding sites of great

importance. In recent years some drakes appear to have gone rogue and left their master's service. These drakes are dangerous, as they now are completely free from any beings control, and they enjoy gorging themselves on all this world offers with little regard for any other creature.

## Fae Cat

### TEMPLATES

Fae, Cloaked, Heightened Senses (Night Vision), Rend, Scent

### WOUNDS

Con BBB, HH, G  
Stress BB, HH, G  
Ego B, H, G

### COMBAT

Combat Actions 2  
Defensive Action 1  
Movement 50 ft/round  
Claw +2 (Damage +2)  
Bite +2 (Damage +3)  
Armor 0  
Dodge +2  
Willpower +2  
Discipline +1

### SKILLS

Stealth +1, Athletics +3, Channeling +2 Brawl +2

### ATTRIBUTES

Strength +2	Agility +2
Fortitude +1	Intelligence +1
Willpower +2	Perception +3
Presence +1	

Across the planet, since the coming of the Fae, many creatures have been changed or gone through a "genesis" as the Fae call it. One prime example is the Fae Cat. Once, they were simply large cats, like tigers or cougars, now they are something quite different. Fae Cats are the size of a large cougar but vary in their features, with some looking more like ancient saber tooth cats, others like panthers, or other large cats. The one thing they all share in common is that they have the unmistakable influence of the Fae.

The Fae Cats have much larger ears, and bodies that seem to meld in with its surroundings, allowing them to become little more than a feature of the a terrain until they strike. Their minds seem to have changed as well because they have no fear of man or beast, as their bodies heal from non-magical attacks. These cats are few, and finding one is almost impossible. A few warlocks and magisters keep them as guards or even pets, but a creature this dangerous has a chance of slaying his master as much as dispatching its prey.



## Ghast

### TEMPLATES

Undead, Claw, Tough Hide, Dark Vision

### WOUNDS

Con BBBB, HHH, GG

Stress (N/A)

Ego (N/A)

### COMBAT

Combat Actions 2

Defensive Actions 2

Movement 30 ft/round

Claw +2 (damage +2)

Armor +1

Dodge +2

Block +2

Willpower N/A

Discipline N/A

### SKILLS

Weapon Use +2, Brawl +2

### EXTRA

**Call Ally** (Once per combat, calls three zombies or calls two ghouls), Hypnotic (aura 500 ft., affects lesser undead to obey its commands, allowing them to take command over any undead with less wounds than the Ghast. If the undead is controlled by another creature the controller may roll a **Discipline** roll against the Ghast, the Ghast is treated as having a Discipline of +2 for this roll.)

### ATTRIBUTES

Strength +2

Fortitude +1

Willpower N/A

Presence -3

Agility+2

Intelligence -3

Perception +2

Ghasts usually are found leading packs of lesser undead like ghouls or zombies. They retain some part of their human intellect, but lose all emotion except to dominate their lesser undead siblings. Ghasts will often become the foul lieutenants of an undead army or the leader of a rogue pack of forgotten undead in a long lost tomb.

Ghasts look much like ghouls, but they retain their hair and some pallor in their skin. They do not exude the aura of cold as their lesser brethren do, but instead emit an aura of necrotic energy that grants them control over lesser undead in their area. The foulest thing about these macabre creatures is that they talk and speak. Uttering commands in a voice so cold and malignant, one feels as though someone has stepped over their grave. Why they can speak is a matter of speculation, but the idea of such a rotten desiccated corpse able to hold conversation is more than most men care to ponder.



## Ghoul

### TEMPLATES

Undead, Claws, Bite, Wall Walker, Fear, Life (aura of clammy cold, 10 ft. radius centered on the ghoul)

### WOUNDS

Con BBBB, HHH, GG

Stress (N/A)

Ego (N/A)

### COMBAT

Combat Actions 3

Defensive Actions 2

Movement 40 ft/round

Claws +2 (Damage +1)

Bite +2 (Damage +2)

Armor 0

Dodge +2

Willpower N/A

Discipline N/A

### SKILLS

Brawl +2

### ATTRIBUTES

Strength +1

Fortitude +1

Willpower N/A

Presence -2

Agility +2

Intelligence -1

Perception +1

Within the bowels of cemeteries, forgotten crypts, and opened sepulchers crawl the foul undead known as ghouls. These creatures resemble pale copies of their living selves, and are gaunt, skeletal, and devoid of all body hair. They are cold to the touch and seem to permeate the area around them with an icy condensation. Their teeth and fingernails have become fangs and claws, and they tear at the flesh of the dead or, if they can get there talons on it, the warm flesh of the living.

These creatures endlessly feel a deep hunger for the flesh of the sentient races and in their state of un-life they need not sleep or rest meaning their hunger is unrelenting. Their minds are dead, and they make only obscene guttural noises and howls. They seem to have lost all ability to think as they did in life, and they now hunt in the shadows in search of anything that will satiate their horrible hunger.



## Giant Centipede

### TEMPLATES

Vermin, Bite, Swallow Whole (on critical), Tough Hide, Huge

### WOUNDS

Con BBB, HHH, G  
Stress (N/A)  
Ego (N/A)

### COMBAT

Combat Actions 2  
Defensive Action 1  
Movement 40  
Bite +2 (Charge) (Armor Piercing +2) (Damage +3)  
Block +1  
Willpower N/A  
Discipline N/A

### SKILLS

Stealth +1

### ATTRIBUTES

Strength +2	Agility +0
Fortitude +3	Intelligence -2
Willpower N/A	Perception +0
Presence -2	

The skittering of its many feet in the darkness of a sewer is enough to cause even the most stalwart man to run screaming for the surface. The giant centipede is a foul predator that exists in dark and cool environments. It's roughly the size of three grown men lying head to foot, and is a ghastly pale yellow with streaks of bright green. Its head is lined with great mandibles, horrid fangs, and huge pulsating red eyes.

They hunt by lying in wait for prey to pass, and then surging forth with great speed to sink their mandibles into even the most armored targets, devouring creatures, even the size of large dwarves, whole.

## Giant Rat

### TEMPLATES

Diseased (Consumption), Vermin, Bite, Tough Hide, Sensitivity (Light, -2 to Rolls), Dark Vision, Scent

### WOUNDS

Con BBB, HH, G  
Stress BB, H, G  
Ego (N/A)

### COMBAT

Combat Action 1  
Defensive Action 1  
Movement 40 ft.  
Bite +1 (+2 damage)  
Armor +1  
Dodge +1  
Willpower NA  
Discipline N/A

### SKILLS

Stealth +1

### ATTRIBUTES

Strength +1	Agility +1
Fortitude +0	Intelligence +0
Willpower N/A	Perception +1 (Smell +3)
Presence -3	

Giant rats are vermin the size of large dogs that have been tainted by the Old Ones influence and bear this in strange and unsettling ways. They appear to be covered in mange, and have patches of white, scaly skin amid clumps of black or white fur. Their eyes glow with a nauseating yellow light, and their teeth are sharp and elongated meant not for chewing wood, but for shredding flesh and mangling bones. The most horrific feature of this beast is loose strands of flesh around their mouth that seem to twist and move like tentacles. Rumor has it that some exist with even larger strands, their face covered in long tendrils waiting to pull their prey into their waiting jaws.

Though larger than common rats they still dwell in groups, not as large as a swarm, instead more like a pack of verminous wolves. They exist in sewers of places long forgotten and full of filth. Unlike their tiny cousins, these creatures have no fear of man, and they will hunt down and attack them, leaving little in their wake except for shredded meat and bone.

## Giant Spider

### TEMPLATES

Poisonous (Giant Spider – See below), Webbing, Bite, Dark Vision, Wide Vision, Wall Walker, Tough Hide

### WOUNDS

Con BBBB, HHH, GG  
Stress BB, HH, G  
Ego (N/A)

### COMBAT

Combat Action 3  
Defensive Actions 2  
Movement 60 ft/round  
Bite +1 (Sneak Attack +2 damage)  
Armor +2  
BR +2  
Dodge +3  
Willpower +2  
Discipline +2

### SKILLS

Stealth +2  
Subterfuge (Traps +2)

### ATTRIBUTES

Strength +2	Agility +3
Fortitude +1	Intelligence +1
Willpower +1	Perception +2
Presence +0	

### GIANT SPIDER VENOM

ONSET: Immediate

TOXICITY: +0

DURATION: 1 rounds/minutes per success

**SYMPTOMS:** A target failing a resistance roll and taking damage from the poison is also paralyzed and held Stunned for that round. The paralysis continues until the poison is cured, resisted, or its duration ends.

**DIFFICULTY:** +1

**APPLICATION:** Injected/Ingested

In the dark corners of forgotten tunnels, or dwelling in abandoned forests and buildings lie the horrors known simply as Giant Spiders. Believed to have been corrupted and shaped by Thystack, the lord of spiders, these great arachnids are as large as a man and bear the worst features of every kind of spider a man can imagine.

They hunt prey with the use of webbing and disable it with foul poisons that drip from their dagger sized fangs. The spiders seem to possess an almost human level of intellect, and devise ingenious traps to snare their prey. They hunt from the darkness, waiting for the most opportune moment to strike and devour their prey.

## Gremlins

### TEMPLATES

Alien, Spores (Cloud, 5 ft., any metals touched take 2 points of Structure damage/round), Tiny, Swarm, Amorphous, Immunity (Artifice Flux)

### WOUNDS

Con B, H, G  
Stress BB, HH, G  
Ego (N/A)

### COMBAT

Combat Actions 1  
Defensive Actions 3  
Movement 20 ft/round  
Fists +1 (damage +2)  
Armor 0  
Dodge +1  
Willpower 0  
Discipline 0

### SKILLS

Mechanics/Engineering +4 (Disassemble)

### EXTRA

A gremlin's very presence destabilizes the flux of machina in a 20 ft. radius. All machina in the radius have their malfunction chance increased by 5% per round/minute that they remain within the influence of a gremlin.

### ATTRIBUTES

Strength +0	Agility +1
Fortitude +0	Intelligence +2
Willpower +0	Perception +1
Presence -2	

These tiny creatures are intruders from some unknown space, and have been cursed by all those who work with machines and artifice. Hated and chronicled by the dwarves for centuries, something about machines and artifice in general seems to call across space to these alien creatures. Gremlins seem to enjoy nothing more than

destroying all things mechanical, but no creature has ever been able to communicate with them to find out what their motive and purpose is. If one hears high pitched laughter among the sounds of a device going awry and malfunctioning, chances are good that a gremlin is at work.

These tiny creatures look like small grey humanoids with large bulbous heads and oversized viselike hands. Their mouths are devoid of teeth and like putty they stretch and contort to work their way through gears and machinery to stop it functioning. They also seem to be immune to the effects of flux from artifice existing within their boilers or frozen chambers with ease.

Whatever force draws these strange creatures to this world, the one thing all artificers and mechanics wish is that it would just stop. Many houses pay handsomely for the bodies of gremlins and their extermination. Other groups want to study them but their bodies seem to produce a spore that acts like rust and degrades even the strongest metals in minutes making them almost impossible to hold.

## Grench

### TEMPLATES

Old One, Plant, Entangle, Constrict, Huge, Tough  
Hide, Poison (Poison Grench), Sensitivity (Fire - Double damage)

### WOUNDS

Con BBBB, HHH, G  
Stress BBB, HHH, G  
Ego (N/A)

### COMBAT

Combat Actions 3  
Defensive Actions 3  
Movement 0 ft/round  
Branch Whip +2 (damage +3)  
Armor +3  
Block +2  
Willpower +3  
Discipline +2

### SKILLS

Brawl +2

### ATTRIBUTES

Strength +3	Agility -2
Fortitude +4	Intelligence +3
Willpower +3	Perception +2
Presence +2	

When the Old Ones crashed to earth they brought with them fauna and flora from their decaying world. Among them was the Grench, "The Weakling Weed", as they call it. The Grench appears to be a strange tree that bears large dark fruit that resemble pomegranates. These malicious creatures are intelligent, and they sense their surroundings through great black eyes that resemble knots in the tree when the eye is closed. The creature is not mobile, and seems to be unable to reproduce in any known way. It can move its branches however, and its roots can entangle and kill even the largest Moreavian.



They also seem to require no sustenance, as many are found in dark caves and tombs.

The true horror of this creature is its fruit; for when it is eaten strange flavor saturates the body, a taste more like flesh than any kind of plant. If a creature is weak of mind and devours the fruit it will crave more. After just a few fruit the creature's plans begin to unfold. For just as a fruit tree needs a bird to carry its seed, so too does the Grench need the vessel who has partaken in its fruit to spread its message. Soon it begins to whisper to that person in his dreams at first, but then in its waking hours, until its mind breaks and the Grench has a new servant.

Those who fall under the Grench's spell serve its alien master for whatever dark purposes the Grench desires, which usually involve the distribution of its fruits to grasp control of more servants. Those who devour enough fruit begin to change, and become useful only as guards or cultists to the Grench, for they become so inhuman that their very sight is almost maddening. There have been accounts of a Grench controlling an entire hamlet, having converted all its residents to Grench spawn. This can only result in the hamlets utter destruction, lest the hive burst forth one day and consume our world.

## Grench Spawn

### TEMPLATES

Vermin, Bite, Noxious, Tough Hide

### WOUNDS

Con BB, HH, G  
Stress B, H, G  
Ego (N/A)

### COMBAT

Combat Actions 1  
Defensive Actions 1  
Movement 30 ft/round  
Bite +2 (Damage +1)  
Armor +2  
Block +1  
Willpower N/A  
Discipline N/A

### SKILLS

Brawl +2

### ATTRIBUTES

Strength +1	Agility +0
Fortitude +2	Intelligence +0
Willpower N/A	Perception -1
Presence -2	

These pathetic creatures are the result of too much exposure to the fruit of the disgusting parasitic Grench. They are lost forever in the beauty and awe of the song of the Grench, and can never be rescued. They toil endlessly in worship of the foul creature for it has become their god, and to serve it is their only wish. Aside from the need for more of its ghastly fruit.

When a creature has devoured enough of the Grench's foul fruit, it falls into a state of torpor and is collected up by a branch of the Grench. From there the creature is

covered in a substance much like sap which hardens and resembles a cocoon of a hue similar to oil spilled on water. When the poor victim emerges it is forever changed, and resembles a man merged horribly with the worst parts of a cockroach. These disgusting abominations cloak themselves from the world in dark robes spun by the Grench itself in some strange, unknown manner. From this point on, they live only to feed and serve their master, and will think nothing of throwing their own life away to save their cherished creator.

## Gyth

### TEMPLATES

Small, Flight, Prehensile (Tail), Call Aid (once per encounter may roll Willpower, on a +3 call 2 additional Gyth, Gyth called by this ability cannot use this ability)

### WOUNDS

Con BB, HH, G  
Stress B, H, G  
Ego BB, H, G

### COMBAT

Combat Actions 1  
Defense Actions 3  
Movement 40 ft/round  
Flight 40 Maneuverability (Fair)  
Bite +1 (damage +1)  
Armor +1  
Dodge +2  
Willpower +1  
Discipline +0

### SKILLS

Brawl +1

### ATTRIBUTES

Strength +0	Agility +2
Fortitude +0	Intelligence +1
Willpower +1	Perception +0
Presence -2	

Neither the Fae nor the Old Ones seem to take blame for these obnoxious and bothersome creatures. In fact, some of the ancient dwarves claim the Gyth are natural habitants of the earth, and were here long before the night of falling heavens or the opening of the Trods.

The Gyth are a diminutive race, the size of a small ape, but they appear to be an amalgam of ape, bird, and reptilian features. They also have an intellect of a small child or a simpleton, and they value shiny objects above all else, regardless of its true worth. They communicate with other races in broken sentences mixed with wild hoots and grunts, and mostly do so in hopes of bartering food or shiny trinkets from those who will deal with them at all.

The sky pirates, and a few other unseemly folk, seem to have written up strange treaties with entire tribes of these odd creatures, to exchange scouting or aerial repairs for food and shiny baubles. Many of the poor creatures are also cut down, as adventurers destroy tribes of Gyth to

ransack their hoards of useless baubles for that one rare gem or artifact.

## Hellhound

### TEMPLATES

Daemonic, Tough Hide, Rend, Scent, Serrated (Bite)

### WOUNDS

Con BBB, HH, G  
Stress B, H, G  
Ego (N/A)

### COMBAT

Combat Actions 2  
Defensive Actions 2  
Movement 60 ft/round  
Bite +2 (Damage +2)  
Claws +2 (Damage +1)  
Dodge +1  
Armor +2  
Willpower +2  
Discipline (N/A)

### SKILLS

Brawl +2

### ATTRIBUTES

Strength +2                      Agility +1  
Fortitude +2                     Intelligence +0  
Willpower +2                    Perception +2  
Presence +1

These denizens of Helios roam the dead world and moons in packs. They consume the souls of any creatures they can kill. Resembling dogs in just the most basic sense; they are roughly the size of a large wolf but covered in grey mottled skin with patches of fur in deep reds and blacks. The creature's head is more akin to a large worm or some other alien thing bearing three large black eyes with the third on the top of its head. Their maw is split into three parts with multiple rows of serrated yellow teeth present in each section. They have long split tongues, like a serpent, that flicks forth to taste the air. Their four legs are tipped with black talon shaped claws, and behind them drags a furless tail more akin to a rat than a dog.

## House Ghoul

### TEMPLATES

Immunity (Mental Attacks - no penalties from damage), Tough Hide

### WOUNDS

Con BB, HHH, GG  
Stress (N/A)  
Ego B, H, G

### COMBAT

Combat Action 1  
Defensive Action 1  
Movement 20 ft/round  
Fists +1 (Damage +1)  
Armor +1

Block +1  
Willpower N/A  
Discipline +1

### SKILLS

Brawl +1

### ATTRIBUTES

Strength +0                      Agility +0  
Fortitude +0                     Intelligence +2  
Willpower +1                    Perception +1  
Presence -1

Shambling somewhere between life and death exists the lowest form of the living is the house ghoul. House Ghouls are creatures that have ingested the flesh of the mindless undead, and the blood of a vampire or Dhampyr. They become bound to the creature of the night, and will serve them even if it means their own destruction. These creatures are a pale resemblance of their former self, and are twisted in both mind and body.

They are often somewhat crippled, and cannot keep track of any thoughts not given to them by their master. Always muttering that they must collect lives to live, and always paranoid that their masters are watching them. They have no feelings of remorse, and often only shadowy memories of their past before they were turned. Their grotesque appearance is often misdiagnosed as beggars or homeless, but if you look in their eyes there is no sign of a soul, no signs of hope, just longing and fear.

## Imp

### TEMPLATES

Daemonic, Leap, Wall Walker, Prehensile (Tail), Spines, Sneak Attack

### WOUNDS

Con BB, H, G  
Stress B, H, G  
Ego (N/A)

### COMBAT

Combat Actions 1  
Defensive Actions 1  
Movement 40 ft/round  
Claw +1 (Damage +1)  
Spines +1 (Damage +1)  
Armor +1  
Dodge +2  
Willpower +1  
Discipline (N/A)

### SKILLS

Brawl +1

### ATTRIBUTES

Strength +0                      Agility +2  
Fortitude +0                     Intelligence -1  
Willpower +1                    Perception +2  
Presence +1

Imps are small, savage creatures with clumps of matted hair, and pale green skin. They are vaguely humanoid in stature but are gaunt and hunch backed. They speak

daemon in small chattering bursts, and are agile but not sturdy or strong. They have long prehensile tails that end in a small cluster of jet black quills, and from their backs there are nubs where it looks like wings should have been placed.

These pathetic but savage creatures relish their release from the dead worlds of Helios, and delight in causing mayhem, madness, and torment. They prefer to hide, and only act when the time is right. What they lack in strength, they make up for in guile and their own demented sense of humor. Often the only thing its victim hears before the imp's assault is its twisted high pitched laughter.

## Loa

### TEMPLATES

Incorporeal, Flux Resistant +2 (Blood Magic), Telekinesis

### WOUNDS

Con BBB, HHH, GGG  
Stress BBB, HH, GG  
Ego BBB, H, G

### COMBAT

Combat Actions 1  
Defensive Actions 0  
Movement 40 ft/round  
Dodge +0  
Armor 0  
Willpower +3  
Discipline +3

### SKILLS

Channeling +4

### EXTRA

Loas know 10 points worth of spells as chosen by the GM. A Loa casts spells as a Warlock.

### ATTRIBUTES

Strength N/A	Agility N/A
Fortitude N/A	Intelligence +2
Willpower +3	Perception +2
Presence +2	

In this world there are many creatures that are incorporeal like shadows or mist. From specters of the dead, to alien horrors, one such type of formless creatures are the Loa. These strange creatures seam native to this world, but have become more active since the use of flux has become more prevalent, and since supernatural creatures have introduced their flux infused blood into the blood of the mortal races. The Loa seem to feed off of warlocks and the blood magic they use, and even today occult blacksmiths still forge items that they believe will be enticing to the Loa, in hopes of being noticed by these strange creatures.

Loa are incorporeal beings that when showing their form, resemble animals in some broader ways. They mostly coast through our world without the power to even show that they exist, much less show off their twisted forms. However, if they feed on the essence of a warlock they become more and more stable, and can show themselves

and affect the world around them. This is the reason they allow themselves to bond to items, and allow themselves to be used to strengthen a warlock's magic. In doing so, they gain the ability to control a world that for eons they could only watch, trapped in a helpless state.

Loa that have absorbed enough life energy can break free of their physical prisons and wreak havoc, usually toward the very creature that has supported it. This makes Loa that are encountered very dangerous, for they do not want to be imprisoned again, nor do they want to be destroyed, or worse yet, go back to that state of almost non-existence. If one encounters a Loa, beware its anger, for it will attack with everything it has to avoid its inevitable doom.

## Maltese Tiger

### TEMPLATE

Fae, Claw, Bite

### WOUNDS

Con BBB, HH, GG  
StressBBBBB, HHH, GG  
EgoBBBB, HHH, G

### COMBAT

Combat Actions 2  
Defensive Actions 2  
Movement 40 ft/round  
Claw +1 (damage +1)  
Bite +1 (damage +1)  
Armor 0  
Dodge +2  
Willpower +4  
Discipline +4

### SKILLS

Incantation +4 (a Maltese Tiger will have access to Tier Four of any 3 schools chosen by the GM), Brawl +1

### ATTRIBUTES

Strength +1	Agility +2
Fortitude +1	Intelligence +4
Willpower +4	Perception +1
Presence +3	

Of all the creatures left behind by the Fae, the rarest and most sought after is the Maltese Tiger. This strange beast resembles a tiger in almost every way, but there are some key notable differences. First, it has an unusual hue to its coat, a sort of bluish grey. Second, it has a long stark white beard much like an old sage. These things are not where the power of the beast lies or why it's so sought after. These rare beasts have intellect above that of most scholars and magi, and can perform great magics.

The true horror though is that men seek out these rare immortal beasts to murder them and harvest their body. If one wears an artifact crafted from the bones or hide of a Maltese Tiger it increases their powers tenfold. Even the blood and meat of the creature, if consumed, temporarily increase a person's aptitude for harnessing flux. These few remaining creatures hide from the presence of man, or are in the protection of trusted individuals, lest they be destroyed and lost forever.



## Never Green Tree

### TEMPLATES

Daemonic, Plant Creature, Reach (40 ft.), Constrict

### WOUNDS

Con BBBB, HHH, GG  
 Stress BBB, HH, G  
 Ego (N/A)

### COMBAT

Combat Actions 3  
 Defensive Actions 2  
 Movement 0 ft/round  
 Roots +3 (Damage +2)  
 Armor +2  
 Block +2  
 Willpower +3  
 Discipline (N/A)

### SKILLS

Brawl +3

### ATTRIBUTES

Strength +3	Agility -3
Fortitude +4	Intelligence +2
Willpower +3	Perception +2
Presence +3	

These horrors appear at first as trees, burned and scorched, covered in ash, and bearing only a few remnants of dead vines and moss. The true madness and terror do not unfold till a creature is foolish enough to come within reach of the creature; in an instant, a knot bursts wide open revealing a burning and alien eye filled with no other feeling but hate and hunger. Along with strange noises and whispers the "tree" springs to life, its branches roots and vines surging forth to strangle and devour its prey.

## Revenant

### TEMPLATES

Undead

### WOUNDS

Con BBBB, HHH, GG  
 Stress BBB, HH, G  
 Ego BBBB, HHH, GG

### COMBAT

Combat Actions 3  
 Defensive Actions 3  
 Movement 30 ft/round  
 Sword use +4 (Damage +2)  
 Lance use +4 (Damage +3)  
 Armor +4  
 Block +3  
 Willpower +3  
 Discipline +3

### SKILLS

Weapon Use (Sword/Lance) +4, Drive +4

### EXTRA

Riposte (perk), Weapon Master (perk)

### ATTRIBUTES

Strength +2	Agility +0
Fortitude +3	Intelligence +2
Willpower +3	Perception +1
Presence +2	

One of the strongest and most disturbing of the undead is the revenant. These undead appear as a rotting corpse, much similar to that of a zombie, except that they retain their human intellect and wield weapons and magic as they did in life. The truly foul thing about these creatures is that while their memories and intellect remains intact, their emotions and feelings are as dead as they are, and they have no desires save to serve whatever horror rose them from the dead.

These creatures are often created as guards or assassins by powerful undead or necromancers, and are created from the corpses of powerful magisters or warriors. They return to this world wielding the same great powers as they had in life, but now coupled with the powers of undeath. Few things are as terrible as an undead knight or a magister now long eaten away by vermin, and using his skills to create more soldiers to add to the ranks of the undead armies. Revenants have the same stats as they did in life, save the added bonus of the undead template.

## Shade

### TEMPLATES

Shade

### WOUNDS

Con BBB, HHH, G

Stress BB, HH, G

Ego (N/A)

### COMBAT

Combat Actions 2

Defensive Actions 2

Movement 30 ft/round

Damage (based on the damage of the summoned weapon)

Dodge +2

Block +2

Armor (varies)

Willpower +2

Discipline (N/A)

### SKILLS

Brawl +2

Weapon Skill +2

Marksmanship +2

Throw +2

### EXTRA

The shade has access to create shadow constructs, this works just the same as the Wyrd hex of the same name, but it can only be used to conjure one weapon or armor of the shades choice. No roll is necessary for success, the object must be mundane and not supernatural, and this ability can be used three times a day.

### ATTRIBUTES

Strength +1

Agility +2

Fortitude +1

Intelligence +1

Willpower +2

Perception +1

Presence +1

The few denizens of the shadow planet that are not entirely mad, and have managed to cling to some sort of tortured self-realization, are known as shades. These creatures have survived hellish tortures, dark torments, and the madness of existing as a living shadow. Still they have retained enough of themselves to function when ripped through the cracks of the universe to our world, and forced into the service of a Wyrd. Their form resembles any creature they or the Wyrd desires, often human in appearance with strange alien features, but they are always bathed in the darkness of shadow and have violet light arcing across their bodies.

These creatures are as cunning as any man. While they often lack the ability to hold onto their erratic thoughts, they will fight to remain in this world, a world without pain and eternal nothingness and madness.

## Shadow Raven

### TEMPLATES

Shade, Flight, Shroud (within shadows only), Sneak Attack

### WOUNDS

Con BB, HH, G

Stress BBB, HH, G

Ego (N/A)

### COMBAT

Combat Actions 1

Defensive Actions 2

Movement 40 ft/round

Beak +2 (Damage +2)

Claw +2 (Damage +1)

Dodge +3

Armor 0 (BR +2)

Willpower +3

Discipline (N/A)

### SKILLS

Brawl +2

### ATTRIBUTES

Strength +1

Agility +3

Fortitude +0

Intelligence +1

Willpower +3

Perception +1

Presence +0

Shadow ravens are creatures called from the planet of shadow (Page 128) and made whole again by a Wyrd, becoming bound to that Wyrd's will. These creatures resemble large ravens covered with dripping shadow and arcing with small bursts of deep violet energy. They have six eyes that glow with a faint violet luminescence, and their scream sounds more like a tortured child than any bird native to Earth.

These creatures relish their time in our world. They will do whatever it takes to stay in their master's favor and not be banished back to their two dimensional hell. They have a strange addled intellect, and they hide in the deep shadows as spies and would-be assassins.

## Shinigami

### TEMPLATES

Daemonic, Scent, Necromancy (Tier Three), Vorpal (Scythe), Reach 20 ft. (Chain)

### WOUNDS

Con BBBB, HHH, GG

Stress BBBB, HHH, G

Ego (N/A)

### COMBAT

Combat Actions 3

Defensive Actions 2

Movement 30 ft/round

Scythe +3 (Damage +3)

Chain +3 (Damage +1)

Block +2

Armor +2 (BR +4)

Willpower +3

Discipline (N/A)

**SKILLS**

Incantation +3

**PERKS**

Improved Critical (Scythe), Riposte

**ATTRIBUTES**

Strength +3	Agility +1
Fortitude +3	Intelligence +3
Willpower +3	Perception +1
Presence +3	

One of the foulest denizens from the dead moon of Gehenna. These creatures appearance varies greatly but all have a tall and gaunt stature of well over nine feet. Bearing deep green eyes and carrying massive Scythes with long chains, ending in balls of brimstone bristling with all manner of barbs and hooks and spikes of alien metals, attached at the heft. They always appear dead but with the vibrancy and energy of the living, and they often wear elaborate clothes or armor. Their personalities are difficult to classify. Some are somber and deadly. Others shriek and laugh like macabre jesters seeking their prey's soul.

**Trog****TEMPLATES**

Small, Wall Walker, Tough Hide, Bite, Claw, Camouflage, Sneak Attack, Sensitivity (Light -2,) Sensitivity (Fire, Double Damage)

**WOUNDS**

Cons BB, HH, G  
Stress B, HH, G  
Ego (N/A)

**COMBAT**

Combat Actions 2  
Defensive Actions 2  
Movement 50 ft/round  
Bite +2 (damage +2)  
Claw +2 (damage +1)  
Armor +1  
Dodge +2  
Willpower +1  
Discipline +1

**SKILLS**

Stealth +4, Brawl +2

**ATTRIBUTES**

Strength +1	Agility +2
Fortitude +1	Intelligence -1
Willpower +1	Perception +1
Presence -2	

The Old Ones have unleashed many horrors on this planet, but one of the saddest and most disturbing are the Trogs. Stories say that they were once cultists or offerings, and were changed by their "glorious blessings" into creatures more akin to the dark reaches of the universe where the Old Ones spawned. They are the size of a small child, but bear four arms and a single set of legs. Their body are an amalgam of the worst traits of man, reptile, simian, and insect. Bodies twisted they slither on all six appendages covered in matted fur, scales, chitin and scarred flesh. They despise the light. When it touches them they hiss, shriek, and click like some strange great bug. What the light reveals is truly terrible. A beast that is mismatched eyes and teeth. One with a tail like a spider monkey and the vivisected mandibles of a silverfish.

The creatures are mad or mindless, fearing the light above all else, and choosing to hide in places that most creatures would avoid, like dilapidated buildings and deep caves. They will always attack in secret, creeping from the shadows to attack their prey. They work in cruel tandem with the others of their group, and seem to delight in torture and death. Though they are minuscule they are a horror. One can show pity, but only in the cleansing power of fire, or the cold lead of a bullet will they ever truly find peace.



## Vampire

### TEMPLATES

Vampiric, Claws, Bite, Immunity (Critical. Exemption: Decapitation), Necromancy Tier Five

### WOUNDS:

Con BBB, HHH, GGG  
Stress BBBB, HHH, G  
Ego BBBB, HHH, G

### COMBAT

Combat Actions 4  
Defensive Actions 2  
Movement 60 ft/round  
Flight 30 Maneuverability (Good)  
Weapon Use/Brawl +3 (damage Claw/Bite +1) or the  
Weapon Skills that they had in life  
Armor +1  
Dodge +3  
Block +2  
Willpower +4  
Discipline +4

### SKILLS

Weapon Skill (+3), Brawl +3, Incantation +3

### EXTRA

A slain vampire will convert to ash and mist and reform in their coffin if not decapitated, burned, or exposed to light. Vampires have no reflection and do not appear in photographs. Combat Casting (perk)

### ATTRIBUTES

Strength +3	Agility +3
Fortitude +2	Intelligence +3
Willpower +3	Perception +1
Presence +2	

Since the creation of the first vampire, Dracula, or The Dragon, has propagated a small legion of these foul creatures. They are not Old One spawn, Fae, or mortal, they are something new. They are something to fear. For the most part, these abominations dwell only in the scarred lands of the eclipse empire, but some can be found spreading their lord's dark designs across the globe.

Vampires are the true undead; they retain all their mental faculties and personality as they did in life. Their creation is a secret known only to them, but dark rumors are that only Dracula himself can create another of these accursed beings. They appear as they did in life, except now pale and more hollowed somehow. They exist in a state exactly as they did upon their dark rebirth, and it seems no force in existence can change that. If one is burnt or maimed he is renewed to his original form with not as much as a scar. On a different note if one tries to change their appearance outside of powerful magical means it seems impossible. Tattoos fade, hair grows back, and beards do not grow at all. They are locked, as if in a photograph, in that form forever.

The tools of the Empire Of Bohemia have proven enough to keep them at bay on the western front, as has the great Iron Curtain and iron legions constructed by the recluse

Tesla on the east. The secrets of slaying these seemingly immortal creatures seems to lie in the removal of their head, or in prolonged exposure to the sun or, as they refer to it, the daystar.

## Werewolf (beta)

### TEMPLATES

Fae, Scent, Dark Vision, Changeling (wolf) (wolf/human hybrid), Diseased (lycanthropy (beta), Huge, Claw, Bite

### WOUNDS

Con BBBB, HHH, G  
Stress BB, HH, G  
Ego (N/A)

### COMBAT

Combat Actions 3  
Defensive Actions 2  
Movement 50 ft/round  
Claw +3 (damage +2)  
Bite +3 (Damage +2)  
Armor 0  
Dodge +2  
Block +1  
Willpower +1  
Discipline 0

### SKILLS

Brawl +3

### ATTRIBUTES

Strength +3	Agility +2
Fortitude +3	Intelligence +0
Willpower +1	Perception +1 (+2 Smell)
Presence -2	

In the dark of night the loudest howls always bring the fear of the werewolves. These beasts exist because of a disease brought with them by the Fae known as lycanthropy. This disease has two different variants referred to as alpha and beta. The one referred to in this entry is the Beta variant, and they tend to be the most common. Lycanthropy spreads through infection from a bite or from a claw, much like rabies. It is difficult to cure without magical aid. The disease follows cycles that almost exactly follow the cycles of the moon, hence the fallacy that lycanthropes change because of the moon. In fact, the cycles of the lycanthropic outbreak can be tied to any phase of the moon, but seem to be linked to the creature that infected its victim.

Beta werewolves change into the form of either a wolf, or the hybrid of a wolf and a man. This change causes such pain and stress on the mind that the victim reverts to an almost primal mindset, and often after the outbreak the infected remember little to nothing about the outbreak. They wake up in strange places nude or with shredded clothing, often soaked in blood. Those infected with this strain of the disease seem to have an insane rage, and will slaughter any creature it can get its claws upon. They are large and hulking, possessing an incredible strength and constitution, and once the transformation occurs they become a fearsome opponent.

Many infected go to great lengths to hide their infection, as the cure for this disorder is rare, and almost impossible to obtain. The fact that those proven to be infected are often sentenced to death, or locked away permanently in asylums, only adds to their secrecy. Although many myths exist stating that the disease affects the mind in between outbreaks, an infected person seems to not be changed, except for a great paranoia that someone may discover their dark secret.

## Worg

### TEMPLATES

Bite, Wall Walker, Scent, Camouflage

### WOUNDS

Con BB, HH, G

Stress BB, H, G

Ego B, H, G

### COMBAT

Combat Actions 1

Defensive Actions 1

Movement 40 ft/round

Leap 20

Bite +1 (damage +1)

Armor 0

Dodge +2

Willpower 0

Discipline 0

### SKILLS

Athletics +4 (Leap) Brawl +1

### EXTRA

Worgs suffer a -2 to their social rolls vs Goblins

### ATTRIBUTES

Strength +1

Fortitude +0

Willpower +0

Presence +0

Agility +2

Intelligence +0

Perception +2

Deep in the unspoiled wilderness are strange creatures; one of those creatures being the Worg. These beasts seem somehow related to wolves, but bear many reptilian characteristics similar to that of a gecko. Much like wolves, they hunt in packs and communicate by baleful howls. They are capable jumpers however, and unlike their more common brethren, they leap through treetops and stick to the sides of great rocks and cliff sides.

Worgs appear much like a normal wolf, but their fur is toned green and brown to better hide them in their treetop hunting grounds. Their paws are more akin to a chameleon, and allow them to grasp and climb on most any surface. Their tail is long and reptilian wrapping around tree branches to secure their footholds. Lastly, their tongues are forked and they seem to smell their environment by flicking it like a snake, tasting the air for their next meal.

These strange beasts are as dangerous as any wolf, and to find oneself alone in the woods with a pack of Worgs is a dire affair. One strange relationship that has many theories, but no firm facts, is that Worgs are almost elated

to spend time with, and be around, goblins. While most creatures do not enjoy the presence of goblins; with their destructive habits and questionable hygiene, for some reason the Worgs cannot get enough of the wretches. This being said, if a goblin is lucky enough to find a solitary Worg, he may make a new friend, pet, and mount.

## Wraith

### TEMPLATES

Undead, Necromancy (Tier Five), Life Drain (damage dealt from melee weapon)

### WOUNDS

Con BBBB, HHHH, G

Stress BBB, HH, G (*unlike most undead they can be affected by Mental Attacks*)

Ego BBB, HH, G

### COMBAT

Combat Actions 4

Defensive Actions 4

Movement 30 ft/round

Weapon Skill (Great Weapon) (damage +3)

Armor +3

Block +3

Willpower 3

Discipline 3

### SKILLS

Incantation +4

Weapon Skill +4

### ATTRIBUTES

Strength +3

Fortitude +3

Willpower +3

Presence +3

Agility +2

Intelligence +4

Perception +2

The strongest of the undead, save for the vampires and Nosferatu, wraiths are true horrors and give us a glimpse into the alien nature of the undead. They are always clad in ornate armor, covering a pale skeletal frame that belies its vast power. Wraiths maintain a foul intelligence in their undead state, and both their personalities and memories remain intact. They are usually crafted from the bodies of powerful necromancers and other occult figures, allowing them to continue their unholy work from beyond the grave.

They return with their abilities still intact, bearing a body that converts their necromantic energy into obscene amounts of raw power. They are one of the most dangerous and thankfully rare creatures in the entire world. They are only slightly more common in the desolate expanses of the Eclipse Empire. Often wielding oversized ornate artifact weapons, and delighting in utterly crushing their opponents physically and magically. Only once their enemies have lost all hope and lie broken and helpless will the wraith devour their soul. Trapping them in a state of eternal misery. These creatures often act as a general or master of foul undead cults for Dracula, and lurk in the shadows developing their dark plans, and remain hidden until the moment when they strike.



## Zombie

### TEMPLATES

Undead, Improved Sense (Sense the Living, 360 degrees, 200 ft.), Double Jointed

### WOUNDS

Con BBBB, HHH, G  
Stress (N/A)  
Ego (N/A)

### COMBAT

Combat Actions 2  
Defensive Action 0  
Movement 20 ft/round  
Attack with Body Part +1 (damage +1)  
Claw/Bite -1 (damage +1)  
Armor +0  
Block +0  
Willpower N/A  
Discipline N/A

### EXTRA

Improvised Weapons (own body). A zombie may throw or wield a portion of its own body as a club dealing +1 damage.

### ATTRIBUTES

Strength +0	Agility +0
Fortitude +0	Intelligence -3
Willpower N/A	Perception +2
Presence -4	

Shambling animated corpses raised by foul necromancy or the whims of vampires. These poor unfortunate souls are the lowest form of the undead. Having no sentience or purpose except to destroy all living things. They have no working senses, as the grip of un-death has taken hold of them, and they respond only to a strange new occult sense that allows them to sense the flux in living creatures.

These shambling automations will claw, punch, and bite until every living thing they can find is dead. If no living thing is in their presence they aimlessly shamble about. They wander in wide circles, making them perfect watchdogs for foul cults and evil organizations. Their body is no longer bound by the rules of the living, and their limbs and organs are little more than tools for their enemies destruction.

This allows them to perform unsettling and otherwise impossible attacks such as turning their head 180 degrees to bite someone sneaking up on them, or strangling someone with their own entrails like a macabre garrote.



## MUNDANE CREATURES

## Cat

### TEMPLATES

Small, Dark Vision

### WOUNDS

Con BB, HH, G  
Stress BBB, HH, G  
Ego BB, H, G

### COMBAT

Combat Actions 2  
Defensive Actions 2  
Movement 30  
Claw +1 (Damage 0)  
Dodge +2  
Willpower +1  
Discipline 0

### ATTRIBUTES

Strength -1	Agility +2
Fortitude -1	Intelligence +0
Willpower +1	Perception +2
Presence +0	

## Crocodile

### TEMPLATES

Water Breathing, Camouflage, Tough Hide

### WOUNDS

Constitution BBBB, HHH, GG  
Stress BB, H, G  
Ego B, H, G

### COMBAT

Combat Action 1  
Defensive Action 1  
Movement 20  
Swim 50 Maneuverability (Good)  
Bite +2 (Critical: Armor Piercing 3, Damage +3)  
Dodge +1 (+3 in Water)  
Willpower 0  
Discipline 0

### ATTRIBUTES

Strength +2	Agility +1
Fortitude +2	Intelligence -1
Willpower +0	Perception +0
Presence +0	

## Privateer

### TEMPLATES

None

### WOUNDS

Con BBB, HH, G  
Stress BBB, HH, G  
Ego BB, HH, G

### COMBAT

Combat Actions 2  
Defensive Action 1  
Movement 30  
Dodge +2

Rapier +2 (Damage +1, Parry +2)  
Revolver +2 (Damage +2)  
Willpower +1  
Discipline +1

**SKILLS**

Weapon Skill +2 (Rapier), Marksman +2 (Revolver)

**ATTRIBUTES**

Strength +1	Agility +2
Fortitude +1	Intelligence +1
Willpower +1	Perception +0
Presence +0	

**Rat Swarm**

**TEMPLATES**

Vermin, Swarm (10 ft.)

**WOUNDS**

Con BBB, HH, G  
Stress N/A  
Ego N/A

**COMBAT**

Combat Action 1 (AoE)  
Defensive Actions 3  
Movement 30 ft/round  
Bite +2 (Damage +1)  
Dodge +2  
Willpower N/A  
Discipline N/A

**ATTRIBUTES**

Strength N/A	Agility +2
Fortitude +0	Intelligence +0
Willpower N/A	Perception +0
Presence N/A	

**Thug**

**TEMPLATES**

None

**WOUNDS**

Con BBB, HH, G  
Stress BB, HH, G  
Ego BB, H, G

**COMBAT**

Combat Actions 1  
Defensive Actions 1  
Movement 30  
Dodge +1  
Club +1 (Damage +1, Parry +1)  
Willpower +1  
Discipline 0

**SKILLS**

Weapon Skill (Club) +1

**ATTRIBUTES**

Strength +0	Agility +1
Fortitude +1	Intelligence +0
Willpower +1	Perception +0
Presence -1	

**Wolf**

**TEMPLATES**

Scent, Dark Vision

**WOUNDS**

Con BBB, HH, G  
Stress BB, HH, G  
Ego B, H, G

**COMBAT**

Combat Actions 1  
Defensive Actions 2  
Movement 40  
Bite +1 (Damage +1)  
Dodge +1  
Willpower 0  
Discipline 0

**ATTRIBUTES**

Strength +0	Agility +1
Fortitude +1	Intelligence +0
Willpower +0	Perception +1
Presence +0	



# EQUIPMENT

The Nouveau must use every tool at their disposal to survive the horrors that await them in the darkness. For most folks, the weight of a loaded shotgun is more reliable than a promise, and a pair of knuckle dusters is far more persuasive than a mess of flowery rhetoric. This chapter will give you the tools to handle just about any situation, if you have the coin that is. Just remember, in the narrow alleyways and harsh wilderness of Mechanika, a man is only as good as his word, or the gun strapped to his hip.

## CURRENCY

After the Mechanika Pact was formed, the world united under one form of currency, the Sovereign. The Sovereign is used now as the definitive measure of worth for all objects, property, goods, and services throughout the empires. The Sovereign is further broken down into shillings. There are ten shillings to a sovereign. Sovereigns are represented with this symbol ( £ ), and the shilling is represented with this symbol ( s ).

## PLAYER WEALTH

Wealth determines the amount of money and lodging a character has access to each week. Characters can still gain money from other sources during gameplay. Characters only gain their weekly allowance during play. Any off time, the character is assumed to be using his allowance to cover his cost of living between missions.

-4	Destitute	No Lodgings	0 Income.
-3	Semi Destitute	Poor House	4s/week.
-2	Poor	Single Room	7s/week.
-1	Journeyman	A room above his work or guild	1£/week.
0	Middle Class	Boarding House	4£/week.
+1	Lower Genteel	Small Flat	10£/week.
+2	Genteel	Town Home	20£/week.
+3	High Class	Skyrise Suite	40£/week.
+4	Noble	Estate	80£/week.

## WEAPONS AND ARMOR

The following section will go over the different types of weapons and armor available in Mechanika. This is not a complete list of everything available, and we encourage you to use the weapon templates to alter and modify the weapons provided for your own use.

Each weapon provided will have physical stats to go with it to dictate damage, range, critical effects, and other attributes. Details on how these statistics are used in a combat setting will be covered under mechanics, but we'll go over them here as well.

### AMMO TYPE

This is the type of ammunition that this weapon requires.

### BULLET RESISTANT (BR)

Bullets will tear through most armor without any problem; however some armor does have bulletproof properties. This number determines how much, if any, of the bullets' damage penetrates the armor. The higher the number, the more effective the armor is against bullets.

### CLIP

This is the number of rounds that this weapon can hold in its chamber/clip. Once emptied the weapon must be reloaded.

### COST

This is the cost of the weapon or armor.

### CRITICAL FAILURE

This attribute comes into play if you roll a critical failure with this weapon on either your "to hit" or damage roll. This attribute applies a debilitating effect to the user. *Example: Tangled*

### CRITICAL SUCCESS

This attribute comes into play if you roll a critical success with this weapon on either your "to hit" or damage roll. This attribute applies an additional, often devastating effect. *Example: Vorpal, Blackout, etc.*

### DAMAGE

This is the amount of damage that this weapon inflicts. This number is added to the "to hit" roll to determine the total amount of damage done. Further info can be found in Chapter One: Mechanics (Page 19)

### DEFENSE

This is the amount of damage that can be prevented with this type of armor. The higher the number, the more damage is prevented. Bullets and Armor Piercing attacks ignore this number.

### PARRY/BLOCK

This is the bonus that this weapon or shield receives to block damage or parry an attack. Some larger awkward weapons may have a penalty to their parry/block.

### RANGE

This is the effective range of the weapon. The first number is short range, the second number is medium range and the last number is the long range. Trying to hit a target at a longer range will incur a penalty; this penalty can be offset by a high Perception. More information on this can be found in Chapter One: Mechanics (Page 26)

### STR/AGI REQ

Often times weapons and armor will have either a Strength or Agility requirement to be able to use them effectively. Characters that don't meet these requirements may not use or wield that armor or weapon.

### WEAPON PROPERTY

This attribute explains any further templates or effects that this weapon possesses. These are passive, and they will always be in effect.

### WEIGHT

This is the weight of the weapon or armor.

## BLUNT WEAPONS

When you really need to crack some skulls you can't do better than a club. They may not be the subtlest of weapons, but they are very useful for breaking barriers or bones. Some blunt weapons are also useful for merely knocking your victim unconscious, further increasing their versatility.

**Billy Club:** A slim baton less than an arm span in length. Typically used by constables and other law enforcement; useful for quick strikes, and disabling tactics like arm locks.

**Blackjack:** Also known as a sap, it's typically a flat, beavertail-shaped slapper that is weighted with lead on the widest end. Intended for non-lethal use, and to knock its victims unconscious, it still packs a mean punch with plenty of stopping power.

**Club:** The quintessential blunt weapon; it can be as ornate or as simple as the situation requires. Whether it's a gilded bejeweled artifact of beauty, or a thick tree branch its purpose is the same: smash your enemies in the head until they stop moving.

**Collapsible Baton:** The collapsible baton is basically a metal baton that can collapse into its handle and be expanded with a flick of the wrist.

**Flail:** A flail consists of a wooden handle with a separate ball or other weight attached to the handle by a flexible rope, strap, or chain. It is usually twirled above your head to build momentum before striking.

**Knuckledusters:** Basically a series of metal rings forged together to fit over your knuckles; a favorite among street thugs, bodyguards and anyone looking to give their punches a little extra heft.

**Maul:** The maul is a heavier version of the war hammer, usually with a longer shaft and heavier head. It sometimes has a spike at the base of the handle giving it even more versatility.

**Meteor Hammer:** This is a fairly difficult weapon to use effectively without training. It's brutally effective for those who take the time to learn its methods. The chain is usually at least 6 ft. long and has a heavy weight on the end; it can be used to strike from great range and **Entangle** weapons and people who come too close.

**Morningstar:** The Morningstar is the evolution of the club. The shaft is usually wooden, but the head is metal and usually has spikes, spines, or other knobby or sharp bits attached to it.

**Object:** This can refer to any manner of objects that can be picked up and slammed into someone's face during a brawl. Chairs, stools, barrels and tables are just a few examples.

**Quarter Staff:** The quarter staff is a popular weapon among martial artists and can be used to disable, disarm, trip up, and rain down blows on unsuspecting targets.

**Sharur:** A heavier, larger version of the Morningstar; developed by the mysterious empire of the East. It can shatter bones and crack skulls with relative ease. It's usually designed to be a two handed weapon.

**War Flail:** The war flail is the same basic concept as the flail except for being larger and having greater reach, as well as more power behind its strikes.

**War Hammer:** The war hammer is a powerful weapon shaped roughly like a hammer with a longer shaft and a pick on the head. Very effective against armored targets as the pick side can be used to puncture and the hammer side can cause concussions when striking helmets.

## BLUNT WEAPONS

Name	Damage	Parry/Block	Critical Success	Critical Failure	Weapon Property	Str Req	Weight	Cost
Knuckleduster	1	-1	Blackout		Fast/Concealable	0	1 lb	5s
Billy Club	1	0				0	2 lbs	2£
Blackjack	1	-1	Blackout		Fast/Concealable	0	2 lbs	15s
Object (chair, table etc)	+1/+2	0		Fragile	Slow	Varies	Varies	Varies
Club	1	-1				0	3 lbs	nil
Morningstar	2	0	+2		Bleed 1	2	5 lbs	2£
Sharur	3	-1	+3		Slow/Reach/Bleed 1	3	8 lbs	6£
Flail	1	-1			Ignore Shield	0	4 lbs	2£
War Flail	2	-2	+2		Reach/Ignore Shield	2	6 lbs	6£
Meteor Hammer	1	0	Stunned	Tangled	Reach	0	6 lbs	2£
Warhammer	2	0				1	5 lbs	3£
Maul	4	-1	+3		Reach/Slow	3	8 lbs	6£
Quarterstaff	2	2	Disarm		Reach	1	2 lbs	Varies
Collapsible Baton	1	1				0	2 lbs	7£

## EDGED WEAPONS

There is no arguing the effectiveness of a bladed weapon. They can be quick and quiet, or slow and devastatingly powerful; and of course they will never run out of bullets.

**Broadsword:** A dueling blade often equipped with a basket, about as long as the rapier but twice as wide; a popular choice for its balance of power and speed.

**Cleaver:** A brutal, if inelegant, weapon. It's comprised of a thick square blade and a handle, and is a favorite in the goblin community.

**Collapsible Spear:** Very similar in design and function to the collapsible sword; when expanded, it can extend to upwards of 7 ft. in seconds.

**Collapsible Sword:** A type of sword that can collapse to a much smaller size, for either concealment or travel purposes; it can be expanded with either a flick of the wrist or the press of a button.

**Great Axe:** The great axe is also known as the Executioners axe, and it's frequently used in decapitations. Its heavy weight and large wide blade make it capable of cleaving through its victims like they were made of soft cheese.

**Great Sword:** A long sword with a wide blade, typically double edged. Due to its size it usually requires two hands to wield effectively. The great sword is capable of powerful momentum driven swings, and devastating overhead strikes.

**Hand Axe:** A medium sized axe with a wide blade. It is designed to be held one handed, and, with training, can be thrown.

**Katana:** A powerful weapon brought over from the Empire of the Rising sun. It has a long curved blade that

can deliver devastatingly effective attacks that have been known to cleave a man's head from his neck as easily as if you were cutting through butter.

**Polearm:** A polearm can consist of any of the many pole weapons that are available such as poleaxes, glaives, and halberds; essentially a long pole with a blade at the end usually running perpendicular to the pole itself.

**Rapier:** A lightweight, fast blade about 3 ft. long, used for lightning quick parries and sudden jabs to the jugular or other soft unarmored spots.

**Sabre:** A long flat blade, single or double edged; a powerful weapon for either thrusting or slashing. Often used by Infantry or Cavalry.

**Scythe:** The scythe is basically a larger version of the sickle. It has a longer handle and a larger blade. While its more conventional usage is the harvesting of crops, it is also put to good use harvesting the heads of your enemies.

**Sickle:** The sickle is a common tool for harvesting wheat and other crops. It consists of a short handle and a long curved blade.

**Stiletto:** A small thin dagger with a needle sharp point; typically used to pierce small vulnerable targets.

**Straight Razor:** Used by barbers everywhere for that close shave you can't get from anything else; also handy for slicing throats.

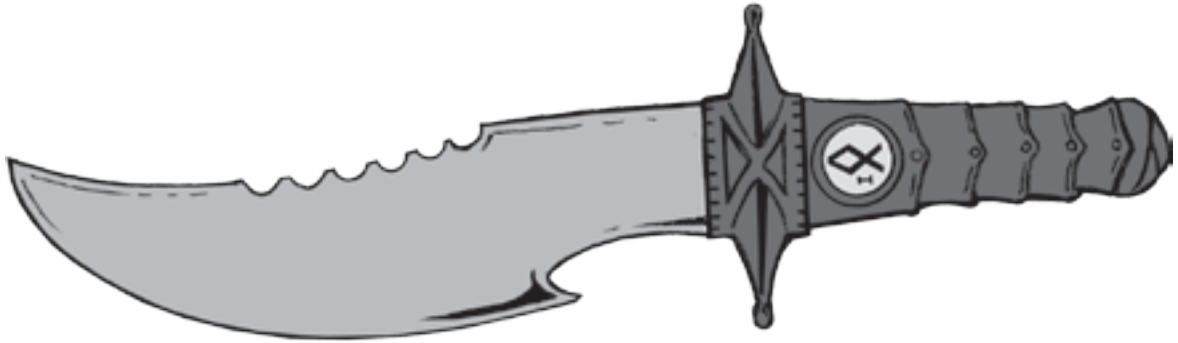
**Sword Cane:** A cane or walking stick that conceals a blade of some kind, usually a rapier or other thin sword. These are very popular among the aristocratic community.

**Trident:** A long three pointed spear, typically used for either fishing or combat. It excels in longer range attacks and disarming tactics.

## EDGED WEAPONS

Name	Damage	Parry/Block	Critical Success	Critical Failure	Weapon Property	Str Req	Weight	Cost
Stiletto	1	0	Bleed +1		Armor Piercing -2	0	1 lb	10s
Straight Razor	1	0			Concealable/Fast	0	1 lb	5s
Rapier	2	2	Armor Piercing +3		Fast	0	2 lb	3£
Sabre	2	1	Disarm			1	3 lbs	4£
Broadsword	3	1	+2			2	4 lbs	3£
Greatsword	4	-1	Cleave		Slow/Reach	3	7 lbs	8£
Hand Axe	2	-1			Thrown	1	1 lbs	3£
Greataxe	4	-2	Vorpal		Slow/Reach	3	6 lbs	8£
Sickle	2	1	+1			1	2 lbs	1£
Scythe	3	-2	Vorpal		Reach	2	7 lbs	2£
Spear	2	0			Reach/Impale	1	3 lbs	1£
Trident	2	2	Sustained		Reach/Impale/Slow	2	5 lbs	3£
Polearm	3	0			Reach/Slow	2	7 lbs	2£
Sword Cane	2	1	+1		Concealable/Fast	0	2 lbs	3£
Collapsible Sword	2	1				1	3 Lbs	8£

Name	Damage	Parry/ Block	Critical Success	Critical Failure	Weapon Property	Str Req	Weight	Cost
Collapsible Spear	2	0				2	4 lbs	6£
Katana	3	2	Vorpal			1	2 lbs	15£
Cleaver	1	0			Bleed/Fragile	1	1 lbs	5s



## RANGED WEAPONS

No one can argue with the versatility of a ranged weapon, the Nouveau will find them useful in a variety of situations; from silently taking out a foreign dignitary with a concealed crossbow, to using a shotgun to turn an alley thug into a mess of bloody giblets.

**Arc Grenade:** Carried often by the Sons of Tesla, this grenade explodes in a burst of deadly electricity. It deals shocking damage to any within its blast radius.

**Bow:** A swift, lethal ranged weapon. The bow has become a staple across the less technologically inclined empires, and is prized for its speed, and stealth.

**Bulldog:** The larger, more robust Bulldog is a powerful pistol with a shorter barrel than the standard revolver. This lets it pack a mean punch, at the expense of range.

**Cane Shotgun:** Remain at the height of style without compromising survivability with the cane shotgun. The shotgun resides in the cane itself, creating a deadly, but elegant weapon. Due to the unusual nature of the weapon, it has a shorter range than your standard shotgun.

**Cannon:** A staple in ship to ship combat, and fortress defense, the cannon can fire a number of different and varied projectiles. This affords the shrewd cannon operator a host of tactical possibilities, whether it's anti-infantry grape shot, or structure demolishing cannonballs.

**Coal Dust Grenade:** This grenade consists of a chamber filled with a modified coal dust powder, and an activation pin. When activated, it will start a countdown and then explode in a wide radius, covering everything in a thick black dust which ignites into a white hot flame after a second of contact with the air.

**Crossbow:** A powerful, albeit slow, ranged weapon. It can propel a bolt with incredible force, and is capable of ignoring most armor. It comes with a crank device to reload, and is a favorite among vampire hunters and people in Bohemia.

**Dwarven Fire Flask:** This creation was released by the dwarves after the Ascension Wars and is truly terrible to behold. It's designed to appeal to the dwarves' greedy natures; when thrown, it explodes in a wide radius of bright blue flame that does horrific damage to any living creatures within it, but leaves all inanimate objects unscathed and unmarked.

**Freon Grenade:** A relatively new and experimental grenade, the Freon grenade will explode in a burst of icy slush which hardens in seconds to a black ice, freezing solid whatever is caught within.

**Grenade:** An explosive lobbed projectile. Pulling the pin from the side begins a countdown of 3 seconds, at the end of the countdown the grenade explodes.

**The Manstopper Carbine:** The carbine is the evolution of the modern rifle. It introduces a revolutionary clip fed ammunition system, without compromising firepower. The clip is able to hold 8 rounds, and with some modification, even 10 rounds. This rifle has become a favorite with soldiers, big game hunters, and anyone who needs to fill a target with enough lead to make a full set of dinner plates.

**Maxim Gun:** This fearsome Gatling gun fires 250 rounds per minute, and although it requires the strength of two normal men to carry it, it packs enough firepower to turn entire battalions of oncoming soldiers into just so much meat and bone.

**Military Rifle:** The upgrade to the standard rifle, the military rifle is an excellent, reliable rifle, with a superb range and a breech loading system. While it maintains a slow rate of fire, it makes up for it with unerring accuracy in the hands of a skilled user.

**Moreauvian Knuckle Gun:** A favorite amongst underworld gangs, poor Moreauvians, and those looking for a cheap throwaway firearm. This small gun is designed for close quarters, with almost no ranged capability. It has brass knuckles, instead of a handle, that fold up over the top of the gun for easy concealment and face smashing.

**Napoleonic Snub:** A basic elegant revolver that holds 5 shots; very popular among the social elite of the Napoleonic Empire. Its small weight caliber make it ideal for guards, law officials, and anyone looking to keep their targets mostly alive.

**Revolver:** The revolver is a tried and true sidearm that has seen much use throughout the empires. This reliable weapon houses six rounds, and is of a higher caliber than a Napoleonic Snub. It has impressive range, and isn't prone to jamming due to its simple, yet functional, design.

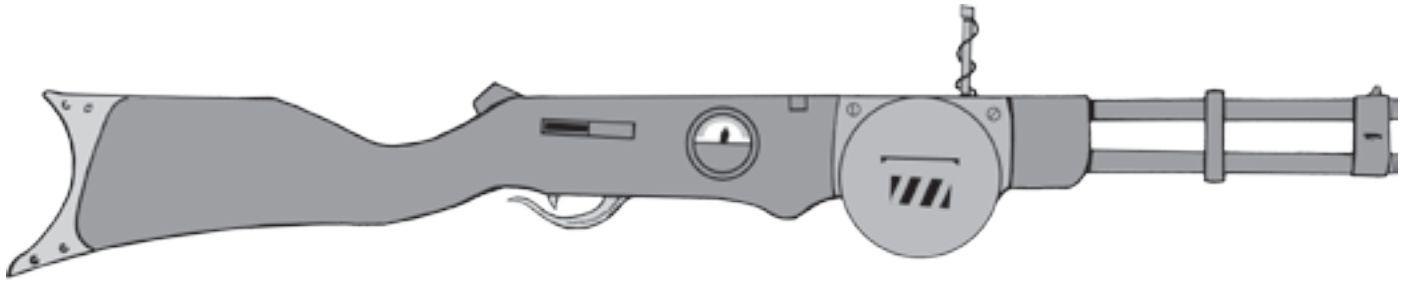
**Rifle:** A solid bolt action rifle, with an average range and a predictably slow rate of fire. It is equally useful for taking down a boar or an annoying goblin at 50 paces.

**Sawed-Off Shotgun:** Compared to a standard shotgun, the sawed-off has a shorter effective range. Its reduced size makes it easier to maneuver and conceal.

**Shotgun:** A powerful 12 gauge, pump action shotgun primarily used by hunters and soldiers. Its solid design and exceptional performance make it the standard against which most other shotguns are measured.

## RANGED WEAPONS

Name	Damage	Critical Success	Stat Req	Range (yds)	Class	Ammo Type	Template	Clip	Weight	Cost
Derringer	0		0 Agi	10/20/40	Light	Pistol	Concealable	2	0.5 lbs	3£
Mearouvian Knuckle Gun	1	Firearm	0 Agi	2/4/8	Light	Pistol		1	1 lbs	2£
Napoleonic Snub	1	Firearm	0 Agi	5/10/20	Light	Revolver		5	2 lbs	4£
Pistol	2	Firearm	1 Agi	10/20/40	Light	Pistol	Jams on Fail to hit	8	3 lbs	6£
Bulldog Revolver	3	Firearm	1 Agi	10/20/40	Heavy	Revolver	Inaccurate	6	2 lbs	8£
Revolver	2		0 Agi	15/30/60	Heavy	Revolver		6	2 lbs	15£
Shotgun	3	Firearm	0 Agi	5/10/20	Heavy	Shotgun	Scatter/ Inaccurate	2	8 lbs	10£
Sawed Off	2		0 Agi	5/10/15	Heavy	Shotgun	One Handed/ Inaccurate	2	4 lbs	10£
Cane Shotgun	2	Firearm	0 Agi	2/4/8	Heavy	Shotgun	Scatter/ Inaccurate	2	3 lbs	10£
Rifle	2	Firearm	2 Agi	25/50/ 100	Light	Rifle		1	8 lbs	10£
Military Rifle	3	Firearm	2 Agi	50/100/ 200	Heavy	Rifle	Slow	5	9 lbs	15£
Manstopper Carbine	4	Firearm	3 Agi	30/60/ 120	Heavy	Rifle	Inaccurate	8	10 lbs	20£
Maxim Gun	5	Firearm	3 Agi 3 Str	60/120/ 300	Heavy	Maxim Shot	Spray/ Inaccurate	250	60 lbs	50£
Cannon	6	Firearm	3 Agi 3 Str	100/200/ 400	Heavy	Cannon-ball	Blast/ Inaccurate	1	950 lbs	70£
Grenade	1		1 Agi	Thrown			Grenade		0.5lbs	1£
Freon Grenade	1		1 Agi	Thrown			Grenade/ Cold		0.5 lbs	15s
Coal Dust Grenade	1		1 Agi	Thrown			Grenade/Fire		0.5 lbs	15s
Arc Grenade	1		1 Agi	Thrown			Grenade/ Electric		0.5 lbs	15s
Dwarven Fire flask	1		1 Agi	Thrown			Grenade/Fire		0.5 lbs	2£
Crossbow	3		1 Agi	25/50/ 100	Light	Bolt	Armor Piercing +2/ Slow	1	10 lbs	8 £
Bow	2		2 Str	20/40/80	Light	Arrow		1	4 lbs	5£



## AMMUNITION TYPES

**Arrow:** An arrow usually consists of a shaft with an arrowhead attached to the front end, with fletchings and a nock at the other.

**Bolt:** The arrow-like projectiles of a crossbow are called bolts. These are much shorter than arrows, but can be several times heavier.

**Brand Fuel:** A volatile fuel for use in a Brand incendiary device.

**Cannonball:** A cannonball is a solid projectile without explosive charge, fired from a cannon.

**Maxim Shot:** A belt of ammunition for the Maxim Gun.

**Pistol:** A magazine of bullets that do not normally contain explosives, but damage the intended target by impact and penetration.

**Revolver:** Bullets similar to those used in a pistol but not contained within a magazine.

**Rifle:** High caliber ammunition in single shot or small clip version. Suitable for hunting larger animals or people.

**Shotgun:** A self-contained cartridge loaded with lead shot or a shotgun slug which is designed to be fired from a shotgun.

## AMMUNITION

Name	Cost
Arrow (12)	1£
Bolt (12)	1£
Brand Fuel (8 uses)	5£
Cannonball (1)	5£
Maxim Shot (500)	5£
Pistol Ammo (16)	1£
Revolver Bullets (12)	1£
Rifle Rounds (8)	1£
Shotgun Shells (8)	1£

## EXOTIC WEAPONS

**Axe Shotgun:** A devastating weapon that combines the brutality of an axe with the short range lethality of a shotgun. The shaft of the weapon features a barrel within it, and the handle has a trigger. Allowing one to attack with the axe and follow it up with a devastating blast.

**Brand:** This complicated, and potentially suicidal, device is found only in the hands of the mad or the desperate. It consists of a long wand made of steel wrapped in fire resistant material, a thick tube of black rubber, and a large tank of heavy iron. The tank is filled with a flammable gas, and at the end of the nozzle a pilot light is lit. When the trigger is pulled, the gas is released and burns in a bright blast of blue flame. This weapon is extremely volatile and has a chance to explode at almost any minute, so many refuse to use it under any circumstance.

**Meat Hook:** this long curved hook, commonly used by butchers to pull and move meat, has been converted into a tool of combat. Used to grapple and tear at ones enemies it is even more horrific with the inclusion of a length of chain which increases its reach.

**Pistol Sword:** This versatile weapon consists of a sword blade fused with a long barrel pistol that can hold 4 rounds. It can be swung as a melee weapon and then immediately used to fire upon a target at range.

**Shotgun Gauntlet:** This weapon has become a favorite among Moreauvians due to its close range and the fact that it naturally lends itself to stronger users. The gauntlet is usually leather with steel plates covering the fingers and the top of the palm. Above the knuckles however, there are shotgun cartridges nestled in a metal housing that will explode outward if a trigger within the gauntlet itself is pulled.

**Spear of the Heavens:** The Sons of Tesla have many weapons in their war against ignorance, but the one held by all of their ranked members is the Spear of the Heavens. This long bifurcated rod is the length of a man's body, made of copper and wrapped in wiring. It comes with a large power pack that sits on their back, and houses machina that regulates the spears' power. By toggling a few dials on the handle, it emits an eerie hum accompanied by a crackle of electricity arcing between the tines of the spear like a Jacobs Ladder. Depending on the setting chosen, it can be used up close as a deadly spear, or at short distances to stun an opponent. This weapon has great risks however, as the complicated electric batteries are temperamental at best, and their volatile properties make a choice target for those who know where to attack.

**Trigun:** This full length dwarven scattergun has three rotating chambers that run the length of its barrel. With each shot the barrel rotates, providing a quick fire shotgun capable of mass destruction.



## EXOTIC WEAPONS

Name	Damage	Template	Critical Failure	Critical Success	Weight	Cost	Range (yds)	Clip	Ammo Type
Axe Shotgun	Axe:2 Gun:3	Scatter/ Inaccurate/ Fragile	Firearm		6 lbs	15£	5/10/20	2	Shotgun
Brand	3	Spray/ Volatile	Firearm	Sets Target Ablaze (Fire)	20 lbs	20£	4/8/16	8 uses	Brand Fuel
Meat hook	2	Reach		Bleeding +1	3 lbs	10£			
Pistol Sword	Sword:2 Gun:2	Fragile/ Jams on failure to hit	Firearm		4 lbs	15£	10/20/45	6	Pistol
Shotgun Gauntlet	Brawl:1 Gun:3	Scatter/ Inaccurate			2 lbs	10£	2/4/8	2	Shotgun
Spear of the Heavens	2 (Electric)	Reach		Vorpals	10 lbs	20£			
Trigun	2/4/6	Scatter/ Inaccurate	Firearm		12 lbs	20£	5/10/20	3	Shotgun

## ARMOR

It's all well and fine to have a loaded gun and a shiny sword, but they won't do a damn bit of good if someone else draws first. If you can't take a bullet and stay standing you won't last long. Leather coats, suits of fine chain, and bulletproof vests are just a few of the many types of protection available in Mechanika.

**Armor of Illumination:** The Sons of Tesla have access to many technological marvels. The order often provides members in good standing with a set of powerful armor that has been modified to be incredibly resistant to electricity. As the order member grows in rank the suit can be further modified and enhanced, providing greater defense, as well as other benefits. The armor consists of a fully insulated suit complete with a hood, a respirator, and protective goggles. This armor provides both protection and anonymity to its members, allowing them to follow the order's wishes without fear of reprisal from those who may feel wronged.

**Brigandine Suit:** A leather suit with small plates of steel or other metal attached to the leather with rivets. It offers excellent protection against most damage types, and can still stop a bullet if needed.

**Bulletproof Vest:** A new type of experimental armor made up of hundreds of layers of silk. It's incredibly lightweight, and has been shown to be incredibly effective at stopping ballistic projectiles. The armor itself is not particularly effective at preventing other types of damage however, as knives slice right through it, and blunt weapons meet little resistance.

**Chainmail:** Armor consisting of small metal rings linked together in a pattern to form a mesh. It's ineffective against bullets, but will prevent most other types of damage.

**Cloth Coat:** Light coat that can take very little punishment.

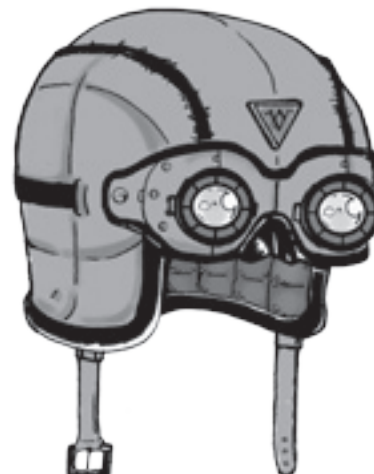
**Engineer Suit:** A heavy suit designed to prevent the wearer from being scalded by steam, or wounded from exploding machina or machina parts. The heavy leather apron in the front is further improved by thin sheets of plate metal.

**Hardened Leather Duster:** Long leather coat that covers the wearer from the neck to the knees; it has been modified to offer meager protection from bullets.

**Retractable Shield:** A device - about the size of a dinner plate - that straps to the forearm. Upon activation, a series of interlocking plates folds out from the device causing it to expand to about four times its normal size, and creating an impromptu but effective shield.

**Shield:** A medium sized shield effective at blocking both melee and ranged attacks.

**Studded Leather Armor:** Suit of studded leather armor that covers the limbs, chest, and legs. It won't stop a bullet, but it'll turn a knife aside.



## ARMOR

Name	Class	Bullet Resistant	Defense	Str Req	Weight	Cost
Cloth coat	Light	0	1	0	3 lbs	3£
Studded leather Armor	Light	0	2	1	20 lbs	6£
Hardened Leather Duster	Light	1	2	1	20 lbs	9£
Engineer Suit	Light	2	2	2	25 lbs	12£
Chainmail	Heavy	0	3	2	40 lbs	12£
Brigandine Suit	Heavy	1	4	3	60 lbs	20£
Bulletproof Vest	Light	3	1	0	5 lbs	25£
Shield		1	2	1	10 lbs	8£
Retractable shield		1	2	1	12 lbs	12£
Armor of Illumination	Heavy	2	2 (+3 vs electricity)	2	30 lbs	30£

### ARCANE BATTERIES

Tinkerers use arcane batteries to power incredible technological marvels known as machina. Arcane batteries come in seven types, one for each of the houses of artifice. The list below will show you what form arcane batteries take, what their basic functions are, and what artifice houses they belong to.

#### HOUSE OF ELECTRICITY

**Tesla Coil:** These small glowing coils of metal sit within a tempered glass housing to safely contain the powerful electricity. When charged, these batteries hum and pulse with blue light, as the electricity flows and bounces along the coils of metal within.

#### HOUSE OF STEAMWORKS

**Steam Cube:** This small cube sized block of metal measures only about 4 inches in diameter, and is far heavier than what one would expect from its appearance. On its exterior, there are various nozzles and sockets, and the device will get almost uncomfortably hot when charged. The battery has a pressure gauge to determine the number of charges left from the super pressurized steam held within.

#### HOUSE OF CLOCKWORKS

**Mercurial Spring:** These odd batteries are small springs made of alien metals that are almost transparent in appearance. They can be wound to amazing levels of tension, and are used to power all manner of clockwork machina.

#### HOUSE OF ALCHEMY

**Biological Mutagen:** This brackish yellow material is held in glass tubes marked with increments of use, and can be added to machina creations through a variety of processes. These mutagens infuse the machina with their power by altering the generic makeup of the creature or creatures touched by the alchemy creation, providing the flux necessary to fashion incredible alchemical machina the world over.

### HOUSE OF EXPLOSIVES

**Antimatter:** This pulsing and volatile material is contained within blasting pins of all variety, and used when creating explosive machina. When a machina device counts down completely and triggers the antimatter it changes and goes through a metamorphosis to create the houses various explosive effects.

#### HOUSE OF RESEMBLE

**Nerve Stimulator:** This battery is filled with flux, and allows the living body to augment its nerve impulses to control and power resemble machina hooked into the body. Often resembling delicate wires and metal disks or needles, these batteries are often hidden within the subject or the machina to protect their delicate nature.

#### HOUSE OF MARKSMANSHIP

**Flux Regulator:** These small cylindrical batteries can be of different sizes, depending on whether they are meant to modify a firearm or a projectile. They hold within them charges of flux from the marksmanship house, adding it in small bursts for a weapon, or in one small dose for projectiles.

### GENERAL EQUIPMENT

There's more to life than just weapons and armor. What if you need soap, lockpicks, or lanterns? Don't worry, we have you covered. This is far from a complete list of every bauble and trinket available to you, but please feel free to add anything that you feel you will need for your adventure, with your GM's approval of course.

**Adventurers Gear:** All the gear that an up and coming adventurer needs to get out there and save the world, or whatever gets your jollies. Contains: hemp rope (50 ft), bedroll, fishing line/hooks, torch, pocket knife, playing cards, 1 week of rations, canteen, matches, lighter, mirror, and chalk, all contained in a helpful backpack.

**Backpack:** A satchel that sits on your back providing the traveler with a convenient place to store their gear, as well as, tucking some things out of sight from random eyes.

**Bandolier:** A leather strap that crosses diagonally from the shoulder to the waist. It has 12 pouches, and can hold a variety of small items.

**Bicycle:** A bicycle to transport you from place to place.

**Binoculars:** A set of dual lenses used to see far away.

**Camera:** A useful addition for taking photographs; preserving your memory of a person or place.

**Camping Dishes:** A compact set of pots, pans, dishes, and silverware.

**Candles (5):** Wax candles to provide illumination

**Canteen:** A container to hold drinking water.

**Chain 25ft:** A length of strong, heavy chain.

**Climbing Gear:** Tools, rope, hooks, carabiners, and other tools for climbing. Grants +1 bonus to **Athletics**, with regards to climbing.

**Compass:** A device that shows you the directions.

**Culinary Spices:** Various spices used to flavor food.

**Dice:** Useful for games or gambling.

**Dice (Loaded):** A swindlers favorite, these dice have a predetermined number they will always fall on.

**Disguise Kit:** A kit designed to disguise your appearance. The kit contains makeup, fake mustaches, and other things to hide your true identity. Grants a +1 bonus to **Subterfuge**, with regards to disguising your identity.

**Diving Snorkel:** An apparatus that allows one to breath underwater, provided they are within a foot of the surface.

**Engineers Tools:** A set of screwdrivers, wrenches, bolts, and various other tools that help with repairing and building mechanical devices. Grants a +1 bonus to **Mechanics**.

**Hat (Variety):** A shaped covering for the head worn for warmth, as a fashion item, or as part of a uniform.

**Fishhooks and Line:** Strong thread and a hook useful for catching fish.

**Glue/Solvent:** Strong glue to adhere one object to another, and solvent to dissolve that glue.

**Hammer:** A common hammer used by craftsmen everywhere.

**Handcuffs:** Used by law enforcement to detain criminals.

**Heavy Coat:** A thick, weather resistant coat.

**Heavy Gloves:** Thick, weather resistant gloves.

**Hemp Rope 50ft:** Strong coarse rope.

**High Class Clothes:** High fashion clothing for the social elite.

**Ink Pen:** A writing utensil that uses ink

**Instalight Pellets (10):** Small pellets that ignite into flame when squeezed.

**Investigation Tools:** A set of tools that help private investigators isolate crime scenes and locate clues. Gather evidence and perform other deductive actions. Grants a +1 bonus to **Deduction**.

**Lighter:** Useful for starting fires.

**Lock:** To secure an area or person.

**Lockpick Tools:** A set of picks and tension wrenches for picking locks. Grants a +1 bonus to **Legerdemain** for the purposes of picking locks.

**Low Class Clothes:** Little more than rags, but certainly better than nothing.

**Magnifying Glass:** A hand held lens useful for magnifying words and objects.

**Matches (pack):** A pack of Matches for starting fires.

**Mirror:** A reflective sheet of metal or glass.

**Nails:** For attaching one thing to another.

**Needle and Thread:** Useful for repairing tears in fabric or wounds.

**Notebook:** A book of paper sheets.

**Oil:** Useful for starting fires and refilling oil lamps. One use provides 6 hours of burn time in a lamp.

**Oil lamp:** A lamp that runs on oil, and provides illumination in a large area.

**Parasol:** A light umbrella; equally useful for keeping the rain off of you, or the sun off your skin.

**Pipe:** A device for smoking tobacco or other loose herbs.

**Playing Cards:** A set of 52 cards that feature The Old One suits, useful for a variety of games.

**Pocket Knife:** A knife with a small blade and various other tools.

**Poison Ring:** A ring with a secret compartment that stores poison and, with a prick, can transfer that poison to another person.

**Poisoned Sheath:** A small sheath for a stiletto that contains an internal compartment that can hold a poison in the tip of the sheath. After sheathing a stiletto you may apply a poison to the tip. It is large enough to hold 2 uses of the poison before it must be refilled. Refilling takes one standard action. These are highly illegal in most empires.

**Rolling Papers:** 20 papers used to smoke tobacco or other loose herbs.

**Silk Rope 50ft:** Silk Rope is lighter and stronger than hemp rope.

**Bedroll:** Bedding rolled for portability and used especially for sleeping out-of-doors on your travels.

**Smoke Sticks (5):** Used to provide cover for a quick escape or diversion. Creates a 10 sq ft. cloud of smoke that grants a +2 cover bonus to anyone within it for 2 rounds.

**Snare Kit:** A kit that allows you to set traps and snare small game. Grants a +1 bonus to **Survival** with regards to hunting.

**Spell Components:** A pouch containing various material components that a magister may need to cast a spell. A magister that uses material components gains a +1 to his **Incantation** roll, but his spell takes all his Combat Actions to cast.

**Timepiece:** A pocket watch with a standard length chain typically worn in a jacket pocket or pants.

**Tobacco (pouch):** A couple ounce pouch of fine shag London tobacco.

**Torch:** Used to provide bright light in a focused beam.

**Vials:** Small empty bottles used to store various liquids.

### GENERAL EQUIPMENT

Name	Value	Weight
Adventurers gear	3£	15 lbs
Backpack	1£	1 lbs
Bandolier	5s	.5 lbs
Bicycle	5£	25 lbs
Binoculars	3£	1 lbs
Camera	5£	2 lbs
Camping dishes	5s	4 lbs
Candles	1s each	0.1 lbs
Canteen (1 day worth)	1s	0.5 lbs
Chain 25 ft	3s	3 lbs
Climbing gear/tools	3£	5 lbs
Compass	1£	0.2 lbs
Culinary spices	1s	0.1 lbs
Dice	3s	0.1 lbs
Dice (loaded)	5£	0.2 lbs
Disguise kit	3£	5 lbs
Diving snorkle	1£	0.5 lbs
Engineers tools	5£	8 lbs
Fine hat (variety)	1£	Varies
Fishhooks and line	2s	0.5 lbs
Glue/solvent	1£	0.5 lbs
Hammer	5s	1 lbs
Handcuffs	1£	1 lbs
Heavy coat	1£	3 lbs
Heavy gloves	3s	1 lbs
Hemp rope 50 ft	1s	4 lbs
High class clothes	3£	2 lbs
Inkpen	2s	0.1 lbs
Instalight pellets	2£	0.5 lbs
Investigation Tools	3£	3 lbs
Lighter	2s	0.2 lbs

Name	Value	Weight
Lock	5s	1 lb
Lockpick set	3£	1 lbs
Low class clothes	1s	1 lbs
Magnifying glass	1£	0.5 lbs
Matches (pack)	1s	0.1 lbs
Mirror	5s	1 lb
Nails	1s/5 nails	0.2 lbs
Needle and thread	1s	0.2 lbs
Notebook or paper	3s	0.5 lbs
Oil (per use)	1s	1 lbs
Oil lamp	5s	2 lbs
Parasol	3s	1 lb
Pipe	2s	0.5 lbs
Playing cards	3s	0.5 lbs
Pocket knife	1£	0.5 lbs
Poison ring	1£	0.2 lbs
Poisoned Sheath	5 £	1 lb
Rolling Papers	2s	0.1 lbs
Silk rope 50 ft	1s	1 lb
Sleeping bag	5s	2 lbs
Smoke sticks (5)	1£	1 lb
Snare kit	3£	3 lbs
Spell Components	5 £	3 lbs
Timepiece	1£	0.5 lbs
Tobacco (pouch)	5s	0.1 lbs
Torch	3£	1 lbs
Vials	1s each	0.1 lbs

### POTIONS AND CURATIVES

**Antidote:** There are all manner of poisons throughout the world, and almost as many antidotes. The antidote cures one of any physical diseases they be suffering from, unless specifically stated that there is no cure.

Cures the user of any physical disease, unless otherwise stated, Antidote must correspond with the disease it is curing.

Contains 1 Use

Cost: Varies

**Field Trauma Kit:** The Field trauma kit is designed to provide skilled medical professionals the tools and means to cure terrible injuries while the bullets are flying. The kit includes a variety of helpful supplies including a splint, forceps, bandages, antiseptic wash, single dose morphine shots, and needles and thread.

First Aid +2 (Can Cure Grievous wounds)

Contains 5 uses

Cost: 5£



**First Aid Kit:** A standard kit with antiseptic wash, bandages, light painkillers etc.

First Aid +1 (Cannot Cure Grievous Wounds)

Contains 5 uses

Cost: 1£

**Pain-B-Gone:** No one is quite sure what's in this odd bright green salve, but Professor Winslow has been selling it for as long as most folks can remember. It temporarily takes away all the pain one is experiencing, and all the penalties associated with that pain.

Cures user of all Wound related penalties due to pain, lasts for three rounds.

Cost: 2£

**Remarkable Revitalizer:** Professor Winslow has been at the forefront of the healing arts for over a century, and the Remarkable Revitalizer is widely considered to be the standard in personal restoratives.

Cures 1 Wound level of Stress or Constitution damage.

Contains 1 Use

Cost: 2£

#### CURATIVES

Name	Cost	Weight
Antidote	Varies	
First Aid Kit	1£	1lb
Field Trauma Kit	5£	2lb
Pain-B-Gone	2£	
Remarkable Revitalizer	2£	

## DRUGS AND POISONS

There are a variety of drugs and poisons available in Mechanika. The specific effects are listed in the Chapter One: Mechanics under Drugs (Page 30), and Poisons (Page 29)

The prices and availability of these drugs and poisons vary greatly, and the GM is encouraged to create prices that they believe are fair for their players.

## EXOTIC ITEMS

**Daystar Gear:** Dhampyrs share their dark parents' aversion to the sun. The pain they feel can be alleviated by daystar gear, a set of clothing made to shield them from the sun. The clothing is made of thick leather and consists of a wide brimmed hat or hood, and a cloak, cape or coat. It also comes with either a full mask and goggles, or just a set of tinted goggles.

When worn in full, this gear negates the Dhampyrs penalties for being in sunlight. The gear is fragile however, and if the character takes any damage that pierces their armor in combat the gear is torn, and the penalties resume. The bonus can be restored once the owner patches the gear or has someone patch it. This repair costs 10s, or one can make a **Profession** (Seamstress) (or similar profession) roll with a difficulty of +1.

**Dwarf Skull's Amazing Illuminated Lager:** A favorite among the Dwarf Skull Brewery lineup. Its popularity comes not from its fine taste but from the fact that once its contents react with air it glows brightly. Once lit it can illuminate a 60 ft. radius in a bright yellow glow. This effect lasts for roughly an hour or till the brew goes flat.

**Librarium Receiver:** These bits of machinery are housed within a glass bell jar containing gears and cogs and an input to a Librarium outlet. These devices allow messages sent to an individual's Librarium, or information saved in ones Librarium Database, to be printed out on ticker tape for a hard copy.

**Machina Resistant Garments:** The Sylvan have such an aversion to the flux from machina, that it can fill them with either hate or fear depending on their temperament. Sometimes however, it becomes necessary for them to work alongside machina or those who wield it. Machina resistant garments are usually dresses tunics or complete suits treated alchemically to filter out the flux from the machina, using the Sylvans innate flux to create a calming effect. This symbiotic relationship allows some relief from the strain that Sylvans feel from the cold and harsh flux machina produces and has few noticeable side effects.

This garment allows a Sylvan to ignore the normal penalties for being around machina, but due to the drain of the wearers own life force she takes a -1 penalty to all rolls to manipulate flux.

**Travelling Papers:** These official documents are contained in a leather book roughly a foot tall by 8 inches wide. Each sheet of paper within can be stamped or otherwise documented, giving the owner passage into an empire during the time dictated. Each book's inner cover is stamped with a photograph and pertinent information about the owner. This information includes, race, age, physical attributes, affiliations and known supernatural abilities.

**Vampire Hunters Kit:** This leather briefcase contains several wooden stakes, blessed water, holy symbols and vials of dwarven fire. These kits are very popular in empires surrounding the Eclipse Empire.

#### EXOTIC ITEMS

Name	Cost	Weight
Daystar Gear	5£	8lb
Dwarf Skull Illuminated Lager	1£	1lb
Librarium Reciever	150£	5lb
Machina Resistant Garments	3£	5lb
Traveling papers	Varies	
Vampire Hunters Kit	5£	5lb



## LODGING AND TRANSPORT

There are many ways to travel throughout the world of Mechanika. And many places to rest once you get to where you are going. Whether it's a hostel or hotel, a taxi or zeppelin, this next section will tell you how much it's going to cost you.

*Note: Some players may wish to purchase their own carriages, cabs or other forms of transport. This is completely acceptable in our world, and you are encouraged to discuss a fair price with your GM.*

**Airship:** A ride in a large Airship, ideal for traveling from one part of the world to the next.

**Boat:** A ride in a sea vessel, useful for getting from the shore of one country to the shore of another.

**Cab:** A ride in an electric taxi cab, usually found in large metropolises.

**Carriage Ride:** A ride in a horse drawn carriage, typically used to help citizens get around town.

**Horse:** Sometimes you want to just be a cowboy. For 60£ you can own your very own horse. No fancy bloodline is to be expected but all four legs will be there.

*Note: The cost of a horse doesn't stop when you buy the horse. Horses must be stabled and fed at a cost of 1£/day. This will provide you with stable space near your home. Any long range travel of the horse should be decided by the GM if it needs to be sent by Train/Airship and what the cost should be.*

**Train:** A ride in a Steam locomotive, great for travelling between towns.

**Average Lodgings:** For the price of 1 £/day you get a waterproof room and two square meals a day. Warm and Dry, what more could you want.

**Good Lodgings:** 1 £ 5s/day will get a large room with all the comforts of home such as a fireplace, books and an armoire. Three piping hot meals a day are provided.

**Poor Lodgings:** 5s/day gets you exactly what you are paying for; a leaky room in the local flop house. No meals are given but you can probably catch a rat if you're quick.

**Superb Lodgings:** Lodgings fit for a king and at a king's price of 5 £/day. All available conveniences are provided, including artificial hot springs, electric lighting, Librarium access terminals and in house room service. Three delicious meals are provided per day.

### FARES/LODGINGS

Type	Distance per turn	Cost
Horse	80 ft	60£ (owned)
Carriage ride	60 ft	1s/mile
Cab ride	150 ft	5s/mile
Train ride	2 miles	2s/mile
Boat ride	2 miles	2s/mile
Airship ride	10 miles	2£/mile

## RENTING AND BUYING PROPERTY

As time goes by and you become more and more accustomed to an area you may decide that you want to settle down there on a more permanent basis. This is wonderful! Every empire will have its own individual cost for renting a piece of property however we have included some basic rental prices to give you an idea of what you may be looking at paying.

As with forms of transportation you may certainly purchase property, however it is best to discuss the cost with your GM and negotiate a deal between the two of you.

**Shack:** A small shack on the outskirts of town, or in a poor neighborhood.

**Boarding House/Guild House:** A one bedroom loft or apartment in a larger building usually nestled within the busy parts of the city. These will have a shared dining hall and bathroom.

**Small Flat:** A standard apartment found in cities. Will consist of 1-2 bedrooms, kitchen, parlor, etc. A true personal home without land.

**Townhouse:** A medium size home with a small plot of land, usually around a city.

**House (3-4 Bedrooms):** A large home with a respectable tract of land.

**Skyrise Suite:** A luxurious suite in a tall building or in a skyscraper somewhere. The views, the status, what more could you want?

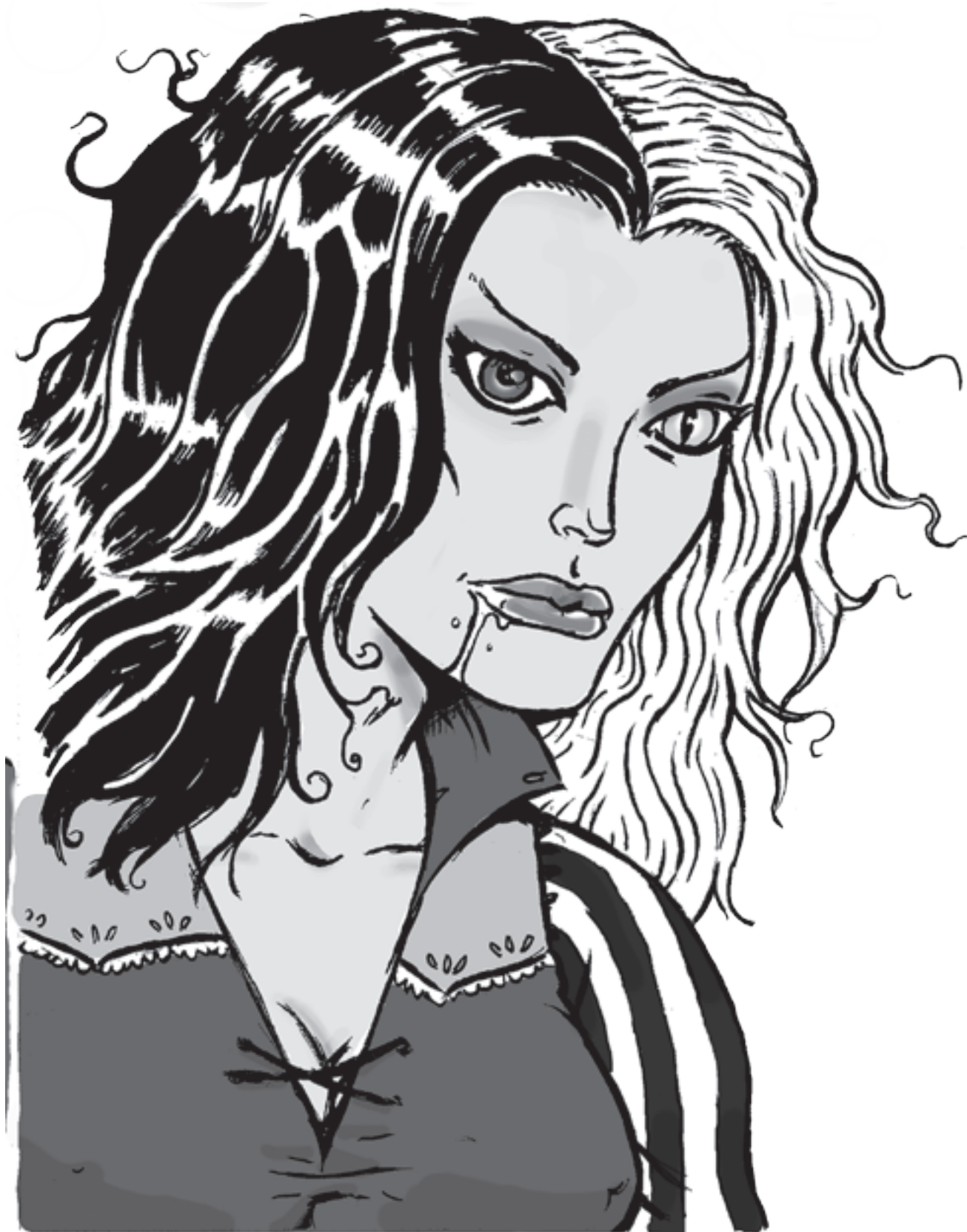
**Estate:** An enormous mansion with over 8 rooms, accompanied by an enormous plot of land and a few outlying buildings for workshops and guest houses.

### PROPERTY

Name	Cost per Month
Shack	1£
Boarding/Guild House	2£
Small Flat	10£
Townhouse (1-2 Bed)	32£
House (3-4 Bed)	52£
Skyrise Suite	64£
Estate	150£



# JANICE ARAIGNEE



*“Run!”*

*That was the last word her father said as the sounds of fire and explosions rang out around her.*

*“Run!”*

*She spun around in the darkness, in shock. She watched the others stumble around in the inky blackness, relying on torches and lanterns as their eyes were unable to see as she could. She saw her family’s mansion ablaze as the cold of the winter night cut through her dressing gown into her pale, almost equally frigid, flesh. These people had come for her because of her mother’s identity, because she was a Dhampyr.*

*Long ago, when she was just a girl, her mother left without warning, leaving Janice feeling isolated. She was something to be hated, feared; not quite undead, yet not quite alive. It was that moment she realized they were the ones who should fear her, they were the prey, and they were the ones who should cower before the family of Araignee.*

*As the fire turned their mansion into an inferno, she watched these pathetic sheep celebrate as if they won, as if they had stopped her mother’s legacy. She knew she would run as her father commanded, not away from these men, but instead toward them. She would make them realize their fears, she would feast on their blood as her mother had, and she would retake what was hers.*

*The following day at the shipyard many men reported seeing a pale, thin woman under a veil and mourning dress board a ship for the city of spires. She perfectly matched the description of the Dhampyr reported to have slaughtered 10 of the high chancellor Dufrain’s men the night before. When the shipyard security patrol was questioned as to why they hadn’t stopped her, they recounted a strange tale. Yes, they did see a young woman enter the yards to board the ship, but then they hadn’t. They remembered the young woman running a long razor across her wrist, they remembered a spray of blood, after which she was no longer there. In her place, there was a loved one. A sister, said one man; A long lost lover; said another; a mother, a mentor, a wife, all of them plain as day, and all of them desperately needing to escape the city. What sort of men would they be if they didn’t lend a hand?*

*The men, of course, were executed for their incompetence. The details of Janice Araignee’s whereabouts are unknown, but it is clear that she is headed to Mechanika, the city of spires. She will be pursued, and apprehended. The blight that is House Araignee will come to an end, once and for all.*



# EXAMPLES

*It's key to know what you're doing; that or fake it like a champ.*

Whenever a new game system comes onto the scene, especially one as large as the Xaos system, there are many questions; especially when the system employs previously unused ideas. We want to help to make the system is clear as possible for both veteran gamers, and for those that have never picked up a role playing game in their life. In this chapter, we will list several examples of game play, in an attempt to make sure the rules are a bit more understandable and to make play as accessible as possible.

## LEVEL OF DIFFICULTY EXAMPLES

Level of difficulty is one of the key concepts of the Xaos system. Instead of a black and white, pass or fail system, Xaos utilizes a system that offers degrees of success and failure. Every roll made has a difficulty to hit, however, if you don't hit that difficulty (or if you exceed it), you will experience different results. Here are 3 examples of difficulty level in action.



### FAILING THE ROLL

Allen's character wants to leap across a deep gorge in the labyrinths below the earth. His GM tells him he needs an **Athletics/Agility** roll of +3 to successfully make the jump; Allen rolls a +2. Since he was only 1 point off, the GM rules that Allen's character can attempt another roll, this time against his **Athletics/Strength**. The GM says that if he makes this roll, he will catch himself on the ledge, not only slowing him down, but preventing him from falling to a painful death.

### EXCEEDING THE ROLL

Allen's character wants to leap across a deep gorge in the labyrinths below the earth. His GM tells him he needs an **Athletics/Agility** roll of +3 to successfully make the jump; Allen rolls a +6. The GM rules that he passed his roll with such skill that he awards him an extra action during his turn to use in any manner he wishes.

### DRASTICALLY FAILING THE ROLL

Charles' character tries to force open a large door within an enemy's stronghold. His GM determines that he needs an **Athletics/Strength** roll of +5 to pry it open; Charles rolls a -3. His GM rules that due to his incompetence his attempts have bent the iron bars in the door, and it will now require a +7 roll to open.

## COMBAT EXAMPLES

Combat is a cornerstone of Xaos game play, and it's designed to be both easy and fast paced. Here we have provided an example of non-supernatural combat, in order to ensure that the process is easy to follow, and that your games flow smoothly through all the blood and gore your party will surely create in Mechanika's dark world.

### INITIATIVE

Charles and Allen decide they are going to duel over the contents of a chest they found while looting an enemy's ship. Step number one is to roll initiative. Each player rolls four FUDGE dice, adding their Agility modifier. Both have an Agility modifier of 0. Allen rolls a +2, Charles rolls a -1, so Allen attacks first.

### ALLEN'S TURN

Allen has one Combat Action, and chooses to swing his sword at Charles. Charles has two Defensive Actions, and decides he will use his shield to try and block. Allen has a **Weapon Skill** (sword) of +1, and he rolls a +2 on four FUDGE dice, getting a total of +3. At the same time as Allen is rolling for his attack, Charles rolls a set of FUDGE dice for his block attempt, adding his shield's Armor bonus of +2 and getting a total of +5. This effectively blocks Allen's sword attack and Charles takes no damage.

### CHARLES' TURN

Charles now attempts to use one Combat Action to strike back at Allen using his club. Allen attempts to dodge the club using his one Defensive Action. Charles has a **Weapon Skill** (club) of +2, and he rolls a +4 on four FUDGE dice for a total roll of +6. At the same time, Allen attempts his dodge, rolling a +2 on four FUDGE dice, adding in his +1 Agility modifier; giving him a total of +3. This does not beat Charles' attack roll of +6, and so Allen only partially dodges the attack, and still takes some damage.

Charles subtracts 3 from his attack roll, leaving him with +3, and then he adds the +1 damage of his club for a total of +4 damage. Allen was wearing light armor that gave him a +2 Armor bonus; this armor was able to absorb 2 points of damage out of the total 4 that Charles was inflicting on him, causing Allen to suffer the remaining 2 damage.

Allen's character has 2 Bruised wounds, 2 Hurt wounds, and 1 Grievous wound. He marks off his two Bruised wounds, counting himself lucky that his armor was there to protect him, and that Charles doesn't have any other Combat Actions.

After both Allen and Charles take their turns, both characters' actions reset. The initiative, however, does not reset.

### ALLEN'S TURN

Allen returns the brutal club attack by firing a small pistol at Charles, which Charles attempts to dodge. Allen rolls a +1 on four FUDGE dice and adds his **Marksmanship** (pistol) skill of +2, rolling a total of +3. At the same time Charles rolls four FUDGE dice and adds his Agility modifier of +0, receiving a total of +2. Allen's success is greater by 1 point, and so Charles is grazed by the bullet.

Allen pistol damage is +1, which he adds to his previous roll of +2, for a total of +3. Charles has heavy armor with a +3 bonus; however it offers no Bullet Resistance. Without Bullet Resistance he takes the full 3 points of damage. Charles has 2 Bruised wounds, 3 Hurt wounds and 1 Grievous wound. He fills in the two Bruised wounds and one Hurt wound. Due to the pain of his injuries, he now takes a -1 penalty to all physical rolls for being Hurt.

## ACTION EXAMPLES

### MULTIPLE SKILLS

Benjamin's Moreauvian panther is trying to sneak across a museum floor and break into a locked vault to steal some blueprints for a Dwarven Artificer he owes money to. The museum is lightly patrolled by a few guards, but there are some Machina anti-intrusion devices, so the GM dictates that Benjamin needs a +2 success or greater to sneak across the floor undetected. Benjamin has a **Stealth** of +2, and after he rolls the FUDGE dice he gets a total of +3. This allows him to creep across the floor without issue. The vault door is large and imposing, and the GM dictates that it will take a **Legerdemain** roll of +3 to unlock it successfully.

Benjamin has a **Legerdemain** skill of +1 and in order to get past the door, the GM says he needs a +3 or better due to the Dwarven tech within the door. Benjamin rolls and gets a -1. The GM dictates that not only is the door still locked, but now he must make an additional **Stealth** roll because of the noise he made when trying to bypass it. Depending on the result of this stealth roll, the GM may impose additional penalties on him, as the guards get more suspicious and the scene gets tenser.

### SUSTAINED ACTIONS

Jenn's goblin merchant has just found herself in a sticky situation. After attempting to pass off some papier-mache replicas as priceless Old One idols the guards were called, and now she's running through the alleys of the city with some angry security officers hot on her tail. In a burst of ingenuity she leaps into a barrel of briny pickle water, sucks in a lungful of air, and submerges herself. The guards show up moments later and begin to search for her.

The GM knows that they will probably leave after about 3 rounds or so, but Jenn's goblin doesn't know that. The GM has her roll a **Survival** check to see how long she can

hold her breath. She needs to get a +1 or better to hold her breath, but she will need more if she wants to hold out for more than one round.

She rolls and gets a total of +3, which allows her to hold her breath for a total of two rounds. The normal difficulty is +1, which she exceeded by two points, letting her keep the action going for two rounds. The two rounds pass, and the guards still aren't leaving. She decides to try her luck and keep holding her breath. The difficulty is now +2 however, as this is the second attempt she has made at this same action. She rolls the dice, getting another +3 total; she holds her breath, praying that the guards leave soon.

## MAGIC EXAMPLES

The next set of examples shows several ways to use the many magic systems in the Mechanika world. From selecting a Warlock's bloodline, to weaving a massive incantation, these examples should help to guide your group in the ways of the arcane.

### CREATING A NEW SPELL EFFECT AS A MAGISTER (PAGE 86)

Tesia's character is a Magister with access to the Fire and Air Magic Schools. Her character has an **Incantation** skill of +2, so Tesia decides that she wishes to create a new incantation. She decides that she wants to carry a number of wooden spheres around with her, and in battle she wants to light them ablaze and launch them at her opponents.

Tesia looks into her school's tiers and finds that Tier One of the Fire School has an effect that summons fire to her hand, and Tier One of the Air School allows her to control the wind around her to lift up and propel small items forward in a 20 ft. blast/level of success. The combination of these two spell effects is exactly what she wants, so without delay she begins to create her magic effect.

Fire is her specialty school. Since this incantation contains a fire effect she does not add the +1 difficulty penalty for an incantation that does not include her specialty school, therefore her base difficulty to cast this effect is 0. The first effect is Fire 1; the second effect is Air 1 so she adds the tier of the second effect to the difficulty, giving it a +1 difficulty.

She now has a custom incantation that she's created. The spell has a +1 difficulty to cast, and reads as follows:

*"Flaming Spheres: My character lights several wooden balls in her hand ablaze, and fires them forward in a 20 ft. blast/level of success in front of her; catching anything they hit on fire, and dealing Burning damage."*



### CREATING A NEW SPELL EFFECT AS A WARLOCK (PAGE 89)

Keloh's warlock wishes to create a new effect that he has recently discovered within his flux-infused blood. First, Keloh chooses the perk **Sanguine Secret**, which allows him to create a new spell effect. Keloh has 3 spell points to work with, and has access to both the Biomancy School at Tier One, and the Fire school at Tier One. He wishes to create a terrifying fusion of fire and fang, and transform his mouth into a giant toothy maw capable of delivering vicious burning bites. In the Fire School, he finds the effect that reads:

*You can cause fire to cover your hands, or coat a melee weapon, adding the Burning template (Page 34), without causing damage to you or the item.*

In addition, under Biomancy, he finds the effect:

*You can warp your own body into unnatural and deadly forms. This allows you to add the bite or claw template to your character for +1 damage. This effect lasts for 2 rounds/minutes per level of success.*

To determine the difficulty of his new spell, Keloh must look at the difficulty of the individual tiers. Each effect is Tier One so there is no cost for that. There are however multiple effects; each one adding to the difficulty. Keloh adds 0 for the first effect, the second Tier One is also 0 but since it's part of a multiple effect the difficulty cost for the second effect is 0 divided by 2 with a minimum of 1. The tiers together (0+1) gets 1; therefore the difficulty to cast this spell will be +1.

Keloh decides to name the spell Blazing Visage and describes it as follows:

*"I warp my mouth into a giant deadly maw with huge teeth that blaze with flame. This gives me the Bite template at +1, with the Burning template. This effect lasts for 2 rounds/minutes per level of success."*

### CRAFTING A TOTEM AS A WYRD (PAGE 94)

Monica's Wyrd wants to create an offensive daemonic Totem in the form of a curved and rusted knife. She decides to make it a Totem for the hex **Soul Shred**. This hex costs 3 points. With the aid of her grotesque, she begins the crafting process of this totem. The cost to craft this totem is normally the cost of the hex itself, in this case +3, but the grotesque grants the Wyrd a bonus of +1 to this, so the difficulty ends up being +2. She rolls her **Profession** (Blacksmithing) roll and receives a +4, more than enough to create the totem.

The next step is to determine how many uses Monica wants to get out of this totem, and so she must determine how many totem points to spend to extend the life of this item. She decides she wants to make frequent use of this

totem and so she spends 3 points for its initial use, and then another 3 points for two additional uses before the totem is destroyed.

## EXAMPLES OF LINKING MAGICAL EFFECTS

This example shows how the same two spell effects can be linked together to create two very different end result effects.

### THE TWO EFFECTS ARE AS FOLLOWS:

(A) Earth Tier One – You can cause a sudden tremor that shakes the earth in a 10 ft. **Spray**/level of success, causing all creatures within the spray to be knocked **Prone**. This effect allows an opposed **Athletics**/Agility roll to ignore the effect.

(B) Plant Tier Two – You can command a plant to come alive, grab a creature and **Stun** it, or you can cause a plant to reach out and attack a creature for +2 damage with the **Constrict** template. Creatures **Stunned** may make an opposed **Athletics**/Strength roll to break free each round. This effect lasts until you cease concentration. This is a Sustained Action.

By combining these two tiers, Player 1 decides to make a spell called “Creeping Prison” which reads as follows:

*“You can cause a sudden tremor that shakes the earth in a 10 ft. **Spray**/level of success, causing all creatures within the spray to be knocked prone. This effect allows an opposed **Athletics**/Agility roll to ignore the effect. All creatures knocked **Prone** are **Stunned** as fungus crawls through the cracked earth entangling them. Creatures **Stunned** may make an opposed **Athletics**/Strength roll to break free each round. This effect lasts until you cease concentration. This is a Sustained Action.”*

Player 2 uses the same two effects to create a spell called “Explosive Growth” which reads as follows:

*“You cast a spell on a small plant that grows quickly into a spiky tree beneath an enemy, dealing +2 damage with the **Constrict** template. In addition, the ground around the plant is massively disturbed, causing a 10 ft. **Spray** of earth that causes all creatures within the **Spray** to be knocked **Prone**. This allows an opposed **Athletics**/Agility roll to ignore the effect.”*

## ARTIFICE EXAMPLES

Below are a few examples of how to build and use Artifice in the Mechanika world. We hope they serve as guide posts to your many new and strange Steam Punk inventions sure to come.

### ARTIFICE CREATION

Jeremy wants to make an offensive Machina that he can hide in polite company. He has a flux pool grouping as follows: Clockwork 5 (primary house), Electricity 3. He

chooses his chassis from his primary artifice house, and then chooses his functions from both houses. In this case he decides to build a sleek leather jacket, with a power pack hidden in a messenger bag, which hides a retracting clockwork tentacle that can expand from either of his jacket sleeves and deliver a lethal shock.

Jeremy determines the amount of flux that can be spent on any individual function by rolling an **Engineering** attempt. He has an Engineering skill of +1, and he rolls a +1. This gives him a total of 2, meaning no single function can exceed 2 flux points. He decides to invest his entire flux pool for both his houses into this single piece of Machina. First thing to do is determine the chassis; in this case he wants a jacket so he chooses the worn chassis.

The next thing to do is determine the functions; he chooses the extra appendage function from the Clockwork house which reads:

*Clockwork Machina can be used to grant a character extra arms, legs, wings, tentacles or other appendages. These appendages are often mounted on an article of clothing or attached to a suit of armor. The limbs function exactly as a normal limb would, and are sized for the creature that created it. The appendage begins with -2 quality and all rolls using the appendage take this penalty.*

*Wings do not allow **Flight** but do add the **Glide** template. If wings are improved to great they allow **Flight** at 1/2 the character's base movement rate. Wings may also be modified to work as fins, increasing **Swim** speed to match the character's normal speed.*

*Legs move the same speed as the character. If increased to great, the legs gain +10 movement and **Wall Walking**. For each level the legs are improved beyond great, movement increases +10. Tentacles improved to great gain the **Constrict** template.*

He also chooses the Electric Projection function from the Electric school, which reads as follows:

*This function allows the creator to add the ability to fire pure electricity from his device. The Machina with this function must be connected to a large Power coupling, usually in the form of a backpack. This power coupling has a Hardness of +2 and 20 Structure points. If it is destroyed it explodes, dealing +2 electric damage to all within 15 ft..*

He augments the extra appendage with the Hidden and Retract capabilities. He must then determine the malfunction rating. He decides not to go with his initial quality roll and chooses to roll malfunction separately. Jeremy makes a second **Engineering** attempt and this time gets a total of +3, giving this device a 20% chance to malfunction. No other modifiers apply to the construction of this specific device, so the jacket is complete.

## TEMPLATE EXAMPLES

Kate's character decides that she wants to build a jet-pack for her character. She has the appropriate Artifice skills and perks and starts looking at the effects at her disposal. She has access to the houses of Steamwork, Alchemy, and Explosives. She has the following flux pools: Steam Works 5, Alchemy 3, and Explosives 3, with Steamwork being her primary house.

She chooses her chassis first from Steamwork. She picks the "Worn" chassis, which gives her 4 functions that can be used during the creation of her device. She needs to determine the strength of her functions first. Her **Engineering** skill is +2 and she rolls four FUDGE dice getting a total of +4. This means that she can place functions that cost up to four points in the Machina she builds. She decides to keep it simple and only use 1 function from Steamwork, the function called Steam Vent. This function reads:

***Flight:** Used as a form of flight, launching the Machina upward in a jet like blast of steam. This flight travels 3 times the characters movement speed, at Maneuverability (poor), for 1 round/minute of success in combat or 5 minutes/level of success outside combat.*

Next she rolls for malfunction rating, rolling her **Engineering** again, and adding +2 for her skill and +1 for only using her primary houses flux. She rolls four FUDGE dice and gets a total of +3 giving it a 20% malfunction chance. The final device is a worn (back) Machina that grants her movement (90 ft. **Flight**, maneuverability: trivial) for 2 rounds/minutes per level of success in combat, or for 10 minutes/level of success out of combat.

### TINKERER MACHINA

Toby's Tinkerer wants to adapt and utilize a Machina device he found in a wrecked airship. It is a belt that has the basic transposition effect, and would allow him to move around any scene with ease. Its total function cost is 3, which is easily within his power to control after a little bit of modification, and it has a base malfunction chance of 30%.

He sets about tinkering with the belt and modifying it to work for him. He has a **Mechanics** skill of +2, and his battery of choice is electric, just like this new device, granting him an additional +1. His total roll to alter the device comes out to +5, which is more than enough to make the necessary changes.

He adds a 20 charge Tesla Coil, and due to the fact that the function cost is 3, it depletes 3 charges per use. He determines the final malfunction rating, which is the base malfunction rating plus 5 percent for being tinkered with, making it a total of 35%. When it's all said and done he owns a belt that allows him an incredible range of movement and offers a host of new tactical possibilities.

The last set of examples is designed to show the different ways you can use the template system to make creatures, items and scenes completely unique and different, and make any given encounter truly personalized to your play group.

### USING A TEMPLATE WITH A MONSTER

One way to use templates is to adjust a monster or enemy to keep knowledgeable players on their toes in regards to the monsters strengths and weaknesses. This prevents meta-gaming, and ensures that each scene has a level of mystery and surprise to it.

An easy way to do this is to simply add or change a template on an existing creature. For example, the terrible beast known as a Trog has the Templates: Small, **Wall Walker**, **Tough Hide**, **Bite**, **Claw**, **Camouflage**, **Sneak Attack**, **Sensitivity** (light -2,) **Sensitivity** (fire).

If a GM finds that her players have fought these creatures to many times, and now know all of their weaknesses, the GM can decide to afflict these Trogs with a Chthonian curse, replacing their **Sensitivity** to fire with a **Sensitivity** to electricity, or adding a poisonous **Breath Weapon** template. Either of these options would completely change the monsters' strategy, and therefore the players' encounter.

#### **Example:**

*The characters are simply breezing past every monster and encounter the GM throws at them, annihilating his zombies and eviscerating his rats. The final fight is against a pair of giant spiders deep in the sewers below New London. The GM decides to up the ante and apply a few templates to the encounter to increase the difficulty. The GM dictates that these spiders have salvaged the armor of some previous adventurers, and have attached nails, knives and other bladed weapons to their claws.*

This is realized by adding the **Tough Hide** and **Serrated** templates to the creatures. If she wanted to increase the challenge even further, she could simply add the **Monstrous** template, and they would become horrible abominations, immensely powerful, with an appearance that could shatter a person's mind.

### ADDING A TEMPLATE TO A SCENE

A scene can also be altered by adding a template. This can change the properties of the scene completely, forcing the players to employ different strategies during that scenes encounter.

#### **Example:**

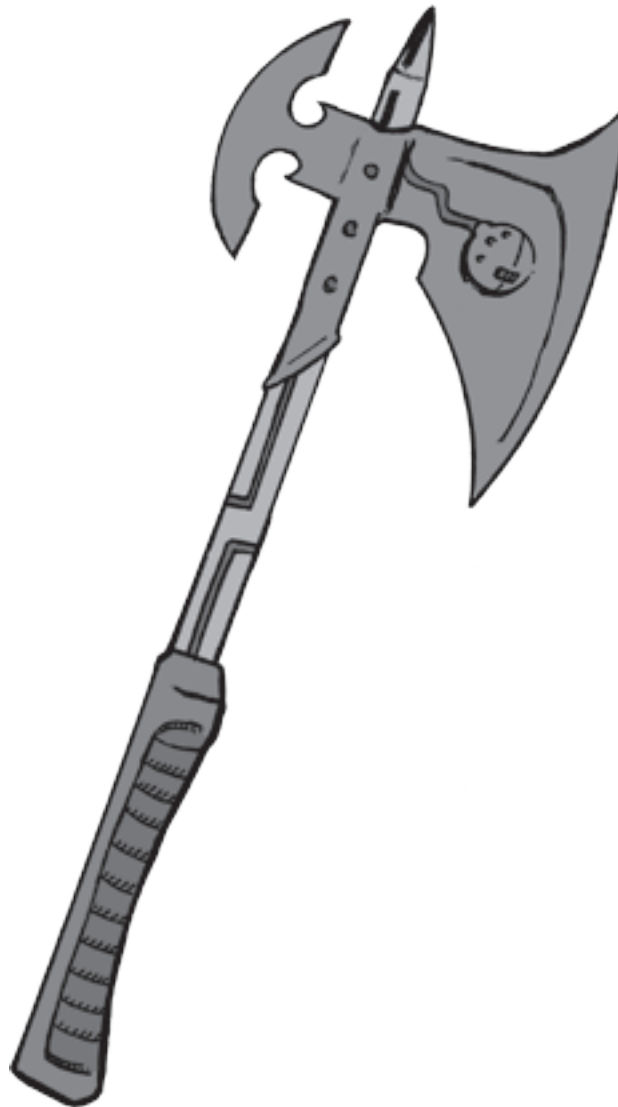
*By simply adding the **Ablaze** template to an inn, the scene takes on a completely different feel, adding a clear and present danger to any encounters within it, and impressing a definite sense of urgency.*

**Example:**

*The group has found an ancient laboratory belonging to Old One cultists, in the ruins of an old asylum. It is full of holes in the floor and ceiling and it still hums with the flux of old machinery. Instead of having to write out each individual machine and each treacherous pitfall in the area one could simply apply the **Dilapidated**, **Dim**, and **Eldritch** templates to the scene. Now the area is prone to collapse, difficult to see in, and heavily laden with flux.*

ADDING A TEMPLATE TO AN ITEM

An item can also be altered, adding either advantages or disadvantages. Perhaps a character wants to play a warrior from the Lost Lands who wields an enormous ceremonial stone club. There is no weapon that matches that description completely, but by adding the **Slow**, **Heavy**, and **Cleave** templates to a large weapon we can easily create that effect.



# TABLES & ROLLS

LET ME JUST CHECK THAT CHART AGAIN. I DON'T THINK IT'S CERTAIN DEATH.

## SUCCESS & FAILURE

-6 Atrocious
-5 Abysmal
-4 Horrid
-3 Terrible
-2 Poor
-1 Trivial
0 Average
+1 Fair
+2 Good
+3 Great
+4 Superb
+5 Outstanding
+6 Legendary

## CREATURE SIZE

Minute
Tiny
Small
Medium
Huge
Giant
Immense
Gargantuan

## PETITIONING

The petitioner lives by strict codes, serving his deity daily	+1
The prayer furthers the deity in some way	+1
The prayer goes against deity's teachings	-1
The prayer involves the deity's sphere of influence	+1
The prayer is outside the deity's sphere	-1
The prayer is too general	-1
The prayer is trivial	-2
The petitioner has had a successful prayer in the last 24 hours	-1

## OVERVIEW OF AVAILABLE RACES

Humans	Jack of All Trades	+1 Two Attr.
Goblins	Clever & Destructive	+1 INT +1 AGI
Moreauvians	Large & Powerful	+1 STR +1 FOR
Sylvans	Magical & Enigmatic	+1 INT +1 PRE
Dwarves	Ancient Artificers	+1 FOR +1 WIL
Dhampyr	Cunning & Cold	+1 AGI +1 PRE

## ACTIONS GAINED

Agility Modifier	Defensive Action	Combat Action
+1	1	0
+2	1	1
+3	2	1
+4	2	2
+5	3	2
+6	3	3

## WOUND ADJUSTMENT BASED ON TYPE

Attribute Modifier	Wound Adjustment
+1/+2	+1 Grievous
+3	+1 Hurt
+4	+1 Bruised
-2	-1 Bruised
-3	-2 Bruised
-4	-1 Hurt

## PHYSICAL ATTRIBUTES

**Strength**                      **Agility**                      **Constitution**

## MENTAL ATTRIBUTES

**Intellect**                      **Willpower**                      **Perception**

## SOCIAL ATTRIBUTES

**Presence**

### ENCUMBRANCE

Strength Modifier	Weight Amount
-6	1 lb.
-5	5 lbs.
-4	10 lbs.
-3	15 lbs.
-2	20 lbs.
-1	30 lbs.
0	40 lbs.
+1	85 lbs.
+2	150 lbs.
+3	250 lbs.
+4	325 lbs.
+5	450 lbs.
+6	650 lbs.

### MALFUNCTION RATING

-4	90%
-3	80%
-2	70%
-1	60%
+0	50%
+1	40%
+2	30%
+3	20%
+4	10%

### PLAYER WEALTH

-4	Destitute	No Lodgings	0 Income.
-3	Semi Destitute	Poor House	4s/week.
-2	Poor	Single Room	7s/week.
-1	Journeyman	A room above his work or guild	1£/week.
0	Middle Class	Boarding House	4£/week.
+1	Lower Genteel	Small Flat	10£/week.
+2	Genteel	Town Home	20£/week.
+3	High Class	Skyrise Suite	40£/week.
+4	Noble	Estate	80£/week.

### AMMUNITION

Name	Cost
Arrow (12)	1£
Bolt (12)	1£
Brand Fuel (8 uses)	5£
Cannonball (1)	5£
Maxim Shot (500)	5£
Pistol Ammo (16)	1£
Revolver Bullets (12)	1£
Rifle Rounds (8)	1£
Shotgun Shells (8)	1£

### CURATIVES

Name	Cost	Weight
Antidote	Varies	
First Aid Kit	1£	1lb
Field Trauma Kit	5£	2lb
Pain-B-Gone	2£	
Remarkable Revitalizer	2£	

### EXOTIC ITEMS

Name	Cost	Weight
Daystar Gear	5£	8lb
Dwarf Skull Illuminated Lager	1£	1lb
Librarium Reciever	150£	5lb
Machina Resistant Garments	3£	5lb
Traveling papers	Varies	
Vampire Hunters Kit	5£	5lb

### FARES/LODGINGS

Type	Distance per turn	Cost
Horse	80 ft	60£ (owned)
Carriage ride	60 ft	1s/mile
Cab ride	150 ft	5s/mile
Train ride	2 miles	2s/mile
Boat ride	2 miles	2s/mile
Airship ride	10 miles	2£/mile

### PROPERTY

Name	Cost per Month
Shack	1£
Boarding/Guild House	2£
Small Flat	10£
Townhouse (1-2 Bed)	32£
House (3-4 Bed)	52£
Skyrise Suite	64£
Estate	150£



## KNOWN ECHOES

**01-10:** The heavens open. High above the Wyrds head the sky tears itself apart and through the jagged hole a swarm of alien creatures bursts forth. They sweep over the area attacking any and all living creatures within 100 ft. This deals +1 elemental damage of whatever element type the GM wishes. After 10 rounds the swarm dies, desiccated and drained, unable to survive in our alien atmosphere.

**11-20:** The totem explodes, soundlessly, violently. It explodes like a **Grenade** but no fire is seen, no damage is dealt. The area is instead filled with the cold vacuum of space. Creatures move at 1/3 normal movement and are subject to the rules of **Suffocation** while within the blast vicinity. The area is intensely cold and all creatures within suffer + 1 cold damage per round/minute for the next ten rounds/minutes if they remain within the effect. The Wyrd takes two Stress and is **Stunned** on the spot for those ten rounds/minutes, as his mind is viciously assaulted by alien symbols and unfathomable language.

**21-30:** The totem glows with a radiant luminescence, and emits a beam straight into the clouds. No matter what time of day or night it is, the stars become visible, bright, and impossibly close. A strange mechanical object, alien in every way, plummets out of the sky, crashing down directly in front of the Wyrd. After a moment, lights start to flash on the device and it begins to beep. In 1d10 rounds the strange object explodes in a devastating blast. All creatures and objects within 200 ft. are caught in the explosion and take +4 damage.

**31-40:** The totem reacts oddly as the Wyrd attempts to invoke the hex. This echo affects each totem differently; some dissolve into sand or melt into hot wax. Some explode into fragments of obsidian; some burst into a swarm of fat bodied spiders. The hex then backfires on the Wyrd. If the hex would negatively affect another creature, it instead affects the Wyrd. If the hex is defensive or designed to assist the Wyrd it instead inflicts a random offensive hex of the GM's choosing. This destroys the totem.

**41-50:** The Wyrd's dabbling has caught the attention of a being unfathomable to mortal comprehension. The color drains from the totem leaving it dead black, while the air around the Wyrd becomes heavy and thick. A rift forms in front of the Wyrd, a gate opens, and through it passes a creature only seen in our most deranged nightmares: a spawn of the Old Ones. Which spawn enters our world, and from which old one is at the discretion of the GM. The spawn knows the Wyrd is what brought it to this world, and it tears at the Wyrds mind, invading it, ripping the information it wants from the deepest recesses of the Wyrds subconscious. The process is excruciatingly invasive, and the Wyrd takes two Stress damage before the creature even takes its first action. After that, the spawn may do anything the GM wishes. It may teleport away, it may explore the area, or it may feel hungry and attack.

**51-60:** The totem explodes in a brilliant light that **Blinds** all creatures within 60 ft. for one round. When the characters regain their sight, they find they've been teleported away to some other location in this world within 100 miles. This teleportation doesn't physically harm the characters, nor will they be teleported into someplace immediately dangerous (the bottom of the ocean, a mile above the ground, inside a tree, etc.). The Wyrd is shaken beyond measure as well as disoriented. He suffers from the **Chronic Pain** flaw (-2 to all actions) for the rest of the scene.

**61-70:** The totem begins to emit a strange and terrible sound. It alternates between pitches so high they can cause your ears to bleed, and so low they shake the earth. All creatures within 300 ft. suffer from the **Chronic Pain** flaw (-2 to all actions), and take +1 damage (ignores Armor and magical protection). The ground bucks and sinks, causing it to be treated as **Difficult Terrain**. This lasts until the totem is destroyed. The totem will be destroyed after taking 10 points of damage. In this altered state it is more fragile; treat it as having no resistances and is no longer treated as its original material.

**71-80:** The area around the Wyrd appears to melt, leaves begin to drip off the trees, people melt like wax sculptures and the ground becomes soft and pliant. The dripping remnants of the Wyrds melted world begin to collect in a pool in front of the Wyrd. Time slows to a stop. Without warning, a creature, roughly resembling the Wyrd, pulls himself from the waxy puddle and faces the Wyrd. The creature is a version of the Wyrd that never got to exist, and now intends to take the Wyrds place, by force if need be.

The GM should convey this to the Wyrd's player in whatever matter the GM deems appropriate. The Doppelganger will have all the same basic statistics as the Wyrd, but the perks, equipment, etc. can be different. The Doppelganger will fight to the death. If it succeeds, it will forcibly exile the Wyrd from the world and take his place, leaving the Wyrd to languish for all eternity in the cold nothingness of unreality.

**81-90:** The totem turns a mute pale grey, and trembles in the Wyrd's hand. Sudden ragged tears appear in the air around the scene, and a thick grey fog begins to spill out. The fog covers and clings to everything in a 500 ft. radius. All plants caught in the fog become pale and brittle to the touch. All food affected crumbles into dust and ash. All animals grow frail and sickly. Any unfortunate people caught in the fog are inflicted two diseases (GM's choice). These diseases and effects are permanent, and nothing short of magical means can cure the afflicted or their land.

**91-100:** Roll twice for two effects.

## KNOWN ABSCESSSES

**01-10:** Portions of the warlock's body swell and pulse with blood infused with flux, causing the warlock to be Stunned and causing Chronic Pain -4 for the remainder of the scene.

**11-20:** The warlock begins to violently vomit forth inhuman amounts of blood in a cone that takes on the elemental properties of the GM's choice, dealing +3 damage to all creatures including the warlock in a 60 ft. **Spray**.

**21-30:** The warlock's body begins to bleed uncontrollably from his pores. The blood that touches the ground pools then surges forward in every direction in a blast 100 ft. wide. The blood erodes and weakens physical material giving the scene the **Dilapidated** template and living creatures in the area are affected with a disease of the GM's choice including the warlock.

**31-40:** The warlock's body seems to swell disproportionately to an alarming size, his clothes tear, and his armor cracks and breaks away as his body grows morbidly huge. Finally the warlock seems to erupt, showering a 40 ft. area with thick puss and steaming bile. Creatures caught in the blast take +3 acid damage, and any animal or plant with less than human intelligence grow feral and attack any living thing they encounter. Plants gain the **Entangle** template, and whip and lash out at creatures around them. The warlock himself barely survives, and he loses all but one point of Constitution. His clothes and items need to be recovered and it is up to the GM whether they have suffered structural damage from being caught in the blast.

**41-50:** The warlock's body shrivels and he becomes desiccated and feeble as the blood and flux in his body is leeched away to an unknown entity or plane. He takes the **Chronic Pain** flaw -2 for the duration of the day and can't cast any spells or use any ability that requires the **Bloodline** perk for the rest of the day.

**51-60:** The warlock's spell fails in a shower of blood and viscera that spill out in a pool in front of him. The blood ripples, and from within it, a creature rises of the GM's choosing, summoned forth from the failed spell. The creature will always attack the warlock, as it smells the tainted flux and mortal frailty that forced it to this place. A creature summoned in this way will follow the warlock relentlessly till it is destroyed or returned to its previous locale.

**61-70:** The spell fails in a flash of lights and smoke, the warlock's blood evaporates into the air, leaving behind rising clouds of shimmering flux that begin to spread out over the scene (max range 1 mile/level of failure). The flux clouds grow dark and began to release thick oily rain. As well as being heavy and uncomfortable, the rain causes any spell or incantation cast to critically fail on a roll that is either all - or all +. Also any artifact or artifice item will not function in the rain as its delicate workings are gummed up by the sludge. This effect lasts for 1 hour per level of failure.

**71-80:** The warlock's blood ceases its half formed spell and begins to form a gruesome vortex, and from it strange tentacles covered in gore and blood slither forth. The tentacles are accompanied by strange and disturbing noises that seem almost like speech. Any creatures in a 120 ft. radius including the warlock are immediately **Tangled** and pulled toward the swirling portal to an unknown fate. The tentacles can be escaped with an opposed **Brawl** roll (difficulty **Brawl** +3), or they can be severed. Each tentacle has 5 Constitution and an Armor of +3. If a creature does not escape the tentacle within 4 rounds it is transported away and the portal closes. The creature will reappear within the next fortnight shaken and having only 1 Constitution, 1 Stress and 1 Ego remaining. The creature remembers nothing of their time away except strange and nightmarish fragments. Teeth in the darkness, the flayed and mutilated bodies of their loved ones, and constant shrieking that could be screams as easily as it could be laughter. The GM may also impose a phobia or other flaw as he sees appropriate.

**81-90:** The warlock's body begins to hemorrhage, expelling massive amounts of blood saturated with flux. The warlock experiences great amounts of pain as almost all of his blood forcibly leaves his body. The warlock's blood flies wildly around landing on the ground and exploding in an elemental type of the GM's choosing. This effect covers a 120 ft. radius and creates a number of explosions equal to the warlock's level of failure, with each explosion mimicking the effect of a **Grenade**. The warlock loses all but 1 point of Constitution and may not cast spells for 1 day per level of failure till his body regains the blood and flux needed to power his spells.

**91-100:** Roll twice for two separate effects.

## KNOWN PARADOXES

**01-10:** The incantation fizzles out of existence in a dramatic and shocking display of light and sound, **Dazing** you and anyone within 10 ft. of you.

**11-20:** The incantation causes the element of the spell you cast, as well as any other elemental effects within a 60 ft. radius to shift to the opposite elemental type.

*Example: A tornado becomes a whirling maelstrom of rock and sand, a puddle becomes a pool of magma etc.*

**21-30:** The incantation backfires and begins to consume the flux in your body, dealing +2 damage to you. This damage ignores Armor.

**31-40:** The incantation causes a rip in the fabric of reality that spills forth with random creatures and objects chosen by the GM and reduces the flux in the scene to -4 for the remainder of the scene.

**41-50:** The incantation causes the space around you to warp and change, making the scene gain difficult terrain.

**51-60:** The incantation teleports you to a random location within the scene usually the most inconvenient. It is not uncommon for this effect to cause a character to appear mid-air and fall or to appear inside an object or wall.

**61-70:** The incantation disperses in a strange rippling cloud of flux 30 ft. wide. The cloud has the properties of a poison or drug, as chosen by the GM.

**71-80:** The incantation erupts and causes an explosion as a grenade of the elemental choice of your GM.

**81-90:** The incantation changes all creatures within a 100 yard radius into harmless animals for the duration of the scene. As animals, the characters may still speak and use abilities but physical stats and equipment are reduced or unusable.

**91-100:** Roll for 2 effects.

## MALFUNCTIONS

**01-10:** The Machina overheats, doing +1 damage to any character wielding it. If the device was a projectile, it explodes before it can be thrown or fired, dealing +1 damage to the user.

**11-20:** The Machina begins to buzz with strange energy, causing loose items to fly toward the user. The user takes +3 damage from the debris.

**21-30:** The Machina vibrates and discharges strange purple and green energy that spawns 1 Gremlin per level of failure. The newly spawned beasts, upset that they have been forced to this new place, go mad and attack the user.

**31-40:** The Machina billows smoke and makes a tremendous amount of noise. This causes the user to be **Blinded** and **Deafened** for 1 round/minute per level of the failure.

**41-50:** The Machina spews out thick oily sludge that causes a 30 ft. blast centered on the user. All creatures struck with the blast suffer from **Difficult Terrain**.

**51-60:** The Machina erupts in a burst of strange energy, destroying all Artifice items in a 10 ft. radius.

**61-70:** The Machina explodes in a fiery blast doing +3 damage to everything within 10 ft., and destroying the device.

**71-80:** The Machina hums and glows with a strange prismatic energy and disappears in a cloud of green and violet fog, taking the user with it. The user and device reappear 1 round/hour later per level of failure. The user is frozen almost solid, and is on her last very Grievous wound in Constitution and Stress. She can only remember the darkness, thick and deep, and the lingering mental echoes of horrors beyond the stars.

**81-90:** The Machina creates a feedback of strange energy, paralyzing the user and causing him to be **Stunned** for 1 round/minute per level of failure.

**91-99:** Roll 1 additional failure.

**100:** Roll 2 additional failures.

## KAOS MATRIX

**01-10:** The ammo takes on a random elemental type. Roll the percentile dice again and consult the following table to determine the element.

01-10	Fire
11-20	Cold
21-30	Sonic
31-40	Electric
41-50	Non-Lethal (Knocks the target <b>Prone</b> )
51-60	Acid
61-70	<b>Armor Piercing +2</b>
71-80	Gravity Disruption (target floats up 110 ft./level of damage ignoring Armor and then falls)
81-90	Roll Twice
91-100	Deals 3 times normal damage and 1/4 original damage to the wielder from feedback.

**11-20:** The shooter is transported 10 ft./level of damage in a random direction, but is aware of their new position immediately, and takes no penalties to farther actions.

**21-30:** The projectile explodes in a burst of violet energy dealing its damage to all within 15 ft..

**31-40:** The projectile is coated in prismatic energy and deals Stress damage instead of Constitution damage.

**41-50:** The projectile seems to tear violently through the target's tether to time and space, reopening old wounds and adding **Bleed** damage.

**51-60:** The target is **Dazed** for 1 round per level of damage, as the projectile hums at strange and disorienting frequencies above the target.

**61-70:** A portal opens above the target, and a number of strange tentacles equal to the level of damage descend upon him or her. The tentacles attack the target relentlessly, and attempt to draw him into the nether. The tentacles have a **Brawl** of +3 and a Strength of +2. If the target is grabbed he must make an opposed Strength/Agility roll or be pulled into the nether in 2 rounds, never to be seen again.

**71-80:** Time fractures along the path of the projectile damaging everyone within a line from the shooter to the target, dealing +0 damage that ignores Armor.

**81-90:** The projectile stops midway to the target and hangs there in space for 10 rounds/minutes before continuing on its normal course. Anyone who touches the projectile takes damage as though it had just been fired.

**91-100:** Roll twice ignoring 91-100

## BLUNT WEAPONS

Name	Damage	Parry/Block	Critical Success	Critical Failure	Weapon Property	Str Req	Weight	Cost
Knuckleduster	1	-1	Blackout		Fast/Concealable	0	1 lb	5s
Billy Club	1	0				0	2 lbs	2£
Blackjack	1	-1	Blackout		Fast/Concealable	0	2 lbs	15s
Object (chair, table etc)	+1/+2	0		Fragile	Slow	Varies	Varies	Varies
Club	1	-1				0	3 lbs	nil
Morningstar	2	0	+2		Bleed 1	2	5 lbs	2£
Sharur	3	-1	+3		Slow/Reach/Bleed 1	3	8 lbs	6£
Flail	1	-1			Ignore Shield	0	4 lbs	2£
War Flail	2	-2	+2		Reach/Ignore Shield	2	6 lbs	6£
Meteor Hammer	1	0	Stunned	Tangled	Reach	0	6 lbs	2£
Warhammer	2	0				1	5 lbs	3£
Maul	4	-1	+3		Reach/Slow	3	8 lbs	6£
Quarterstaff	2	2	Disarm		Reach	1	2 lbs	Varies
Collapsible Baton	1	1				0	2 lbs	7£

## EXOTIC WEAPONS

Name	Damage	Template	Critical Failure	Critical Success	Weight	Cost	Range (yds)	Clip	Ammo Type
Axe Shotgun	Axe:2 Gun:3	Scatter/ Inaccurate/ Fragile	Firearm		6 lbs	15£	5/10/20	2	Shotgun
Brand	3	Spray/ Volatile	Firearm	Sets Target Ablaze (Fire)	20 lbs	20£	4/8/16	8 uses	Brand Fuel
Meat hook	2	Reach		Bleeding +1	3 lbs	10£			
Pistol Sword	Sword:2 Gun:2	Fragile/ Jams on failure to hit	Firearm		4 lbs	15£	10/20/45	6	Pistol
Shotgun Gauntlet	Brawl:1 Gun:3	Scatter/ Inaccurate			2 lbs	10£	2/4/8	2	Shotgun
Spear of the Heavens	2 (Electric)	Reach		Vorpal	10 lbs	20£			
Trigun	2/4/6	Scatter/ Inaccurate	Firearm		12 lbs	20£	5/10/20	3	Shotgun

## ARMOR

Name	Class	Bullet Resistant	Defense	Str Req	Weight	Cost
Cloth coat	Light	0	1	0	3 lbs	3£
Studded leather Armor	Light	0	2	1	20 lbs	6£
Hardened Leather Duster	Light	1	2	1	20 lbs	9£
Engineer Suit	Light	2	2	2	25 lbs	12£
Chainmail	Heavy	0	3	2	40 lbs	12£
Brigandine Suit	Heavy	1	4	3	60 lbs	20£
Bulletproof Vest	Light	3	1	0	5 lbs	25£
Shield		1	2	1	10 lbs	8£
Retractable shield		1	2	1	12 lbs	12£
Armor of Illumination	Heavy	2	2 (+3 vs electricity)	2	30 lbs	30£

## RANGED WEAPONS

Name	Damage	Critical Success	Stat Req	Range (yds)	Class	Ammo Type	Template	Clip	Weight	Cost
Derringer	0		0 Agi	10/20/40	Light	Pistol	Concealable	2	0.5 lbs	3£
Mearouvian Knuckle Gun	1	Firearm	0 Agi	2/4/8	Light	Pistol		1	1 lbs	2£
Napoleonic Snub	1	Firearm	0 Agi	5/10/20	Light	Revolver		5	2 lbs	4£
Pistol	2	Firearm	1 Agi	10/20/40	Light	Pistol	Jams on Fail to hit	8	3 lbs	6£
Bulldog Revolver	3	Firearm	1 Agi	10/20/40	Heavy	Revolver	Inaccurate	6	2 lbs	8£
Revolver	2		0 Agi	15/30/60	Heavy	Revolver		6	2 lbs	15£
Shotgun	3	Firearm	0 Agi	5/10/20	Heavy	Shotgun	Scatter/ Inaccurate	2	8 lbs	10£
Sawed Off	2		0 Agi	5/10/15	Heavy	Shotgun	One Handed/ Inaccurate	2	4 lbs	10£
Cane Shotgun	2	Firearm	0 Agi	2/4/8	Heavy	Shotgun	Scatter/ Inaccurate	2	3 lbs	10£
Rifle	2	Firearm	2 Agi	25/50/ 100	Light	Rifle		1	8 lbs	10£
Military Rifle	3	Firearm	2 Agi	50/100/ 200	Heavy	Rifle	Slow	5	9 lbs	15£
Manstopper Carbine	4	Firearm	3 Agi	30/60/ 120	Heavy	Rifle	Inaccurate	8	10 lbs	20£
Maxim Gun	5	Firearm	3 Agi 3 Str	60/120/ 300	Heavy	Maxim Shot	Spray/ Inaccurate	250	60 lbs	50£
Cannon	6	Firearm	3 Agi 3 Str	100/200/ 400	Heavy	Cannon- ball	Blast/ Inaccurate	1	950 lbs	70£
Grenade	1		1 Agi	Thrown			Grenade		0.5lbs	1£
Freon Grenade	1		1 Agi	Thrown			Grenade/ Cold		0.5 lbs	15s
Coal Dust Grenade	1		1 Agi	Thrown			Grenade/Fire		0.5 lbs	15s
Arc Grenade	1		1 Agi	Thrown			Grenade/ Electric		0.5 lbs	15s
Dwarven Fire flask	1		1 Agi	Thrown			Grenade/Fire		0.5 lbs	2£
Crossbow	3		1 Agi	25/50/ 100	Light	Bolt	Armor Piercing +2/ Slow	1	10 lbs	8 £
Bow	2		2 Str	20/40/80	Light	Arrow		1	4 lbs	5£

## GENERAL EQUIPMENT

Name	Value	Weight
Adventurers gear	3£	15 lbs
Backpack	1£	1 lbs
Bandolier	5s	.5 lbs
Bicycle	5£	25 lbs
Binoculars	3£	1 lbs
Camera	5£	2 lbs

Name	Value	Weight
Camping dishes	5s	4 lbs
Candles	1s each	0.1 lbs
Canteen (1 day worth)	1s	0.5 lbs
Chain 25 ft	3s	3 lbs
Climbing gear/tools	3£	5 lbs
Compass	1£	0.2 lbs
Culinary spices	1s	0.1 lbs

Name	Value	Weight
Dice	3s	0.1 lbs
Dice (loaded)	5£	0.2 lbs
Disguise kit	3£	5 lbs
Diving snorkle	1£	0.5 lbs
Engineers tools	5£	8 lbs
Fine hat (variety)	1£	Varies
Fishhooks and line	2s	0.5 lbs
Glue/solvent	1£	0.5 lbs
Hammer	5s	1 lbs
Handcuffs	1£	1 lbs
Heavy coat	1£	3 lbs
Heavy gloves	3s	1 lbs
Hemp rope 50 ft	1s	4 lbs
High class clothes	3£	2 lbs
Inkpen	2s	0.1 lbs
Instalight pellets	2£	0.5 lbs
Investigation Tools	3£	3 lbs
Lighter	2s	0.2 lbs
Lock	5s	1 lb
Lockpick set	3£	1 lbs
Low class clothes	1s	1 lbs
Magnifying glass	1£	0.5 lbs
Matches (pack)	1s	0.1 lbs

Name	Value	Weight
Mirror	5s	1 lb
Nails	1s/5 nails	0.2 lbs
Needle and thread	1s	0.2 lbs
Notebook or paper	3s	0.5 lbs
Oil (per use)	1s	1 lbs
Oil lamp	5s	2 lbs
Parasol	3s	1 lb
Pipe	2s	0.5 lbs
Playing cards	3s	0.5 lbs
Pocket knife	1£	0.5 lbs
Poison ring	1£	0.2 lbs
Poisoned Sheath	5 £	1 lb
Rolling Papers	2s	0.1 lbs
Silk rope 50 ft	1s	1 lb
Sleeping bag	5s	2 lbs
Smoke sticks (5)	1£	1 lb
Snare kit	3£	3 lbs
Spell Components	5 £	3 lbs
Timepiece	1£	0.5 lbs
Tobacco (pouch)	5s	0.1 lbs
Torch	3£	1 lbs
Vials	1s each	0.1 lbs

## EDGED WEAPONS

Name	Damage	Parry/Block	Critical Success	Critical Failure	Weapon Property	Str Req	Weight	Cost
Stiletto	1	0	Bleed +1		Armor Piercing -2	0	1 lb	10s
Straight Razor	1	0			Concealable/Fast	0	1 lb	5s
Rapier	2	2	Armor Piercing +3		Fast	0	2 lb	3£
Sabre	2	1	Disarm			1	3 lbs	4£
Broadsword	3	1	+2			2	4 lbs	3£
Greatsword	4	-1	Cleave		Slow/Reach	3	7 lbs	8£
Hand Axe	2	-1			Thrown	1	1 lbs	3£
Greataxe	4	-2	Vorpal		Slow/Reach	3	6 lbs	8£
Sickle	2	1	+1			1	2 lbs	1£
Scythe	3	-2	Vorpal		Reach	2	7 lbs	2£
Spear	2	0			Reach/Impale	1	3 lbs	1£
Trident	2	2	Sustained		Reach/Impale/Slow	2	5 lbs	3£
Polearm	3	0			Reach/Slow	2	7 lbs	2£
Sword Cane	2	1	+1		Concealable/Fast	0	2 lbs	3£
Collapsible Sword	2	1				1	3 Lbs	8£
Collapsible Spear	2	0				2	4 lbs	6£
Katana	3	2	Vorpal			1	2 lbs	15£
Cleaver	1	0			Bleed/Fragile	1	1 lbs	5s

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# - CHARACTER SHEET -

CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_ RACE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

CONCEPT \_\_\_\_\_ LOWER SELF \_\_\_\_\_ HIGHER SELF \_\_\_\_\_

## - SKILLS -

Animal Handling (Pre)    
 Athletics (Agi/Str)    
 Brawl (Str)    
 Chemistry (Int)    
 Deduction (Per)    
 Discipline (Wil)    
 Drive/Pilot (Agi)    
 Marksmanship (Agi)    
 \_\_\_\_\_    
 \_\_\_\_\_    
 \_\_\_\_\_

Mechanics (Agi/Int)    
 Mercantile (Int/Pre)    
 Occult (Int)    
 Persuasion (Pre)    
 Profession (Int)    
 \_\_\_\_\_    
 Search (Per)    
 Stealth (Agi)    
 Subterfuge (Pre)    
 Survival (Fort)    
 Thrown (Agi)

First Aid (Int/Agi)    
 Intimidation (Str/Pre)    
 Knowledge (Int)    
 \_\_\_\_\_    
 \_\_\_\_\_    
 \_\_\_\_\_

Weapon Skill (Str)

## - SUPERNATURAL -

Legerdmain (Agi)    
 Linguistics (Int)    
 \_\_\_\_\_    
 \_\_\_\_\_    
 \_\_\_\_\_

Channeling (Pre)    
 Engineering (Int)    
 Focus (Wil)    
 Incantation (Int)    
 Petitioning (Wil)

## - ACTIONS -

Offensive  Defensive

## - ATTRIBUTES -

-/+ Temp

Strength    
 Agility    
 Fortitude    
 Intellect    
 Willpower    
 Perception    
 Presence

EXPERIENCE  DESTINY

## - WOUNDS -

Constitution

## Stress

Stress

## Ego

## - ARMAMENTS -

Damage  Critical  Effects  Weight

Damage  Critical  Effects  Weight

Damage  Critical  Effects  Weight

## - AMMO -

Type  Amount

Type  Amount

Type  Amount

## - ARMOR -

Name  Defense  BR  Weight

Name  Defense  BR  Weight

Name  Defense  BR  Weight



- PERKS -

- FLAWS -

- GEAR -

- WEIGHT -

- WEALTH -  
£ \_\_\_\_\_s

- INCOME -  
£ \_\_\_\_\_s

- LODGING -

- NOTES -

- RACIAL PERKS -

- RACIAL FLAWS -

- MAGIC SCHOOLS -

&  
- ARTIFICE HOUSES -

- SUPERNATURAL PERKS -

CARRYING CAPACITY \_\_\_\_\_ / \_\_\_\_\_

# EMPIRES OF BLOOD AND STEAM

STEAMPUNK, ELDER GODS, DRUNK DWARVES, EXPLOSION OBSESSED GOBLINS, EACH STEP A STEP TOWARDS MADNESS. WHAT MORE COULD YOU WANT?

DO YOU WANT SPELLS? HOW ABOUT A SPELL SYSTEM THAT LETS YOU BUILD 46,990,794,207 DIFFERENT SPELLS FROM JUST THE 12 SPELL SCHOOLS ALONE.

MECHANIKA: EMPIRES OF BLOOD AND STEAM HAS BUILT AN ALTERNATE UNIVERSE VERSION OF THE EARTH YOU KNOW BASED ON THE ORIGINAL WORKS OF H.P. LOVECRAFT. A WORLD WHERE THE ELDER GODS AND THE FAE DID BATTLE HERE ON EARTH AND WE HAVE WORKED TO STAY ALIVE. A WORLD WHERE HUMAN IS NO LONGER THE TOP OF THE FOOD CHAIN.

MECHANIKA ISN'T A WORLD YOU'RE LIKELY TO SURVIVE. BUT IT IS A WORLD THAT YOU'LL TAKE THAT DESCENT INTO DEATH OR MADNESS WITH A GRIN AND A WEAPON.



GAME MASTER AND PLAYER GUIDE ALL IN ONE.