Magic Guide

##Enchanter who worships the All-Being.

Overview

See pg: 35 and 72 in the Kingdom core book for a full Magic Skill Roll write up.

> Any character with a Magic Trait may perform magic by making a Magic Skill Roll.

Magic Skill Rolls are designed to encourage creativity, to keep the story moving forward, and to add unexpected twists.

Magic Types

Magic cannot do everything, and each different type of magic has specific spheres of effect. Each type of magic is talked about in greater detail on pages: ## – ##.

> Magic Skill Rolls may NEVER perform an effect outside these spheres.

- » **Alchemy =** Chemicals, divine magic (ancient technology) and elements.
- » **All-Power =** Body, defence, healing and wisdom.
- » **Druidic =** Life, Wylding animals and Wylding plants.
- » **Enchantment =** Mind and time.
- » **Ta'Di Spirit Shaman =** Energy, history and spirits.

Creativity

As with all Skill Rolls PCs are required to describe their approach, select an appropriate Skill, and make sure they have the required tools and time needed to perform their attempted Magic Skill Roll.

Approach & Skill Choice

While all types of magic can be used with any Skill, specific types of magic may make more frequent use of particular Skills (▶) as they strongly align with their spheres of effect. More exotic/rarer uses of magic will make use of alternative skills.

- » **Alchemy =** Apothecary, Production and Metallurgy.
- » **All-Power =** Resolve, Physical and Apothecary.
- » **Druidic =** Apothecary, Fauna and Forestry.
- » **Enchantment =** Persuasion, Leadership, Resolve and Philosophy.
- » **Ta'Di Spirit Shaman =** Pathfinding, Heraldry, Fauna and Forestry.

Some skills may (✖) may have very few, or no, options for some magic types, but they may still assist with magical knowledge.

Most PCs will wish to perform their Magic Skill Rolls with their Skill that has the highest bonus. This will result in PCs attempting to perform magic in a way that fits the nature of that Skill and the type of Magic that they have, ideally resulting in high amounts of creative problem solving, as they must articulate an approach that justifies the combined use of their magic and desired Skill.

Tools, Knowledge & Time

GMs are able to provide more structure than just vetting their PCs approach and required Magic Skill Roll. They can require PCs to make use of specific Arcane Tools (ie: Skill Toolboxes, Rare Trade Goods, or specific components), Knowledge, and set the amount of time that a Magic Skill Roll attempt will require. All of these restrictions should be conveyed to the PC before they make their Magic Skill Roll.

Specific Rare Tools like Arcanium and Wylding (see pg: 65 in the Kingdom core book) are appropriate for powerful and object creation Magic Skill Rolls. GMs may alter the tone of magic in their game by placing greater, or lesser, emphasis on Tools (especially specific exotic components, as they can only be gained through in-game actions and not Spare Time Rolls).

Powerful magics may require the caster to spend Knowledge, and should take some time to perform. GMs should define the amount of time required that fits the pacing of the current story. Generally, the greater the size and duration of the attempted magic, the longer the amount of casting time.
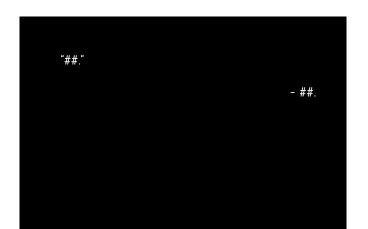
Pushing the Story Forward

As Kingdom's stories commonly revolve around exploration and mystery it will not be uncommon for PCs to feel stuck when they run up against a barrier. At these times GMs might be tempted to intervene by having an external force (ie: an event or advice giving NPC) prod the PCs forward. GMs are encouraged to hold off using these narrative tools for a little longer and to encourage their PCs to attempt a creative Magic Skill Roll.

Optional: High Risk & High Reward

According to the default Fragged Kingdom rules, GMs are encouraged to not give their magic using PCs too much more narrative power over their non-magic using PCs. This can be a difficult balance to strike, as Magic Skill Rolls have the potential to give a PC a large amount of narrative control over the world and the story. To curb some of these risks GMs may wish to implement a simple 'high risk, high reward' approach to Magic Skill Rolls.

- » Increase the difficulty of all Magic Skill Rolls by 2.
  - » Typical Skill Roll Difficulty: 14 – 16 (normally 12 –14).
- » Successful rolls should be impactful/powerful.
- » Failed Rolls should have unwanted consequences.

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Alchemy

See pg: 35 in the Kingdom core book for a full Alchemy Skill Roll write up.

"Alchemy, the tools and blood of gods. Used by holy priests, adventure seeking mages, burly craftsmen, and cunning street charlatans. But who is which is often hard to say."

– Abel Sparkness, Exiled Forge Priest of Dray.

Spheres of Effect

Alchemists specialize in crafting potions and interacting with divine magic, especially those mechanical and elemental in nature.

» Chemicals.
» Divine magic (ancient technology).
» Elements.

The Truth: Alchemists derive their 'magical powers' from the use of ancient sci-fi technologies.

Tools

The magical effects that a alchemist can achieve are HIGHLY dependent on what tools they have access to, more than any other magic.

Toolboxes & Workshops

All alchemist characters are assumed to have alchemical components in all Toolboxes and Workshops that they acquire.

» Toolboxes may be used to perform minor Magic Rolls.
» Workshops may be used to perform complex Magic Rolls.

Weapons & Utility Items

Alchemical Weapons and Potion Utility Items make very effective Tools for potent Magic Rolls that match their element (ie: fire, electricity, etc…), especially if they are to deal damage.

» Alchemy Weapons and Potion Utility Items may be used to perform potent Magic Rolls that match their element.
» GMs may require casting character to spend 1 or more Ammo/ Uses (representing the use of potion) to attempt a Magic Roll.

Trade Goods

» Potions can be spent as a substitute for any Toolbox or Workshop for a single Magic Roll.
» Spending Quality Trade Goods may be required to make Magic Rolls that are connected to alchemical technologies.
» Spending Arcanium may be required to interact with advanced alchemical/divine technologies.
» Wylding may be spent to justify most organic alchemy effects, but it is very dangerous to work with.

Specific Components

On occasion the GM may require very specific components for very specific Magic Rolls. These may be mundane (ie: crushed bird bones, mixed with fresh cold water) or very complex (ie: the Arcanium core from a specific type of Child of Pol).

Example Magic Skill Rolls

Persuasion
» Brew truth potion (Workshop).
Leadership
» Brew potion of terror (Workshop).
✕ Streetwise
Pathfinding
» Craft weather detector (2 Arcanium and Workshop).
Stealth
» Brew a pot of invisible ink (Workshop).
» Disguise the nature of one of your potions (Toolbox).
Resolve
» Brew potion of foolish bravery (Workshop).
Physical
» Brew potion of endurance (Toolbox).
Awareness
» Brew potion of exploding light or smoke (Light/Darkness Weapon or Workshop).

▶ Apothecary
» Brew alchemical nullifying potion (Null Weapon or Workshop).
» Brew antidote (Workshop).
» Brew basic healing potion (Utility Item or Workshop).
» Brew complex healing potion (1 Knowledge and Workshop).
» Brew fire bomb (Fire Weapon or Toolbox).
» Brew poison (Poison Weapon or Workshop).
» Brew potion of exploding light or smoke (Light/Darkness Weapon or Workshop).
» Dilute poison (Toolbox).
Philosophy
» Brew sleeping potion (Workshop).
Heraldry
» Check for royal Ancestry (1 Knowledge and Workshop).
Stewardship
» Duplicate gold (1 Treasure (gold) and Workshop).
▶ Construction
» Craft an alchemical trap (Alchemical Weapon and Workshop).
» Craft an ice chest (Ice Weapon and Workshop).
» Craft fire resistant cloth/wood (Workshop).
» Make building invisible (8 Arcanium and Workshop).
▶ Metallurgy
» Brew fire bomb (Fire Weapon or Toolbox).
» Clean away rust with an acid dip (Toolbox).
» Craft a disguised door (2 Arcanium and Workshop).
» Craft lightning rod (Lightning Weapon and Workshop).
» Craft magnetic orb (Force Weapon and Workshop).
» Repair and/or Reactivate a Child of Pol (1-3 Arcanium and Toolbox).
» Repair divine artefact (1-3 Arcanium and Toolbox).
Fauna
» Brew poison (Poison Weapon or Workshop).
Forestry
» Brew plant-killing potion (Poison Weapon or Toolbox).
» Brew poison (Poison Weapon or Workshop).

All-Power

See pg: 36 in the Kingdom core book for a full All-Power Skill Roll write up.

"The All-Being first revealed himself to the angelic Remnant, now he has opened his arms to all who would follow him."

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Spheres of Effect

All-Power is a magical energy that flows from the All-Being deity into his servants. It is always used to heal and protect, and cannot be used to cause direct harm.

- » Body.
- » Defence
- » Healing.
- » Wisdom.

The Truth: Nobody knows what the All-Being truly is. Some say it is a benevolent and omnipotent god, others say it is a sentient entity formed by the binding of billions of psionic minds, while others say that it is the X'ion playing a long-con.

Relationship

The All-Power can only be used by those who are currently in good standing with the All-Being.

The true nature, personality and moral code of the All-Being are purposefully ambiguous. Those who worship the All-Being are encouraged to seek out answers to these questions, and GMs are encouraged to add their own spin on the All-Being's true nature.

Tools & Methods

All-Powers very rarely require specific Tools, though they may require specific methods.

Prayer
Many All-Power effects require a short and silent prayer.

Meditation
Many of the most powerful All-Power effects require prayerful and silent meditation.

All-Monk Link
Wielders of the All-Power can create very large magical effects. by linking their minds and souls together through meditation.

Priceless: Simba-Mabwe
These extremely rare (and often mundane looking) objects are imbued with the power of the All-Being, and can be used to perform the most miraculous magical feats.

Specific Actions
At any time the GM may require a specific action for a Magic Roll to be made. These may be mundane (ie: give food to the poor) or very complex (ie: trust in the All-Being to sustain your body for a month without food and water), but they are always an attempt by the All-Being to improve his servant.

Example Magic Skill Rolls

Persuasion
- » Link mind (Meditation).
- » Use calming voice (Prayer).

Leadership
- » Enhance speech volume (Prayer).

Streetwise
- » Detect poverty (Meditation).
- » Locate soul (Meditation).

Pathfinding
- » Guided path (Meditation).

Stealth
- » Silent steps (Prayer).

▶ Resolve
- » Catch arrow (Meditation).
- » Create force wall (Meditation).
- » Float (Prayer).
- » Link mind (Meditation).
- » Resist fire/lightning (Meditation).
- » Resist pain (Meditation).
- » Shield other (Prayer).

▶ Physical
- » Armoured skin (Meditation).
- » Catch arrow (Meditation).
- » Enhance speed (Prayer).
- » Enhance strength (Prayer).
- » Enhanced balance (Prayer).
- » Hold breath (Prayer).
- » Resist fire/lightning/poison (Meditation).
- » Super jump (Prayer).
- » Wall-breaking punch (Meditation).

Awareness
- » Enhance hearing (Meditation).
- » Enhance sight (Prayer).

▶ Apothecary
- » Heal body (Meditation).
- » Heal mind (Meditation).
- » Link life (Meditation).
- » Mass heal (All-Monk Link).
- » Resurrect (Simba-Mabwe).

Philosophy
- » Detect disgusting evil (Meditation).
- » Mass mind ward (All-Monk Link).
- » Ward mind (Meditation).

Heraldry
- » Seek wisdom (Meditation).

✕ Stewardship
✕ Construction
✕ Metallurgy

Fauna
- » Purify food (Prayer).

Forestry
- » Purify food/water (Prayer).

Druidic

See pg: 36 in the Kingdom core book for a full Wylding Skill Roll write up.

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Spheres of Effect

Alchemists specialize in crafting potions and interacting with biological Neph magic known as Wylding..

» Life.
» Wylding animals.
» Wylding plants.

The Truth: Druids derive their 'magical powers' from the use of ancient sci-fi bio-tech technologies.

Tools

Druids have a great deal of flexibility as they require few Tools and their most powerful magic only requires Wylding. But druids should be cautious, as their magic will often have unintended consequences.

Toolboxes & Workshops
All druid characters are assumed to have druidic components in all Toolboxes and Workshops that they acquire.

» Toolboxes will be needed for most Magic Rolls.
» Workshops are only needed for complex Magic Rolls.

Weapons & Utility Items
Wylding Weapons and Potion Utility Items make very effective Tools for potent Magic Rolls that match their nature (ie: poison, bugs, etc...), especially if they are to deal damage.

» Wylding Weapons and Potion Utility Items may be used to perform potent Magic Rolls that match their nature.
» GMs may require casting character to spend 1 or more Ammo/ Uses (representing the use of potion) to attempt a Magic Roll.

Trade Goods
» Potions can be spent as a substitute for any Toolbox or Workshop for a single Magic Roll.
» Wylding must be spent to cast the most powerful druidic magic, and it is very dangerous to work with.

Druid Grove
A group of druids can cast EXTREAMLY powerful spells by linking their bodies together through Wylding

Specific Components
On occasion the GM may require very specific components for very specific Magic Rolls. These may be mundane (ie: dead bodies and fertile soil) or very complex (ie: living Nephilim eggs coated in Wydling tree sap).

Example Magic Skill Rolls

Persuasion
» Speak Nephilim (Toolbox).
» Use unsettling voice (Toolbox).
Leadership
» Use monstrous voice (Toolbox).
✕ Streetwise
Pathfinding
» Clear away undergrowth (Toolbox).
» Create a secret living door (1 Wylding or Workshop).
Stealth
» Disguise druidic magic as alchemy (Toolbox).
Resolve
» Brew potion of foolish bravery (Toolbox).
Physical
» Brew potion of endurance (Toolbox).
» Brew potion of speed (Toolbox).
Awareness
» Brew potion of night vision (Toolbox).

▶ Apothecary
» Alter race (2 Wylding).
» Brew healing potion (Utility Item or Workshop).
» Brew poison (Poison Weapon or Toolbox).
» Cure/create disease (1 Wylding or Workshop).
» Mutate medium/large animal (1 Wylding or Workshop).
» Mutate small animal (Toolbox).
» Regrow limb (1 Wylding).
Philosophy
» Brew potion of madness (1 Wylding or Workshop).
✕ Heraldry
✕ Stewardship
Construction
» Create nest (Toolbox).
» Warp wood (Toolbox).
Metallurgy
» Destroy Arcanium (Toolbox).
▶ Fauna
» Attract Nephilim (Toolbox).
» Brew poison (Poison Weapon).
» Create Nephilim (1-2 Wylding).
» Detect Wylding (Toolbox).
» Mass mutate life (1-4 Wylding and Druid Grove).
» Mutate medium/large animal (1 Wylding, or Workshop).
» Mutate small animal (Toolbox).
▶ Forestry
» Brew poison (Poison Weapon).
» Create forest/jungle (1-6 Wylding and Druid Grove).
» Create fortified nest (1-3 Wylding and Druid Grove).
» Create mountain/swamp/valley (4-9 Wylding and Druid Grove).
» Create tree (Toolbox).
» Detect Wylding (Toolbox).
» Mutate large plant (1 Wylding, Plant Weapon or Workshop).
» Mutate small/medium plant (Toolbox).

Enchantment

See pg: 37 in the Kingdom core book for a full Enchantment Skill Roll write up.

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Spheres of Effect

All-Power is a magical energy that flows from the All-Being deity into his servants. It is always used to heal and protect, and cannot be used to cause direct harm.

 » Mind.
 » Time.

The Truth: Enchantments are psionics.

Tools & Methods

Enchanters rarely require specific Tools, though they may require specific methods.

Toolboxes & Workshops

All enchanter characters are assumed to have Enchantment components (crystals, etc…) in all Toolboxes and Workshops that they acquire.

 » Toolboxes will be needed for complex Magic Rolls.
 » Workshops are only needed for very complex Magic Rolls.

Meditation

Many of the most powerful enchantment effects require long periods of silent meditation. On occasion the GM may require the caster to remain in a meditative state throughout the duration of the magic effect.

Witch Coven

Enchanters can create very large magical effects by linking their minds together through meditation.

Knowledge

 » Knowledge must be spent to cast the most powerful enchantment magics.

Specific Actions

At any time the GM may require a specific action for a Magic Roll to be made. These may be mundane (ie: observe the target for a day) or very complex (ie: gather together a few personal items of importance from the target and several focusing crystals).

Example Magic Skill Rolls

▶ Persuasion
 » Alter personality (1 Knowledge, Workshop and Meditation).
 » Discourage idea (Meditation).
 » Encourage idea.
 » Implant idea (Toolbox).
 » Send message to an enchanter's mind (Meditation).
 » Talk to ghost.

▶ Leadership
 » Crush mind (Witch Coven).
 » Mass discourage idea (Toolbox and Meditation).
 » Mass encourage idea (Meditation).
 » Mass implant idea (Toolbox and Meditation).
 » Spread fear.
 » Spread mass fear (Meditation or Witch Coven).

✕ Streetwise
 Pathfinding
 » Gather information from animals (Meditation).
 Stealth
 » Cloud mind (Toolbox).
 » Mass cloud mind (Toolbox and Meditation).

▶ Resolve
 » Harden mind.
 » Mass rewind time (2-3 Knowledge, Workshop and Witch Coven).
 » Rewind time (1-2 Knowledge and Meditation).
 » Sense future (Toolbox and Meditation).
 » Sense past (Toolbox and Meditation).

✕ Physical
 Awareness
 » Detect enchanter (Meditation).
 » Detect ghosts (Meditation).
 » See through another's eyes (Toolbox and Meditation).

 Apothecary
 » Heal mind (Toolbox).

▶ Philosophy
 » Alter personality (1 Knowledge, Workshop and Meditation).
 » Detect random thoughts.
 » Enslave weak mind (1 Knowledge and Workshop).
 » Heal mind (Toolbox).
 » Link enchanter minds (Meditation).
 Heraldry
 » Rewind time (1-2 Knowledge and Meditation).
 » Sense future (Toolbox and Meditation).
 » Sense past (Toolbox and Meditation).
 Stewardship
 » Sense conman (Toolbox).

✕ Construction

✕ Metallurgy
 Fauna
 » Gather information from animals (Meditation).
 » Mind control animal (Meditation).
 Forestry
 » Gather information from spirits (Toolbox and Meditation).

Ta'Di Spirit Shaman

See pg: 36 in the Kingdom core book for a full Spirit Magic Skill Roll write up.

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Spheres of Effect
Ta'Di Shamans commune with, and direct the energy of, ancient spirits that live among the wilds.

» Energy.
» History.
» Spirits.

The Truth: Spirits are Faren.

Available Spirits
The magical powers of Ta'Di shamans are highly dependent by what spirits they have access to. Spirits are more common, and more powerful, in large areas of peaceful wilderness.

Companions
The most reliable way to maintain access to a spirit is to have one as a Companion. Though they will be unable to perform all magical effects.

Tools & Methods
Shamans rarely require specific Tools, though they may require specific methods.

Toolboxes & Workshops
All shaman characters are assumed to have Ta'Di components (totems, incense, etc…) in all Toolboxes and Workshops that they acquire.

» Toolboxes will be needed for complex Magic Rolls.
» Workshops are only needed for very complex Magic Rolls.

Meditation
Many of the most powerful Ta'Di effects require long periods of peaceful meditation to commune with nearby spirits.

Shaman Circle
Shamans can create very large magical effects by working together to channel the powers of multiple spirits.

Specific Actions
At any time the GM may require a specific action for a Magic Roll to be made. These may be mundane (ie: direct a lost baby spirit to its home) or very complex (ie: recharge a dying spirit with a massive fire surrounded by carved totems).

Example Magic Skill Rolls
Persuasion
» Carefully extract information from a difficult spirit.
» Sooth angry spirit.
Leadership
» Direct a large group of weak spirits (Toolbox).
» Intimidate a spirit.
✕ Streetwise
▶ Pathfinding
» Change the weather (nearby weather spirit and Meditation).
» Direct spirits to set an ambush (multiple nearby spirits and Meditation).
» Follow spirit guide (nearby local spirit).
» Learn about area (nearby local spirit and Meditation).
» Redirect river (nearby river spirit and Meditation).
Stealth
» Hide in shadow (nearby spirit of darkness).
Resolve
» Extinguish fire (Toolbox).
» Light a fire.
» Resist fire/lightning (Meditation).
✕ Physical
Awareness
» Detect nearby spirit (Toolbox).

Apothecary
» Heal (nearby healing spirit and Shaman Circle).
✕ Philosophy
✕ Heraldry
▶ » Ask spirit about the ancient past (nearby ancient spirit and Meditation).
» Ask spirit about the recent past (nearby local spirit).
» Detect ancient spirit (Toolbox and Meditation).
» Determine ancient spirits nature (Toolbox).
» Pay proper respect to spirit (Toolbox).
✕ Stewardship
✕ Construction
✕ Metallurgy
✕ Fauna
▶ » Attract animals (nearby animal spirit and Meditation).
» Detect nearby animal spirits (Meditation).
» Detect nearby animals (nearby animal spirit and Meditation).
» Detect Wylding corruption (nearby local spirit and Meditation).
» Determine animal spirits nature (Toolbox).
» Summon and direct spirit swarm (Shaman Circle).
» Ward against animal spirits (Toolbox).
▶ Forestry
» Change the weather (nearby weather spirit and Meditation).
» Detect nearby plant spirits (Meditation).
» Detect Wylding corruption (nearby local spirit and Meditation).
» Determine plant spirits nature (Toolbox).
» Grow plants (nearby plant spirit and Meditation).
» Summon and direct spirit swarm (Shaman Circle).
» Ward against plant spirits (Toolbox).

Lists

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NPC Variations & Traits

Monster Variation	Requirements	Benefits	Disadvantages
Armageddon	Monster NPC	After you perform 6 Actions up to 5 enemies suffer 10 Endurance Damage and 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.	
At the Front	Monster NPC	All Offensive Actions gain Strong Hit +1. The Charge Action grants you double Momentum points (from any source) and grants all allies +2 Hit and Move until your next Turn (Stacks).	–2 Attribute Points.
Berserk	Monster NPC	Every time you cause Attribute Damage you gain +2 Hit and End Dmg until the end of the combat (Stacks). You gain +1 Momentum point after dealing Attribute Damage to an enemy.	
Big Build Up	Monster NPC	You may perform –1 Action during a Turn to perform +2 Actions next Turn (Stacks). You may not perform this ability 2 Turns in a row.	
Consume	Monster NPC	Add an additional Henchmen Group to this combat. When you perform the Encourage or Prepare Action you may kill a nearby appropriate Henchmen or Troop Body, if you do; you Heal 1 point of Attribute Damage and gain +2 Momentum points.	
Doombringer	Monster NPC	You gain +2 Momentum points at the start of your Turn.	
Just Won't Die	Monster NPC	You gain +1 Armour against any Attack that would reduce one of your Attributes to 0 or below.	
Mass Strike	Monster NPC	+4 End Dmg, all Weapons. Momentum 2: Your opponents see you building power. Your first Attack next Turn gains Splash +3 and only affects characters of your choice.	
Master	Monster NPC	Add a Henchmen or Troop Group to this combat. When you perform the Encourage Action; all non-Monster allies immediately perform 1 free Action with Strong Hit –1. All Allies gain +2 Hit, End Dmg, Defence, Combat Order and Max Momentum (Stacks).	–2 Attribute Points.
Onslaught	Monster NPC	+2 Max Momentum. You gain +1 Momentum point after dealing Attribute Damage to an enemy.	
Power Leech	Monster NPC	You gain +2 Hit, End Dmg and Recovery per unspent enemy Momentum point (Stacks).	
Power Swell	Monster NPC	You gain +2 End Dmg and Recovery per unspent ally Momentum point (Stacks).	
Swelling Power	Monster NPC	Gain Strong Hit +1 at the end of each of your Turns (Stacks up to +2).	–2 Attribute Points.

Skilled Variation	Requirements	Benefits	Disadvantages
Ability Leech	Skilled NPC	You gain +1 Hit, End Dmg and Recovery per unspent enemy Momentum point (Stacks).	
Ability Swell	Skilled NPC	You gain +1 End Dmg and Recovery per unspent ally Momentum point (Stacks).	
Assail	Skilled NPC	The Charge Action grants you triple Momentum points (from any source).	
Body Guard	Skilled NPC	You gain a free Guard Action each Turn with Strong Hit –1.	
Bomb	Skilled NPC	After you perform X Actions all enemies suffer X x3 Endurance Damage.	
Brutal	Skilled NPC	+1 Crit Dmg, all Weapons.	–1 Body and Head Armour.
Call for Aid	Skilled NPC	When you perform the Encourage or Prepare Actions, an allied Henchmen Group gains +1 Body.	–1 Attribute Point.
Frenzied	Skilled NPC	Every time you cause Attribute Damage you gain +2 Hit or End Dmg until the end of the combat (Stacks).	
Indestructible	Skilled NPC	+15 Endurance.	
Offering of Blood	Skilled NPC	When you die; all of your allies Heal 15 Endurance Damage.	–1 Attribute Point.
Offering of Flesh	Skilled NPC	When you die; all of your allies gain +1 Body Armour until the end of Combat (Does not Stack).	–2 Attribute Points.
Offering of Soul	Skilled NPC	When you die; all of your allies gain Strong Hit +1 until the end of Combat (does not Stack).	–3 Attribute Points.
Reprisal	Skilled NPC	When you take Damage you gain 1 Momentum point.	
Servant of Flesh	Skilled NPC	All allies gain +1 Body Armour (does not Stack).	–3 Attribute Points.
Servant of Pain	Skilled NPC	All allies gain Strong Hit +1 (does not Stack).	–3 Attribute Points.
Telegraph Strike	Skilled NPC	At the start of your Turn (before any character acts) you must choose a character with a higher Combat Order than you. Your first Attack this Turn gains Strong Hit +1 vs that character.	–4 Combat Order. –2 Attribute Points.
Won't Die	Skilled NPC	You gain +2 Armour against the first Attack during each combat that would reduce one of your Attributes to 0 or below.	

Troop Trait	Requirements	Benefits	Disadvantages
Creeping Power	Troop NPC	Gain Strong Hit +1 at the end of each of your Turns (Stacks).	Strong Hit –1, all Weapons.
Creeping Plan	Troop NPC	Gain +1d6 Hit and +1 Movement at the end of each of your Turns (Stacks).	–1d6 Hit, all Weapons. –1 Movement.
Elite	Troop NPC	+2 Durability. Gain 1 Trait. You may perform 2 Actions per Turn (normally 1).	–1 Body. –2 Movement.
Sacrificial Pawn	Troop NPC	+1 Hit and End Dmg, all Weapons. When one of your Bodies dies, an ally gains; +4 Momentum Points.	–1 Durability.
Support Aim	Troop NPC	All non-Henchmen allies adjacent to one of your Bodies that does not make an Attack Roll during their Turn gains; +1d6 Hit and +2 End Dmg.	
Support Defence	Troop NPC	All non-Henchmen allies adjacent to one of your Bodies that does not make an Attack Roll during their Turn gains; +2 Defence and +1 Armour.	
Support Healer	Troop NPC	All allies adjacent to one of your Bodies that does not make an Attack Roll during their Turn; Heals 1 point of Attribute Damage OR 5 Endurance Damage OR 1 Durability Damage OR regains 1 lost Body (they have 1 Durabilty).	–1 Durability. –1 Crit Dmg, all Weapons.

Henchmen Trait	Requirements	Benefits	Disadvantages
Aid Aim	Henchmen NPC	All non-Henchmen allies adjacent to one of your Bodies gains Strong Hit +1 (does not Stack).	–2 Bodies.
Aid Defence	Henchmen NPC	All non-Henchmen allies adjacent to one of your Bodies gains +1 Armour (does not Stack).	–2 Bodies.
Aid Plan	Henchmen NPC	+1 Defence All non-Henchmen allies adjacent to one of your Bodies gains +2 max Momentum (Stacks).	
Growing Power	Henchmen NPC	Gain Strong Hit +1 at the end of each of your Turns (Stacks).	Strong Hit –1, all Weapons.
Growing Plan	Henchmen NPC	Gain +1d6 Hit and +1 Movement at the end of each of your Turns (Stacks).	–1d6 Hit, all Weapons. –1 Movement.

Trait	Requirements	Benefits	Disadvantages
Very Small	Skilled or Monster NPC	+3 Defence. You're Tiny. Weapons from non-Tiny characters within 3 of you gain; Crit Location +1 against you.	
Very Large	Skilled or Monster NPC	+3 End Dmg, all Weapons. You're Huge. Attacks from non-Huge characters with a Weapon with 2 or less Max Rng gain; Crit Location –1 against you.	
Weak vs Burn	NPC, Not Henchmen	+10 Endurance (+1 Durability if you're a Troop NPC).	Weapons with the Burn Keyword gain Strong Hit +1 against you.
Weak vs Charge	NPC	+1 Body Armour (+1 Armour if you're a Henchmen or Troop NPC).	Charge Attacks gain +1 Crit Dmg and Strong Hit +1 against you, as long as they moved at least 3 spaces.
Weak vs Fast	NPC	Your first Attack each Turn against a character within 2 spaces of you gains; Strong Hit +1.	–2 Combat Order. The first Attack against you each Turn from a Character who moved 4 or more during their Turn gains; Strong Hit +1.
Weak vs Guard	NPC	At the start of combat define a character as your Quarry; you gain Strong Hit +1 vs them. Strong Hit: Change Quarry (Does not Req Hit) Change your Quarry.	The first Guard Attack against you each Turn gains; Strong Hit +1 and the Major Effect; May Crit.
Weak vs Magic	NPC	When a specific type of magic (ie: Alchemy, Wyld, fire, acid, etc...) is used; you gain +1 Momentum (up to +3 per Turn).	Attacks against you from a specific type of magic (ie: Alchemy, Wyld, fire, acid, etc...) gain; Strong Hit +1.
Weak vs Many	NPC	Strong Hit +1, all Weapons with 3 or less Max Rng. +2 Hit and End Dmg, all Weapons with 4 or more Max Rng.	All Attacks against you gain Strong Hit +1 if there are 2 or more enemies within 2 of you.
Weak vs Ready	NPC	If you declare all of your Actions (without declaring targets or locations) at the start of the Turn (before any Character has acted), all of your Attacks gain; Strong Hit +1.	The first Ready Attack against you each Turn gains; Strong Hit +1.
Weak vs Suppress	NPC	Your first Attack each Turn while you are not Suppressed gains; Strong Hit +1.	Attacks against you while you are Suppressed gain; Strong Hit +1.
Weak vs Tackle	NPC	You may make Move 2 spaces at the end of each of your Actions, ignoring all Zones of Control.	–2 Defence vs Tackle. All Attacks against you while you have a Tackle Effect applied to you gain; Strong Hit +1.

Background Traits

Renown	Requirements	Benefits	Disadvantages
Zero to Hero	Tradesman	+10 max Renown.	Double all reductions to your max Renown.

Intelligence	Requirements	Benefits
Dark Insight	Darkness	+1 Heraldry.
		Strong Hit: **Dark Insight** (Does not Req Success or Hit) Gain +2 to this roll, and you gain a dark insight into a releevnt situation (Stacks).
Planned	Tradesman	+1 Construction and Metallurgy.
	1 Kn	Strong Hit: **Ahead of Schedule** (Non-Study Spare Time Roll, Success, Double Strong Hit) Gain a Spare Time Point.

Persuasion	Requirements	Benefits
Camaraderie	Soldier	+1 Leadership and Streetwise.
		Assisting other characters with a Spare Time Roll does not cost you a Spare Time Point if you roll at least a 12 (normally 10).

Stealth	Requirements	Benefits
Untraceable	Tribal	+1 Persuasion and Pathfinding.
		Strong Hit: **Untraceable** (Stealth, Success) Gain a free Move +2, and you leave no tracks (for up to 1 day).

Resolve	Requirements	Benefits
Legacy	Noble	+1 Philosophy.
	2 Kn	You gain +1 Current Renown when you gain a Level.
		The Old Heirloom Modification may be given to a 2nd item (normally 1).
Survivor	Miscreant	+1 Pathfinding and Philosophy.
	Not NPC	You gain +2 Armour against the first Attack during each combat that would reduce one of your Attributes to 0 or below.

Awareness	Requirements	Benefits
Mischief	Miscreant	+1 Stealth and Forestry.
		Willpower re-rolls allow you to re-roll a single die (normally all dice).
Only the Best	Noble	+1 Stealth.
	1 Kn	Master Crafted grants your Weapons +1 Hit and End Dmg.
		Master Crafted grants your Outfit +5 Endurance.

Heraldry	Requirements	Benefits
Author	Religious	+1 Philosophy.
	1 Kn	Strong Hit: **Write a Book** (Study Spare Time Roll, Success) Gain a Loot Trade Box.

Stewardship	Requirements	Benefits	Disadvantages
Tinker	Tradesman	+1 Heraldry.	-1 to all Spare Time Rolls.
		You may make 1 free Modification Spare Time Roll per session.	

Forestry	Requirements	Benefits
Wild Born	Wild	+1 Fauna.
		You rarely become lost outside cities.
		Natural foliage, rocks and Tiny charactes do not count as Difficult Terrain to you.

Brawn	Requirements	Benefits
Hardship	Rural	Reduce all Endurance Damage against you by 1.
Rampage	Wild	**Momentum X:** Once per combat. Your next X+1 Actions must be Offensive Actions against an enemy, and they gain Strong Hit +1.

Tactical	Requirements	Benefits
Blood Lust	Darkness	Once per Turn when a character within 3 spaces of you dies: you gain +1 Momentum.
Give Hope	Religious	Your Encourage Action grants 2 Allies a Recovery (normally 1).
Opening Strike	Soldier	Your first Hit each combat gains Strong Hit +1.
Trophy Hunter	Tribal	Every enemy you kill grants you +1 Hit or End Dmg until the end of the combat (Stacks).

Weapons

Finesse	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Whip		1	4	4th	3	1	–	1	1	Blade, Tackle.	8t	1
Swordstaff	+1*	1	3	2nd	4	3	–	1	2	Blade.	13t	2
Large, Zone +1, *+2 Hit vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge.												
Wrist Blade / Gauntlet	–1	1	1	1st	3	3	–	1	1	Blade OR Hammer.	14t	1
One Attack with this weapon per Combat gains; Strong Hit (5-6).												

Brawn	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Military Axe	–2	1	2	2nd	4	3	–	1	3	Axe.	12t	2
Every 2nd Attack with this weapon per Turn gains; Strong Hit (5-6).												
Battle Hammer	–1	1	2	2nd	5	3	–	1	4	Hammer.	12t	3
Shield Bash (3).												
	1	1	2	2nd	4	3	–	1	4	Hammer OR Axe.		
Shield Bash (1).												

Range	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Javelin		1	3	2nd	3	3	–	1	2	Polearm.	11t	2+X
		5	Str x6	2nd	3	3	4+(2xX)	1		Polearm, Thrown.		
Large, Linked, Only requires 1 Hand.												
Hand Crossbow	+1	6	24	2nd	3	3	6	1	1	Bow.	12c	2
Preload 1, Contribute (1 Quality).												
Repeater Crossbow	–1	5	35	2nd	4	3	12	1	2	Bow.	16c	3+X
Large, Preload 4+X, Contribute (3 Quality).												
Sling		3	Str x9	3rd	2	2	Inf	1	1	Thrown.	8t	1
2 Handed.												
	+1	3	Str x9	3rd	3	2	5	1	1	Hammer, Thrown.		
2 Handed, Increases end of combat Ammo acquisition by +1.												

Tactical	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Powerful Summons	–2	1	1	1st	4	3	–	–	–	Summon.	3 Kn	5
	–3	4	36	2nd	4	4	–	–	–	Summon.		
Defence: 12 Armour: 2 Movement: 4 Bodies: 4, Durability 1 (See main Fragged Kingdom book pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Ranged Mass Combat Dice (See main Fragged Kingdom book pg: 101). **Momentum 1**: Gain 1 Body (up to your maximum).												
Call in Support Fire	–2	5	50	1st	4	3	8	2	–	Bow or Alchemy or Wyld (pick one).	14t	2
Splash 3, Natural, You must have access to nearby NPCs off the Battle Map with ranged weapons to use this Weapon.												
Strong Hit: **Adjust Aim** (Does not Req Hit) This Weapons gains +/–1 Ideal Range for the remainder of the Combat (Stacks).												

Alchemy Variations (May Select 1, Alchemy Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Incendiary Oil	−1			−1							+2t	+0
Inferno	+2			+1							+1t	+0
Curse of Steel (Magnetize)	+1			−1							+1t	+0
Lightning Bolt				−1							+1t	+0
Powerful Acid	−1			+1							+2t	+0
Slow Acid	+1			+1							+0t	+0
Ice Block				−1	−1						+1t	+0
Ice Shard				+2							+0t	+0
Annihilate	−2			*							+4c	+1
Chaos	+1			+1	+1d3−2						+0c	+0
Explosive	−1			+3							+3t	+0
Spikes											+1t	+0
Tracking	+1d6				−2						−2t	+0
Force Shield	+1			+1							+0t	+0
Choking Cloud				−1	−2	−1				*	+2t	+0
Null Potion				−1	−1	−3	−1			*	+2t	+0
Sleep Powder				−2	−3					*	+2c	+1

Incendiary Oil
Dangerous Terrain +1 (Flammable).
Strong Hit: **Incendiary Oil** (Hit) The next Energy Attack against your Target gains, Burn, Splash +1 and +1 Crit Dmg (Stacks up to twice).

Inferno
Energy, Burn.
Strong Hit: **Inferno** (Hit) This Attack gains Dangerous Terrain +1d6 (Fire) (Stacks).

Curse of Steel (Magnetize)
Energy.
Strong Hit: **Magnetize** (Hit) All physical (ie: Swords) and electric (including this Weapon) Attacks against your target gain +2 Hit until the end of combat (Stacks).

Lightning Bolt
Energy.
Strong Hit: **Lightning Bolt** (Does not Req Hit) Your next Attack gains +1d6 Hit and +10 Max Rng (Stacks).

Powerful Acid
Burn, Shield Bash (+4).
Strong Hit: **Melt Terrain** (Does not Req Hit) Destroy a small section (1 space) of physical terrain within 1 of your target.

Slow Acid
Burn.
Strong Hit: **Slowly Melt Away** (Hit) All damaged characters take 1 End Dmg at the start of their Turn until the end of combat (Stacks).

Ice Block
Dangerous Terrain +1 (Cold).
Strong Hit: **Ice Block** (Hit) Your target gains +1 Armour and −1 Crit Dmg until your next Turn (does not Stack).

Ice Shard
Dangerous Terrain +1 (Cold).
Strong Hit: **Sharpen Ice** (Hit) This Attack gains +1 End Dmg until the end of Combat (Stacks) and also gains +1 Crit Dmg if it has 14+ End Dmg (does not Stack).

Annihilate
Contribute (1 Potion, 1 Arcanium), *If this Weapon would reduce a character's (with 0 Endurance) Attribute to 1 or below (−2 or below if they're a PC); they and their equipment are completely destroyed.
Strong Hit: **Annihilate** (Hit) All damaged characters suffer a Critical Hit from this Weapon.

Chaos
Contribute (1 Arcanium/Wylding),
Strong Hit: **Chaotic Effect** (Hit) This attack has random GM defined results. Roll 1d6 (higher is better for you): 1 = Very bad for you, 6 = Very bad for all damaged characters, 3−4 = Nothing impactful happens.

Explosive
Strong Hit: **Knock Back** (Once per Attack, Hit) A damaged character is Pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.

Spikes
Dangerous Terrain +2 (Spikes).
Strong Hit: **Spike Trap** (Hit) If your target moves more than 1 space from their current location before your next Turn; they suffer 8 End Dmg (Stacks).

Tracking
Strong Hit: **Tracking Shot** (Does not Hit) This Attack Hits.

Force Shield
Shield Bash (+1).
Strong Hit: **Force Shield** (Hit) You or an ally gain +2 Defence until your next Turn (does not Stack).

Choking Cloud
Splash +3, Dangerous Terrain 4d6 (Poison), *Must have the Potion Weapon Type.
Strong Hit: **Choking Cloud** (Hit) Place 1 Poison Dangerous Terrain in any space within 3 of your target (may place over a character).

Null Potion
When using the Ready Attack Action: This Weapon may interrupt Potion Attacks at the GMs discretion, *Must have the Potion Weapon Type.
Strong Hit: **Null Potion** (Hit) Your target suffers Strong Hit −2 with their next non-Natural Alchemy or Wyld Attack (Stacks).

Sleep Powder
Contribute (1 Wylding), *Must have the Potion Weapon Type.
Strong Hit: **Sleep** (Hit) All damaged non-Monster characters without Endurance (or at the GMs discretion) fall asleep for an hour. They wake up when they're Hit or if appropriate. The first Attack against them while they're asleep gains Strong Hit +1.

Wyld Variations (May Select 1, Wyld Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Deadly Poison	−1			−1							+2t	+0
	Strong Hit: **Deadly Poison** (Once per Action, Hit) All damaged characters suffer 1 Damage (no Armour) to a random (1d6) Attribute at the start of their next Turn unless they receive First Aid beforehand (Stacks).											
Amassing Swarm	−1			+2							+1t	+0
	Strong Hit: **Amassing Swam** (Hit) This Attack gains Dangerous Terrain +5 (Swarm).											
Crawling Swarm	−1										+1t	+0
	Dangerous Terrain 2 (Swarm). Strong Hit: **Creepy Crawlies** (Hit) Move a Swarm Dangerous Terrain 1 space (may move onto a Character).											
Deadly Swarm				+1							+2t	+0
	Dangerous Terrain 1 (Swarm). Strong Hit: **Eat Alive** (Hit) If your target is adjacent to a Swarm Dangerous Terrain; place a new Swarm on their space (does not Stack).											
Boosting Cloud	−1			−2							+2t	+0
	Splash +2. Strong Hit: **Boosting Cloud** (Hit) All damaged characters gain +2 Hit and End Dmg until the end of Combat (Stacks).											
Empowering Fumes				+1	−2						+1t	+0
	Strong Hit: **Empower** (Hit) All allies within 2 of your target suffer suffer 3 End Dmg and gain Strong Hit +1 on their next Attack (does not Stack).											
Invigorating Vapours	+1			+1	−2						+1t	+0
	Strong Hit: **Invigorate** (Hit) You and any ally within 2 of your target suffers 3 End Dmg and gains a Momentum point (does not Stack).											
Clawing Tendrils	−1										+1t	+0
	Strong Hit: **Clawing Tendrils** (Hit) Place 4 Spikes Dangerous Terrain in any spaces within 3 of your target (but not under any characters) (Stacks).											
Afflict				+1							+1t	+0
	Strong Hit: **Afflict** (Hit) All damaged characters suffer −1 Movement OR Recovery OR Hit OR Defence until the end of the Combat (Stacks up to −3).											
Carapace Mutation	−1			−1							+2t	+0
	Strong Hit: **Grow Carapace** (Hit) A single character within 2 of your Target gains +2 Armour against the next Critical Hit that they would suffer (Stacks).											
Drain Life	−1										+2t	+0
	Strong Hit: **Drain Life** (Hit) You gain a Recovery (Stacks).											
Turn Inside-Out	−1			−1	*						+4c	+1
	Contribute (1 Potion, 1 Wylding). *If this Weapon would reduce a character's (with 0 Endurance) Attribute to 1 or below (−2 or below if they're a PC); they and their Outfit are completely destroyed. Strong Hit: **Warp Flesh** (Once per Turn, Hit) All damaged characters suffer loose 2 Momentum (max of 3 if they're NPCs) (does not Stack).											

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Nephilim Horrors					−1	−1				Alchemy or Wyld (pick one).	+0t*	+1
Defence: +2 Movement: +1, Natural, Strong Hit +1, *You must be able to use Wyld Weapons.												
Nephilim Horror, Huge										Alchemy or Wyld (pick one).	+4t*	+2
Defence: −2 Armour: +2 Movement: +1 Bodies: −3, Natural, Strong Hit +1, *You must be able to use Wyld Weapons.												
Nephilim Fiends	−1										+1t*	+1
Defence: +2 Movement: +1, Natural, *Deal 1 Damage (no Armour) to a random (1d6) Attribute to any character that kills one of your Bodies, *You must be able to use Wyld Weapons.												
Nephilim Fiend, Powerful					+2					Wyld.	+4t	+3
Defence: +2 Armour: +1 Bodies: −3, Natural, *Deal 1 Damage (no Armour) to 3 random (3d6) Attributes to any character that kills one of your Bodies.												

Utility Items (Max 1)

Name	Requirements	Notes	Acquire	Resources
Divine, Blast	Spirit	Natural, 1 Use, Your next Attack gains +1 Crit Dmg and the Energy and Burn Keywords (does not Stack).	14t	1
Divine, Healing	All-Power	Natural, 1 Use, Your next Healing Roll Heals +1 Attribute Point and 15 Endurance.	14t	1
Divine, Misdirect	Enchanter	Natural, 1 Use, You and all allies in a Splash 2 area around you gain Light Cover for 1d6 minutes OR until one of you makes an Attack Roll.	14t	0
Gear, Battle Horn		Small, Once per Combat Encourage grants all allies +2 Hit and End Dmg until the start of your next Turn (Stacks).	12t	0
Gear, Combat Horn		Small, Once per Combat Encourage inflicts all enemies with −2 End Dmg and Movement until the start of your next Turn (Stacks).	14t	1
Gear, Grand Horn		Once per Combat Encourage grants all allies +1d6 Hit on their next Attack (does not Stack).	14t	1
Gear, Terrifying Banner		Large, Set Up 1, Pull Down 2, All enemies within 4 of this Set Up Banner gain −2 Hit and Defence (does not Stack). Your group may have only 1 Banner Set Up at any one time.	14t	0
Gear, Grand Banner		Large, Set Up 2, Pull Down 3, All allies within sight of this Set Up Banner gain +2 Hit and End Dmg (does not Stack). Your group may have only 1 Banner Set Up at any one time. If an enemy captures this Banner, all enemies gain +2 Hit and End Dmg until the end of combat (does not Stack).	14t	0
Potion, Acid		Small, 1 Use (2 if you're an Alchemist or a Druid), Destroy an adjacent space of physical environment.	12t	0
Potion, Wyld Growth	Wyld	Small, 1 Use, Create a Splash 3 area of Difficult Terrain; you and allies within this Difficult Terrain gain +2 Hit, Defence and End Dmg (does not Stack) OR quickly grow a small area of existing plants.	16t	0
Potion, Lightning		Small, 1 Use (2 if you're an Alchemist), Move 6 spaces.	14t	0
Potion, Poison		Small, 1 Use (2 if you're an Alchemist), Your next Attack gains +6 End Dmg (does not Stack).	14t	0
Preparation, Aim		Natural, You gain +2 Hit until you take damage.	1 Kn	0
Preparation, Tactics		Natural, You gain +1 Combat Order and Max Momentum while you have at least 3 allies within 3 of you.	1 Kn	1
Preparation, Teamwork		Natural, All adjacent allies gain +1 Hit and End Dmg (Stacks).	1 Kn	0
Preparation, Witty Quip		Natural, Gain +1 Momentum after the first time you cause Attribute Damage during each Combat.	Free	0
Prosthetic, Arcanium (Robotic Limb)	Not Twi	Natural, May remove a Disability Condition or missing limb, Contribute (6 Arcanium, 4 Quality, 1 Potion).	24c, 3 Kn	1

Prosthetic, Arcanium (Robotic Limb):

You gain 1 of the following:
- » +5 Endurance.
- » One of your Body Attributes gains +1 Armour.
- » Reduce all of your Low Light Cover penalties by 1 Step.

And gain 1 of the following:
- » +2 End Dmg, Limbs.
- » +1 Slot.
- » You're immune to radiation (ie: from Children of Pol).

Name	Requirements	Notes	Acquire	Resources
Prosthetic, Wylding (Bio-Tech Implant)	Not Tolatl	Natural, May remove a Disability Condition or missing limb, −2 max Renown, Contribute (5 Wylding, 4 Potions).	22c, 3 Kn	1

Prosthetic, Wylding (Bio-Tech Implant):

You gain 1 of the following:
- » +1 Max to an Attribute.
- » +2 Defence against Nephilim.
- » You may breath under water.

And gain 1 of the following:
- » Gain an additional limb.
- » You're immune to most non-Wylding poisons and diseases (ie: Strong Hit Options).
- » Reduce all of your Low Light Cover penalties by 1 Step.

Name	Requirements	Notes	Acquire	Resources
Spirit, Greedy	Spirit or Wyld	Natural, All enemies within 2 of you suffer −2 Movement (does not Stack).	1 Kn	1
Spirit, Guiding	All-Power or Spirit	Natural, Counts as an Awareness and Pathfinding Toolbox, You and your group gain +25% Daily Travel Distance (does not Stack).	12t	0
Spirit, Patient	Enchanter or Spirit	Natural, Counts as a Philosophy and Stewardship Toolbox, The first time the sum total of your opponents Momentum reaches 10 during each combat, you gain +2 Momentum.	1 Kn	0

Example Misc Items, Tasks & Services

The Items, Tasks and Services listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Tasks	Description	Acquire
Day of Menial Work	Gain a Common Item.	Free
Week of Menial Work	Gain 1d6–5 Loot Trade Boxes.	Free
Month of Complex Work	Gain 1 Treasure Trade Box	14t
Pay Small Fine		12
Pay Large Fine		14t

Services	Description	Acquire
Hire, Unskilled Worker for a Day		10t
Hire, Craftsman/Professional	Make a free Spare Time Roll with a +1 Skill Roll bonus.	14t
Hire, Master Craftsman/Professional	Make a free Spare Time Roll with a +2 Skill Roll bonus.	16t
Rent, Tools/Equipment	Gain access to Tools and/or common equipment (ie: a cart) for a short time.	10
Rent, Workshop	Gain access to a Workshop for 2 Spare Time Rolls.	14t

Minor Magical Items	Description	Acquire
Alchemical Ice Chest	Large, Keeps food cold, +40 Max Travel Distance (Stacks).	14c
Arcanium Lock	Small, Very difficult to break and lock pick, Contribute (1 Arcanium, 2 Quality), *The higher the roll the harder it is to pick this lock.	14c*
Arcanium Lock Picks	Small, You can pick Arcanium and Wylding locks, Contribute (1 Arcanium, 1 Quality).	14c
Arcanium Manacles	Small, Very difficult to break and lock pick, Contribute (2 Arcanium, 2 Quality).	14c
Arcanium Rope & Grappling Hook	Large, Very difficult to break, +1 to all climbing rolls (does not Stack), Contribute (3 Arcanium, 1 Quality).	14c
Arcanium Whetstone	Small, +1 to all Weapon Modification Spare Time Rolls on Arcanium Weapons (does not Stack), Contribute (1 Arcanium, 1 Quality).	12c
Glasses of Nix (Multispectral Visor)	Small, Counts as an Awareness Toolbox, When used, you gain; –2 Defence and can see some magic, energy and without light.	Loot
Parchment of Corp (Holo Notepad)	Small, Counts as a Stewardship Toolbox.	Loot
Seal of Dray (Heavy Duty Glue)	Small, 2d6 Uses, Seals almost any two surfaces together.	Loot
Wings of Ath (Anti-Grav Parachute)	Will automatically activate if you fall over 3 meters; slowing your fall and preventing all falling damage.	Loot
Wylding Bell (Attracts Neph)	Small, Will attract Wylding affected creatures and Nephilim when used, Only these creatures can hear this bell, Contribute (2 Wylding).	14c
Wylding Egg	Small, After a random (1d6) weeks of being cared for; will hatch into an unknown Wylding creature that may attach itself to the first character that feeds it appropriate food.	Loot
Wylding Manacles	Small, Very difficult to lock pick, Will harm (possibly kill) the wearer if the manacles are harmed, Contribute (2 Wylding, 2 Quality).	14c
Wylding Rope (Sentient Tentacle)	Will slowly extend out by itself when commanded to, Will hold the weight of 4 average sized characters, Contribute (3 Wylding).	16c
Wylding Crushing Seed	Small, Will quickly grow into a Wylding plant when planted and fed Wylding; crushing all nearby inanimate objects (2 Wylding).	14c
Wand, Arcane Detector (Energy Scanner)	Small, GM Defined Uses, When used, you gain; –2 Defence and can see some magic, energy and without light.	Loot
Wand, Far Sight (Digital Binoculars)	Small, GM Defined Uses, When used, you gain; –2 Defence and can see over very long distances.	Loot
Potion, Adrax Venom	Small, 1 Use, Poisoned character must pass a Physical Skill Roll of 14 or suffers –2 Movement (does not Stack) for 1 day.	14
Potion, Antidote/Antitoxin (General)	Small, 1 Use, Cures a specific poison or toxin.	16
Potion, Antidote/Antitoxin (Specific)	Small, 1 Use, Slow down the effect of most poisons and toxins.	14
Potion, Black Oil (Dangerous Terrain)	Small, 1 Use, Create 1d3 spaces of Flammable Dangerous Terrain.	14
Potion, Blight Spores	Small, 1 Use, Poisoned character must pass a Physical Skill Roll of 16 or they gain a random Disability Condition.	18
Potion, Blue Spike Fruit	Small, 1 Use, Poisoned character must pass a Resolve Skill Roll of 14 or suffer –2 Leadership (does not Stack) for 2 hours.	12
Potion, Bug Eggs (Dangerous Terrain)	Small, 1 Use, Create 1d3 spaces of Swarm Dangerous Terrain.	14
Potion, Colz Bug Poison	Small, 1 Use, Poisoned character must pass a Physical Skill Roll of 14 at the start of each day or they suffer from; 'vomiting, confusion and/or delirium' for that day, A character is poisoned until they pass the required Skill Roll six times.	14
Potion, Fertilizer	Small, 1 Use, A farm produces +1 Food Trade Good at the end of the month (does not Stack).	14
Potion, Fire Mead	Small, 1 Use, Protects you from the cold for 12 hours.	12
Potion, Light Burst	Small, 1 Use, Reduce Low Light by 1 Cover Step in a Splash 3 area for an hour.	14
Potion, Mig Night Ant Extract	Small, 1 Use, Poisoned character must pass a Resolve Skill Roll of 14 or suffer nightmares for 1d6+2 days.	14
Potion, Mind Snake Venom	Small, 1 Use, You cannot feel emotions for 1 hour.	14
Potion, Pink Smoke	Small, 1 Use, Increases Low Light by 1 Cover Step in a Splash 2 area for 10 minutes.	14
Potion, Red Rot Poison	Small, 1 Use, Poisoned character must pass a Resolve Skill Roll of 16 or become very anxious for 1 hour.	14
Potion, Water Purifier	Small, 1 Use, Removes all common ailments from a bucket of water.	16

Exmple Common Items	Description	Acquire
1 Common Item	You gain one Common Item, *Once per session.	Free*
2 Common Items	You gain up to Two Common Items.	10t
Jar of Oil (Dangerous Terrain)	Small, 1 Use, Create 1 space of Flammable Dangerous Terrain.	
Jar of Spiders (Dangerous Terrain)	Small, 1 Use, Create 1 space of Swarm Dangerous Terrain.	
Manacles	Small, Difficult to break and lock pick.	
Musical Instrument, Small/Basic	Small, Requires 2 Hands, When you perform the Encourage Action; all allies gain a Recovery (normally only one).	
Trap, Bell (Makes a Noise)	Small, Victim must pass a Stealth or Awareness Skill Roll of 12 or they make a loud noise.	

Exmple Expensive/Rare Items	Description	Acquire
Musical Instrument, Large/Complex	Large, Requires 2 Hands, When you perform the Encourage Action; an ally gains a Momentum point.	14t
Phrase Book (General)	Small, You are able to say a few basic phrases in all common languages that you don't have.	12t
Phrase Book (Specific)	Small, You are able to make basic conversation in a single language that you don't have.	14t
Quality, Book	Small, +1 to Study Spare Time Rolls for a specific topic (Stacks up to +2).	14t
Quality, Hunting Supplies (+Travel)	Large, +40 Max Travel Distance (Stacks). 14t	14t
Quality, Map	Small, +10% Daily Travel Distance (does not Stack).	14t
Quality, Saddle	Requires 0 Slots, You Mount gains one of the following: +1 Move, Slot or Hit (does not Stack).	14t
Trap, Clockwork Alarm	Small, Victim must pass a Stealth or Awareness Skill Roll of 14 or they make a loud noise.	14t
Trap, Clockwork Gas (Dangerous Terrain)	Large, 1 Use, Victim must pass a Stealth Skill Roll of 14 or they create 1d6 spaces of Gas Dangerous Terrain.	16t
Trap, Spike Spring	Small, 1 Use, Create 1 space of Spikes Dangerous Terrain.	14t
Trap, Spring Jaw (Dangerous Terrain)	Victim must pass a Physical Skill Roll of 14 or they become Ensnared (16).	14t
Writ, Bounty (Group)	Small, You have legal authority to capture (or kill) a specific group.	Loot
Writ, Bounty (Specific)	Small, You have legal authority to capture (or kill) a specific target.	Loot
Writ, Bankers Guild Acquisition	Small, 4 Uses, Exchange 1 Loot Trade Good for 1 Treasure Trade Good.	14t
Writ, Royal Acquisition	Small, 1 Use, Exchange for 2 Treasure or any single item worth less than 15t.	Loot
Priceless, Eternal Saga	Trade Good, May be exchanged for +2-4 Current Resource.	Loot
Priceless, Flawless Diamond	Small, Trade Good, May be exchanged for +1 Current Resource.	Loot
Priceless, Gold Threaded Catla Tapestry	Large, Trade Good, May be exchanged for +1 Current Resource.	Loot
Priceless, Head of a Powerful Druid	Trade Good, May be exchanged for +1 Current Resource and Renown.	Loot
Priceless, Map to Catla	Small, Trade Good, May be exchanged for +1 Current Resource or Renown.	Loot
Priceless, Simba-Mabwe Pottery	Small, May be exchanged for +1 Current Resource, Used for performing powerful All-Power magic.	Loot
Priceless, Writ, Blank Royal Pardon	Small, Trade Good, May be exchanged for +2 Current Resource or the removal of full pardon for past crimes.	Loot
Treasure, Coins	Small, Trade Good, 1 Use, May increased a failed Roll by +2 (Stacks) when money would help.	Loot
Treasure, Jewellery	Small, Trade Good, 1 Use, May increased a failed Roll by +2 (Stacks) when money would help.	Loot