

STORYTELLERS COMPANION & SCREEN



**MACE**

THE ASCENSION

## CLOSE COMBAT MANEUVERS

Maneuver	Traits	Accuracy	Difficulty	Damage
Block	Dex + Brawl	Special	Normal	(R)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Melee	Normal	+1	Special
Dodge	Dex + Dodge	Special	Normal	(R)
Hold	Str + Brawl	Normal	Normal	(C)
Jab Pistol	Dex + Melee	Normal	Normal	Weapon +2
Kick	Dex + Brawl	Normal	+1	Str +1 or 5
Parry	Dex + Melee	Special	Normal	(R)
Strike	Dex + Brawl	Normal	Normal	Str or 4
Sweep	Dex + Brawl/Melee	Normal	+1	Str (K)
Tackle	Str + Brawl	Normal	+1	Str +1 (K)
Weapon Strike	Dex + Melee	Normal	Normal	Weapon

(C): The maneuver carries over on successive turns.

(K): The maneuver causes Knockdown

(R): The maneuver reduces an opponent's attack success.

All attacks made using Brawling do Bashing damage, except when striking the head.

All attacks made with Melee do either Bashing or Lethal damage depending on the weapon used.

## RANGED COMBAT MANEUVERS

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Weapon
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Weapon
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Special	+1/off-hand	Weapon

## MELEE WEAPONS

Weapon	Damage	Difficulty	Conceal
Sap	Strength + 1 B	Normal	P
Club	Strength + 1 B	Normal	T
Knife	Strength + 1 L	Normal	J
Saber	Strength + 2 L	Normal	T
Katana	Strength + 3 L	Normal	T
Axe	Strength + 3 L	Normal	N
Butterfly Knife	Strength + 2 L	+1 in pairs	J
Nunchaku	Strength + 2 B	+1 in pairs	J
Tonfa	Strength + 1 B	-1 to Block	T
Sai	Strength +1 L	-2 to disarm	J
Fighting Chain	Strength +2 B	+1	T

"B" denotes a weapon that does bashing damage. "L" denotes a weapon that does lethal damage.





Stylized logo resembling a calligraphic 'Z' or 'L'.

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## RANGED WEAPONS

Type	Damage	Range	Rate	Clip	Conceal
Revolver, Lt. (.38 Special)	4	12	3	6	P
Revolver, Hvy (.44 Magnum)	6	35	2	6	J
X-5 Protector (revolver)	6 (or special)	40	3	8	J
Pistol, Lt. (9mm)	4	20	4	17+1	P
Pistol, Hvy. (Colt .45)	5	30	3	7+1	J
X-5 Protector* (semi-auto)	5 (or special)	40	4	12+1	J
Taser	5	5#	2	2	J
Rifle (30.06)	8	200	1	5+1	N
SMG, Small* (Ingram Mac-10)	4	25	3	30+1	J
SMG, Large* Uzi (9 mm)	4	50	3	32+1	T
Assault Rifle* Steyr-Aug (5.56 mm)	7	150	3	42+1	N
Shotgun (12 Gauge pump)	8	20	1	5+1	T
Shotgun (12-Gauge semi-auto)	8	20	3	8+1	T
Crossbow	5	20	1	1	T
Compound Bow**	4	30	1	1	N
Shuriken	2	5	Special	1	P

**Damage:** Indicates the damage dice pool. All firearms, bows and crossbows do lethal damage, except tasers, which do only bashing damage.

**Range:** This is the maximum normal range in yards. All ranged weapons can be used at twice this range, but such long-range attacks are at +2 difficulty.

**Rate:** The maximum number of bullets or short bursts that the gun can fire in a single turn. This rate does not apply to full-auto or spray attacks, only one of which can be made in a normal turn.

**Clip:** The number of shells a gun can hold. The +1 indicates that a bullet can be held in the chamber, ready to fire.

**Concealment:** P = Can be carried in a pocket; J = can be carried in a jacket; T = can be hidden in a trenchcoat; N = impossible to conceal # 5 yards is also the maximum range at which a taser can be used.

\* Indicates the weapon is capable of three-round bursts, full-auto and sprays.

\*\* Indicates that this weapon requires a minimum Strength 3 to use.

## EXPERIENCE COSTS

Trait	Cost
New Ability	3
New Sphere	10
Willpower	new rating
Ability	new rating x2
Attribute	new rating x4
Specialty Sphere	new rating x7
Other Sphere	new rating x8
Arete	new rating x8
Background	new rating x3

## HEALTH

Health Level	Dice Pool Penalty	Movement Penalty
Bruised	0	Character is bruised a bit, but he suffers no penalties from damage.
Hurt	-1	Character is hurt superficially, and he suffers no movement hindrance.
Injured	-	Character suffers minor injuries, and his movement is inhibited mildly (halve maximum running speed).
Wounded	-2	Character suffers significant damage, and he may not run (though she may still walk).
Mauled	-2	Character is injured badly, and he may only hobble about (three yards/turn).
Crippled	-5	Character is catastrophically injured, and he may only crawl (one yard/turn).
Incapacitated	n/a	Character loses consciousness from the pain and trauma. No actions are possible.
Dead		Tag 'im, bag 'im, notify his next of kin.





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## MAGICAL DIFFICULTIES

(Maximum modifier: +/-3. Minimum difficulty 3, maximum 9. Extra modifiers add to threshold, requiring extra successes.)

Activity	Difficulty Modifier
Researches lore on subject before using magic	-1 to -3
Has item resonating with target's essence (sympathetic magic)	-1 to -3
Near a Node	-1 to -3
Uses a specialty focus	-1
Uses a unique focus	-1
Uses a focus when it's not required	-1
Extra time spent on each step of magic (Spending several turns for one roll instead of one turn)	-1
Spending Quintessence	-1 per point, maximum of -3 to final difficulty
Appropriate Resonance (personal or from Tass)	-1
Opposed Resonance (personal or from Tass)	+1
Distant or hidden subject	+1
Fast-casting	+1
Mage distracted	+1 to +3
Mage in conflict with Avatar	+1 to +3
Domino effect	+1 to +3
Outlandish or greater feat	+1 to +3
Surpassing a necessary focus	+3

## MAGICAL FEATS

(Do not use the chart for direct damage Effects; use the damage/duration chart.)

Feat	Successes Required
• Simple feat (lighting a candle by touch, enhancing your senses defending yourself from a mental attack with Mind)	1
• Standard feat (creating a small fire at range, sensing someone else with Mind or Life magic, healing yourself)	2
• Difficult feat (igniting a flammable object at range, reading or affecting someone's emotions with Mind magic, transforming yourself)	3
• Impressive feat (Blasting someone with fire, forcing someone to perform an action, altering someone else's shape in a minor way)	4
• Mighty feat (Blowing down a wall, altering someone's psyche, conjuring a fantastic living creature)	5-10
• Outlandish feat (Blowing apart a car, turning a small mob into drones, binding a potent spirit)	10-20
• Godlike feat (Blowing up a building, putting a whole city to sleep, rewriting your own Pattern permanently)	20 and up, up, up

## DAMAGE AND DURATION

**Scoring Damage:** Each success expended to score damage inflicts up to two levels of damage. For Mind attacks, this damage is bashing; for most other Spheres, it's lethal. Charged with Quintessence, it's aggravated. Forces attacks inflict one extra level of damage automatically.

**Scoring Duration:** Each success expended on duration extends the duration beyond instant/ one turn. One additional success extends the duration to a scene; two extra successes, a day; three extra successes, a full story; four extra successes, six months; five extra successes, the Storyteller's option. Scoring double the normal successes required for a complete success on the Effect may make it permanent, at the Storyteller's option.

**Scoring Area:** Affecting a Pattern other than the mage himself requires a success. Each additional Pattern affected after the first requires an extra success. Affecting a large area requires additional successes at the Storyteller's discretion. A giant ball of flame is harder to make than a simple, single bolt of fire.

**Example of Total Scoring:** A mage scores four successes on a vulgar fire blast. Two successes are used for damage, so it inflicts five levels of aggravated damage (four for the successes, one for a Forces Effect, aggravated for fire). One success is used because it's affecting a target other than the mage, and the last success is used to strike an additional target. Two targets are struck, each taking five levels of aggravated fire damage.



## DIFFICULTY AND SUCCESS EXAMPLES

Here's a quick list of some simple difficulty ratings.

### Difficulties

Three	Easy (jumping a narrow creek)
Four	Routine (changing a tire)
Five	Straightforward (installing moderately user-friendly software)
Six	Standard (firing a gun in combat)
Seven	Challenging (picking a high quality lock)
Eight	Difficult (rebuilding a wrecked engine block)
Nine	Exceptionally difficult (picking a high quality lock with improvised tools)

## DEGREES OF SUCCESS

One Success	Marginal (keeping a car running until you can get it into the shop)
Two Successes	Moderate (making an interesting but pedestrian speech)
Three Successes	Complete (fixing something so that it's good as new)
Four Successes	Exceptional (writing a top-selling novel)
Five or More Successes	Phenomenal (giving a performance that people will remember for many years)

## CORRESPONDENCE RANGES

Successes	Range	Connection
One	Line of sight	Body sample
Two	Very familiar	Close possession or companion
Three	Familiar	Possession or casual friend
Four	Visited once	Acquaintance or object used once
Five	Described location	Briefly touched or met object or person
Six+	Anywhere on Earth	no connection

## GAUNTLET

Area	Difficulty	Successes Needed
Node	3	One
Deep Wilderness	5	Two
Rural Countryside	6	Three
Most Urban Areas	7	Four
Downtown	8	Five
Technocratic Lab*	9	Five+

\* Note that Technocratic Dimensional Science treats such an area as a Node.

The Gauntlet may vary by up to two points due to local conditions. A haunted, abandoned lot in the middle of the city at night has a lower Gauntlet than the rest of downtown, while a carefully trimmed and maintained woodland inside of a biodome has a higher Gauntlet.

Actually reaching across the Gauntlet or stepping into the spirit world causes one level of aggravated damage for each failure on the die roll. See the Spirit Sphere for details.

## CREATING MAGICAL EFFECTS

### WHAT DO YOU WANT TO DO, AND HOW?

- What Effect are you attempting to do and how?
- What is your character doing, within his or her paradigm, to make it happen?
- How does your Effect appear?
- How long does it take?

### DO YOU KNOW HOW TO DO IT?

- Does your mage have the appropriate Sphere knowledge?
- Does your mage need any mundane Abilities to help?
- Does your mage's paradigm support the form of the Effect?

### DID YOU SUCCEED?

- Roll your character's Arete versus the appropriate difficulty:

**Coincidental:** Highest Sphere +3

**Vulgar without Witnesses:** Highest Sphere +4

**Vulgar with Witnesses:** Highest Sphere +5

- Add or subtract any modifiers, up to +/- 3
- Spend Quintessence and/ or Willpower, if desired
- Check the number of your successes
- Check thresholds and remove successes
- Repeat for extended Effects

### WHAT HAPPENED?

- How much effect did your magic have?
- Did the target resist your Effect? Remove their successes, and check your remaining success.
- Did you succeed? Assign the Effect, and take any appropriate Paradox (one per highest Sphere level for vulgar Effects, plus one if there are witnesses).
- Did you fail? If you did but didn't botch, take any appropriate Paradox, and watch the Effect fizzle.
- Did you botch? If so, assign the Paradox appropriate to a botch instead of the normal amount.

**Coincidental Botch:** Gain one point of Paradox per dot in the highest Sphere used.

**Vulgar Botch without Witnesses:** Gain one point of Paradox for botching + one per dot in the highest Sphere.

**Vulgar Botch with Witnesses:** Gain two points of Paradox + two points per dot in the highest Sphere.

- Did you get more than five points of Paradox? If so, the Storyteller might roll for Backlash.