

Living Liquids

A new craft option for Alchemists in Tephra

The alchemist can now create life and keep it inside his vials. These creatures, known as living liquids, survive for only a brief time after being released, as their form quickly deteriorates and evaporates. Once released from its vial, the living liquid will expand to take a predetermined shape and carry out a few minor actions before evaporating into nothing. The alchemists creating these liquids often form them into animals or mythical beasts, although it is not uncommon for the living liquid's designated shape to be nothing more than a lump of rolling slime. Most living liquids will be roughly the size of a dog.

The liquid is no more intelligent than most animals. It accepts most simple commands its creator gives it, but it could never do something like activate machinery or use strategy of its own devising. The person that releases the living liquid retains basic control over the creature for as long as the creature can hear its releasor. If it moves too far away, the living liquid will try to find its way back or, if that seems too difficult, simply do nothing until it evaporates away.

Properly uncorking and releasing a liquid takes 2 action points and it forms next to its releasor. Living liquids can be released for 1 action point by smashing the vial, but doing so causes the liquid to form improperly and it evaporates twice as fast.

When properly released, all liquids have 20 hit points, 2 action points per turn, and can only make unarmed attacks. If the living liquid was improperly released (for 1 action point), the creature will begin with half its regular number of hit points. Each time the liquid's action points refresh, it take 5 unsoakable damage from evaporation. Liquids have a movement speed of 20 feet. A living liquid effectively has one "arm" with which it can make unarmed attacks (with a damage class of 2) or make a grab.

Living liquids cannot be healed unless otherwise noted and have no essence (thus they cannot assist in anything that requires spirit). Living liquids act on the turn they are released. Living liquids generally cannot catch on fire or be burned.



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Liquid Life-Giver

ALCHEMY SPECIALTY

Living liquids are alchemically created creatures that live inside airtight vials until released. These living liquids serve a specific purpose and evaporate soon after. Creating these living liquids is a difficult but rewarding process, a process that you are beginning to understand. You can now brew living liquids.

Without spending any money, you can brew and maintain several living liquids based on your current Do-It-Yourself (DIY) score. These living liquids can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "living liquid augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Alchemy improves, your marques will increase. See the "Crafting" pages (162-163) in the playing guide for more information.

Each living liquid can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, if an augment is worth 2 slots, a living liquid only has 1 more available slot for an augment after the 2-slot augment has been applied.

NUMBER OF LIVING LIQUIDS YOU CAN MAINTAIN

Without needing to buy anything new, you can brew some living liquids entirely out of your spare chemicals. These living liquids must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of living liquids based on your DIY score. You can brew new living liquids or augment old ones during any period of downtime you have.

YOUR DIY:	1	2	3	4	5	6
YOU CAN BUILD:	2	3	3	3	4	4
YOUR DIY:	7	8	9	10	11	12
YOU CAN BUILD:	4	5	5	5	6	6

THE COST OF LIVING LIQUIDS

If you need to brew a living liquid that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

MARQUE	I	II	III	IV
MARKET PRICE	5 pinnies	25 pinnies	125 pinnies	625 pinnies

If you are brewing the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque I augment is 1 pinne.

Beta Living Liquids

ALCHEMY SPECIALTY

REQUIRES: 4 skill points in Alchemy & Liquid Life-Giver specialty

You are a maestro of living liquids, shaping them to do your bidding. Such living liquids have two more slots for you to place augments into.

Releasing Liquids

Properly releasing a living liquid requires a little bit of coaxing. The living liquid sees its releaser as its master and follows its commands. For this reason, if the creator gives a vial containing a living liquid to a friend and the friend releases the creature, the living liquid will obey the one who released it.

Releasing a beta living liquid is a bit more complicated, as the creature is more difficult to control and, if the person releasing it doesn't know exactly how to open the vial, the living liquid won't form properly.

If anybody other than you attempts to release one of your beta living liquids, they must succeed in rolling a science result one tier higher than the highest level marque you have on your living liquid. If your living liquid has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Living Liquids

ALCHEMY SPECIALTY

REQUIRES: 16 skill points in Alchemy, Liquid Life-Giver, & Beta Living Liquids specialties

You've perfected your beta living liquids and made them respond to other dispensers. Now anybody can use a living liquid that you designate as being a prototype.

Allied Coating

ALCHEMY SPECIALTY

REQUIRES: 8 skill points in Alchemy, Liquid Life-Giver, & Living Armor specialties

COST: Proper Release (normally 2 AP) +1 AP

You're able to apply your living armor to allies. The ally must be adjacent to you when you make the proper release (unless you have Tossed Release).

Commune with the Ooze

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

COST: Proper Release (normally 2 AP) +1 AP

You are able to signal your living liquid to properly release itself, even when you are not in holding its vial. You must be within 100 feet of the living liquid and it must be able to hear you. You must be the original creator of the living liquid.

Gaseous Death

ALCHEMY SPECIALTY

REQUIRES: Gas Brewer & Liquid Life-Giver specialties

You can brew gas augments into your living liquid. It takes up

augment slots on the living liquid, but does not affect how many gases you can brew. When the living liquid dies, it turns into the gas (thus all of its gas augments activate). At the creator's choice, the living liquid can die early, releasing the gas. The creator may also choose for the living liquid not to release its gas upon death.

Liquid Invigorator

ALCHEMY SPECIALTY

REQUIRES: Bio-Invigoration (under bio-flux) & Liquid Life-Giver specialties

You've tweaked your bio-invigorator a bit and know how to use it to heal your living liquids. You are now able to use your bio-invigorator on your living liquids.

Living Ammunition

ALCHEMY SPECIALTY

REQUIRES: 4 skill points in alchemy & Liquid Life-Giver specialty

Your living liquid is designed to act as temporary, if potent, ammunition for your firearms, crossbows, and bows. The living liquid must be properly released into the ranged weapon (normally costing 2 AP), but the living liquid can spend its own action points to ready the weapon if necessary. (So, if the living liquid is loaded into a firearm with a readying cost of 2 AP, the liquid can use its own action points to ready the weapon.) This ammunition deals the standard damage for the weapon; however, the living liquid can make a reflexive attack (costing the living liquid 1 action point) at the target after hitting it. The living liquid cannot survive the impact of being used this way and is destroyed in the process.



Living Armor

ALCHEMY SPECIALTY

REQUIRES: 8 skill points in Alchemy & Liquid Life-Giver specialty

You're able to shape your liquid into a powerful living armor. When properly released, the living liquid forms a protective barrier around you. When you would normally take damage from an attack, the living liquid takes the damage first. If the living armor dies from an attack, you take the rest of the damage that the attack would have done. (For instance, if the living liquid had 3 hit points left and was killed by an attack that did 4 damage, the living liquid took 3 damage from the attack and you'll be taking 1 damage.)

When wearing living liquid armor, it does not evade the attack, instead relying on you to evade. Living liquid armor still has all of the same traits and actions points, and it acts as though it is in the same space as you. You can only wear one suit of living liquid armor at a time.

The living liquid can make attacks against adjacent targets while acting as living armor.

Living Potions

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

You can apply any acid or medicinal augments to the living liquid, turning it into a moving version of that potion. After one use of that potion, however, the living liquid is destroyed.

Living Weapons

ALCHEMY SPECIALTY

REQUIRES: 3 skill points in alchemy & Liquid Life-Giver specialty

A living liquid you've properly released can take the form a melee weapon of any size. The living liquid acts as a standard weapon, and properties such as acidic still apply. When you successfully hit an opponent with a living liquid weapon, the liquid can make a reflexive attack against the target as well. When the living liquid is attacking, the living liquid uses its own accuracy, but it gains a +4 on reflexive attacks made after you've hit the target. Living liquid weapons still have all of the same traits and actions points, and it acts as though it is in the same space as you. A living liquid weapon can be attacked as a regular creature, not requiring a called shot. A living liquid weapon can be disarmed, but it can reflexively spend 1 action point of its own to climb back into your hand.

Perfect Awakening

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

COST: Proper Release (normally 2 AP) + 1 AP

When properly releasing a living liquid, you can spend an additional action point to ensure the liquid forms correctly. The liquid comes out of its vial with more hit points, depending on how well

you released it.

- ① 5 more hit points
- ② 10 more hit points
- ③ 15 more hit points
- ④ 20 more hit points

Reusable Liquids

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

COST: 2 AP

When adjacent to a living liquid you've released, you can spend two action points to returned that liquid to its vial. The liquid cannot be released again until your next breather, but it will regenerate all of its hit points by the next time it is released.

Speed Release

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

COST: 1 AP

Your able to properly release living liquids with amazing speeds, reducing the proper release cost to 1 action point.

Surviving Ammunition

ALCHEMY SPECIALTY

REQUIRES: 4 skill points in alchemy, Liquid Life-Giver, & Living Ammunition specialties

Your living liquids are hearty enough to withstand being used as ammunition. When used as living ammunition, your living liquids are not instantly destroyed. Instead, they form on the ground in front of the target they were shot at (regardless of if they hit or not).

Tossed Release

ALCHEMY SPECIALTY

REQUIRES: Liquid Life-Giver specialty

You can toss your living liquid and still make a proper release. When you make a proper release, you can toss your living liquid so that it appears in any space within 50 feet.



Living Liquid Augments

ACCURATE ATTACKS

LIVING LIQUID AUGMENT

The living liquid is precise and accurate, giving it a bonus on all accuracy rolls.

MG I +3 on accuracy rolls

MG II +6 on accuracy rolls

MG III +9 on accuracy rolls

MG IV +12 on accuracy rolls

AETHERIAL GLOW

LIVING LIQUID AUGMENT

The living liquid absorbs aether and glows, creating a bright light that can easily be seen for some distance. It also perfectly lights up a rather large area. The liquid can dim this light or turn it off at any time for no cost.

MG I lights up everything within 50 feet

MG II lights up everything within 100 feet

MG III lights up everything within 150 feet





MG IV lights up everything within 200 feet

CANNIBALIZING OOZE

LIVING LIQUID AUGMENT

COST: 1 AP

The living liquid can absorb other adjacent living liquids in order to regain hit points. When it absorbs an adjacent living liquid, the target liquid instantly evaporates and the living liquid gains a number of hit points back (up to its maximum). It can only cannibalize living liquids that allow it to happen.





-  restores up to 6 hit points
-  restores up to 12 hit points
-  restores up to 18 hit points
-  restores up to 24 hit points

DEFENSIVE

LIVING LIQUID AUGMENT

REQUIRES: Interior Placements augment

The living liquid knows how to take a blow and keep sliming on. It gains a bonus on defense rolls.

-  +5 on defense rolls
-  +10 on defense rolls
-  +15 on defense rolls
-  +20 on defense rolls

DRENCHING

LIVING LIQUID AUGMENT

The living liquid appears to be made primarily out of water. Anyone who is hit by this living liquid is splashed by water and is considered wet. (Be careful - once an opponent is wet, they take more damage from electric attacks!)





Note: When determining cost, this augment functions as a Marque I augment. Thus, it costs 5 princes to buy or 1 prince to craft.

ELECTRIC CURRENT

LIVING LIQUID AUGMENT

COST: 2 AP

The living liquid has a powerful electric current running through it that shocks anything the liquid touches. When struck with a metallic object, the wielder of the object suffers the electrical damage.





-  The living liquid deals 1 electric damage. If the target is in metal armor or is wet, this damage is unsoakable.
-  The living liquid deals 2 electric damage. If the target is in metal armor or is wet, this damage is unsoakable.
-  The living liquid deals 3 electric damage. If the target is in metal armor or is wet, this damage is unsoakable.
-  The living liquid deals 4 electric damage. If the target is in metal armor or is wet, this damage is unsoakable.

EXPLOSION EATER

LIVING LIQUID AUGMENT

COST: 1 AP

The living liquid is able to absorb an adjacent explosive and, when it goes off, hold in some of the blast. The explosive must be adjacent to the living liquid and it costs 1 action point for the living liquid to absorb it. The living liquid will take damage from the explosion normally, but it lessens the amount of damage dealt to everyone else within the explosion's range.





-  5 less damage
-  10 less damage
-  15 less damage
-  20 less damage

FLAMING BURST

LIVING LIQUID AUGMENT

COST: 2 AP





The living liquid has a petrol running through it. Once during the liquid's life, it can burst into flames, lighting any adjacent people on fire. The living liquid is immune to the effects of burning and takes no damage from fire- or heat-based attacks.

-  adjacent enemies catch on tier 1 fire
-  adjacent enemies catch on tier 1 fire
-  adjacent enemies catch on tier 2 fire
-  adjacent enemies catch on tier 2 fire

FLUID LIQUID

LIVING LIQUID AUGMENT

The living liquid is exceptionally fluid, making it immune to normal attacks such as those from weapons, guns, and bows. The downside, though, is that it causes the liquid to evaporate more rapidly. Non-physical attacks such as those from fire, electricity, aether rays, et cetera all still damage the living liquid normally.

-  It takes 6 more unsoakable damage per turn
-  It takes 4 more unsoakable damage per turn
-  It takes 2 more unsoakable damage per turn
-  It doesn't take any additional unsoakable damage per turn







GAS DEVOURER

LIVING LIQUID AUGMENT

COST: 1 AP





The living liquid is able to absorb a gas that it is inside of, sucking it away. It costs the living liquid 1 action point to try to absorb the gas. When the living liquid attempts to absorb the gas, a roll must be made to see if the gas is dispersed, but the living liquid causes that roll to have a bonus.

-  I: +2 on the disperse gas roll
-  II: +4 on the disperse gas roll
-  III: +6 on the disperse gas roll
-  IV: +8 on the disperse gas roll

GREAT STRENGTH

LIVING LIQUID AUGMENT

The liquid has small hydrolic viens running through it, a small change that makes the living liquid almost absurdly stronger. It gains a bonus on all brute rolls.

-  I: +6 on brute rolls
-  II: +12 on brute rolls
-  III: +18 on brute rolls
-  IV: +24 on brute rolls







GUIDING LIQUID

LIVING LIQUID AUGMENT

For use with Living Ammunition





The living liquid is designed to be used as living ammunition and it guides its way toward its target. It gains a bonus on the accuracy roll to hit its target when used as living ammunition.

-  I: +3 on the accuracy roll
-  II: +6 on the accuracy roll
-  III: +9 on the accuracy roll
-  IV: +12 on the accuracy roll

HEARTY OOZE

LIVING LIQUID AUGMENT

The living liquid is tough and almost rubbery, making it that much more resilient. The living liquid has more hit points.





-  I: 4 more hit points
-  II: 8 more hit points
-  III: 12 more hit points
-  IV: 16 more hit points

HEATING GRASP

LIVING LIQUID AUGMENT

COST: 1 AP





The living liquid is able to super-heat its body, burning a person it is grabbing. It can turn on the heat for 1 action point, at which point the person it's holding can make a resist. The burns last until the target is able to take a breather.

-  I: Tier 1 Burns (-1 on defense rolls), Tier 2 Brute to resist
-  II: Tier 2 Burns (-3 on defense rolls), Tier 2 Brute to resist
-  III: Tier 2 Burn (-3 on defense rolls), Tier 3 Brute to resist
-  IV: Tier 3 Burn (-5 on defense rolls), Tier 3 Brute to resist

INTERIOR PLATELETS

LIVING LIQUID AUGMENT

The living liquid forms bone-like platelets inside of its body that protect it from powerful attack.

-  I: Gains a soak class of 1
-  II: Gains a soak class of 2
-  III: Gains a soak class of 3
-  IV: Gains a soak class of 4

LIFTING LIQUID

LIVING LIQUID AUGMENT

REQUIRES: Lighter-than-Air Liquid augment

The liquid is made to be so light that it can grab a target (be it friendly or unfriendly) and lift them into the air. It moves using its lighter-than-air speed.





Note: When determining cost, this augment functions as a Marque II augment. Thus, it costs 25 princes to buy or 5 princes to craft.



LIGHTER-THAN-AIR LIQUID

LIVING LIQUID AUGMENT





Living liquids with this augment become so light that they are able to fly. The living liquid gains a flight speed.

-  +6 on dexterity rolls
-  +12 on dexterity rolls
-  +18 on dexterity rolls
-  +24 on dexterity rolls

LIMB WRAPPER

LIVING LIQUID AUGMENT

The living liquid is long, tough, and elastic. It can wrap around several limbs, allowing it to grab multiple called shot locations on the same target.

-  Can grab two called shot locations
-  Can grab three called shot locations
-  Can grab four called shot locations
-  Can grab five called shot locations

LOYALLY DEFENDING

LIVING LIQUID AUGMENT

Cost: 1 AP reflexively

The living liquid can jump up and take the hit an adjacent ally was supposed to take. It costs the living liquid 1 action point and the ally must be adjacent to the liquid, but the effect is automatic. The living liquid must decide to do this before evade is rolled,





and the living liquid automatically takes the hit.

Note: When determining cost, this augment functions as a Marque II augment. Thus, it costs 25 princes to buy or 5 princes to craft.

NIMBLE

LIVING LIQUID AUGMENT





The living liquid has a visible nervous system inside of it that allows for better reactions and a much more precise control over its appendages. This gives the living liquid a bonus on all dexterity rolls.

-  +6 on dexterity rolls
-  +12 on dexterity rolls
-  +18 on dexterity rolls
-  +24 on dexterity rolls

OBSERVING

LIVING LIQUID AUGMENT

The living liquid has a gelatinous brain inside of it that radically increases all of its senses. It gains a substantial bonus on all cunning rolls.





-  +4 on cunning rolls
-  +8 on cunning rolls
-  +12 on cunning rolls
-  +16 on cunning rolls

PETRIFYING GRASP

LIVING LIQUID AUGMENT

Cost: 1 AP reflexively





The living liquid is designed to latch onto opponents and never let them go. It can temporarily harden itself against being broken out of. Any time a grabbed opponent attempts to break free, the living liquid may spend 1 action point reflexively to gain a bonus against the resist.

-  +8 to resist breaking the grab
-  +16 to resist breaking the grab
-  +24 to resist breaking the grab
-  +36 to resist breaking the grab

POWERFUL

LIVING LIQUID AUGMENT


The living liquid is much more elastic and can thus can slam into targets harder. The living liquid gains a strike bonus.


-  +5 on strike rolls
-  +10 on strike rolls
-  +15 on strike rolls
-  +20 on strike rolls


ROLLING DODGER


LIVING LIQUID AUGMENT

The living liquid becomes incredibly active, dodging and flipping out of the way from oncoming attacks. The living liquid gains an evade bonus.

 +3 on evade rolls

 +6 on evade rolls


 +9 on evade rolls


 +12 on evade rolls


SEEPING

LIVING LIQUID AUGMENT

The living liquid is able to seep into porous materials (such as spongy rock, dirt, sand, and tight areas). Once inside, it takes a speed penalty, but does gain any other bonuses to its ground movement. It cannot attack while seeping through porous materials, so it must come out into the open.

 -15 feet per move while seeping

 -10 feet per move while seeping


 -5 feet per move while seeping


 no speed penalty while seeping


SLICK


LIVING LIQUID AUGMENT

The living liquid is very slick, allowing it to glide along the ground at incredible speeds. Its ground speed increases.

 Its speed increases by 10 feet per action point.

 Its speed increases by 20 feet per action point.


 Its speed increases by 30 feet per action point.


 Its speed increases by 40 feet per action point.


SLIPPERY SPOT


LIVING LIQUID AUGMENT

The living liquid is so slippery that anyone that enters the same space as it must succeed in a dexterity resist or fall prone.

 Tier 2 resist required

 Tier 3 resist required


 Tier 3 resist required


 Tier 4 resist required


STABLE


LIVING LIQUID AUGMENT

The living liquid forms a light skin around the water, slowing the evaporation process.

 The liquid takes 1 less unsoakable damage per turn

 The liquid takes 2 less unsoakable damage per turn


 The liquid takes 3 less unsoakable damage per turn

 The liquid takes 4 less unsoakable damage per turn

STICKY


LIVING LIQUID AUGMENT

The living liquid consists of a super sticky material that lends itself to holding on to things and not letting go. It gains a bonus on all accuracy rolls made when grabbing, and it gains that same bonus against people resisting the grab. This also grants the living liquid the ability to move up walls effortlessly.

 +3 on all grab rolls (accuracy and resists)

 +6 on all grab rolls (accuracy and resists)


 +9 on all grab rolls (accuracy and resists)


 +12 on all grab rolls (accuracy and resists)


WALKING WEAPON


LIVING LIQUID AUGMENT

The living liquid forms melee weapons from its body when attacking. These weapons range from spikes to sharp fangs to actual weapons.

 The liquid's unarmed damage class increases to 3

 The liquid's unarmed damage class increases to 4

 The liquid's unarmed damage class increases to 5


 The liquid's unarmed damage class increases to 6


WHIPLASH


LIVING LIQUID AUGMENT


COST: 1 AP reflexively

The living liquid lashes back when struck in melee. If attacked, the living liquid can immediately retaliate with an attack of its own and gains a bonus on the accuracy and strike rolls.

 +2 on accuracy and strike rolls when whiplashing

 +4 on accuracy and strike rolls when whiplashing

 +6 on accuracy and strike rolls when whiplashing

 +8 on accuracy and strike rolls when whiplashing