

MEMENTOS

Crafting with Luck

“Merciful heavens, that boy sure is a good shot!”

“They say that he keeps that feather in his hat for good luck. Hasn't missed a shot since he got it.”

“One of those types, eh? How silly it is to place such superstitious value on a feather. He's better off thinking he has a lucky revolver.”

“You say that, but the story goes that he couldn't land a shot on the broad side of a barn before he got a lucky shot off on that bird. He took the bird, placed one of the feathers in his hat, and hasn't missed a shot since.”

A memento — sometimes lucky, sometimes unlucky — is a small object that changes the luck of the person who carries it around. Oftentimes, the memento is bound to him by the effect it has on his luck. The process of creating a memento is not commonly understood (or really believed in), but some have a knack for shaping the luck inside mementos. Mementos are often thought of to be magical in nature — objects that are "cursed" or "lucky" — and can bring about the fortune or failure of their owners. These objects could be anything from a rare and valuable gem that brings about the doom of anyone who comes to own it, to a weapon that brings great fortune to a commanding officer on the battlefield. It could even be as simple as a playing card, a lucky coin, or an old amulet.

Spiritually Augmented Objects

The forces of the universe can only do so much for you. If you possess more than one object which has the same augment from any Spirit skill (e.g. two or more mementos with the "KEEN" augment), you only gain the benefits of the augment once. If the augments are of two different marques, you gain the benefits of the augment with the highest marque.

Augments with Two Marques

You're about to see some augments that only have two marques. These marques are exactly the same as Marque I and Marque III. In effect, we've nixed having Marque II and Marque IV for these augments.

When using these augments, you automatically start off with the first marque. Once you have 15 skill points in Luck, you automatically upgrade to the next marque (just as though it was Marque III).

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Cracked Monocle

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Spirit Abilities

(anyone can attempt these using their Spirit attribute)

Looking Deeper

SPIRIT ABILITY

COST: 1 AP

You are able to detect the presence of objects crafted using skills under the Spirit attribute and objects that are bound to people. As long as the object is within 50 feet, for 1 action point you can make a spirit roll to try to hone in on the location of the object. You can only look deeper once between breathers.

- ① Your margin for error is 25 feet
- ② Your margin for error is 15 feet
- ③ Your margin for error is 5 feet
- ④ You can pinpoint the object.

NOTE TO THE NARRATOR: When the character fails to accurately locate an object, you can choose another object or two within their margin of error and have the character believe that that's the correct object. However, most characters will also know that they are prone to making mistakes (and how much of a mistake they might have made), so they are not constrained to their first mistakes.

Unbind

SPIRIT ABILITY

COST: 10 minutes

When an object is bound to a person, it can be unbound. This can only be attempted on a bound object once per downtime. The binding of an object is marked (see the OBJECT BINDING specialty), and when you attempt to unbind the object, you reduce the binding marque permanently. Often times, unbinding must be attempted multiple times to completely unbind an object. Once the binding reaches zero, the object is unbound.

- ① Object is unaffected
- ② Object's binding marque is lowered by 1
- ③ Object's binding marque is lowered by 2
- ④ Object's binding marque is lowered by 3

Mementos

LUCK SPECIALTY

Creating objects of significance is sometimes not an active, or even intentional, process. For some, the ability to create these objects is more powerful than others. Using marques and your ability in luck, you are able to create artifacts, called mementos, which manipulate your luck. These objects often have no visible significance, but their owner attaches their own importance and history to the object.

You can maintain a number of mementos based on your current Luck skill. They can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "Beneficial Memento Augments" or "Cursed Memento Augments," below. These augments have marques. At lower levels, you'll start with Marque I augments.

Almost anything a person can carry around can be a memento. It can be a charm bracelet, their glass eyeball, or an old bullet they keep in their pocket. Likewise, more complex items can also double as mementos. For example, a saber with a number of ARMSMITH augments can also be a memento, as could a pair of goggles augmented from GADGETRY. Only occasionally can something large (such as an automaton or vehicle) be made into a memento, but with enough backstory, anything's possible.

Each memento 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 memento only has 1 more available slot for an augment after the 2-slot augment has been applied. An object that is augmented with crafts from SCIENCES may also be made into a memento and can be augmented fully and independently as a memento.

NUMBER OF MEMENTOS YOU CAN MAINTAIN

You can create and maintain one memento, plus 1 memento per 4 points you have in Luck. You can create new mementos or augment old ones during any period of downtime you have. Mementos you create will not lose their properties over time, though they will lose their connection to you and be released into the world after one downtime if they are separated from you and the people connected to you.

LUCK SKILL	MEMENTOS
1	1
4	2
8	3
12	4
16	5
20	6
24	7

BUYING MEMENTOS

Sometimes you'll find a memento out in the marketplace. For every augment on the memento, the price increases. The higher the marque, the greater the price. The market price for an augment can be found in the chart below. For example, if you found a memento with a single marque I augment on it, it'd typically cost you 25 princes. But if you found a memento with two marque I augments on it, it'd cost you 50 princes.

Note that you cannot purposefully purchase a memento on the market without being able to recognize mementos.

MARQUE	I	II	III	IV
MARKET PRICE	25 princes	125 princes	625 princes	3125 princes

Objects of Fortune

LUCK SPECIALTY

REQUIRES: 4 skill points in Luck & Mementos specialty

You are capable of attaching even more significance to a memento, allowing you to build mementos with even more complex effects. Such mementos can be upgraded with 2 more augments (bringing the total for mementos up to 5 augmentable slots).

Memento Binding

LUCK SPECIALTY

RESIST: Spirit (marques down)

Sometimes, mementos just seem to follow you around. Mementos can be bound to a person, causing the memento to continually wind up in their possession again, no matter how hard they try to get rid of it. Many people who know about memento binding will bind cursed mementos to people they don't like, but some also

bind good mementos to their loved ones for safe-keeping.

To bind a memento to someone, the memento must fall into their possession in some meaningful way. Sometimes it's by giving the object to that person in some symbolic way, by tricking the person into holding the object for a long period of time, by attacking the person with that object, or by any number of creative methods. The key is that the object must become relatable to that person.


You can target yourself for binding if an object becomes of symbolic use to you; this could mean that you used the object to get out of a particularly tricky situation, it is an object from your past, or it is an object that you keep running across for no perceptible reason.


You can bind as many mementos in this way as you can create. When binding a memento, you use the marque of your luck skill to determine how effective the binding is. When a person is being bound to an object, they can subconsciously resist by rolling their Spirit attribute. Their resist decreases the marque of the binding. Binding can be done immediately and for no action point cost when the terms are met for the object to be bound.


Once an object is bound to a person in this way, it is often difficult to get rid of it. The person will often feel that they either must protect the object or that it is following them wherever they go. If they drop the object, it will make its way back to them one way or another purely by luck. Sometimes it may be thought to be gone forever, and they'll find it sitting at the bottom of their pack for reasons not clearly available, or they will find the thing coming back to them by bizarre and twisted routes of luck and circumstance.


When an object is bound to a person, it can be unbound. This can only be done once per bound object per downtime per person. The tier of a Spirit roll is used to unbind the object, reducing its marque indefinitely. Multiple unbinding attempts can be used until the marque of the binding decreases to zero, at which time the object is no longer bound to its target.

Note that if a bound object that was crafted from SCIENCES is broken, it will rarely return in a repaired state. Instead, the broken parts will return. Spiritually-augmented objects that are bound to other people still count against the original owner's maximum, if applicable.

 The object will appear during downtimes via strange deliveries or being dropped by accident in your bag or pocket. If the item is destroyed, it will be fixed if there is anyone nearby who is able to do so. If there is not, then it will not be fixed, but its parts will be together, often in a storage container of some kind such as a bag or chest, or it may take a bit longer to make its way back to its owner.

 The object might be destroyed or lost during the beginning of a day, but will find its way back before the day's end, fully repaired. Objects that are not simply repaired may take a full downtime to return.

 The object will return to whatever it's bound to within a few hours, often uncannily repaired. If it is exceptionally rare or difficult to repair, it may return before the end of a day.

 Even the most complex of objects will not be separated from you for long. Unless the object is one-of-a-kind, you will find that it can make its way back to you within minutes, maybe hours if it's complex.



Bound by Chains

LUCK SPECIALTY

REQUIRES: Memento Binding Specialty

The old euphemism about tying people by the threads of fate no longer applies to you; you bind mementos to people by the chains of fate. Your mementos are bound to people twice as effectively, basically causing each marque of binding to act as two marques for the purposes of unbinding the object.



Fate's Thread-Cutter

LUCK SPECIALTY

COST: Unbind + 1 AP (if used with Quick Unbinding)

The threads that tie a person and his bound memento together is easily severed by you. Any time you make an attempt to unbind an object, you do so with extra precision, destroying the fated tie between the object and person. All unbinding attempts that you make are automatically one tier result higher.

If used with the QUICK UNBINDING specialty during battle, this ability requires 1 action point to activate and can only be used once per unbinding attempt.



Quick Unbinding

LUCK SPECIALTY

COST: 3 AP

Acutely aware of the strings of fate that bind an object to a person, you are able to cut them at a moment's notice. You may perform unbinding attempts during battle for just 3 action points once per bound object per battle. This unbind counts as your unbind for this downtime, so you must wait until the next downtime to attempt another.



Unbinding Hand

LUCK SPECIALTY

You have honed your energy such that you are capable of performing unbind actions at an increased rate. You may perform two unbinding attempts per downtime on each bound object instead of just one.

Memento Augments

These memento augments are neither particularly beneficial nor harmful, so they can't be categorized as beneficial or cursed.

Eminent

MEMENTO AUGMENT

An eminent object radiates its spiritual qualities very clearly. When making a Looking Deeper roll, anybody who is attempting to detect the object will gain 1 tier to their roll.

COST TO BUY: The eminent augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 25 princes to buy on the market.

Shrouded

MEMENTO AUGMENT

A shrouded object hides its spiritual qualities within itself, making it difficult to detect. When making a Looking Deeper roll, anybody who is attempting to detect the object will lose 1 tier from their roll.

COST TO BUY: The shrouded augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 25 princes to buy on the market.

Beneficial Memento Augments

Beneficial memento augments are those that you want to place on mementos that you'll be carrying around or giving to allies and loved ones. For mementos that you want to bind to enemies, go to "Cursed Memento Augments" below.

Boon

BENEFICIAL MEMENTO AUGMENT

Used with the ACE UP MY SLEEVE Specialty (Playing Guide 154)





Those who carry around a boon memento are capable of catching twice as much luck. When the holder of an item augmented with boon rolls a natural 11, if that person has the ACE UP MY SLEEVE Specialty, they may store it as if it were a 12.

COST TO BUY: The boon augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 625 princes to buy on the market.

Bullet-Avoiding

BENEFICIAL MEMENTO AUGMENT





Circumstance can save the groin of the holder of an object with the bullet-avoiding part augment. When you augment your memento, choose a called shot location (such as your groin or head). When the holder of such an item is attacked with a called shot in that location, they gain a bonus to evade the attack.

-  +3 on the evade roll
-  +4 on the evade roll
-  +5 on the evade roll
-  +6 on the evade roll

Enhanced Spirit

BENEFICIAL MEMENTO AUGMENT





This augment causes the item to link to the user's driving force, enhancing and reinforcing it with the innate spiritual power of the item. Whenever the holder makes a Spirit roll, they gain a bonus from this augment.

-  +1 on Spirit rolls
-  +2 on Spirit rolls
-  +3 on Spirit rolls
-  +4 on Spirit rolls

Flamewalker

BENEFICIAL MEMENTO AUGMENT





Objects augmented with the flamewalker augment prevent the user from catching fire as badly. Whenever the holder of a flamewalker-augmented item catches fire, they may roll their die. If their roll exceeds a certain number, the tier of the fire is decreased by 1.

-  Roll must be 12
-  Roll must exceed 9
-  Roll must exceed 6
-  Roll must exceed 3

Fortune

BENEFICIAL MEMENTO AUGMENT

The holder of an object augmented to be fortunate will find that money sometimes just finds its way into their possession. Once in-between downtimes, when the holder goes into a public area, they may roll a die. If the result is even, then they receive money from this augment based on its marque.

-  1 Prince
-  5 Princes
-  25 Princes
-  100 Princes





Note to the Narrator

The Fortune augment provides you with fairly rough guidelines for giving coins to adventurers. If an adventurer is traveling through a deserted wasteland, he probably won't find buckets of coin every time he wanders outside. However, in ritzier parts of the city, the adventurer might stumble across a substantial amount more princes. The prices given are based on a typical working-class town or city, so deviations from that will be normal. Fortune doesn't always play fair, so keep your adventurer guessing.

Heroism

BENEFICIAL MEMENTO AUGMENT

Linking in with the holder's driving force, items augmented with heroism cause the user's bursts of heroic vigor to be even more powerful. When the holder makes a Spirit roll for heroism, that person gains a bonus to their roll from this augment.





-  +2 to Spirit rolls for Heroism
-  +4 to Spirit rolls for Heroism
-  +6 to Spirit rolls for Heroism
-  +8 to Spirit rolls for Heroism

Hex Holder

BENEFICIAL MEMENTO AUGMENT

Used with the CURSE Specialty (*Playing Guide* 154)





A hex-holding memento stores your failures, your anxieties, and your evil whims. Any wielder of a hex-holding item who has the CURSE specialty can hold an additional 1 per the Marque of the hex holder augment. Rolls of 1 that are held in this way follow all of the other rules of 1's held by the CURSE specialty.

-  I: 1 more held curse
-  II: 2 more held curses
-  III: 3 more held curses
-  IV: 4 more held curses

"Hey, a Coin!"

BENEFICIAL MEMENTO AUGMENT

It is said that finding a coin on the ground grants a bit of luck somewhere down the line. The holder of this item will find that this luck pays off in a very real and immediate way. In any time during which the holder would be ambushed such that the initial attack would go straight to wounds, the holder will notice a coin on the ground. Picking up the coin will grant the player a bonus to evade, and provide the player with a coin of the narrator's choice. (The most common coin found on the ground in Trust-run economies would usually be a quarter- or eighth-duke.)



-  I: +6 on the evade roll when ambushed
-  II: +8 on the evade roll when ambushed
-  III: +10 on the evade roll when ambushed
-  IV: +12 on the evade roll when ambushed

High Roller

BENEFICIAL MEMENTO AUGMENT

Used with the JACKPOT Specialty (*Playing Guide* 153)





When the holder of your item makes a lucky break, they hit it extra lucky. If the holder of a high roller memento has the Jackpot specialty, activating the specialty causes them to gain additional damage class based on the marque of this augment.

-  I: +1 Damage Class
-  III: +2 Damage Class

Illogical Traps

BENEFICIAL MEMENTO AUGMENT





When you would be setting off a trap that you don't know about, roll the die. If your die roll exceeds the required roll (according to the augment's marques), the trap doesn't go off for you. It will, unfortunately, still probably go off for the next guy who activates it, or if you interact with it again.

-  I: Roll must be 10
-  II: Roll must exceed or be equal to 8
-  III: Roll must exceed or be equal to 6
-  IV: Roll must exceed or be equal to 4

Keen

BENEFICIAL MEMENTO AUGMENT

An item that is augmented to make the user keen causes that person to be still and precise, by whatever means, allowing the character to hit more accurately. Holding an object with this augment will cause the user to have a bonus on all accuracy rolls.

-  I: +1 on Accuracy rolls
-  II: +2 on Accuracy rolls
-  III: +3 on Accuracy rolls
-  IV: +4 on Accuracy rolls

Lucky Breaks

BENEFICIAL MEMENTO AUGMENT

COST: 1 AP reflexively

Sometimes a fortuitous event just happens precisely how you wanted it to. When holding a lucky breaks item, a character experiences events like these much more often. For 1 action point reflexively, the holder of a lucky breaks item may change the result of any of their own rolls by 1 point — however, this makes that roll impure, meaning that it cannot be used for specialties which interact with rolls of a certain number (such as the CURSE specialty on page 154 of the *Playing Guide*) or operate under normal rolling rules (an impure 1 does not deny bonuses, and an impure 12 does not explode). Rolls modified in this way may not be decreased below 1 or increased above 12.





COST TO BUY: The lucky breaks augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 125 princes to buy on the market.

Magical Numbers

BENEFICIAL MEMENTO AUGMENT

TAKES UP 3 AUGMENT SLOTS ON A MEMENTO





The number 3 is a low number, all things considered, but that does not stop it from often holding a mystical or magical quality. For the holder of a magical number memento, all specialty or attribute rolls of 3 gain a bonus based on the marque of this augment.

-  I: +1 bonus
-  II: +2 bonus
-  III: +3 bonus
-  IV: +4 bonus

Moments of Clarity

BENEFICIAL MEMENTO AUGMENT

Things have trouble staying out of sight of someone holding your item. Stray twigs underfoot, a fortuitous gust of wind, a glinting piece of metal — these fortuitous events cause hidden items to be more evident. When making a Cunning roll to notice, the holder of this memento gains a bonus.

-  I: +2 on Cunning rolls to notice
-  II: +4 on Cunning rolls to notice
-  III: +6 on Cunning rolls to notice
-  IV: +8 on Cunning rolls to notice

MoneyMaker

BENEFICIAL MEMENTO AUGMENT

Carried by some of the more lucrative gamblers, this item significantly increases a person's chance at winning any kind of money-betting game. When the holder plays a game involving gambling, he or she may re-roll any die roll or re-draw any undesirable card once per turn of that game. Please note that any re-draw is final and therefore if the second roll or draw is worse than the first, the holder will be stuck with it.

COST TO BUY: The moneymaker augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 125 princes to buy on the market.

Master of Fortune

BENEFICIAL MEMENTO AUGMENT

REQUIRES: MoneyMaker augment on the memento

The pinnacle of excellence in gambling, the best way to win games of fortune is to get to choose your outcome. When you opt to re-draw or re-roll via the moneymaker augment, you may choose which outcome — the original or re-done — that you will use. Please note that some gamblers and gambling operations will not take kindly to characters who win too many games.

COST TO BUY: The master of fortune augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 625 princes to buy on the market.


Near Misses

BENEFICIAL MEMENTO AUGMENT


COST: 2 AP reflexively

Sometimes, the greatest statement of luck comes not from what fortune you have, but by the bad things that do not happen to you. An item that is augmented with the near misses augment will protect its user — once — from receiving personal injury. For 2 action points reflexively, the holder may prevent the effects of a Called Shot, Wound, or Fatal Effect, depending on the marque of this object. This is a consumable augment, meaning that when the augment is used once, it disappears from the item permanently.

 Prevents the effects of a Called Shot

 Prevents the effects of a Wound

 Prevents the effects of a Fatal Injury


 Prevents the effects of Death

Pocket Aces


BENEFICIAL MEMENTO AUGMENT

Used with the ACE UP MY SLEEVE Specialty (Playing Guide 154)

Your item helps you keep your good luck about you, letting you hold on to an additional bit of fortune whenever you come by it. Any wielder of a pocket aces item who has the ACE UP MY SLEEVE specialty may hold an additional 12 per the marque of this augment. Rolls of 12 that are held in this way follow all of the other rules of 12's held by the ACE UP MY SLEEVE specialty.

 Can store 1 more Pure 12

 Can store 2 more Pure 12's


 Can store 3 more Pure 12's


 Can store 4 more Pure 12's


Silver Tongue


BENEFICIAL MEMENTO AUGMENT

An item augmented with silver tongue builds upon the user's wit and empathy. The holder of an item with this augment therefore can more easily read and react to others, gaining a bonus to all rolls for social tells and any other social Cunning rolls.

 +2 to Cunning rolls for Social Tells

 +4 to Cunning rolls for Social Tells

 +6 to Cunning rolls for Social Tells

 +8 to Cunning rolls for Social Tells

Surprising Finesse

BENEFICIAL MEMENTO AUGMENT

In circumstances where one is plummeting toward the ground, an extra bit of luck is always welcome to prevent inconvenient injuries and untimely death. The holder of this augment will, more often than not, have a great deal of such luck, managing to stay on their feet in situations of unchallenged gravity. When the holder finds themselves falling, that character gains a bonus of 1 tier to the dexterity roll made to prevent Wounds damage from hitting the ground.

COST TO BUY: The surprising finesse augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 125 princes to buy on the market.

Uncanny Efficiency

BENEFICIAL MEMENTO AUGMENT

The object causes the user to craft with exceptional efficiency and ease, allowing for the creation of more objects from scratch, using the same amount of time and materials. A holder of an item with the uncanny efficiency augment gains 1 DIY.

COST TO BUY: The uncanny efficiency augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 125 princes to buy on the market.

Untouchable Location

BENEFICIAL MEMENTO AUGMENT





There are some body parts that people find to be very precious and important (usually the head and neck, not to mention a few others) — and the holder of an item augmented in this way will find that those spots are uncannily well-guarded. When the item is augmented with this augment, the person making the memento chooses a called-shot location. If any random called shot roll, wound, or fatal causes that location to be targeted, then the roller instead re-rolls and takes the second roll — if that roll lands on the same location, then the location will be hit regardless of this augment.

COST TO BUY: The untouchable location augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 25 princes to buy on the market.

Utility

BENEFICIAL MEMENTO AUGMENT





Your object manages to make itself useful in its own way, more-so than another object of its kind. Any non-combat roll to use the augmented object gains a bonus from this augment.

-  +1 to Non-Combat Rolls
-  +2 to Non-Combat Rolls
-  +3 to Non-Combat Rolls
-  +4 to Non-Combat Rolls

Win Some, Lose Some

BENEFICIAL MEMENTO AUGMENT

Messing up doesn't always have to be that bad, and in the case of the holder of a win some, lose some-augmented memento, it just never seems as bad to lose — in fact, it can be somewhat invigorating. When the holder of an item with this augment rolls a natural 1, they gain hit points.

-  1 hit point
-  2 hit points
-  3 hit points
-  4 hit points

✎ Cursed Memento Augments ✎





Cursed memento augments are those that you want to place on mementos that you'll be stuffing into the pockets of people you hate. For mementos that you want to bind to yourself or your friends, go to "Beneficial Memento Augments," above.

Blank Stare

CURSED MEMENTO AUGMENT

RESIST: Cunning (see below)

A common curse placed on the belongings of socialites, the blank stare augment can be ruinous of a person's social life. When the holder of an item augmented with blank stare rolls a natural 1 on any Cunning roll to interact with people or for social tells, that person must make a resist or be sent into a brief stupor, staring off blankly into space as they lose track of what they were going to say and taking penalties to the following Social Tells roll.

-  Tier 2 Cunning to resist, -2 to the next Social Tells roll
-  Tier 2 Cunning to resist, -4 to the next Social Tells roll
-  Tier 3 Cunning to resist, -6 to the next Social Tells roll
-  Tier 3 Cunning to resist, -8 to the next Social Tells roll

Bottom Rung

CURSED MEMENTO AUGMENT





Ordinarily, the offender will win ties in a matched roll. However, the holder of a bottom rung memento finds that they are always ending up at the butt of things. Holders of items augmented with bottom rung always lose ties. If the holder has an ability that causes them to win ties, then both abilities negate each other for the duration of holding the augmented item.

COST TO BUY: The bottom rung augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 625 princes to buy on the market.

Butterfingers

CURSED MEMENTO AUGMENT

Things just have a tendency to slip from the hands of the holder of a butterfingers item. When one such person attempts to draw any kind of potion during battle, that person must roll a twelve-sided die with no bonuses. If the roll does not exceed the number designated by the marque of this augment, then the person drops that potion and it crashes to the ground. (Note that gases will still probably go off, and acids might eat through the ground.)

-  Roll must exceed a 1
-  Roll must exceed a 2
-  Roll must exceed a 3
-  Roll must exceed a 4

Cruel Fate

CURSED MEMENTO AUGMENT

TAKES UP 4 AUGMENT SLOTS ON A MEMENTO

An item augmented in this way is truly intended to be the death of the user. As long as the item is held by the user, whenever that person rolls a natural 2, it denies bonuses to that character in the same way that natural rolls of 1 do. Any specialty or other ability that causes rolls of 1 to allow bonuses also allows rolls of 2 to provide bonuses (e.g. the **FREE FROM FAILURE** specialty, *Playing Guide* 153).


COST TO BUY: The *cruel fate* augment has no marques and can be learned by anyone with the **MEMENTOS** specialty. It will commonly cost 2,500 princes to buy on the market.


Eau de Bile

CURSED MEMENTO AUGMENT

RESIST: Spirit (see below)

An embarrassing curse to place on an enemy, the *eau de bile* curse is meant to remind an enemy constantly of their failings and family jewels. This augment can only be placed on an object after making a successful called shot to the groin of the holder of your item of choice. Whenever the opponent takes a wound or fatal effect, regardless of the location, they will suddenly find themselves in a state of acute nausea. The person must make a Spirit resist, or he will purge for 1 turn.

 Tier 2 Spirit resist

 Tier 3 Spirit resist

Extra-Combustible

CURSED MEMENTO AUGMENT

Fire has an affinity for whoever holds an object with this curse, often much to the displeasure of that person. When the holder of an item augmented with *extra-combustible* catches on fire, they must roll a die with no bonuses. If the result is odds, then the fire immediately goes up by 1 tier.

COST TO BUY: The *extra-combustible* augment has no marques and can be learned by anyone with the **MEMENTOS** specialty. It will commonly cost 625 princes to buy on the market.


Fumble


CURSED MEMENTO AUGMENT

RESIST: Spirit (see below)

REQUIRES: Hand Slip Augment

One of the few things more dangerous than dropping your weapon during a battle is accidentally attacking yourself. The holder of an item augmented with the *fumble* curse will make an attack on himself with tier 1 damage any time that he rolls a 1 for accuracy unless he can make a Spirit resist.

 Tier 2 Spirit resist

 Tier 3 Spirit resist


Hand Slip


CURSED MEMENTO AUGMENT

RESIST: Spirit (see below)

REQUIRES: Feeling Lucky specialty known (*Playing Guide* 155)

A slip of the hand can be a deadly mistake in battle, and your curse is built to cause that to happen time after time. When the holder of a *hand slip* augmented item rolls a natural 1 on any accuracy roll, they must make a resist versus the tier of this augment or drop the weapon they're using.


 Tier 2 Spirit resist


 Tier 3 Spirit resist


Ignorance is Bliss


CURSED MEMENTO AUGMENT

Sometimes, ignorance is bliss. These are not those times. When the holder of this memento is engaged in a situation where things go badly, they are just not quite all there to react quickly. Whenever the holder is rolling priority at the beginning of battle, that character receives a priority penalty based on the marque of this augment.

 -2 to Priority

 -4 to Priority


 -6 to Priority


 -8 to Priority


Insomnia


CURSED MEMENTO AUGMENT

Your item causes happenstance to disrupt the subject's sleeping — a bug chirping outside the window, an early morning call, et cetera. These events cause the harried opponent to lose focus and wit. When the holder is trying to think clearly in order to solve puzzles or make connections, they take a penalty to their Cunning.

 -2 to Cunning rolls to Gather Intel

 -4 to Cunning rolls to Gather Intel


 -6 to Cunning rolls to Gather Intel


 -8 to Cunning rolls to Gather Intel


Lead Tongue


CURSED MEMENTO AUGMENT

This augment causes the user to stumble upon all the wrong responses and conclusions when talking. Whenever the holder of a *lead tongue* memento is trying to make a social tells roll or otherwise rolling a Cunning roll to be social, that person takes a penalty from the item.

 -2 to Cunning rolls for Social Tells

 -4 to Cunning rolls for Social Tells

 -6 to Cunning rolls for Social Tells


 -8 to Cunning rolls for Social Tells

Lost Wallet

CURSED MEMENTO AUGMENT

RESIST: Cunning (see below)

Sometimes a happenstance or slip of the mind can drive a person to ruin at all the wrong times. Whenever the holder of an item with this augment on it attempts to go shopping, they must roll. If the roll comes out to a natural 1, then that person has left their wallet (or other means of carrying money) at the most recent location where they were. The person may roll a Cunning to resist any time this occurs versus this augment, as remaining attentive of one's belongings is the best way to counteract this curse.

 Tier 2 Cunning to resist

 Tier 3 Cunning to resist

Lost & Stolen

CURSED MEMENTO AUGMENT

RESIST: Cunning (see the "Lost Wallet" augment)

REQUIRES: Lost Wallet augment on the memento

Bad fortune happens upon just about everyone — sometimes ones very important satchel of cash makes its way into the wrong hands. When the lost wallet curse activates on the victim of this item, the wallet will have indeed been lost and stolen, rendering it much more difficult to get a hold of.

COST TO BUY: The lost & stolen augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly costs 625 princes to buy on the market.

Malfunctioning Weapons

CURSED MEMENTO AUGMENT


A crippling curse to place on a soldier or duelist, malfunctioning weapons causes a person's arms of war to begin to break or become more fragile. When someone attempts to break a weapon held by the holder of this item, the assailant gains 1 tier to any successful sunder roll against the holder's weapons.


COST TO BUY: The malfunctioning weapons augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly costs 125 princes to buy on the market.


Obscurity


CURSED MEMENTO AUGMENT

Your item muddles the location of things to the holder, muddling them and making them hide, sometimes even in plain sight. When the holder of an object augmented with obscurity makes a Cunning roll to Notice, they take a penalty on that roll.

 -2 to Cunning rolls to Notice

 -4 to Cunning rolls to Notice

 -6 to Cunning rolls to Notice

 -8 to Cunning rolls to Notice


Planted Cards


CURSED MEMENTO AUGMENT


RESIST: Cunning (see below)


There are some folks who cheat by pretending that someone else is cheating — the holder of an item cursed in this way will often be the victim of such schemes. When the holder is playing a card game of any kind, they must roll their die. Depending on how well they roll (see the marques, below), they might make their way through the game with nobody noticing the cards sticking out of their sleeve. If they fail... well, let's just hope that they're playing with good-natured people.

The character can make a Cunning resist versus this augment, as the easiest way to counteract this is to be aware of the contents of one's sleeves.

 The roll must be a 2 or higher, otherwise people notice; Tier 2 Cunning will resist the curse

 The roll must be a 4 or higher, otherwise people notice; Tier 2 Cunning will resist the curse

 The roll must be a 6 or higher, otherwise people notice; Tier 3 Cunning will resist the curse

 The roll must be a 8 or higher, otherwise people notice; Tier 3 Cunning will resist the curse

Slippery Fingers

CURSED MEMENTO AUGMENT

An item that is augmented with slipping fingers causes the holder to be fidgety and unclear, by whatever means, preventing that character from hitting as accurately. Holding an object with this augment will cause the user to have a penalty to all accuracy rolls.

 -1 on Accuracy rolls

 -2 on Accuracy rolls

 -3 on Accuracy rolls

 -4 on Accuracy rolls

Space Out

CURSED MEMENTO AUGMENT

A rough curse to have placed on one's belongings in guerrilla warfare, the space out augment causes the user to become distracted by meaningless minutiae or simply have spaced out moments before ambushes. When rolling Cunning to notice if there is an impending ambush, the person takes a penalty from this augment.

 -3 to Cunning rolls to notice for ambushes

 -6 to Cunning rolls to notice for ambushes

 -9 to Cunning rolls to notice for ambushes

 -12 to Cunning rolls to notice for ambushes

Stupid Sciences

CURSED MEMENTO AUGMENT

The most advisable way to deal with this curse is to stay away from all things complicated. The holder of this item will suffer from a great deal of confusion upon picking up and trying to understand any BETA item, blanking out at the wrong time and receiving one less tier on any roll made to use or control a BETA item made with crafting from SCIENCES.


COST TO BUY: The stupid sciences augment has no marques and can be learned by anyone with the MEMENTOS specialty. It will commonly cost 625 princes to buy on the market.

Wacky Widgets


CURSED MEMENTO AUGMENT


RESIST: Sciences (see below)

It is generally ineffective for the holder of an item cursed in this way to touch anything more complex than a basic, un-augmented weapon. When the holder of a wacky widgets item tries to activate any item crafted with SCIENCES, they must roll a Sciences resist or they will spend several turns treating every item as if it were a BETA item. This will only happen once between breathers.

 I: 1 Turn; Tier 2 Sciences to resist

 II: 2 Turns; Tier 2 Sciences to resist

 III: 3 Turns; Tier 3 Sciences to resist


 IV: 4 Turns; Tier 3 Sciences to resist


Wardrobe Malfunction

CURSED MEMENTO AUGMENT

RESIST: Spirit (see below)

One of the cruelest curses to place on a socialite, the wardrobe malfunction curse can mean social death to a person. When the holder of a wardrobe malfunction item rolls a natural 1 on any Cunning roll for social tells or other kinds of interaction with other people, they must then roll a Spirit resist or have their clothing open itself in the most humiliating of ways.


 I: Tier 2 Spirit resist


 III: Tier 3 Spirit resist


Weak Soul


CURSED MEMENTO AUGMENT

Weak soul items drain their holder of driving force, decreasing the person's willpower. When the holder of an item augmented with weak soul makes a Spirit roll of any kind, they take a penalty to the roll from the augment.

 I: -1 on Spirit rolls

 II: -2 on Spirit rolls

 III: -3 on Spirit rolls

 IV: -4 on Spirit rolls