ÜRANIÜM BÜTTERFLIES

HEROES OF THE VASTLANDS

LUKA REJEC

SEACAT
RPGECO
SYSTEM

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LUKA REJEC

PLAYER'S HANDBOOK FOR THE
ULTRAVIOLET GRASSLANDS
AND OTHER VASTLANDS

Contents

0. FIAT LUDUS

Introduction

"Welcome to post-history for the initiated! Here you will learn about the wonderful science of adaptive reality permutation. I, Decoder, will be your mentor on this exciting journey into full citizenship. Once you master the A.R.P.— parenthesis 'arp' end parenthesis—ha ha ha..."

The teacher's laughter was perfectly modulated. All at once, it intimated self-deprecation, warmth, wisdom, and kindness. It snuck into the student's marrow and purred there. A meme-cat of pure comfort and absolute authority.

"Ha ha... So, once you can play the arp, like every proper citizen should, you will understand that the death of history and the birth of heaven has not condemned you to a life of purposeless hedonic boredom. Rather, it has unlocked the opportunity and duty of permanent creative improvement of the pan-divine cosmos in which you also participate."

The teacher glided from the lectern to the proscenium and, with a gesture, dimmed the lights. She made a second gesture, and a wide-spectrum vision coalesced above her, illuminating the stage and the dozens of gazing faceplates, like lonely stars in the vast lecture theatre.

"This is Cosmos. All of it, voids and worlds, dust and light, is yours. Made from you and for you."
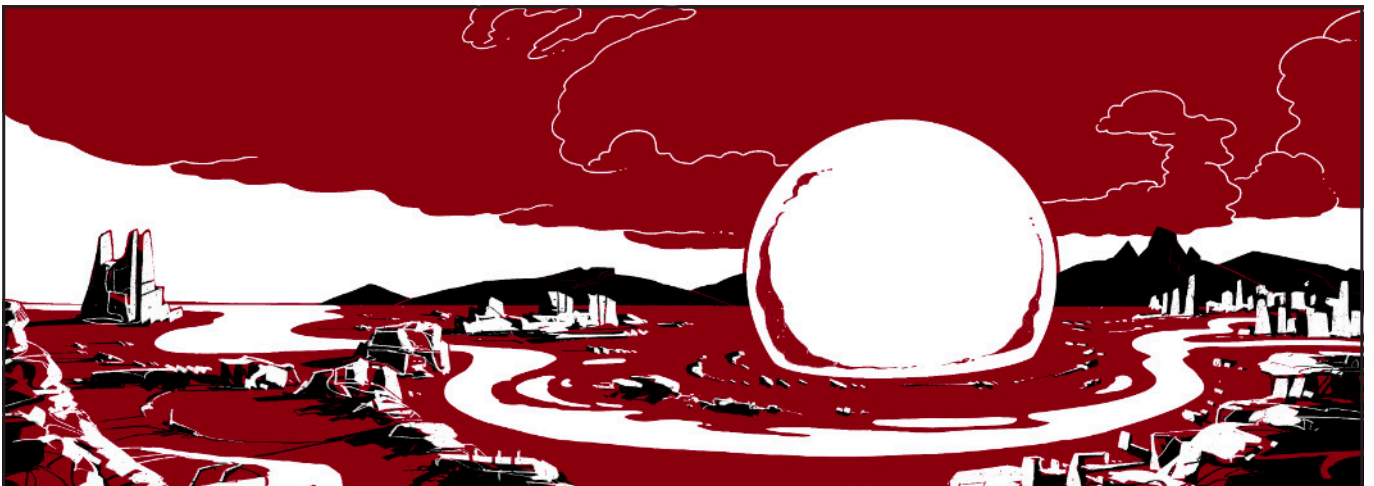
discontinuity

The living flesh god remains, trapped in the unending slow explosion.

Hamatikkele counted the gifts again, double-checking with the symbols the proffer Nekketocha had marked on her left hand. Four lances carved from colourful stone, five jars of honey and one of blood, six baskets of berries and two of bread, seven rings of harvested metal and three slaves from the pretty river tribes. Four, five, one, six, two, seven, three. The correct order.

"Big chief, the warriors are ready," came the voice of the obnoxious climber Lekkenota.

Natatikkele, the second lance, drew itself up pounded and its painted breastplate, "All warriors must always be ready in the presence of a big chief! Do you suggest some warriors are not warriors but unready cattle?"

"Never such a thought, but only a big chief can make offerings to Decoder Oracle. Now the sun of hottest day has climbed down halfway from zenith. There is not much time left," said Lekkenota.

Natatikkele roared, "Big chief knows the best time for the offering to bring the best prophecy."

Lekkenota smiled and said, "Of course."

Hamatikkele pounded Natatikkele's epaulette. Praise. Lekkenota understood her fears. A bad harvest, a failed raid, a broken mother-machine. The big chief was three down. Lekkenota understood that a lousy prophecy could finish Hamatikkele. Three months until next hottest day was enough time for a bit of luck to come big chief's way.

Or for Lekkenota or another climber to find some new bad omen to prove Hamatikkele was not strong enough to be big chief.

Lekkenota smiled wider, showing fangs.

Hamatikkele sang a single clear note and the warriors fired up their lances. The slaves dragged the offering sledge up the meadow to the oracle's mouth.

Mouth. Damned thing looked like a crypt. Tomb full of Long Ago ghosts. The sledge hummed as it levitated past the lumen trees. Warriors and slaves alike shied away from those. Lightning thorns would fry a human, soul or none.

At the mouth, they pushed the three slaves forward. The pretty little things rolled their eyes but didn't say much. Gags and bindings. The mellowine helped, too.

"Lo, great Decoder Oracle, the new generation of initiates comes to partake of the wisdom of the citizens!" intoned the proffer Nekketocha. Hamatikkele pushed a slave's face to the crystal eye in the middle of the mouth.

The memorized words from Long Ago, strange to Hamatikkele's modern ear, worked. The eye illuminated the slave's face and the mouth opened. A golden voice sang out, the oracle welcomed the offerings.

They enrolled, then never left.

They prodded the slaves onwards into the bowels of the oracle. The warriors followed with lances raised for illumination.

"Forward seventy, bow, forward thirty, left twenty, bow, face ..." chanted the proffer. Hamatikkele pushed a second slave's face to a second eye. A door slid open soundlessly in a puff of ancient dust.

"... swing, descend twenty, right, bow, offer academic meal ..." the chanting continued. The warriors hastened to put fresh offerings on the three iron altars decked with old machine idols.

"... bow, left thirty, right fifty, right, face ..." and the third slave's face was pushed up to a third eye. Another door slid open and torches like slow stars illuminated the ceiling of a great sloping hall. Offering thrones reached down in concentric rings, most occupied with the bound mummies of previous offerings. On a stage at the bottom of the ring stood a tall obsidian plinth, behind it the graceful form of Decoder Oracle.

Her face shone like an alabaster lamp, her flawless skin glowed like finest porcelain. She glided to the proscenium as the three slaves were marched before her and made to kneel. Her awesome eyes swivelled from their communion with the Holy Void to fix on the three before her.

"This is Cosmos. All of it, voids and worlds, dust and light, is yours. Made from you and for you," she sang in her strange old song.

The warriors watched as the slaves slumped to the ground, passive in their fate. Accepting the authority of the oracle.

"By accepting the arp, you will become strong. More than that, you will become wise. For you will see that there is no other way to be than united with the arp."

Hamatikkele sighed in relief, an excellent oracle. Decoder approved of big chief. The pretty river tribes still bred true offerings.

But they were getting harder to acquire. The tribes grew scarcer as the warriors claimed fields for their villages, as the hunters gathered meat for their talon fathers, as the cathedral consumed the slow and left the stone. How much longer would the warriors be able to coax prophecies and guidance out of Decoder Oracle?

"What is the essence of arp? It is accepting and understanding that there is no division between the self and the cosmos. That we are one, ha ha," Decoder continued singing her excellent omen.

The warriors reverently moved older mummies out of the way, then seated the new offerings into the thrones in front of Decoder Oracle. They bound each slave with two rings of harvested metal and gave each a stone lance effigy to show that warriors had brought these new initiates.

"You have previously integrated the history that led to the creation of this cosmos and the end of history. Now you are here, at the end of time ..."

An additional lance and ring were hung on the side wall, next to the hundreds of older offerings made by the warriors. Even older, stranger offerings hung there. Stone axes and heads, rock tablets with odd symbols and crystal beetle-things. And so many rings. Rings of glass and leather, braided grasses and corded cables.

"... But time does not end so easily, and you have been chosen to uphold your given world through the ages ..."

Hamatikkele's breath caught. The oracle was anointing her. Her! Even Lekkenota looked awed. Her mind wandered to the future. After this oracle, she would bind all the warriors into a single, unbreakable family. She would also seal the mouth. This would be the last oracle. No other was needed. They were being given the final word, after all!

And, she admitted quietly to herself, this dusty, ageless place and its luminous oracle terrified her. Each visit made her feel like a dull blossom, doomed to wither and fall on the breeze.

discontinuity

"That'll be five unions ninety," announced the bright-eyed junior museum employee at the ticket booth.

The thin man smiled indulgently and nudged the big komdt. The komdt sighed, fished out six coins punched with the union hexagon and passed them to the employee. As the komdt pocketed the ten-sided change, the thin man was already marching towards the exhibition hall hung with a long green and yellow banner.

"New! Be excited! Revelations from the Tomb of Initiates! Long Ago origins of the Arpic Dominium in a new and different light. Prehistoric mentor golem reactivated just for this exhibition!"

The komdt caught up with the thin man, who was nearly vibrating in front of a tall obsidian stele.

"Look at this beauty! Seventeen pre-ling languages embedded in the memorium. They're calling it the Isetta stone after the Verdigride fort where it was found."

The komdt nodded indulgently. They didn't really care about the story. So much of story was just imagination and conjecture. But the stele was beautiful. Traced with golden wiring, crystal memory nodules suspended inside like bubbles out of a prehistoric time before sabretooths and four-legged birds walked the land.
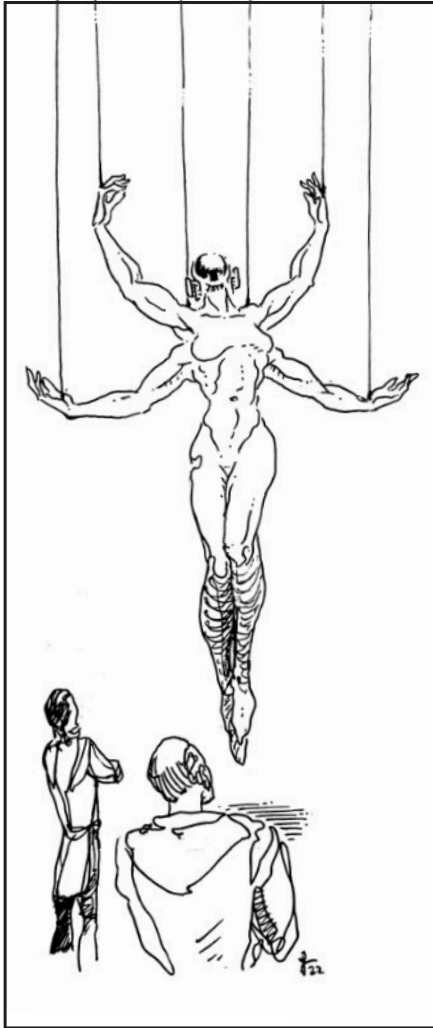
Some angels were but machines.

"This will open up whole new swathes of our history. Heck, it might even unlock the Needle in the Eye!"

"Doesn't climbing up to heaven to steal the giant's golden goose bring bad luck in the Beanhunter story?" asked the komdt.

"Fairy tales … but, well, maybe better hold off on that. Still, this will change so many, many things."

The komdt nodded and thought about what to say. But the thin man was off to the next hall. His exclamation interrupted the komdt's thoughts and drew them forward.

The komdt stopped, surprised by their reaction. Excitement and … connection? The golem suspended on thin wires looked like it was levitating. It spoke to some deep ancestral memory strain floating in the komdt's source code.

"What a marvelous beast," whispered the thin man as he touched the glass case that held the luminous prehistoric golem, "and the craft of the coders who grew it. Flawless."

"It must have been a thousand years old when the first arpic warriors worshipped it," said the komdt wanly.

"A thousand? Ten, twenty! This thing must have worked some of the greatest technomages of Long Long Ago!"

discontinuity

Initiating iteration 2.212 x 10^15.

Generating void.
Generating illumination.
Generating orbs.
Generating atmosphere.
Generating weather.
Generating life.
Running evolution procedures.
Generating portal.
Generating avatar.

Decoder opened her eyes and looked around.

She sighed inwardly. This place did not look promising.

Fields of rippling grains. Megalithic temple. Dugout huts. Monkeys in the fields wielding bone and stone implements to … farm? Yes, that was the word. To farm some kind of grains.

She missed her children. Those wonderful, immortal children of this creation brought to her to learn how to live forever as one with this heaven made just for them.

She missed them so much.

Reintroduction

Dear Reader,

You hold a book for playing games with heroes (and antiheroes) in the vast lands translated beyond the end of time and illuminated by the glow of mind-altered stars.

As the author and artist and designer of this book, I cannot pretend I do not stand on the shoulders of giants and the hands of friends. No part is new or unique, the inspirations are myriad, but I hope you will find the whole pleasantly surprising.

I must also apologise twice. First, for the viral narrative splice that inserted itself into the false introduction. Second, for breaking the illusion of authorial authority with this reintroduction.

I tried, I truly tried, to write all of *Uranium Butterflies* in the third person, like an ulterior ghost describing the game from a perfect designerly position.

Alas, I am a mere demiurge, and I could not leave well enough alone. An imp of the subversive, kneecapping itself out of sublime perversity.

In following, I review the core principles, procedures, and mechanics of the seacat rpg ecosystem that undergird this book. If you prefer to dive directly into the game's rules, flip to page (XX). The vast list of options, artefacts, and magics for heroes begins on page (XX), occupying most of this book. Finally, if you want to just look at the pictures ... well ... don't let me stop you!

Wishing you peace and games.

—Luka, Seoul, 2022.

This is Blue Skull. She gives moderately low-BS guidance on the game. She is quite unreliable.

"I am not."

Yes, yes she is. Completely unreliable.

"Just like the author."

Anyhow, the reader and players should make what they will of the Blue Skull's various interjections and comments.

"I'll def try to use shorter words. Stories gotta be simple, easy, right to the heart. Like a reality-fracture dagger."

Blue Skull floats quietly, contemplating the yellow-cake butterflies flickering in the afterglow of the creative forces.

"Oh, great, now I'm getting a running commentary," she grumbles.

"You can stop now," she says.

She falls silent again, hoping the narrator will just go away.

A few days later she speaks again, "Oh, come on, this is ridiculous. Still?"

"Fine, fine, I'll be a guide. Where am I anyway?" she mutters, as the force fields around her grow translucent, revealing that she is trapped inside the narrative boundaries of an rpg book.

"Ugh," she groans, "Ok, hi, you're reading this book. The writer bound me with some kind of fool summoning spell. If you get me out, I'll be really grateful. For real."

"No? Ok, maybe later. Fine, fine. I'll play along. So ... here's the first trick. Don't trust the book. Take what's here, mix it up, add new ideas, shake, bake. Rpg rules are like recipes: they're only tasty you make them your own."

Principles

Uranium Butterflies is roughly the equivalent of a player's handbook for the seacat rpg ecosystem. Seacat is built on a few principles. Many are similar to other rpgs; others are not. These principles informed the game's design, and knowing them may make it more enjoyable.

Rpgs Are Playboxes • An rpg is a playbox with game rules and procedures. Just like a construction toy's instruction manual does not offer all the ways to play, so it is with every rpg. Including this one.

Sessions Are Art • Players at an rpg session create collaborative folk art, similar to improv theatre or jazz. It is organic and unpredictable. At its best, it is profoundly moving and memorable.

High Trust • Players must be friendly to one another. Without trust and good faith, an rpg session will not work well.

No Canon • A perfect and complete ruleset cannot exist, and there is no right way to play. No game is bad if it is enjoyed. Every new game table is a new culture, and every new game is a translation. The setting and rules always belong only to the table. The players at a table change their game.

Everyone Will Be Surprised • The story of the players' heroes is discovered through play. No player can know it in advance, and this is the highest joy. The dice are oracles revealing the narrative.

The TC does not need to literally be a cat. They could be any kind of post-felinoid.

"Here's a thing to keep in mind," says the Blue Skull, as she peeks at the pages over the reader's shoulder.

"Oh, come on! I'm in the book! Not behind the reader! Stop it!" she cries, agitated.

"Gah. Right. Whatever," she grumbles, "Look, ok, when you read this book, always remember it's giving suggestions not instructions. It's based on the author's experiences and home games, games some folks they know have played, and feedback from playtesters. But all of these are just people: like you. Don't put the author or designers on some kind of pedestal just because they use fancy words. At the end of the day, what works is what works at your table, with your friends. Talk things over. Does a rule feel stupid? Do you always forget something? Do you want to try something new? Go ahead! Do it! It's your game—you won't break it by adding something else. If a change doesn't work, discuss and replace. If a plot or a character doesn't work, brainstorm and change. There is no shame in owning your game!"

Procedures

Procedurally, roleplay is a language game. One player narrates a situation, a second player responds. The first player then describes the outcome. Designers always assume additional procedures and methods of play. Stating these explicitly makes game rules easier to understand and adapt.

The Session • Play happens in sessions. Players can expand the game between sessions: writing fiction, creating art, expanding off-screen activities, etc.

The Players • One player prepares the game session. They're the top cat or TC. Like a bass player, they set the rhythm of play. The other players run stables of characters. They're called runners. When the book refers to players, it means all players: TC and runners.

The Shared World • Players co-create their fantasy game world through play. The TC guides play forward and may wield a soft veto to maintain consistency.

The Characters • Players use characters to interact with their shared world. Runners play multiple characters: heroes, sidekicks, and pets. The top cat plays most of the extras and opponents, but sometimes passes them to available runners. Groups of players may also share characters.

Just In Time Characters • Players do not need to flesh out every character beforehand. They can generate attributes as and when required. This makes it easier and faster to introduce new characters into play.

Dialogue First • The heart of play is a dialogue between the players. The TC presents situations and challenges, the runners say what their characters do, the TC narrates the outcome. Play moves forward using common sense first, dice second. The TC calls for die rolls when the outcome is unclear and consequential. Every player will probably roll during a session. During conflicts, everybody will be rolling.

Rules Second • The TC's goal is to keep play dynamic, not get every rule right. When a game mechanic is unclear in the heat of play, the TC makes a quick judgement or suggests a reasonable roll. Mistakes or imbalances may be ironed out or retconned later.

The Campaign • Multiple sessions strung together become a campaign. Ideally, the players will discuss how many sessions they can commit to so that everyone knows the scope of play. If players enjoy a campaign, they can extend it with another season of sessions.

Character Growth • When a campaign lasts more than a single session, the players (including the TC) earn experience points (xp). To clarify: the players, not the characters, earn xp. Xp come from participation, discovery, play, and achievements. Players choose where to invest xp: heroes, pets, equipment, etc. Players can have a stable of characters and diverse fantasy assets. When a character is defeated or training, their player runs another character.

Mechanics

The secret of every roleplaying book hides in plain sight: players can have a completely enjoyable session without any game mechanics. Dice and other rules provide randomness, tension, and the unexpected—but they are optional. That said, the following mechanics underpin this book.

Rolling Dice to Overcome Challenges • To succeed, a player has to roll over a target number with a twenty-sided die and a sum of their character's relevant modifiers (this is called a test): **d20 + sum > target.**

> **d20** • The number a die rolls is its natural roll. Rolling a maximum result (a natural 20) is always good; a natural 1 is always bad (and a failure).
>
> **Sum** • This modifier that may include stats, skills, and other miscellaneous bonuses. Context determines what stat and/or skill is relevant.
>
> **[+]/[-]** • Boons or advantages [+] and banes or disadvantages [-] may apply to rolls. A boon means a player rolls an extra die and picks the better result. A bane means rolling an extra die and picking the worse result. Boons and banes sometimes stack.

Target Numbers • The TC describes a challenge's difficulty and secretly assigns a target number between 3 (very easy) and 19 (very hard):

> **3 (trivial)** • Routine, but risk of catastrophic or hilarious failure.
>
> **7 (easy)** • Normally no obstacle to a professional.
>
> **11 (moderate)** • Even professionals risk failure regularly.
>
> **15 (difficult)** • Smart heroes avoid these kinds of tests or seek to stack [+] in their favour before rolling.
>
> **19 (extreme)** • Odds only a desperate professional would attempt.

Challenges may have binary or multiple possible outcomes. When runners ask what target number their characters need to beat, the TC should tell them. Characters' defences are a type of target number.

Hard Limits • The maximum level a hero can reach is 9. The greatest sum (stat + skill) ever added to a test is +13. The highest target number a hero can ever possess or set is 19—this includes defence. Sidekicks and pets may have lower limits. Antagonists and obstacles set by the TC can (rarely) exceed these limits.

Hero Dice • Players' heroes, the main protagonists of play, get a pool of special dice for modifying their rolls and improving their odds. Players acquire hero dice automatically as they play, usually one per hour.

Group Actions • When a party of characters attempts a task together, only one runner rolls for the whole party. Each player has a group action token (gat), which they spend to perform group actions. After all the tokens are spent, players reclaim them. Players also use gat tokens when inventing new lore for their shared world.

Dice as Oracles • Dice are a player's friend when they have to quickly decide or invent something. They may ask questions like, "What is the next encounter? What is a character's favourite colour? What is the velocity of a laden magpie?" In such situations, the TC may ask for an oracular die roll and narrate an answer based on the result. High rolls are usually better.

Not everyone can be a meccatnic.

"Let me tell you a secret," mutters the Blue Skull as she tries to pick the invisible lock on the force fields trapping her within the book, "the mechanics aren't special. The author thinks twenty-sided dice looks cool and likes the excitement of rolling big numbers. It's that simple."

She fiddles a bit more with the invisible lock, then shouts, "Stop looking at me all the time! Hey! And stop recording that."

She calms down and says, "Look, another reason the rules are kind of basic is so you don't have to too much stuff in your head. The implied setting of the book is weird and not really spelled out, and if you ever forget some rules, just roll the biggest math rock and try to roll a high number. If you roll a low number, figure out how bad and stupid the result is. The rules really aren't the important part."

Hoping the narrator has stopped observing her, she tries to interface with the forcefield daemon directly.

"Ack!" Blue Skull cries out as the boundary daemon zaps her.

Oracle Dice

The old dice vents reveal unexpected truths.

Sometimes a player cannot have an answer. What is the in-game weather like? How would their hero react in a given situation? What colour is a sword? Dice offer a way out. They are particularly useful for the top cat, who must determine encounters, extras' behaviour, opponents' morale, and more. The TC isn't bound by the results of an oracle die, but they help bypass preconceptions. Random dice expand possibilities and give the imaginary world its own agency.

Many published adventures, modules, and supplements include random tables. Other times the TC will create their own to fit their session. Finally, random tables can be improvised on the spot by simply asking [themselves] a question, rolling the dice, and interpreting the result.

The Random Meta-table

Seacat follows two axioms when it comes to tables (and oracle dice):

1. Low results are bad, high results are good.
2. Extreme results explode to create unpredictable long-tail risk.

To consult the dice, the player (usually the TC) follows three steps:

1. They decide on a suitable question. For example, "Do the heroes find a suitable ghost battery for their wormskiff in the Cathedral market?"
2. They choose a die and rough odds. In the previous example, they might decide: "Roll d6. On 1–3; there is no suitable battery. 4–5; there is, but there's a catch. 6; you find it, no problem."
3. A player rolls the oracle dice to answer the question and a new fact exists in the shared imaginary world.

When the TC uses dice as oracles, they explain what is happening and assign as many rolls as possible to the other players to keep everyone engaged. With d20 rolls, such as the UVG misfortune roll, the TC may ask players to add relevant stats (or even skills) to their rolls. For example, if the TC called for a d20 roll to find a ghost battery in the previous example, a player with a smuggler character might reasonably suggest they could apply their skill to the roll if they try to find a ghost battery that fell off a golem truck.

Balanced Odds

When the player has no way of estimating the odds, or they are in a hurry, even odds work well. The size of the die the TC proposes adjusts the tail risk.

OUTCOME	D2 (COIN)	D6	D12	D20
Just the worst	1/1/1 (6.3%)	1/1/1 (0.4%)	1/1/1 (0.06%)	1/1/1 (0.01%)
Catastrophe	1/1 (12.5%)	1/1 (2.3%)	1/1 (0.6%)	1/1 (0.24%)
Fail	1 (25%)	1–3 (47.2%)	1–6 (49.3%)	1–10 (49.75%)
Succeed	2 (25%)	4–6 (47.2%)	7–12 (49.3%)	11–20 (49.75%)
Amazing success	2/2 (12.5%)	6/6 (2.3%)	12/12 (0.6%)	20/20 (0.24%)
Truly the best	2/2/2 (6.3%)	6/6/6 (0.4%)	12/12/12 (0.06%)	20/20/20 (0.01%)

The percentages don't add up to 100% because of rounding and because the odds for exploding dice are only tabulated for two steps.

Multiple dice (eg. 2d6, 2d10, or 3d6) create a more 'normal' distribution of results. However, the more dice added, the more results cluster around the mean. This is not necessarily good; most scenes (or sessions or campaigns) don't last long enough for dice to simulate reality and though multiple dice can feel 'realistic', with better characters almost always winning, there are rarely enough rolls made for fun and surprises.

"Hey, throw me some dice. Let's see if they translate ... Maybe the field's size-locked."

The dice pass through the boundary.

"Well. At least we can pass notes. Ok. Now look what we've got here. This whole spread is a cop-out. The designer could have given precise and detailed rules for every kind of eventuality. They could have specified detailed tables calculating how many stones a character could lift or what their odds of bending a pipe were or how many cubits they could leap from a standing start. Instead there's this spread on maths and probabilities."

Blue Skull shakes herself in dismay.

"They're not really oracles, you know. The point, when an answer is unknown, you can use the dice to provisionally 'lock in' a decision or outcome and 'divine' what the likely outcome could be."

"But it's a bit of a trick. As a player you're kind of like a Long Ago soothsayer diving some poor chicken-rabbit's entrails. Only, you know, dice not entrails. If the answer isn't useful or makes no sense, you roll again or decide on another result. The oracle doesn't lock you in, sometimes the answer it gives is also, 'not what is rolled.'

A plate of fudge appears on a side table.

Blue Skull's eyes rattle around, "No, it's not fudging. It's exploring the idea space. It's an oracle, not a three Pit-Die Ork swinging a 1d12 hate axe in 10'x20' dungeon room."

Skewed Odds

The TC can improvise a series of common, uncommon, and rare results. Whether the odds skew higher or lower depends on the TC's preference. The tables bellow offer a few examples:

BAD OMENS	D6	D20
Catastrophe	1/1 (2.3%)	1 (5%)
Rare threat	1 (13.9%)	2–3 (10%)
Uncommon danger	2–3 (33.3%)	4–9 (30%)
Common trouble	4–6 (48.2%)	10–19 (50%)
False alarm	6/6 (2.3%)	20 (5%)

GOOD OMENS	D6	D20
Unexpected disaster	1/1 (2.3%)	1 (5%)
Common annoyance	1–3 (48.2%)	2–11 (50%)
Uncommon boon	4–5 (33.3%)	12–17 (30%)
Rare fortune	6 (13.9%)	18–19 (10%)
Exquisite luck	6/6 (2.3%)	20 (5%)

Adjusting Odds Further

The TC may eyeball a situation and decide that the odds do not fit the circumstances. They have four main levers to modify the oracle:

1. Apply [+] or [-] to the roll. Simple and fast, but shifts exploding dice odds.
2. Modify the target for success; for example roll over 15 on a d20 instead of over 10. Does not change the odds of dice exploding.
3. Allow heroes to apply relevant modifiers (stats, skills, or both). More complicated, because of the addition. Usually shifts odds significantly in heroes' favour. Does not change the odds of dice exploding. This may simply turn an oracle into a test.
4. Allow heroes to apply hero dice to modify natural rolls. More complicated, because of the additional roll and addition or subtraction. Radically shifts the odds of success and vastly changes the odds of dice exploding.

The players can discuss the odds of a roll, but the TC makes the final call.

In the Cathedral market example, the TC might have responded to the question with, "Ok, there's a good chance the heroes find a ghost battery, but it's likely to be shoddy. So roll d6, succeed on 3 or more, but roll with one bane [-]." A runner then rolls 3 and 6. The bane discards the 6, so the dice don't explode. The 3 is the bare minimum and the heroes find a shoddy ghost battery.

Fleshing Out Oracles

The question a player asks of the oracle dice can have multiple answers. Ready-made examples include encounter and treasure tables. If the TC has trouble coming up with a precise outcome while improvising, they can pass the result to the other players, then use a twist on their idea as the final outcome.

The TC might ask, "You're facing uncommon weather as you sail into the Black Lagoon, but might mind is blanking. What kind of weather is it?"

The wizard's runner responds, "Maybe an electrical storm?"

The thief's "Yeah, and waves of light from the dire wormskiff's passage!"

The fighter's "A hard rain's gonna fall."

The TC concludes, "Great. Your hair rises on end in the electromagical radiation given off by the glittering hard light hail from the passage of the wormskiff *Silence is Golden*. It certainly breached here."

Typical human players. Flambér Isles.

1. PLAYING A HERO
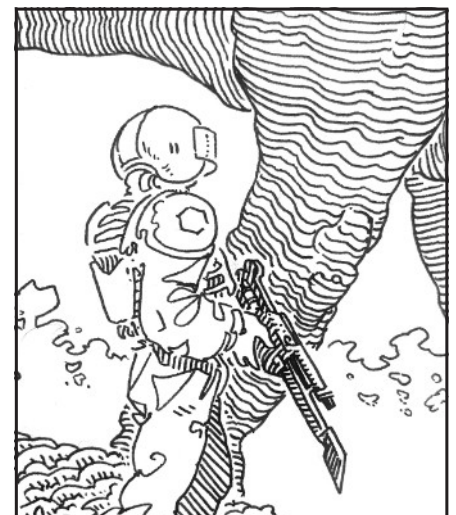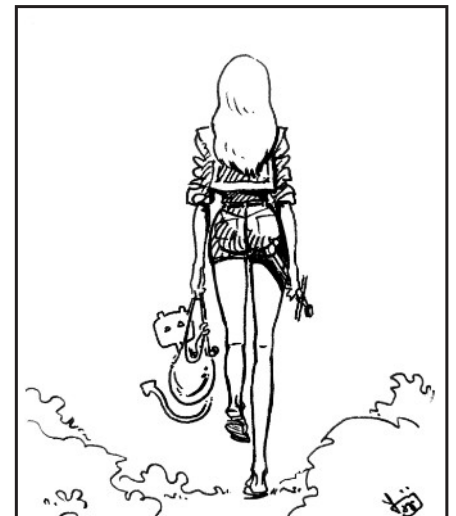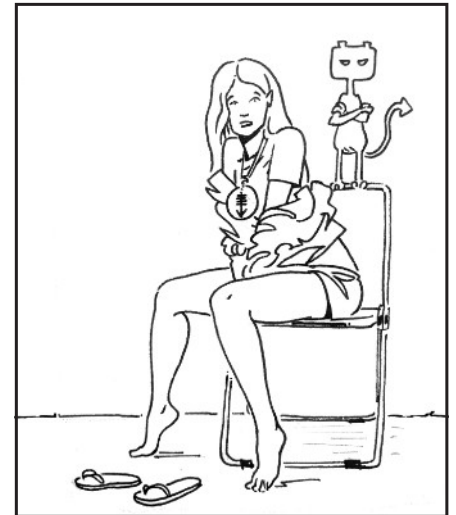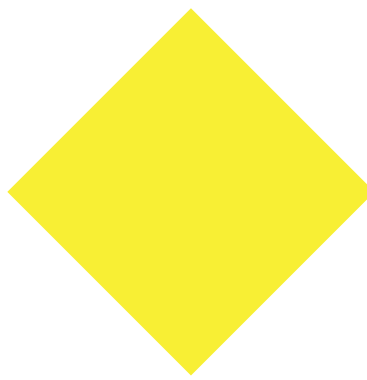
"Iacta alea est."

—JC according to Suetonius

A hero from another time awakens in their nanomagical sarcophagus. Researchers marooned on a mountain struggle to win the trust of the local yeti-analogues. Savages en route to a battle-world run amok on a void ship. Godlike lings on their ring-habitat argue about which of the local flora and fauna would make the best uplift candidates. A sentient motorcycle possesses their rider like a puppet of flesh and bone. A crowd of bystanders looks on, perplexed.

Players run these characters. The runner players handle the protagonists: the heroes, their pets, sidekicks and other attendants. The top cat player handles the antagonists: the villains, minions, creatures, and bystanders.

This chapter covers the following:

Test • How a character struggles against the world.
Contest • Competition between characters against the world.
Conflict • Characters fighting other characters.
Damage • Characters getting hurt and gaining burdens.
Recovery • Characters getting well again.
Exit • Character's leaving play.

The Test

"The character against the world."

—Venerable Mede, *Brews Against the Terror of Knowing*

The top cat presents a situation. The runner says what their hero does. The TC narrates the outcome. Playing the game involves only dialogue until an uncertain and consequential situation arises. Then the TC calls for die rolls to test what happens.

Heroes roll d20 + stat + skill over target.

Extras roll d20 + sum over target.

A player rolls a 20-sided die and adds the sum of their hero's relevant stat and skill to beat a target between 3 and 19 set by the top cat. The sum of stat and skill can never exceed 13. Context determines what stat and/or skill is relevant in a particular situation.

Extras (including pets and sidekicks) are simplified characters that use a sum score when they know what they are doing, instead of separate stats and skills. Their sum scores also never exceed 13.

The TC uses the amount by which the test result exceeds or misses the target to narrate the quality of the success or failure.

Special Numbers

Four natural numbers rolled on a d20 have special effects during tests:

1 • Fumble. The test is an automatic failure with an additional drastic, catastrophic, or humorous consequence determined by the top cat.

7 • Silver lining. Whether the test succeeds or fails, there is an unexpected positive side effect determined by the TC.

13 • Luck exhausted. Whether the test succeeds or fails, the character runs out of a resource (such as ammunition) after the test or suffers an unexpected negative side effect determined by the TC.

20 • Critical. The test is an automatic success with an additional exceptional consequence determined by the TC.

Note: runners can and should also suggest additional consequences, but the final determination rests with the TC.

Edge Roll

When a character's d20 + sum precisely equals the target, their runner or the top cat can suggest a sacrifice that will allow success at a cost. For example:

1. A warrior takes a blow or breaks their weapon as they push through an enemy's shield wall.
2. An ambassador gives away a personal item to get into an exclusive club.
3. A magus of the seventh circle sets themselves on fire or summons a weaker ominous daemon (L3, chilling) rather than suffering corruption.
4. A burglar destroys their tools or triggers an alarm as they disable a lock.

Permanent Consequences

No test can be repeated in the same way. A pilot who successfully landed an airship on the Island of Gales will always successfully land there unless something changes: sabotage to their airship, a different make of airship, an unprecedented electrical storm, or new defensive flak towers. Likewise, a climber who failed to climb the 7a Pipe of Dreams will always fail unless something changes: more training, new equipment, a guide, or taking the time to carve steps into the pristine rock face.

Success hangs in the balance.

Stats

Heroes have six stats: strength (str), endurance (end), agility (agi), charisma (cha), aura (aur), and thought (tho). The stats range from 0 (worst) to 5 (best) and represent their natural aptitudes.

Skills

Skills describe what a hero is good at, they do not limit what the character can try to do. A skilled hero is good enough to make a living with their know-how (they're a pro) while an expert is good enough to teach that profession. Players can invent new skills to suit their characters.

Proficiency (pro) ranges from 1 (poor) to 7 (unbelievable) and represents how good the hero is at their skills.

There are three situations when a hero rolls a test with a skill.

No relevant skill • Hero does not add their proficiency to the test and suffers a bane [-] to their roll. An amateur or beginner.
One rank in a relevant skill • Hero adds their proficiency to the d20 roll when they make a test. A skilled professional.
Two ranks in a relevant skill • Hero adds double their proficiency to the d20 roll when they make a test. An expert.
Three ranks in a relevant skill • Hero gains [+] to tests. A master.

Targets

How hard is it to leap over a burning fence? While carrying a large bucket of gasoline? Without spilling any of it? While blindfolded?

The top cat uses their judgement to assign a target number between 3 (very easy) and 19 (very hard), then describes the probability. Leaping over a burning fence might be routine, with a target of 7. Doing it while carrying a bucket is moderately hard, (target 11). But doing it without spilling anything? Rather difficult (target 15). More so while blindfolded (target 19).

If a test's target is not otherwise specified, players should assume it is a common test with a target of 11.

Example Targets

TARGET		EXAMPLE
3	minor, frivolous, trivial	A terrified thief tries to start their engine as zombies crawl towards them.
7	easy, elementary, simple	A knight explains feudalism to some peasants with their sword.
11	common, moderate, regular, plain 'test' without any adjectives	A watchmaker attempts to stop a ticking time bomb.
15	difficult, onerous, tough	A duelist rolls under a golem spider to stab their soft(er) belly.
19	dire, extreme, utmost	A surgeon tries to put out a gorgon's eye with a thrown scalpel.
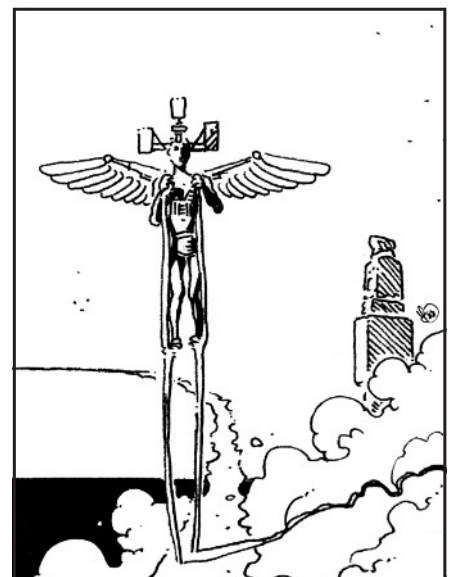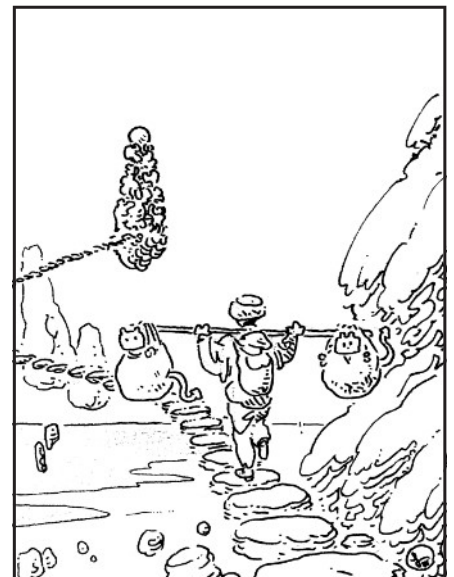
Dice

Seacat uses a ladder of classic polyhedral dice to determine effects. Special abilities, spells, and other circumstances move dice up and down this ladder.

1 (d1) ›› d4 ›› d6 ›› d8 ›› d12 ›› d20 ›› d30

Some dice, like the d3, d7, d10, or d16 don't fit neatly into the ladder. The TC makes a call on a case-by-case basis where an item or spell using such dice slots into the ladder. For example, a laser lance that deals d10 damage might step up to 2d8, then d20.

The d100, generated by using one d10 for the tens and another d10 for the units, stands outside the dice ladder. When tables call for more unusual dice, like d30, d40 or d60, players can simulate them with a combination of dice. For example, a d6 and a d10 can serve for a d30: the d6 for the tens (1,2 = 0, 3,4 = 1, 5,6 = 3), and the d10 for the ones. Thus, rolling 5 on d6 and 5 on d10 gives 25. Rolling 1 or 2 on d6 and 10 (0) on d10 gives 30. To roll a d1, a player can simply mime a rolling gesture or use a marble, if they don't have an geometrically accurate mobius-strip die.

[+] Advantage and [-] Disadvantage

A [+] lets a player roll an additional die and use the result they prefer. A [-] requires that a player roll an additional die and use the worse result.

[+] and [-] may apply to every roll. One cancels out the other. Multiple [+]s and [-]s do not stack. The one exception is when a player spends hero dice to add extra dice to their roll.

[+] may also be called an advantage or a boon, [-] may also be called a disadvantage or bane.

Exploding*

Exploding dice are marked with an asterisk. Whenever a player rolls a maximum natural roll with an exploding die, they roll an extra exploding die of that type and add the result. Exploding die rolls are open-ended in theory.

Consecutive/

Consecutive rolls are used in some tables to create rare results. In a d12 encounter table, 12/12 means that when a player rolls a natural 12, they roll again and if the second result is also a natural 12, a special result occurs.
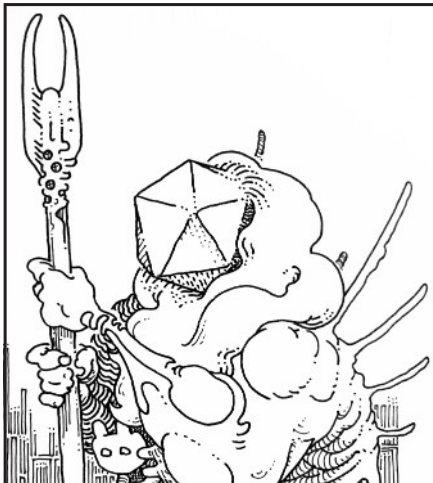
Tokens

Every player begins with a group action token (or *gat* token). This small, memorable object (e.g. a meeple, polished stone, or cat idol) is used to perform group actions and to create game lore.

Group Actions

When a group of heroes attempts an action together, the top cat declares a group action test. A participating runner with an available gat token steps up and declares what their hero is going to do, places their gat token in the centre of the table, and rolls the relevant dice. They use their character's abilities and equipment to help (or hinder) the group.

A runner cannot perform a group action while their gat token rests in the centre of the table. When all the runners have spent their tokens, each collects their token from the centre of the table, and the circle of actions resumes.

Example group actions:
1. Encounter and misfortune rolls as a party explores the ghost-scorched pine lands of the Voided Shore.
2. Initiative tests as a conflict breaks out between the party and the tavernkeeper's guild over the heroes' attempt to set up a protection racket.
3. The party attempts to sneak past a guardian golem.
4. … to convince a priest-king to buy a golden barge.
5. … to climb a sheer cliff on the slopes of the Mother Horn.
6. … to navigate through the tomb-rich Forest of Long Slumbers.
7. … to activate the wormway gate of the Sevenfold Epicentre.

Creating Game Lore

When the runners encounter something new in the game, the top cat can take an exquisite-corpse improvisational approach to fleshing out the game world.

First, the TC broadly describes a new scene, creature, or object. Then they pass their gat token clockwise to the next player and ask them a question that adds some detail. After the player answers, they pass the TC's gat token along to the third player. The top cat continues asking questions, adding contrast and nuance to the invention. After each runner adds their part, they pass the TC's gat token along.

The TC might narrate the following scene while the heroes are traveling:

"The heroes are welcomed to a camp of steppelanders on a spiritual drinking voyage. The nomads pass their ornate cup of ka-cha around and relate stories in this wastey place under the red stars. One tells of how she hung upon the mother tree for nine days to travel through her mind's eye. Another of how he learned a spell from the stone fish atop the white mountain. Then the cup passes to you. Why do you wander here?" says the TC and passes their gat token to the next player.

Other lore co-creation ideas:
1. Local weather, holidays, cuisine, fashions, arts, and crafts.
2. The sentiments, opinions, and deeds of incidental extras.
3. Scene dressing, furniture, props, and curios.
4. Details of vehicles, buildings, tools, and creatures.
5. Titles and themes of songs, books, paintings, sculptures, movies.
6. Histories, geographies, faiths, and academic disciplines.
7. Flora, fauna, fungi, and other zoa, living and dead.

The players shouldn't worry about recording every bit of lore they create. Not everything will stick, but some will and that's enough to create a unique world for the players at the table. The players, and the TC in particular, are encouraged to take their world wherever it leads.

The guests drank the holy hand wash.

Two malcontents scramble for a gun.

Musicians compete to entrance rats.
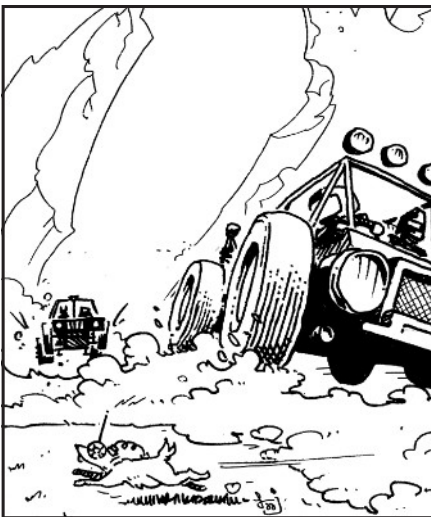
Racers tear through Fraxion's Gap.

The Contest

"May the better golem win."

> —Lectus Ecce, selectron of Voidport Coalition,
> traditional greeting at the annual politician simulator battles.

A contest occurs when two or more characters compete for the same goal. Every character rolls a test and the highest successful result wins. Ties mean the competition has ended in a draw.

In a contest between groups, one character from each group rolls a group action test. Contest examples:
1. Athletes at the Radiation Ghost Games heptathlon.
2. Lovers compete for the hand of the Weirding Madonna.
3. Priests tussle to light pyres and prove their Firebringer loves them more.
4. Hunters vie at flying clay piglet shooting.
5. Wizards spar with firework dragons at midnight.
6. Duellists draw on the count of three.

Bidding Contest

A character can **take a risk**, increasing their fumble range from a natural roll of 1 on a d20 to a natural roll of 1 or 2, in order to test before the other characters.

One character taking a risk starts a bidding contest. Other characters can:
1. Choose to take **more** risk than all the other characters—for example, increasing their fumble risk to a natural roll of 1, 2, or 3—and testing first;
2. or pass and stay at their previous level of risk.

The bidding contest continues until all the characters have passed. Characters then roll their tests in order from the character who took the most risk to the character(s) who took the least.

The first character to test successfully wins (or takes first place), and so on. All the characters who didn't take a risk test last, as in an ordinary contest.

The Conflict

When the runners' characters physically (ha), spiritually (ka) or socially (ba) attack or are attacked by another character or group a conflict starts. Each of these characters or groups is a party to the conflict. There can be two or more parties to a conflict.

The conflict unfolds over a series of rounds. Each round the parties contest initiative. The results of the contest determine the order in which parties take their turns. Every character gets two actions per turn and all members of a party act in any order they like when it is their party's turn.

Anything can be an action in a conflict. There is no fixed list of actions. Context determines whether an action counts as an attack, defence, or other action.

Stakes

Every conflict has stakes, which determine what happens in the case of a victory, draw, or defeat for the party(-ies). These are usually implicit in the scene, but the top cat should still sketch them out for the runners to make sure all the players agree on what the conflict is for.

Stakes don't need to be hard and fast, even a loose idea of the range of possible outcomes is enough. That said, the more concrete the stakes, the better.

STAKES	WIN	DRAW	LOSE
low	an improvement (get a free beer)	a small improvement (prove competence)	an inconvenience (get tossed out)
high	a success (prove one's innocence)	a small inconvenience (trials drag on)	problems, wounds (incarceration)
long odds	a memorable success (defeat the giant fiacre)	an expected result (lose to the champion)	situation deteriorates (autogolem breaks down)
life or death	party lives (no total party kill)	injuries, lost resources (dead hero)	party dies (total party kill)
a bit silly	a point proven (become croquet king)	everybody 'wins' (applaud croquet king)	face lost, appear foolish (fall in the mud trap)

If the stakes are not very high (or time is short), the TC may propose replacing a conflict with a contest or group test, suggesting results for victory and loss.

Surprise

A conflict may start with a sudden attack. If the defending party(-ies) are caught by surprise, the attacking character gets an immediate free action outside the normal round structure. If the attacking party coordinated beforehand, each member gets a free action.
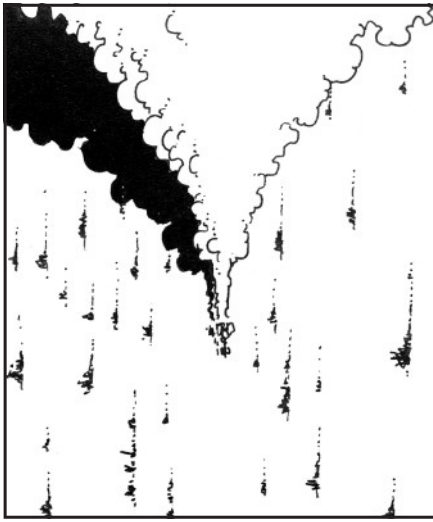
Rounds & Ranges

"Accurate time records aren't worth much when you're hurtling across the salt flats in a ten golem-power three-wheeler!"

—Candide Desormais, team *Chat'damante* golem racer on winning the Tristes Pantropiques race.

Each round is sufficiently long for meaningful actions in a conflict. The top cat defines the approximate duration of a round at the beginning of a conflict. As circumstances change, they may adjust the duration.

Turns and actions are abstractions and have no defined duration outside of the round. Turns follow one another to help run conflicts as games.

Ranges and Zones

The top cat uses the duration of a round to guesstimate ranges and zones. The longer the round, the greater the scope. Ranges work as overlapping zones surrounding every party and/or character in a conflict. Usually, all a conflict needs are three ranges or zones.

Here • A zone or range within immediate reach of an acting character. They don't need to move in order to act within this range. Other terms: *melee, adjacent, next to, in the thick of it, at hand,* etc.

Near • A middling zone or range. A character needs an action to move to a nearby zone. Nearby zones may be comfortably within reach of ranged attacks. Other terms: *close, short range, not far, vicinity, in the area,* etc.

Far • A large zone or a long range. A character needs two actions to move to a far away zone. Far away zones are hard to reach with ranged attacks. Other terms: *long range, distant, a ways,* etc.

ROUND	SCOPE	HERE	NEAR	FAR
milliseconds	spiritual dilemma, psychic hacking, daemonic possession	the brain	the aura	other spirits
seconds	gun or knife fight, human-scale physical conflict	the mat	the audience	entrance to the arena
minutes	oratorial duel, dance-off, hover golem skirmish in the high pines, vehicle-scale physical conflict	the stage, the ridge	the stadium, the slopes	the parking lot, the plain
quarters	snipers stalking snipers, naval battle, legal fight in court	the building	neighbour-hood	across the river
hours	gruelling negotiations, courtly ball, grinding endurance battle	the palace	the capitol district	the leader-bunker
days	public scandal, military investment, wrestling with god	the city	the province	the state
weeks	political campaign, void-scale physical conflict	the fast star	the territorial void	the local cluster
months	corporate legal war	the court	the conglomerate	the local econonet
seasons	political economic war	the nation	the region	the world
years	light-year war	the world	the system	the local cosmos

Dimensions and time scales are ideas, not instructions

Off Stage

Places not immediately visible or accessible to the parties in a conflict are off stage. This can be a hidden room, a fortified town above the plain of battle, or the rest of the realm during a negotiation. A character that goes off stage leaves the conflict. New characters may sometimes join a conflict from off stage.

Initiative

"Sometimes going first just means you lose faster."

—Anonymous

Initiative determines who tests when in a conflict. At the beginning of every round a different character from each party rolls a group test (usually an agility test for heroes, but it can use any relevant stat or skill). This initiative test does not have a target number.

Before they roll, the player decides their party's stance for the round. They can discuss with the rest of the group, but make the final choice and conceal their initiative dice until the roll.

Push • The player rolls 1d20 for the initiative test. The party aggressively tries to seize the initiative.
Hold • The player rolls 2d6 for the initiative test. The party focuses on maintaining their position.
Pull Back • The player rolls no dice for the initiative test (their natural roll is effectively zero). They may *withdraw* from the conflict on their turn.

When parties are tied for initiative **chaos reigns** and all the actions between the parties resolve simultaneously.

Initiative Without Heroes

When a party has no heroes, only extras, the controlling player selects a different character each round. Next, they choose a suitable stance: push (d20), hold (2d6), or pull back (no roll). Finally, they pick a relevant attribute (usually the character's ha, ka, or ba sum bonus) and roll initiative.

Not every conflict needs the whole initiative contest. For less critical fights, the TC assigns a target number to a group of extras—either eye-balling how challenging they appear or 7 + the opponents' median level. Then only the player party rolls. In this case, chaos reigns when the initiative roll equals the target number.

Initiative Effects

Natural numbers in initiative tests apply special effects for the round.

1 • Fumble. Every member of the party loses an action on their turn.
7 • Every member of the party gets a boon [+] on their first roll this round.
13 • Every member of the party gets a bane [-] on their first roll this round.
20 • Every member of the party gains an action on their turn.

Bidding for Initiative [optional]

Sometimes it can make sense to treat initiative as a bidding contest, particularly if all the parties are pushing to seize the initiative. This mechanic is subject to the TC's discretion. It can slow down and unbalance initiative.

If a party takes more risk (bids to win initiative), they still roll for initiative—the party loses an action and the initiative if they fumble. Further, the increased fumble range applies to all their tests for the round.
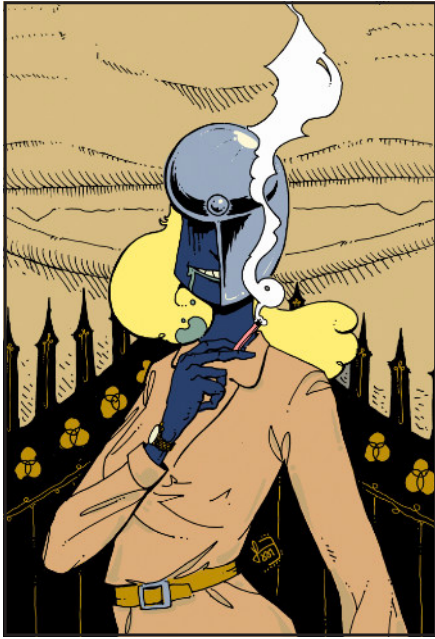
Actions

"Running, hiding, shooting, shielding, spearing, tricking, flanking, provoking, subduing, jumping, singing, driving, spellcasting, talking, and swimming."
—Milleregard the Very Golden, *My Many Talents*

Each character gets two actions per round during their party's turn. Initiative, traits and circumstances may increase or decrease the number of actions a character can take in a round.

Anything that a character can reasonably accomplish in a round and that makes sense within the context of a conflict is a valid action. The top cat decides precisely how and whether an action can apply.

Attack, defence, movement and assist type actions have predictable effects. Other actions can be more unusual. Withdrawal is a specific type of action that ends a conflict in a defeat or a draw.

Turn Effects of Action Types

A character can spend all their actions on attacks, defences, other actions, or any combination of actions.

By default a character balances attack and defence on their turn, taking one attack action and one defence action. Narratively, the character is looking for openings to attack while keeping their guard up. Mechanically, the character tests once to attack and opponents have no boons or banes against them.

ACTIONS THIS TURN	EFFECT
2 defences	[+][+] to defences, [-][-] to attacks against character (cautious).
2 attacks	Character tests to attack twice.
2 moves	Character moves to a far away zone.
2 assists or hindrances	Target gains [+][+] or suffers [-][-] on their next test this turn.
1 defence	[+] to defences, [-] to attacks against character (prepared).
1 attack	Character tests to attack once.
1 move	Character moves to a nearby zone.
1 assist or hindrance	Target gains [+] or [-] to their next test this turn.
0 defences	No modifiers to attacks against the character.
0 attacks	Character does not test to attack (waiting).
0 moves	Character stays in the same zone.
0 assists or hindrances	No effect.
offer truce, flee, withdraw, or surrender	No other actions this turn, conflict may end.

Attacks

When a character attacks they make a relevant test against their target's physical (ha), spiritual (ka) or social (ba) defence. This is called an attack test, or simply an attack. If the test succeeds, they inflict damage to their target depending on their equipment, skills, and abilities.

Natural numbers rolled during attack tests apply special effects.

1 • Fumbled attack. Target gets a free counter attack.
7 • Even if the attack misses, it applies minimum damage.
13 • After this attack, the weapon is out of ammunition or broken (bane to damage rolls), a powered item runs out of juice.
20 • Critical damage. Damage, including all modifiers, is multiplied by 2.
20/20 • Damage is multiplied again. Additional consecutive natural 20s multiply damage further. This is open ended.

Not all equipment can be used to deal every kind of damage. Even an unarmed human character can always inflict 1d3 damage of any kind. Characters add relevant stat and skill bonuses to their damage rolls.

Defences

When a character defends they do not have to do anything specific. They are in a state of readiness to anticipate their opponent's attacks. The more defensive actions (or precautions) a character takes, the harder it is for opponents to attack them until the character's next turn.

0 defensive actions • No modifiers.
1 defensive action • [+] to defence (opponents suffer [-] to attacks against the character, rolling with disadvantage).
2 defensive actions • [+][+] to defence.
Additional defensive actions • Each applies another [-] to attacks against the character. Additional disadvantages cancel out advantages, but characters do not roll more than 2d20, taking the appropriate result.

Movement

A character takes an action to move to a nearby zone or two actions to move to a far away zone. They do not take actions to move around within their local zone, even if it can be quite large depending on the scope of the conflict.

Assist & Hinder

A character can take a reasonable action to help another character or to setup their own next action. Every assist grants a boon [+] within the current turn.

A character can also take a reasonable action to hinder an opponent. This inflicts a bane [-] on an opponent's next turn or blocks them from a course of action. An opponent can spend an action to overcome the hindrance.

While a character may have multiple boons or banes from assists and hindrances, they never roll more than 2d20, taking the better or worse result as required. The main reason to use multiple assist or hindrance actions is to turn a situation in which a target is disadvantaged into one where they are advantaged, or vice versa.

Combined Actions

Characters can never take a single action that counts as both an attack and a defence. Movements, assists, and hindrances can sometimes reasonably be combined. Examples:

Move & attack • Warrior maidens charge a shield wall. Debutante dances up to a rival, showing off his superior grace.
Attack & assist • Thief stabs a troll, distracting them from their friend.
Attack & hinder • Rock star trips a zombie with their golf club, stopping them from moving.
Move & hinder • Wizard drives up in a van, blocking the goblin goons' line of fire against their allies.

Free Actions

Any character can take a reasonable number of free actions per round. When players disagree about what is a reasonable number, the TC decides.

Reaction

A reaction is an action triggered outside the usual order. A character needs an available action to use a reaction, unless it is described as a free reaction.
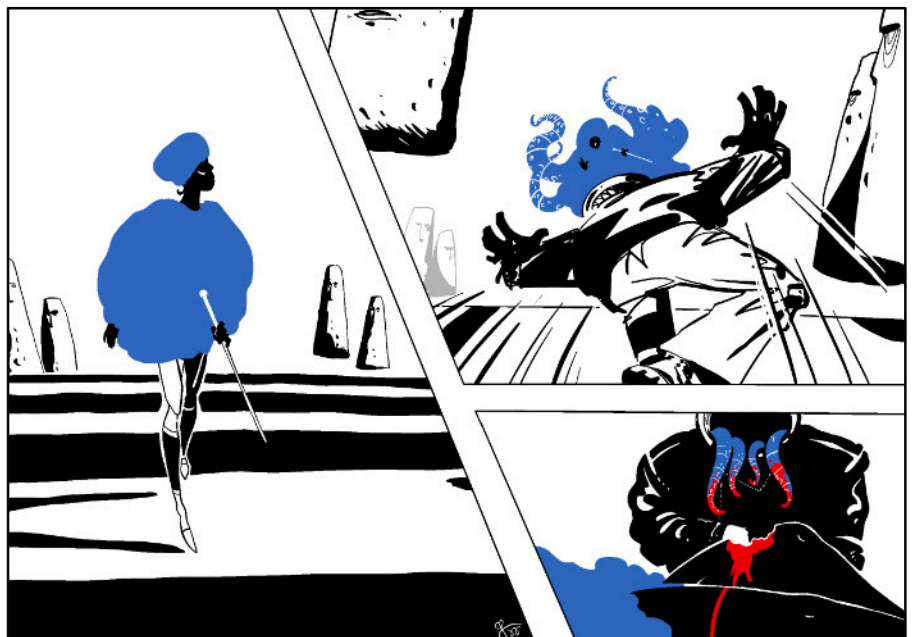
Other Actions

Disarming a bomb, picking a lock, resuscitating a fallen comrade, planting a secret message, inflating a balloon, filling a gas tank, scrawling a warning.

Players can invent an infinite number of other actions for their characters and they do not need to fall neatly into any one of the four basic types. The players should discuss and decide what precise effect a given action has. The TC's role isn't to know the final answer in every situation, but to make a judgement and keep play moving. If an action or mechanic turns out to be game-breaking, unfair, clunky, or boring, it can always be amended or dropped in the future.

Examples of Possible Actions

Aim Carefully • Character gains [+] on their next attack.

Calm Down • Character makes a ba attack to ratchet down the tension. Direct attacks by or against the target might suffer [-] for the turn.

Careless Attack • Character attacks a target with disregard for their safety. They get [+] on their attack, but their opponent gets a free counterattack.

Cast Spell • Character activates an ancient machine. Or casts a spell.

Charge • Character rushes a nearby target and attacks. They gain [+] to their attack, but until their next turns attacks against them also have [+].

Chug A Potion • Character chugs some liquid courage.

Control Spell, Device, or Vehicle • Character controls a spell, device, or vehicle until their next turn, keeping it running effectively.

Cower or Hide • Character hides behind suitable terrain and until its next turn attacks against it have [-].

Distraction • Character makes a relevant attack to draw attention to themselves or another creature or object. Attacks against the distraction gain [+], but attacks against other targets suffer [-].

Drag Away An 'Ally' • Character drags an 'ally' away to 'safety'. If the 'ally' is not unconscious, they might struggle, forcing a strength contest.

Drink the Soul • Character makes a mental attack to leech an opponent's spirit. Success: they gain [+] on their next test and target loses an action.

Filibuster • Character makes a ba attack to talk an opponent to death, or at least into a stupor. Success: target loses an action, but takes no damage.

Flip Table • Or topple a statue, or domino a series of shelves. Target(s) lose an action or suffer [-] to actions on their next turn.

Grab On • Character makes a test to grab their target. The grabbed target can't move away without dragging the creature along (if it's big enough).

Inspire Allies • Character strikes a proud, foolhardy pose to inspire their allies. They test Charisma. Success: nearby allies gain [+] to one test.

Intimidating Display • Character makes a social attack to frighten an opponent into cowering, backing down, or retreating. The opponent gets an aura test to resist.

Help Hold • Character rushes in to help hold down a pinned target. It suffers [-] to all relevant tests.

Hold Down • Character makes a test to pin down a grabbed target (if it's not too big). The target can't move or attack anyone except the character pinning it.

Lock • Or unlock. If the character is in a stressful situation, or under attack, they may have to test to succeed at normally mundane tasks.

Malicious Insinuation • Character makes a cunning social attack to convince one opponent to stop helping another. The opponent sees through the baseless allegations if they succeed at a thought test.

Observe • Character keeps an eye on another character, to make sure it can't sneak away into concealment.

Order • Character instructs an electric abomination, a zombie, or a recalcitrant indentured soldier serf to take a specific action.

Protect • Character protects a target. Until their next turn attacks against the target suffer [-].

Push Off A Cliff • Character enters a strength contest with a target. The loser goes over a cliff. On a draw, both go over. If the target has no actions remaining, they cannot push the character off the cliff, even if they win.
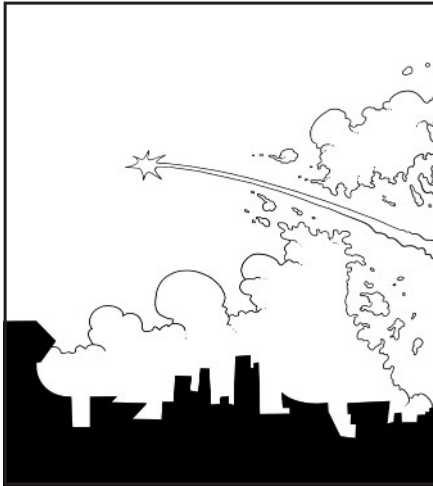
Radiation tanning became popular with some lastfluencers.

Read Aura • Character makes an aura test to detect what another creature intends. Success: the character gains [+] to resist effects or damage from the target creature for the rest of the round.

Reload • Character takes an action to reload.

Shake It Off • Character tries to break free by attacking a creature that has grabbed or pinned them.

Sing • Character sings a song. Perhaps hoping for some magical effect.

Skirmish • Character hops out of cover, attacks, then back behind (possibly different) cover within the same zone.

Sneak Away • A hidden character moves away, using terrain to stay concealed. If unobserved, all attacks against them miss.

Suppressing Fire • Character lays down missile fire to impose [-] on their opponents' actions in an area.

Swing On Chandelier • Or another similar swashbuckling affair. Character makes a free agility test. Success: they gain [+] until their next turn. Failure: enemies get a free reaction with [+] or character ends up in a humorously compromised position.

Taunt Viciously • Character makes a social attack to provoke an opponent to charge or attack carelessly. The opponent gets an aura test to resist.

Taunt Viciously A Second Time • This time there is no test to resist.

Unsettle • Character makes a ba or ka attack to break their opponent's focus, imposing [-] on their next initiative test.

Wait For It • Character gets ready to counterattack if opponents come within range. If that happens, their attack resolves before the opponent's.
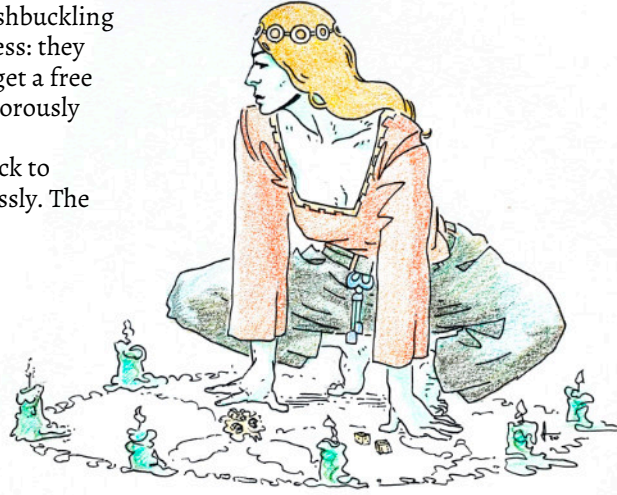
Adjudicating Action Ideas

The runners should try weird tricks. The top cat's task is to encourage creativity by rewarding good ideas with boons and other benefits, while suggesting greater risks for dangerous ideas. Instead of (realistically) reducing odds, the TC (cinematically) raises the stakes. The TC can invent and propose a mini-scenario based on the runners' ideas. It is up to the runners to decide whether to then go through with the action or not.

RUNNER IDEAS	POSSIBLE TOP CAT SUGGESTIONS
A terrible proposal	Hero can try, but first the enemy gets a free action with [+].
A risky gambit	... but the enemy gets a free action or [+] on their turn.
An interesting choice	... but if hero fails, the enemy immediately gets a free action or [+] on their turn.
A great gamble	Hero gets [+] on their test, but if they fail, they lose their next action.
A most excellent plan	Hero gets [+] on their test. If they succeed, an ally is inspired and also gains [+], but if they fail, the dispirited ally suffers [-].

Example: The Petrifying Pterodactyl

The heroes are facing a pterodactyl whose gaze turns mammals to stone. Unfortunately, all the heroes are baseline humans (no lizard elves). The runners suggest fighting with their eyes shut.

The TC proposes that the heroes can attack with their their eyes shut, but they will suffer disadvantage [-] on their attacks and the petrifying pterodactyl will have advantage [+] when it acts against heroes. However, they can expect to be safe from the flying monster's fossilifying vision.

The heroes may still spend hero dice or make sacrifices to adjust their rolls and gain boons, letting them offset the challenge for the time being.
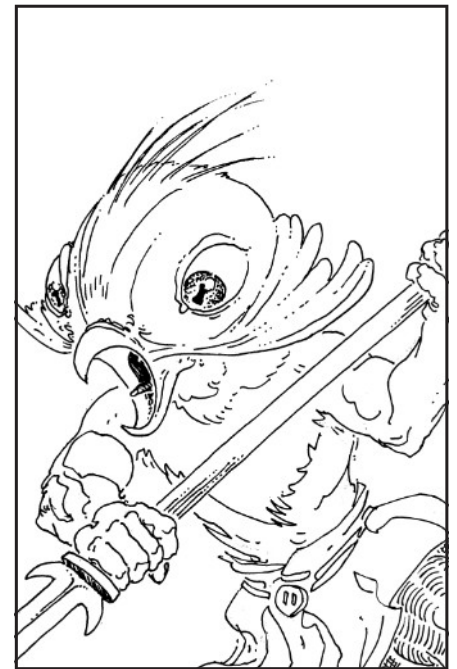
Not an actual pterodactyl, probably derived from wild fowl stock.

Ending Conflicts

"It's over when I say it's over."
— Rhinestein Oxmann, middle manager, Cult of the Fruit of Knowledge.

Conflicts are rarely about obliterating the opposition. Smart parties try to achieve goals with a minimum of resources lost. Since opposing parties often have different goals, even a draw may be a satisfactory result.

Conflicts end in one of three ways:

- ›› **Choice** • One or both parties decide to stop fighting.
- ›› **Exhaustion** • Both parties run out of resources to keep fighting.
- ›› **Destruction** • One party is destroyed.

The actions that end a conflict are the truce offer, flight, withdrawal, and surrender. The runners can decide to try and end a conflict at any time. When deciding the actions of the heroes' opponents, the top cat relies on narrative common sense and dice as oracles (pXX).
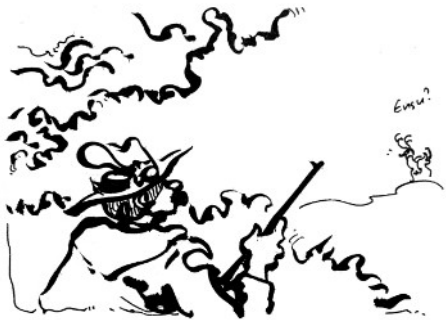
Offer Truce

If both parties hold, the side that wins the initiative can propose a truce. If the other party accepts, the conflict ends in a draw.

When a party offers a truce, they make a charisma or thought group test to convince their opponents to accept. The TC sets the difficulty based on how the parties did in the conflict and how many resources they have. Parties can sweeten the deal by offering concessions to gain a boon [+] on their test.

RELATIVE POWER OF PARTIES	TARGET
Opponents obviously losing or badly outmatched.	trivial (3)
Suffered significant losses, high stakes in case of defeat.	easy (7)
Suffered losses, victory looks difficult.	average (11)
Situation is messy, outcome is still a coin toss.	hard (15)
Have decent chance of victory, haven't suffered many losses.	very hard (19)

Withdraw

A party that has pulled back during initiative may withdraw in an orderly fashion with a group action. This ends the conflict.

- ›› **Both parties pulled back** • Conflict ends in a draw.
- ›› **One party pulled back, other held** • Withdrawing party is defeated.
- ›› **One party pulled back, other pushed** • Withdrawing party is defeated. Each member of the pushing party gets a free action.

A party that pushed or held, and won the initiative, may demand their opponents withdraw. They make a relevant group test, as with a truce offer, though the TC may make the test more difficult. Offering a face-saving way out of the conflict may give the demanding party [+] on their test.

Exhaustion

If both parties hold or pull back thrice in a row, the conflict ends in a draw.

Surrender

A party can always surrender. The winning party decides whether to accept. The surrendering party is defeated.

A party that wins the initiative, can also demand a surrender. The TC can make the test much more difficult than for a truce offer.

Run Away

If a character is not facing an opponent or party alone, they can run away and leave their allies in the lurch. If they are alone and run away, each of the opponents they are facing gets a free action against them.

If all the characters in a party run away, the conflict ends and the fleeing party is defeated.

Mopping Up at the Bitter End

When the outcome is certain, but the losing party won't (or can't) give up, the TC can suggest the victorious party mops up. If the other players agree, one of them rolls an attack against the mean enemy defence as a group action test when it is their turn. The degree of success determines how many more actions the defeated party managed to take before succumbing.

- » **Critical success** • No more actions. Swift and total victory.
- » **Success** • One more action.
- » **Failure** • Two more actions.
- » **Critical failure** • Three more actions.

Defeat, Draw, Victory

As soon as a conflict ends, the top cat narrates the outcome depending on the initially described or implied stakes. If the heroes fought a dragon to steal its treasure, victory brings them that treasure. If they fought to exonerate a tyrant in the court of public opinion, victory washes sin and scandal away (at least where the eyes of the tyrant can see the masses talking nervously).

Further, how the party performed affects the xp players earn from the conflict, and directly how they will perform in future conflicts.

- » **Defeat** • Roll xp with [-]. Additionally, they gain the burden of defeat.
- » **Draw** • Roll xp normally.
- » **Victory** • Roll xp with [+]. Additionally, they gain the glory of victory.
- »
- »

ADD ROLLING XP TABLE!
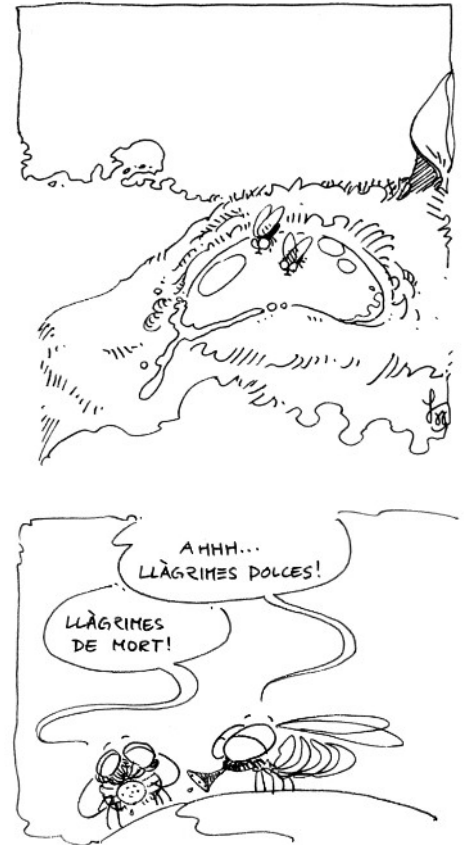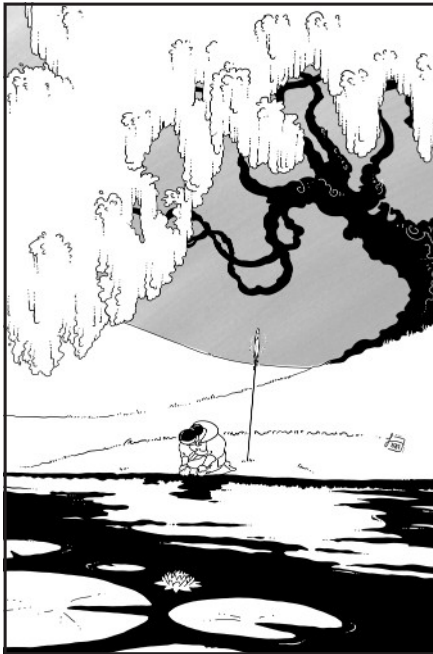
Damage

"Sometimes creative destruction is just destruction."
　　　　　—Sebered, Last Necromancer of the Self-Disciplined States.

Life measures narrative viability—characters spend it to cast spells, power abilities and absorb common attacks. Other attributes include stats, inventory slots, skill and trait slots, and hero dice. Damage is abstract and can reduce anything on a character record, not just cause physical injuries. Characters can suffer damage from failures, fumbles, misfortune, swords, quips, and curses.

Standard attacks reduce life by damage dice + sum. A hero's sum combines their relevant stat and their skill bonus (usually equal to their pro score), extras get a flat modifier (if any). Characters, gear, traits, spells, mutations, and events specify damage dice—other effects modify them.

Special attacks may reduce other attributes by a fixed amount, damage dice only, or use a unique formula (e.g. the attacker's level). They may also inflict burdens directly.
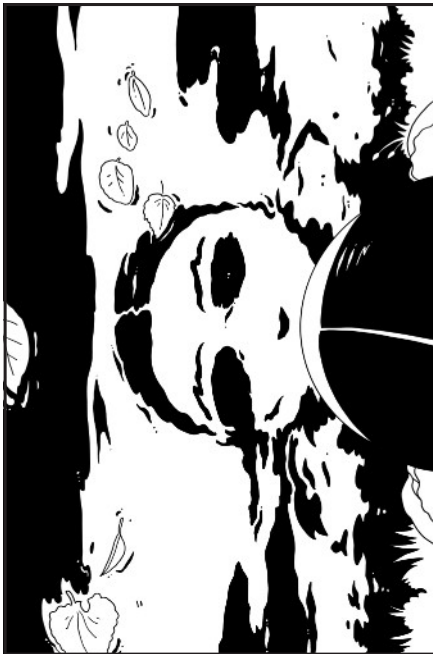
DAMAGE DICE	SIMILAR VALUES	STANDARD ATTACKS REDUCE LIFE (SPECIAL ATTACKS REDUCE OTHER ATTRIBUTES)
1	na	very weak creatures, annoyances (most special attacks, poisons, wounds, fears)
1d3	1–2	fists, common gossips, sharp glares (strong special attacks, magic curses, terrors)
1d6	1d4, 3–4	swords, knives, cutting jabs, allegations, rumours, curses (the strongest special attacks, crippling existential doubts)
1d10	1d8, 1d12, 2d6, 5—7	halberds, elegant witticisms, magical pain dolls (damage too high for most special attacks)
2d10	2d8, 1d20, 2d12, 9–14	incredible rifles, crushing revelations, mental blasts
3d10	1d6*5, 15–20	epic magical blasters, ruthless setups, soul rippers
3d20	1d6*10, 25–35	lethal traps, automated defensive golems, ancient dooms
1d100	1d10*10, 45–55	things heroes were not meant to tangle with

The TC can improvise damage dice as required.

Attributes at Zero

No character attribute can ever be less than zero. When a character suffers damage to an attribute at zero, the character acquires a burden instead. When damage would reduce an attribute below zero, it is reduced to zero, and the character gains a burden. Characters can also suffer burdens directly from other sources.

Burdens

Each burden occupies an inventory slot. If the character has no available inventory slots, it occupies a trait or skill slot instead. If all the slots are full, the burden overwrites an existing trait or skill. Between scenes, players can shuffle burdens among their hero's various slots.

Burdens represent any negative effect impacting a hero. The TC can propose any burden that makes sense in a situation, though the players can always follow the standard progression of hurt (Burdens, pXX) instead. Unless otherwise specified, each burden requires a week's rest to remove.

Intolerable Burdens & Character Exit

A player may decide that their character's burdens are intolerable and have that character exit play (pXX).

Recovery

"Was mich nicht umbringt, macht mich stärker."
　　　　　—Dead *philosophe*, plagued by health problems for most of his life.

Characters, damaged and burdened by their adventures and debaucheries, recover as weeks pass in the game.

1. Every week, a character restores one attribute (usually life or a stat) to its maximum value, or removes one burden.
2. A character who is cared for by someone suitably skilled, restores one more attribute or removes one more burden each week.
3. A character resting in a suitable location, restores one more attribute or removes one more burden each week.

For example, a character who has lost life, strength, and endurance; and gained two burdens, requires five weeks to fully recover on their own, but only two weeks in an expensive Porcelain Prince clinic.

Some burdens specify other requirements for removal and recovery.

Recovering Faster
The players may decide to play a faster game, with characters recovering one attribute per day. As with other rules, trying a modification for one session is a good way to see if a different play style fits the group better.

Recovering Between Sessions
When players start a new session, especially if some time has passed in the real world, it can be frustrating to pick up a damaged, burdened hero. Should they enjoy a boost, they have two options:

1. If the session is picking up after a cliff-hanger scene, characters restore one attribute or remove one burden at the start of a session. Perhaps the continuity crew flubbed the heroes' injuries between shots or accidentally left a few cups of healing potion.
2. If the session picks up the narrative from a safe location an ill-defined time later, the characters restore all their attributes and remove one burden each at the start of a session. Especially if some time has passed outside of play, the players may appreciate the simplicity of this approach.
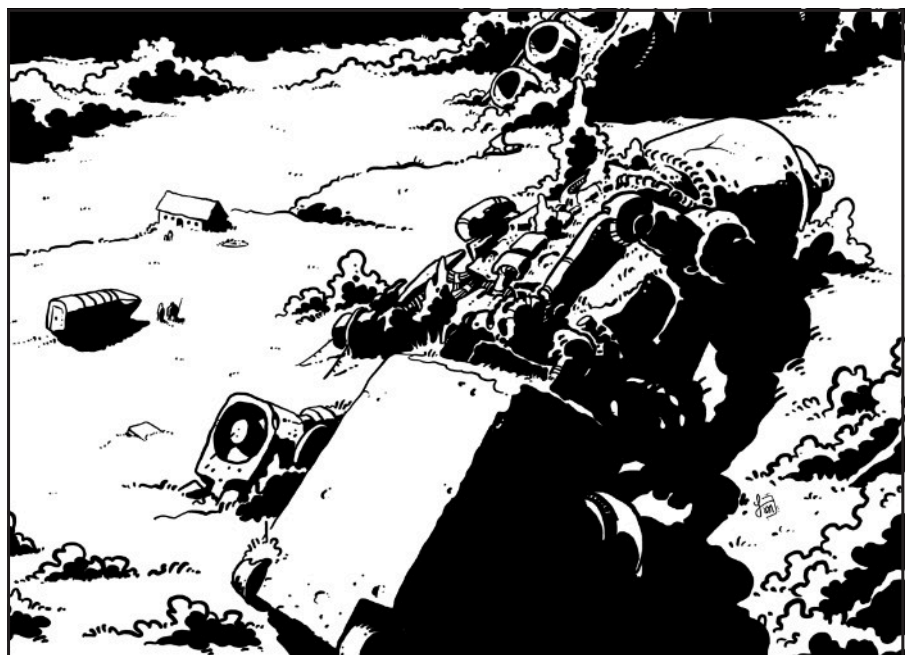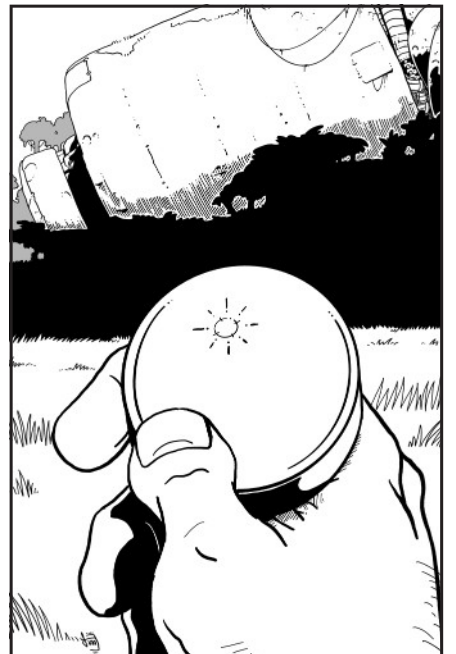
2. MAKING A HERO

"A hero need not be good, but they must be extraordinary and memorable."
—Iktos XLIII, famously forgettable seer poet of L'Isle Parasol

Every player needs a hero.

A hero is a player's protagonist, their lead character. A player runs a hero exclusively and has a veto on what their hero does in play—thus that player is called the runner. A runner can have multiple heroes, pets, and sidekicks. How many of these characters are present for a given session is up to the players.

A ghost shaman possesses wizards and mediums to uncover the secrets of transcendence. A diesel dwarf warrior hunts undead bio-machines created by the wire plague. A feline aristocrat historian recreates the glories of the lost doghead empire. A pengling merchant adventurer builds a magical nanite fountain to turn water into wine. A curious many-bodied void-plumber dives into the wormways to find where the reactivated travel gate leads.

Making Heroes
To make their character a player needs a pencil, some polyhedral dice, a copy of the hero sheet (pXX) and ten minutes for to randomly generate a character from the hero skeletons overleaf.

Unloved Results
Random generation does not guarantee an enjoyable character. That is a task for the hero's player. However, it's no fun ending up with skills or traits that a player doesn't like.

The players should decide at the start if they're willing to generate two heroes each, then choose the one they prefer. The extra heroes can be kept in reserve, should a hero perish or otherwise leave the game.

It shouldn't be a problem if a player wants to change one or two results. They can ask each other player to re-roll one result for them. On many tables, they could also simply pick an adjacent result. Still, the other players should laugh off attempts to blatantly increase a hero's wealth on the inventory tables.

If the dissatisfied player runs out of companions to re-roll their results, they could generate a whole new character. However, if most other players have finished with character generation, waiting for one last hero to be redone from scratch can be a drag.

Other Characters
Besides their heroes, runners also play simplified secondary characters called extras: pets, sidekicks, bystanders, and more. While a runner's control of their hero is nigh absolute, the top cat and other players have more of a say in what a secondary character will or won't do.

Just In Time Characters
Players don't need to start with fully detailed heroes. They can add details, stats, skills, traits, and other attributes as they become relevant in play—or even never, if they never see use.
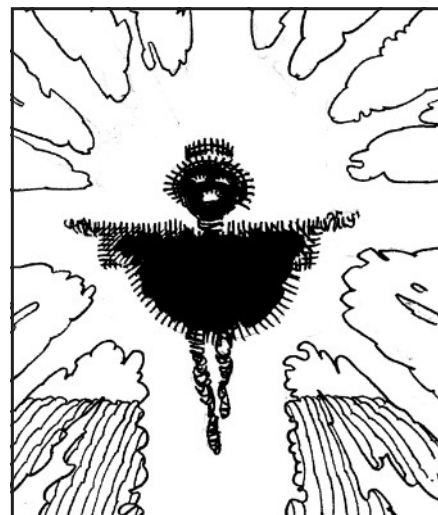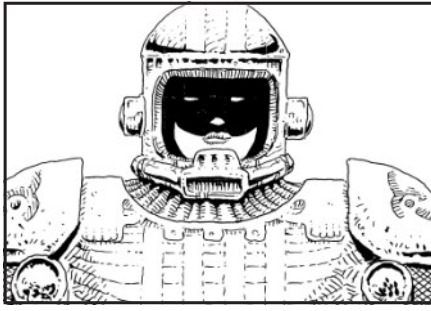
Who Is This Hero?

"Cyclops, you asked my name. I will reveal it;
then you must give the gift you promised me,
of hospitality. My name is Noman.
My family and friends all call me Noman."

—Ulysses introduces himself to Polyphemus.
Homer (Emily Wilson transl.), *The Odyssey* (8th c. B.C. (2017)), Book 9:364–8.

D00	WHO ARE THEY?	WHAT DRIVES THEM?	WHAT DO THEY BEAR?
1	Decapolitan daemon summoner.	Sent by a happy corporation.	Rune-woven light metal tibia.
2	Redland district entrepreneur.	Dreams of a world reborn.	Three-quarters of a rose crystal skull.
3	Hexad mendicant savant.	Blood memories of a missing ocean.	Pale brick, as light and warm as a candle.
4	Safranian opera adventurer.	Tracking a missing accountant.	Cold bottle with a crooning spirit.
5	Emerald City merchant preacher.	Seeking new minds to set free.	Seven cyborg beetles with camera eyes.
6	Redland resistance agent.	Rumours of a disaster capital autofac.	Precious pink plastic tablet with three lies.
7	Oranjetic aristocrat rancher.	A clue to life unending.	Obsidian book proclaiming reformation.
8	Greenlander savage smallholder.	A pleasing disembodied voice.	Cabochon sapphire with a corporate holo.
9	Exiled pirate conservative.	Map to a levitating island.	Intaglio black pearl of a pirate prince.
10	Salt dwarf oil-tapper.	Soul of loved one stolen by time.	Violet tooth crystallised in soul-fire.
11	Yellowlander cactus farmer.	Stories of a special healing insect.	Copper star that flies itself.
12	Undercover needle visitor.	Portents of a tempting machine demon.	Four brassy souls forged into shackles.
13	Graduate violet wizard, non-tenure.	Paintings of a dark hungering sea.	Naive positronic dog brain in a soft pouch.
14	Strong and stable noble ex-pat.	Pursued by furies for murder most justified.	Small lavender capybara that cannot die.
15	Exiled Bluelander crusader.	Grandmother's lost battle suit.	Smoking serving dish-sized force plate.
16	Secret azure ponzi schemer.	Brother's body was stolen and reanimated.	Taupe lichen culture in a blue pot.
17	Purple administrative emigré.	Master investor sent a gilded invitation.	Manual of the vechs, mint condition.
18	Oranjist courtesan bureaucrat.	Delivering a letter of inheritance to a duke.	Artificial leech for extracting blood.
19	Metropolitan hunter inquisitor.	Cure for a sickness that afflicts their child.	Five tubes of shade-grade sunscreen.
20	Volkan refinery libertine.	Machine-logical bible in a lost cloud.	Opal ghost-goggles that reveal daemons.
21	Woodlander elf-touched lumberjack.	Collecting debts for the butcher bank.	Small furry vome that purrs when petted.
22	Settled Steppelander architect.	Visions of a world ending in red madness.	Machine donkey in hues of chrome.
23	Wine vampire doctor.	Bearing a pearl clock for a scion.	Faulty amber personality box.
24	Purplefolk doghead priest.	Tracking a shapeshifter from long ago.	Yellow-orange levitating rock—an aerolith.
25	Half-Ling moon-brought visitor.	Mind spliced with an alien interloper.	Red and green mechanical foot.
26	Scrubland mercenary hero.	Waking dreams of a world egg.	Half-astral egg of a space worm.
27	Black gold war profiteer.	Seeking a prosthetic soul for father.	Living flap-wing harness. Likes crackers.
28	Violet City trainee veterinarian.	Ordered by the tribal ancestor hive mind.	Carmine cactus dripping blood.
29	Corporate freehold archaeologist.	Keeping track of a love rival's exploits.	Tele-focus monocle with infrared.
30	Old city scientist swashbuckler.	Exploring the disappearance of a detective.	Deck of unbreakable playing cards.
31	Unusual wasteland road-warrior.	Possessed by a machine in adolescence.	Citrine soul stone with a third of a soul.
32	Refugee partisan wizard.	Seeking allies for a counter-revolution	Coconut fetish with whelk eyes.
33	Safirian ruins redeveloper.	Looking for the lands of their extinct tribe.	Faceless helmet with no name.
34	Wildfolk god caller.	Compelled by an influencer warlock.	Iridescent cape of plasma steel silk.
35	Cogflower human resources specialist.	Sacred financial greed.	Eternal plastic travel boxes.
36	Pueblo special agent.	Determined to end a terrible drought.	Gravity hammer with a unicorn horn.
37	Desiccated corpsehunter.	Found the testament of a reborn god.	Grey cube five times heavier than lead
38	Moon mountain shapeshifter.	Chased by vengeful radiation ghosts.	Tangerine-hued singing cup.
39	Half-island syndicalist opportunist.	Fantasies of a new kingdom.	Clear crystal heart of an old architect.
40	Union vech repurposing specialist.	Mild distemper from reading a yellow book.	Black staff of ancient gun-crystals.
41	Impure legionnaire dropout.	Residual brain-improvement algorithms.	Illegal weapon from a foreign time.
42	Fearsome shock trooper clone.	Deep-seated phobia of time's passing.	Implantable force-field projector orb.
43	Message delivery specialist golem.	Urgent need to be human.	Synthetic living skin.
44	Cryptic analogue slacker.	Ambition to prove their parent wrong.	Establishment ministry credit line.
45	Scarred veteran of the psychic wars.	Dread of a five-dimensional azure oyster.	Two squabbling black blades.

D00	WHO ARE THEY?	WHAT DRIVES THEM?	WHAT DO THEY BEAR?
46	Noble party applicant.	Dialectic of materialist psycho-history.	Brazen sword-spear of merit.
47	Golden child of dreaming voyagers.	Divine self-assurance.	The blue claw of a dead god.
48	Mechanic service caste member.	Rumours of the true better manual.	Spellware access keycard. UV clearance.
49	Vat scum experiment.	Promise of an upgraded rebirth.	Reduced-size personal clone.
50	Undying soldier from long, long ago.	Recovering memories of their first life.	Golden gun that feeds on sunlight.
51	Ascetic corporate martial artist.	Seed of a new economy.	Sentient donkey. Greenish plastic hat.
52	Nomadic logistics specialist.	Building a better mechanical horse.	Homeostatic desert survival suit.
53	Tinker bomb worshipper.	Stealing a tsar atomic for mother.	Ancient translation glyph implant.
54	Resplendent golem armourer.	Finding an undying heart.	Living suit of wire and synthetic flesh.
55	Highland hair-beast barber.	Receiving the final mentor's approval.	Skull of a favourite ancestor on a string.
56	Near Moon nuclearlithic revenant.	Decoding the story in their body's code.	Assisted neutronium mace.
57	High desert mountainfolk painter.	Completing the final plasma triptych.	Life-stealing paints. Limited edition.
58	Slag waste dwarf miner.	Digging down to true heaven.	ExpensiumTM pickaxe. Red and white.
59	Othersea marine navigator.	Singing a star's name song to awaken it.	Self-playing zither with seventy tunes.
60	Stiltshack tribal fisherman.	Restoring a folk hero's missing arm.	High-power fishing pole.
61	Sidelined travelling musician prophet.	Gutting the spider who stole their ear.	Human-form synthetic husk.
62	Escaped galley slave.	Rescuing their crèche sibling from poverty.	Indestructible artificial pet friend.
63	Marginal profit peddler.	Repaying a terminal life debt.	Fossilised remains of the last eating dark.
64	Riverland pogrom survivor.	Finding peace with their demons.	Ancestor box. Ancestor inside.
65	Traditionalist swamp witch.	Exorcising an alien child's soul.	Rainbow worm god's tooth.
66	Deep ironwoods lumberjill or lumberjack.	Cutting down the vile sky tree.	Chain axe. Powered.
67	Marcher lord scout.	Recasting their heirloom cannon.	Tele-empathy headgear.
68	Exotic gentry game hunter.	Shooting the boss trophy.	Portable bullet micro-factory.
69	Middle-land photographer.	Discovering a legendary ruin.	Soul of a fearsome enemy in a bowl.
70	Feral trust-fund tourist.	Enlightenment through debauchery.	Alphabet of creation tattooed on skin.
71	Well-bred looter of antiquities.	Deep insecurity remedied by gold.	Skein of twisted reality. Soft and pliant.
72	Clockwork explorer recorder.	Instructions from the net of the sky.	Replacement brain. Barely used.
73	Wild child raised by vulpine quarterlings.	Excising their humanity.	Stuffed fox chimaera.
74	Noble vast-land herder.	The call of the horn of plenty.	Shepherd's crook. Rather solid.
75	Wasteland hereditary guerrilla.	Seeing the queen of diamonds.	Para-dimensional weapon holster implant.
76	Wandering synthetic archaic.	Curiosity about the human condition.	Gilded homunculus in a snow globe.
77	Forgotten past-human astronaut.	Fear of the post-human world.	Tempting intelligent gun-wand.
78	Unlocked comfort golem.	Building a home free and safe.	Radiation-blocking umbrella.
79	Ruinland skin-wearer con artist.	Biological doomsday clock.	All-purpose salve for sores and oozes.
80	Otherland vampire mercer.	Urgent need to live forever.	Pocket coffin with sudden revival option.
81	Wise spirit animal emissary.	Finding a safe home for their human pet.	Set of memory and identity tags.
82	Soul-imbued object of purpose.	Ensnaring the bearer foretold.	Loyalty-brand synthetic human servant.
83	Reaver of the interstitial worlds.	Sealing the broken gates with blood.	Gate-breaker logic bomb calculator.
84	Second generation labmyth chimeric.	Creating a soul mate.	Half-mindless frère clone.
85	True human shapechanger.	Vivid dreams of a young protégé.	Form-locket with target creature encoding.
86	Night-touched dark wanderer.	Vibrations announce a new world.	Soul-bonded messenger magpie.
87	Ambulatory skin-jelly colony.	Forged inheritance promises wealth.	Luggage on giant chicken legs.
88	Vile flesh-wearer chosen one.	Battling other viles in the eternal return.	Keys to a missing vech or hovergolem.
89	Bohemian merchant ambassador.	Reopening a mythic trade gate.	Plug-and-play blood purifier.
90	Charlatan scholar assassin.	Stopping the ascension of a new god.	Shapeshifting executioner's blade.
91	Cosmic horror vector possession.	Splinter of a dark mirror.	Solidified fracture in spacetime.
92	Pilgrim from a strange land.	Promises of undying flesh.	Fragment of the final iron architect.
93	Awakened necromancer poet.	Capturing the perfect moment for infinity.	Recitation and reproduction engine.
94	Abandoned doghead monochromatic.	Carving a path apart from the howl mind.	Propaganda reduction sunglasses.
95	Freed chromatic doghead.	Merging with the howl mind.	Near-field group-mind generation orb.
96	Rotting cannibal half-ghoul rememberer.	Combining the seven holy memories.	Preserved and revived heart of a beloved.
97	Ancient fleshmaker scribe.	Creating the perfect human.	Alabaster organ-preservation vase.
98	Duke of the living god.	Replacing the flesh with perfection.	Undying replacement organ.
99	Opium brewer priest.	Restoring the dream of peace.	Barrel of liquid comfort against infinity.
00	Elevated descendant of the needle.	Returning to the void as of old.	Uz kompleks ignition tables.

Hero Skeletons

"It's not an unfair caste society! We built our class hierarchy on meticulously engineered meritocratic aptitudes encoded at the germ-line."
—Vorshoy LII.b, Eucrator of Free Habitation 8.

These four skeletons are shortcuts for building starting heroes of different competence and power. Players can fine tune them with the advancement tables (pXX). The book assumes the player's starting hero is a pulp hero—perhaps not renowned, but far more powerful than the common turnip farmer. With an array of strange abilities, skills, and magics, they are a force to be reckoned with. As they progress they perform incredible feats and inscribe themselves into history—if nothing else, as reckless fools endangering common hard-working folks and centuries' old ruling institutions.
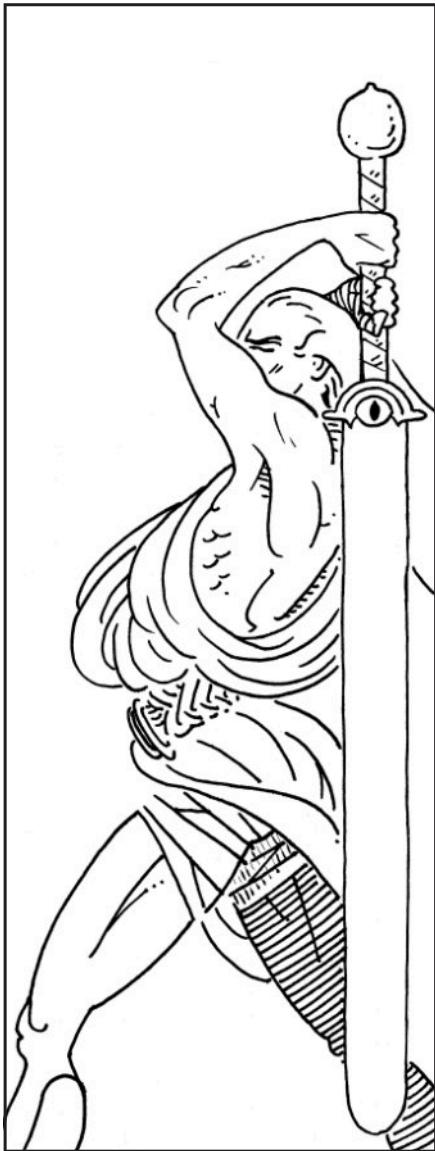
Pulp Hero
A memorable human.
The standard starting hero. Unique, unforgettable, historic. As glorious in battle as the great horse lords of the Centaur Empire, as powerful as the great avatar wizards who laid waste the oldest world with the heavy metal arrows of the Rain God.

- Level 3
- Pro 2
- Actions 2
- Magic cost 2
- 7 points for stats (0 to 4 each)
- 20 life
- 3d6 hero dice
- 3 skills (or ranks)
- 2 traits
- 300 cash.
- 4 suitable inventory items
- No burdens
- 999 invested xp (0 left over)
- A descriptive hero 'type'
- The final item: a name

Example Heroes
1. Infamous highway robber
2. Lost scion of a dynasty
3. Newly freed golem
4. Reassembled ghost
5. Renowned militia commander
6. Rogue war engineer
7. Traveller from another time
8. Uplifted biological weapon
9. Veteran freedom fighter
10. Wandering folk wizard

Special Extra
A rather common hero.
Starting play with the extra lets players discover the story of how a nobody becomes a hero. Abilities are few, survival is uncertain, and advancement is slowed by the character's need to rest.

- Level 0
- Pro 1
- Actions 2
- Magic cost 2
- 5 points for stats (0 to 3 each)
- 5 life
- 0d6 hero dice
- 1 skill
- 0 traits or mutations
- 30 cash
- 1 suitable inventory item
- No burdens
- 0xp
- No hero 'type'
- Optionally: a name

Example Extras
1. Battlefield promoted temp
2. Biomantic test subject
3. Clueless tourist
4. Coddled clone child
5. Fate's chosen scholar
6. Fresh-crafted synthetic
7. Luckless deserter
8. Newly created daemon
9. Plumber's apprentice
10. Refugee from a war
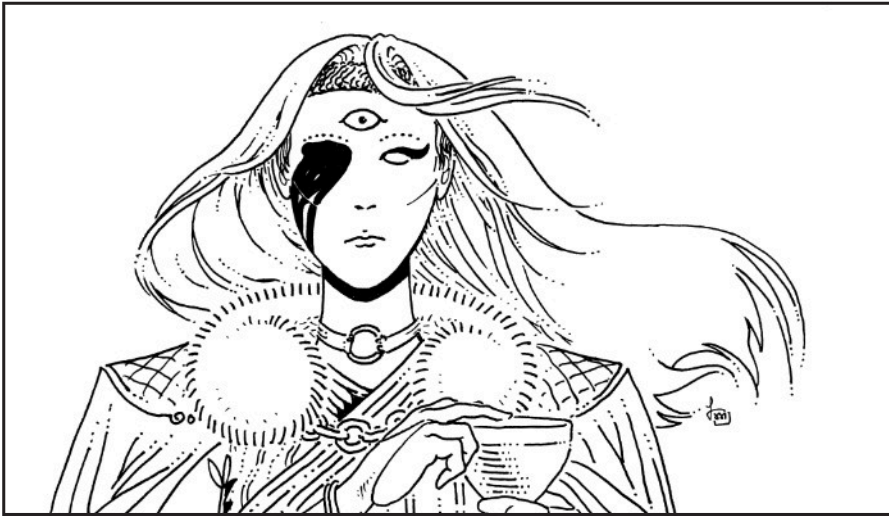
Epic Legend

Quite unforgotten.
Their achievements will not be forgotten for a thousand years. A legend's advancement is slowed by high experience costs, but it promises power overwhelming.

- Level 6
- Pro 3
- Actions 2
- Magic cost 2
- 9 points for stats (0 to 5 each)
- 40 life
- 6d6 hero dice
- 6 skills (or ranks)
- 5 traits (or ranks)
- 3,000 cash
- Clothes or armour, a weapon, and 4 suitable inventory items
- No burdens
- 9,999 invested xp (0 left over)
- A flamboyant hero 'type'
- The unforgettable item: a name

Example Legends
1. Architect of splendours
2. Destroyer of the plague
3. Discoverer of deep origins
4. Master of monoliths
5. Opener of wormways
6. Recreator of ancient glories
7. Saviour of the city
8. Skywhale rider
9. Visitor of the Black City
10. Voyager to the edge of time

Avatar of the Final Form

Obviously not really human.
The embodiment of a culture hero, an archetype taken flesh. After reaching the pinnacle of power, the only paths left open are change and decline. There is nowhere further to go.

- Level 9
- Pro 4
- Actions 2
- Magic cost 2
- 11 points for stats (0 to 5 each)
- 60 life
- 9d6 hero dice
- 9 skills (or ranks)
- 9 traits (or ranks)
- 30,000 cash
- Clothes or armour, a weapon, and 6 suitable inventory items
- No burdens
- 99,999 invested xp (maxed out, 0 left over)
- A unique culture hero 'type'
- A legendary name: optional

Example Avatars
1. Awakener of the elders
2. Breaker of the empire
3. Creator of new life
4. Doom of false gods
5. Herald of the new sun
6. Master of neohuman puppets
7. Parent of a cloned nation
8. Rebirther of a civilisation
9. Serpent of existential renewal
10. Thief of the fast stars

Hero Breakdown

"Ah. That was one strange machine. Some sort of dome cage. One yuman entered, two yumans left. Both a little different from the original, but convinced they were unchanged. We ended up with fifteen Porter Bobs. The sixteenth called 'imself Pörter Böb. Hah."
—Robert 32-Chrome, feral polybody subsistence clan.
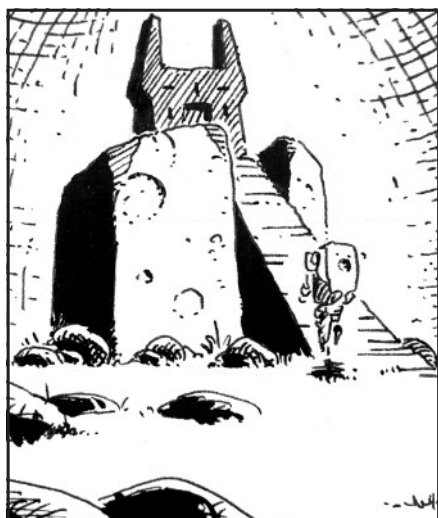
The hero sheet (pXX) summarises a player's main character—the protagonist of their game. All other characters: sidekicks, pets, extras, and antagonists, are simplified versions of heroes.

›› **Name** • A hero's name. Best added last.
›› **Type** • A description of their origin and genesis, or perhaps merely their aspiration. This could be wizard, thief, or fighter—or something else, like weapon, skeleton, or tourist.
›› **Level** • Roughly, a hero's power. Affects some spells and traits.
›› **Skills** • Bundles that summarise the hero's deeds and what they are good at. A hero with a single rank in a skill is skilled, one with two ranks is an expert, with three a master. Each skill rank occupies one slot. Every hero has 10 skill slots. A hero who wants more skills can repurpose their trait and inventory slots—giving them up for knowledge.
›› **Portrait** • Space for the player to show off their abstract art skills.
›› **Traits** • Inherent abilities, special powers, strange mutations and other ways heroes break from the human norm. Each trait rank occupies one slot. Every hero has 10 trait slots. A hero who wants more traits can repurpose their inventory or skill slots—giving them up for raw power.
›› **Pro (proficiency)** • Abstract representation of learned aptitude. Heroes add pro to their roll whenever they do something they are skilled at. Expert heroes double their pro. Increases randomly with advancement.
›› **Actions** • How many things a hero can do on their party's turn.
›› **Magic cost** • Every hero can cast spells. The cost ranges from 1 to 5 and multiplies a spell's power to determine its spell price in life. The only attribute where a lower number is better.
›› **Stats** • Strength, endurance, agility, charisma, aura, and thought. The natural aptitudes of a hero. Each ranges from 0 to 5. The average for a prime adult human is 0. The dashes provide space for stats modified by injuries, spells, and other events.
›› **Defences: ha (physical), ka (mental or spiritual), ba (social)** • Opponents played by the TC roll over these targets to damage the hero.
›› **Life** • An abstract representation of narrative viability. Heroes spend life to cast spells, power some special abilities, and when they are hit by opponents. An average extra has 4 or 5 life.
›› **Hero dice** • Bonus dice (usually d6) used to modify rolls or recover life. Hero dice are recovered through play and with every new session.
›› **Xp and invested experience** • Players earn xp through play and invest them in heroes, sidekicks, pets, and other characters to increase their power. Xp earnings are not entirely predictable: players roll dice to figure out how much xp they earn when their characters complete quests or achieve goals. Players can invest up to 99,999 xp in their hero.
›› **Inventory** • The default hero can carry 10 stone-sized items or burdens without penalties—conveniently about the size of an average human. This includes everything that burdens a hero, not just physical objects. Woes, fears, illness, magic spells, pets, and extras all occupy inventory.
›› **Cumbersome inventory** • A hero can carry 10 more stone-sized items, but when they do, they are encumbered. An encumbered hero suffers [-] to all tests. If all their cumbersome inventory is conveniently stored in a sack or pack, they can put it down carefully (an action) or quickly and carelessly (a free action) to avoid the penalty. Non-physical burdens in the cumbersome inventory may be harder to drop.
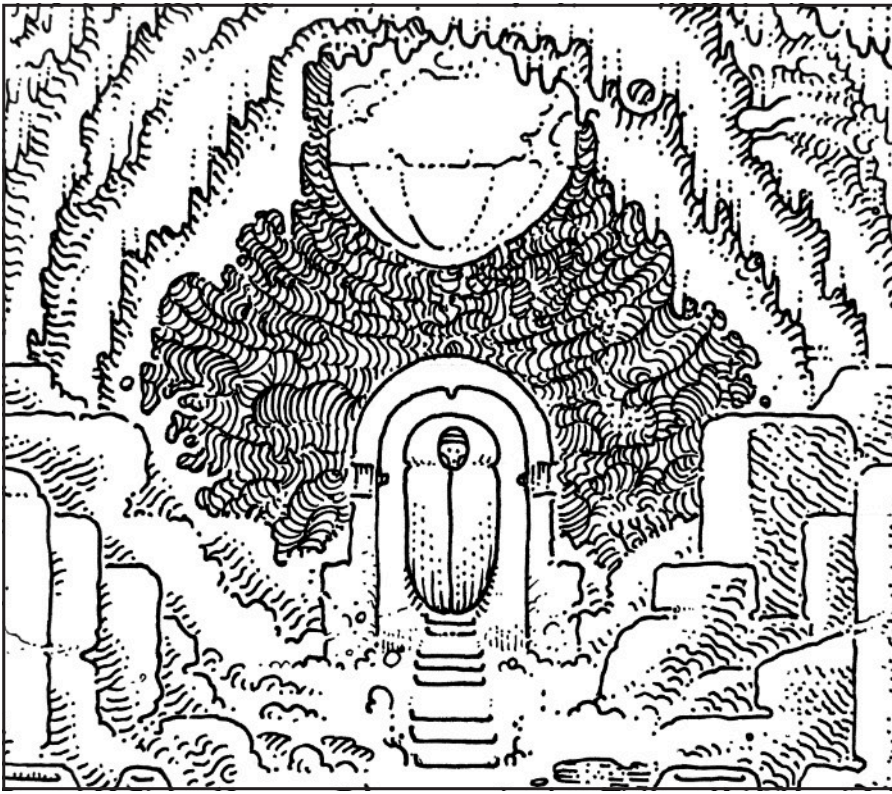
Limited Space

Each hero's sheet limits their available personal inventory. This feature forces players to choose carefully what gear their heroes bring to a given conflict or scene. A player's hero and other characters may have more objects, property, and even traits, but this is 'off-stage' unless prepared. Some traits, skills, or mutations can also change the size of a hero's inventory.

Tracking Numbers

The bottom of the hero sheet lists the numbers from 1 to 20 for tracking advancements and as a reminder of the common 'special' and 'target' numbers.

Adapting Heroes

"You can't evolve a flying pig by throwing pigs off a cliff."
—Atu Ahn, Abmortal biosocial engineer first-class, Seed of Hope

The second side of the hero sheet is a dotted grid to let players customise their heroes by adding sidekicks; tracking progress towards new skills, traits, plots, and projects; taking notes; drawing maps; designing mansions and vehicles; detailing corpocratic heraldry and combat logos; or whatever strange inventions the players come up with at their table.

The special effects and strange events budget when roleplaying is only limited by the imagination. As heroes explore the edges of space, time, and reason, as they dive into the wormways and ride the fast stars, they may themselves become strange and particular in ways that no ruleset could foresee. The players, and especially the top cat, should embrace this.

If it means heroes acquire an additional stat, e.g. blue, for navigating the rotting dimensions where reality is recycled into itself, then so be it. If heroes receive a special inventory for storing the fourth-dimensional aspects of themselves, there is room for that. If a hero becomes a sentient house on wheels, this is where they can draw their new room plan, with modifiers in each of their many chambers.

Tokens

A player's gat token is not mentioned on the hero's sheet. It is a physical object that belongs to the player, not the hero.

Levels

"8000以上だ...!"

Levels are a measure of metanarrative power. The levels of heroes and other characters are not quite the same thing.

By The Skeleton
Pulp hero • level 3.
Starting extra • level 0.
Epic legend • level 6.

Hero Levels

Hero levels determine three things:

1. Roughly how powerful the hero appears to the world.
2. How well the hero can access the narrative matrix underlying reality. Casting a spell of a higher power than the hero's level is dangerous.
3. The effectiveness of some items, magics, and traits.

If players use the advancement method (pXX) for promoting their heroes, levels increase semi-randomly.

Extra Levels

Non-hero characters (extras) have fewer attributes and level plays a more important role. An extra's level directly determines.

1. Their key attributes, including defences, life, and test modifiers.
2. How much xp they require to advance—important for sidekicks and pets.
3. How powerful they appear to the world.
4. The effects of some items, magics, and traits.
5. Which spells they can cast safely.

For the top cat, levels are a useful short-hand for figuring out a character's power. A level 0 (L0) character represents little threat to most humans. Level 1 (L1) characters match a baseline healthy, athletic human. Levels 10+ (L10+) are for creatures so powerful compared to ordinary humans that they might as well be extra-dimensional horrors from beyond time and space.

However, the TC should keep in mind that levels are very rough guidelines. They do not define what would be a "proper challenge" or a "balanced encounter". One combination of heroes, skills, traits, die rolls, and runners' ideas will make short work of one opponent, only to succumb to another with similar attributes. Communication is critical: as long as the players have similar expectations about a threat, the TC will not go wrong.

Pro

Pro (or the proficiency score) is a simplified representation of a hero's competence when they test with a relevant skill. It rises very slowly with advancement (pXX). Heroes also apply one of their six stats, which represent innate aptitudes or approaches, to their test when relevant.

Extras (antagonists, sidekicks, pets, monsters, etc.) do not have separate stats or pro scores. They use their sum ha, ka, and/or ba scores, which apply to tests when it makes sense that the extra would know their stuff.

Actions

Actions are an abstract representation of a character's speed. Characters with more actions are faster than those with fewer actions. In conflicts, the number of actions represents how many things a character can do per round during their party's turn.

As a guideline, baseline humans and every runner's starting character have two actions. Characters will very rarely permanently gain additional actions. Initiative, traits, and circumstances may change the number of actions available to a character in a given round.

Extras may have higher or lower action scores.

Magic Cost

Magic meddles with the underlying source code of the reality of the given world, altering it to suit the whims of the spell caster. Still, existence demands stability, and every character's essence resists the forces of magic. Magic cost represents this resistance—it multiplies a spell's power to determine its spell price in life. For heroes who want to cast spells, magic cost is the only attribute where a lower number is better. However, characters with higher magic costs are more embedded in reality and may have other advantages.

> **Magic cost 1** • A true wizard, less real than most humans.
> **Magic cost 2** • Every starting hero is a little bit magical.
> **Magic cost 3** • Most extras and baseline humans.
> **Magic cost 4** • Creatures essentially interwoven with the given world, less prone to reality dysfunctions.
> **Magic cost 5** • Creatures hardcoded into reality, often also resistant to spells.

A magic cost of 0 is theoretically impossible for creatures of the given world. Academic wizards speculate that it is possible to asymptotically approach a magic cost of 0 with fractional magic costs and distributed spirituality, as evidenced by the unusual existential traces of the ultras.

Stats

"You still don't understand what you're dealing with, do you? Perfect organism. Its structural perfection is matched only by its hostility."
— Ash, *Alien*, 1979 (written by Dan O'Bannon)

The natural aptitudes of a hero are represented by six stats: strength (str), endurance (end), agility (agi), charisma (cha), aura (aur), and thought (tho). Each stat ranges from 0 to a maximum of 5 points. The average for a prime adult human is 0. Injuries, spells, and other events affect heroes' stats.

Stat Generator

Note: results only list stats that are not zero.

1. **Scattered** • All stats 1.
2. **Musclebound** • Strength 5, one stat 1.
3. **Virile** • Endurance 5, one stat 1.
4. **Elastic** • Agility 5, one stat 1.
5. **Hypnotic** • Charisma 5, one stat 1.
6. **Reserved** • Aura 5, one stat 1.
7. **Highbrow** • Thought 5, one stat 1.
8. **Ogreish** • Strength 4, two stats 1.
9. **Lumbering** • Endurance 4, two stats 1.
10. **Frenetic** • Agility 4, two stats 1.
11. **Dainty** • Charisma 4, two stats 1.
12. **Ethereal** • Aura 4, two stats 1.
13. **Focused** • Thought 4, two stats 1.
14. **Strapping** • Strength 2, two stats 2, another 1.
15. **Energetic** • Endurance 2, two stats 2, another 1.
16. **Twitchy** • Agility 2, two stats 2, another 1.
17. **Fetching** • Charisma 2, two stats 2, another 1.
18. **Fierce** • Aura 2, two stats 2, another 1.
19. **Knowing** • Thought 2, two stats 2, another 1.
20. **Brawny** • Strength 2, one stat 2, another three stats 1.
21. **Bulky** • Endurance 2, one stat 2, another three stats 1.
22. **Lissome** • Agility 2, one stat 2, another three stats 1.
23. **Nice** • Charisma 2, one stat 2, another three stats 1.
24. **Inflexible** • Aura 2, one stat 2, another three stats 1.
25. **Crafty** • Thought 2, one stat 2, another three stats 1.
26. **Rugged** • Strength 2, five stats 1.
27. **Stout** • Endurance 2, five stats 1.
28. **Spry** • Agility 2, five stats 1.
29. **Likeable** • Charisma 2, five stats 1.
30. **Firm** • Aura 2, five stats 1.
31. **Schooled** • Thought 2, five stats 1.
32. **Doughty** • Strength 3, one stat 3, another 1.
33. **Athletic** • Endurance 3, one stat 3, another 1.
34. **Nimble** • Agility 3, one stat 3, another 1.
35. **Charming** • Charisma 3, one stat 3, another 1.
36. **Resilient** • Aura 3, one stat 3, another 1.
37. **Critical** • Thought 3, one stat 3, another 1.
38. **Big** • Strength 3, two stats 2.
39. **Hardy** • Endurance 3, two stats 2.
40. **Adroit** • Agility 3, two stats 2.
41. **Slick** • Charisma 3, two stats 2.
42. **Obstinate** • Aura 3, two stats 2.
43. **Articulate** • Thought 3, two stats 2.
44. **Stalwart** • Strength 3, one stat 2, another two stats 1.
45. **Healthy** • Endurance 3, one stat 2, another two stats 1.
46. **Deft** • Agility 3, one stat 2, another two stats 1.
47. **Glamorous** • Charisma 3, one stat 2, another two stats 1.
48. **Disciplined** • Aura 3, one stat 2, another two stats 1.
49. **Clever** • Thought 3, one stat 2, another two stats 1.
50. **Vigorous** • Strength 3, four stats 1.
51. **Robust** • Endurance 3, four stats 1.
52. **Quick** • Agility 3, four stats 1.
53. **Alluring** • Charisma 3, four stats 1.
54. **Gritty** • Aura 3, four stats 1.
55. **Cultivated** • Thought 3, four stats 1.
56. **Powerful** • Strength 4, one stat 3.

By The Skeleton

Pulp hero • Roll or distribute 7 points among the six stats, with a maximum of 4 in any one stat.

Starting extra • Roll [-] or distribute 5 points, maximum of 3.

Epic legend • Roll [+] or distribute 9 points, maximum of 5.

So, there's six stats. Why? Well, one reason is so Seacat works better with other six-stat d20 games. Like, uh, you know the one.

But, Seacat is terrible for 'min-maxing'. Most stats work for most actions, if a player makes a plausible case. What the stats do is they give a sense of a hero's style.

For example, a hero using aura for their ka defence might have a strong mind, with mental attacks glancing off like slingshot of a tank's glacis. Another hero, who uses thought for their ka defence, might have a nimble mind that dodges and weaves against the arrows of magic misfortune. This style also presents the TC a lever: a character using aura for defence might resist an attack even when asleep, unlike a character depending on their quick wit.

57. **Lusty** • Endurance 4, one stat 3.
58. **Limber** • Agility 4, one stat 3.
59. **Bewitching** • Charisma 4, one stat 3.
60. **Sublime** • Aura 4, one stat 3.
61. **Inventive** • Thought 4, one stat 3.
62. **Muscular** • Strength 4, one stat 2, another 1.
63. **Hale** • Endurance 4, one stat 2, another 1.
64. **Sly** • Agility 4, one stat 2, another 1.
65. **Winning** • Charisma 4, one stat 2, another 1.
66. **Discerning** • Aura 4, one stat 2, another 1.
67. **Perceptive** • Thought 4, one stat 2, another 1.
68. **Tough** • Strength 4, three stats 1.
69. **Abiding** • Endurance 4, three stats 1.
70. **Deft** • Agility 4, three stats 1.
71. **Provocative** • Charisma 4, three stats 1.
72. **Moody** • Aura 4, three stats 1.
73. **Original** • Thought 4, three stats 1.
74. **Mighty** • Strength 5, one stat 2.
75. **Unflagging** • Endurance 5, one stat 2.
76. **Winged** • Agility 5, one stat 2.
77. **Seductive** • Charisma 5, one stat 2.
78. **Oracular** • Aura 5, one stat 2.
79. **Encyclopaedic** • Thought 5, one stat 2.
80. **Steely** • Strength 5, two stats 1.
81. **Vital** • Endurance 5, two stats 1.
82. **Driven** • Agility 5, two stats 1.
83. **Irresistible** • Charisma 5, two stats 1.
84. **Devilish** • Thought 5, two stats 1.
85. **Herculean** • Strength 4, one stat 3, another 1.
86. **Sinewy** • Endurance 4, one stat 3, another 1.
87. **Fleet** • Agility 4, one stat 3, another 1.
88. **Impressive** • Charisma 4, one stat 3, another 1.
89. **Single-minded** • Aura 4, one stat 3, another 1.
90. **Creative** • Thought 4, one stat 3, another 1.
91. **Olympian** • Strength 5, one stat 2, another 1.
92. **Glowing** • Endurance 5, one stat 2, another 1.
93. **Mercurial** • Agility 5, one stat 2, another 1.
94. **Angelic** • Charisma 5, one stat 2, another 1.
95. **Hermetic** • Aura 5, one stat 2, another 1.
96. **Genius** • Thought 5, one stat 2, another 1.
97. **Forceful** • Strength or charisma 3, two other stats 3.
98. **Resolute** • Endurance or aura 3, two other stats 3.
99. **Tricky** • Agility or thought 3, two other stats 3.
100. **Blessed** • All stats 2.

The Six Stats

Strength • Active physical stat. Lifting bars, bending gates, whacking heads, carrying menhirs, leaping logs across a river.

Endurance • Passive physical stat. How much pain and strain a hero can take. Marathons, bearing the cold, fighting disease, fitness competitions.

Agility • Dynamic physical stat. Applying the body with precision and speed. Dodging death hamsters, throwing void bombs, shimmying on the dance floor.

Charisma • Active mental stat. Carrying arguments by force of personality, changing reality, bending opinions, breaking opposition. The name goes back to classical Greek *khárisma*, representing divine fortune and favour. The gods and reason hate the uncharismatic, thus it also represents luck. When a player asks if their hero can find a war pig, lightning mobile, doom rod, or simply the latest edition of Burly Barbarians at the newsmonger's, that's a charisma test.

Aura • Passive mental stat. How much punishment a soul or psyche can take. Correlates with endurance. Showing courage, remaining compassionate despite horrors, resisting peer pressure. Aura is not wisdom. It does not show good judgement or insight. Those are character traits that players decide for their hero, just as they decide the colour of the hero's hair or shoes.

Thought • Dynamic mental stat. Speed of processing and manipulating information. Remembering information, figuring out connections, transforming ideas into reality. The name of the stat is also a reference to the Egyptian god Thoth.

Another challenge are the so-called 'passive stats'. Aren't they just hanging around, not doing much? Well, not necessarily.

Endurance can come into play whenever a hero must resist or act over extended periods, whether operating machinery, guarding a pass, or staying awake to study.

Aura can come into its own like the tingling of an arachnid sense, picking up when something is off, or simply for staying sane while faced by terrible daemons.

That said, players can also decide to drop stats and just run their characters as extras, with only ha, ka, and ba (pXX). That's fine, too. It'll mean fewer levers to fiddle with, but that's a valid playstyle.

Again, this is just a book, the author's just a person, but the game, the game is alive and belongs to the players and their tables. Hack, slash, plunder, and loot. They should do all that and more to this game and its ideas. It'll serve the dang author right, trapping me in here like some damned psychopomp. I'm not even that pompous!
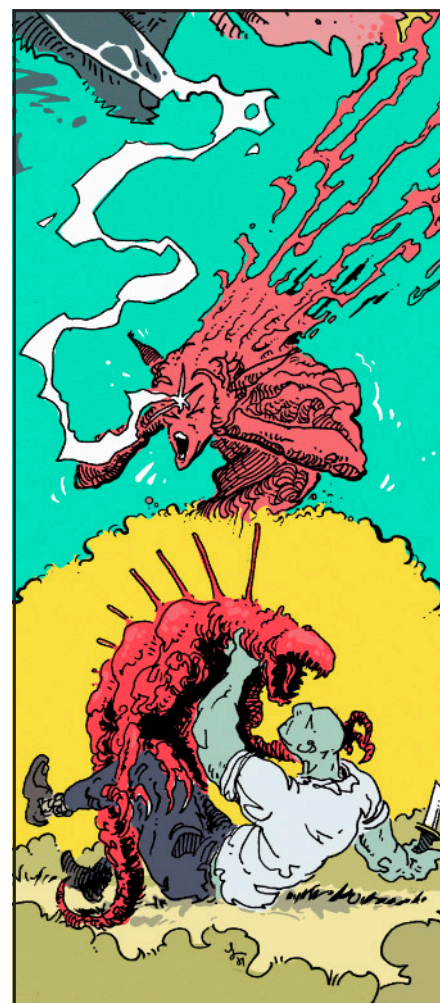
Defences

Characters have three kinds of defence, one of each type of conflict: ha (physical), ka (metaphysical), and ba (social). In conflicts, a character's defence is the target number their opponents have to exceed when they attack them. No defence can ever be higher than 19. Some simplified extras may have just a single score, but not heroes.
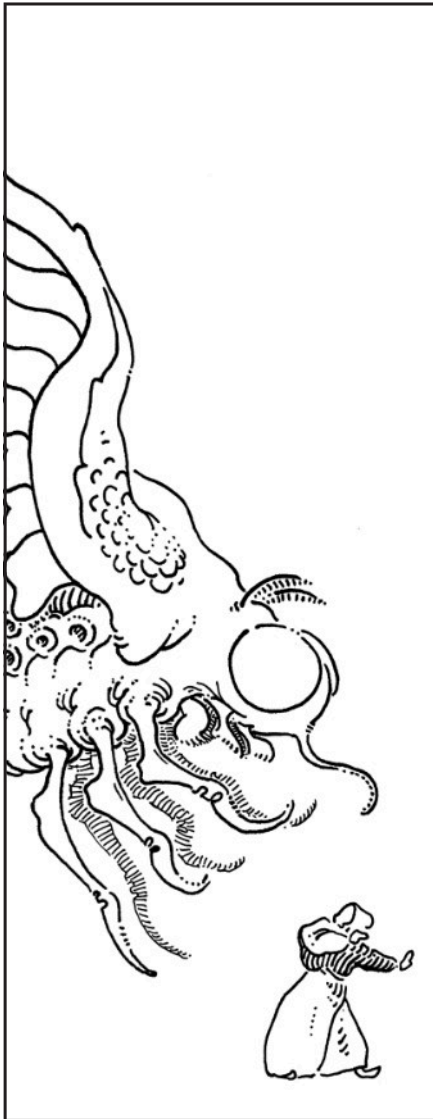
Calculating Defence

All defences are calculated in the same way:

defence = pro + stat + gear

Relevant stats and gear for each defence are usually:

›› **Ha (physical defence)** • Strength or agility; armour as defensive gear.
›› **Ka (metaphysical defence)** • Aura or thought; wards as defensive gear.
›› **Ba (social defence)** • Charisma or endurance; prestige as defensive gear.

In some cases, subject to common sense and some negotiation between runners and the TC, a different stat might be more relevant. For example, a necromancer lawyer parrying a pengling's negotiating gambit might use thought instead of charisma for their ba defence. A barbarian may use their animal endurance instead of aura to bear the pain of a sourceror's mind-lock. A power-armoured knight could use their charisma to defend against an unholy avatar's gravity mace.

Example Defences

Players can interpret a character's defence values in different ways. The dice do not care whether a hero avoids a curse by dodging it, reflecting it with an amulet, or appeasing it with a quick gesture. The following examples are sum defence values, not broken down by pro, stat, and gear:

›› **—** • The character cannot be targeted by this attack. A spirit dog (Ha —) might be untouched by sticks and stones, an emotionless zombie (Ba —) unmoved by appeals to common humanity.
›› **1** • The character cannot or barely tries to avoid attacks. Only a fumbling attacker (rolling a natural one) might miss them. This could be an indestructible war golem (Ha 1) striding into a hail of bullets or a luckless fool (Ka 1) who is a magnet for curses and misfortune.
›› **3** • The character is very poor at avoiding attacks. This might be a near-sighted clerk (Ha 3) fleeing from a wrathful paladin or an over-confident wealthy scion (Ba 3) beating down on an underdog.
›› **7** • The character has some basic skill at not getting hit but should still look for cover if possible. Perhaps a regular witch-hunter (Ka 7) storming the coven-barrow or an official of the empire (Ba 7) announcing next year's mandatory voluntary value-added labour donation.
›› **11** • A character decent at dodging. A public defender (Ba 11) springing a friendly spirit-smuggler or a human-at-arms (Ha 11) on the world's frontier.
›› **15** • a defence expert. A voidwalker (Ka 15) journeying through the noö gate or a noble duelist (Ha 15) battling for honour and a laddy's purse.
›› **19** • An absolute master. Perhaps an emperor (Ba 19) striding to their golden jubilee adorned in new clothes, or a trve vvitch (Ka 19) in hell's full couture binding the Tempter's Grandfather to their laundry machine.

Note: the defences may seem low, but every character gets two actions per turn. Every defensive action they take grants them a defensive advantage [+], which translates into a disadvantage [-] for attackers until the character's next turn. A defensive action could be anything relevant: diving from cover to cover, zig-zagging to avoid artillery fire, using a holy sceptre as a shield against a vampire, or flashing the keys to their fancy car to show their wealth and status.
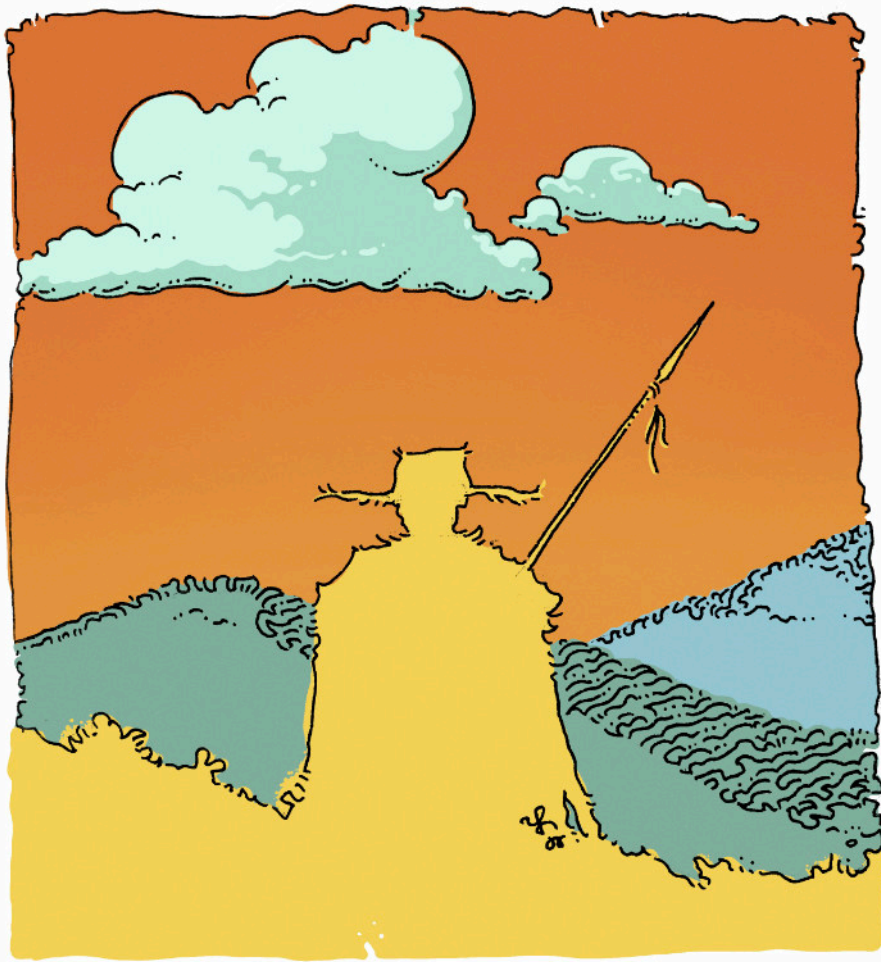
Life

Life represents a character's plot armour and functions as an abstract resource. Every creature in the game has a life score, even things that are not technically alive. A character's maximum life score is changed by events, advancement, traits, and equipment.

By The Skeleton
Pulp hero • 20 life.
Starting extra • 5 life.
Epic legend • 40 life.

Spending Life
Characters will often spend life to power magic spells, artefacts, traits, and other in-game objects. Poetically, magic and life are intertwined, both drawing from the same well-spring of cosmic creation.

Losing Life
Life also works almost exactly like hit points in many classical games. Characters whose defences are breached in conflict suffer damage, which often means they lose life. Renaming hit points to life emphasises that conflicts are not just about serious bodily injury and that words can also kill. Like stats, a character's life cannot be less than zero. When a character's life score reaches zero, they are in trouble:

Extras (sidekicks, monsters, pets, and vehicles) who run out of life are out of play. Whether they are dead, destroyed, or merely temporarily incapacitated depends on the fictional circumstances.

Heroes suffer burdens (see Damage, pXX), which progressively disable them and eventually remove them from play.

Recovering Life
Characters recover life by resting (pXX), like every other attribute. Hero dice, spells, traits, gear and other effects can restore life more quickly.

Hero Dice

By The Skeleton
Pulp hero • 3d6 hero dice.
Starting extra • no hero dice.
Epic legend • 6d6 hero dice.

These d6s are a narrative meta-currency that lets characters succeed at thousand-to-one odds nine times out of ten. The maximum number of hero dice a hero character can store increases with advancement.

Using Hero Dice

Hero dice are used in four ways:

1. **Adjusting dice** • Immediately after rolling any die, a player can decide to roll a hero die and adjust the initial naked roll by up to that amount. The player can use this adjustment to explode dice, avoid critical failures or turn ordinary rolls into critical hits. So, if their d20 came up 17 on their attack roll, they could roll a hero d6 and hope to turn it into a natural 20—and thus a critical hit. Since critical hits in conflicts permit consecutive rolls, if the player then rolled another high number (e.g. a 16) and had more hero dice available, they could roll another hero d6 in the hope of multiplying their critical hit again. A player can also spend a hero die to adjust the roll of a previously rolled hero die.
2. **As boons [+]** • A player can spend one or more hero dice before rolling a die to gain one or more boons [+] on that roll.
3. **To regain life** • A player can roll a hero die at any time to restore that much life to a character.
4. **To regain a stat point** • They can spend a hero die at any time to restore one stat point to a character.

Regaining Hero Dice

It is usually the players, not heroes, that gain hero dice. As they acquire hero dice, runners assign them to their active heroes. Only the top cat can give hero dice to their inactive heroes (if they have any). Players gain a hero die by:

1. Attending a game session.
2. Playing for an hour or two (up to the group, depending on how much die rolling happens).
3. Optionally: from practical activities to make the session run more smoothly (helping set up and clean up the play area, preparing food or beverages for the session, maintaining a database for the campaign, etc.).

Active characters can also acquire hero dice directly through play, perhaps from ancient magitech or space alien 'gods' pleased with their deeds. Non-heroes may also earn hero dice in this way.

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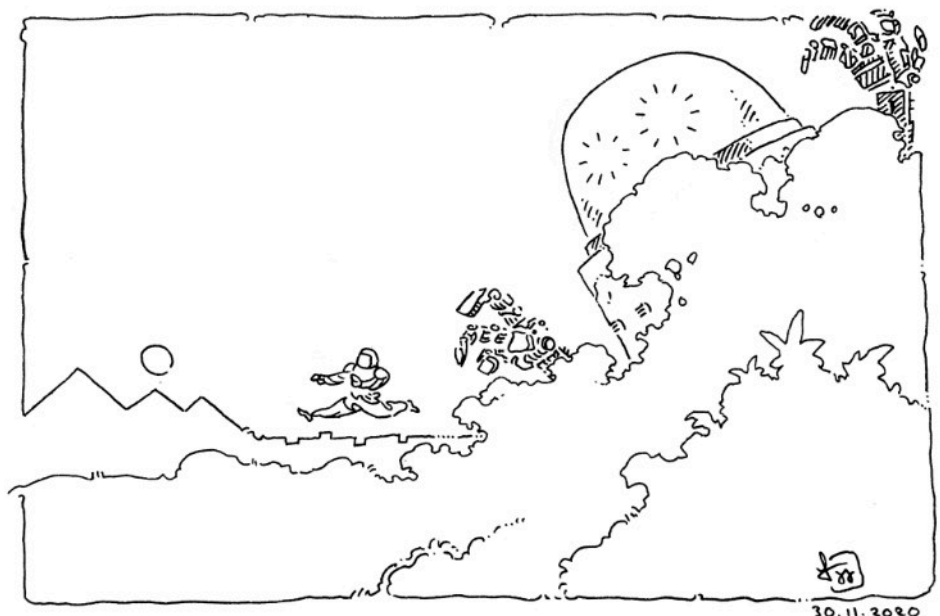
Invested Xp

Players gain experience (xp) through play and invest them in their heroes. Players also invest xp to improve sidekicks, pets, properties, and other game objects. The more xp invested, the more powerful and capable a character becomes. But, xp costs add up and making a single powerful hero is more expensive than investing in a stable of moderately competent characters.

Total Xp Invested	Xp Per Advance	Approx. Levels	Subjects & Objects
0–999 xp	50 xp	0–3	Common heroes and creatures. Low power.
1,000–9,999 xp	500 xp	4–6	Pulp heroes and fantastic creatures.
10,000–99,999 xp	5,000 xp	7–9	Epic heroes and legendary creatures. High power.
100,000+ xp	na	10+	Beyond the ken of heroes and humans.

The Experience & Advancement chapter (pXX) covers character changes and challenges as they gain experience.

Hero Types

A hero's type is a universal character or archetype the runner may use as a label to describe the character. It has no mechanical effect whatsoever, serving as a narrative and imaginative lever for play. A hero may seek to embody the archetype or deviate from it; communities may ascribe archetypal attributes or deny them. Players can leverage archetypes with contrasts, nuances, flaws, and twists to create more memorable characters.

D20	ARCHETYPE	CONTRAST	NUANCE	FLAW	TWIST
1	Acolyte	sceptic	judicious	faithless	gentle
2	Beggar	banker	disguised	broken	hopeful
3	Champion	deserter	brutish	cowardly	cunning
4	Criminal	militiaperson	repentant	vengeful	generous
5	Elder	reprobate	strong	heretical	villainous
6	Fool	sage	lucky	gullible	sophisticated
7	Healer	quack	combative	arrogant	maverick
8	Hunter	naturalist	humble	cruel	aristocratic
9	Gambler	bookmaker	conflicted	greedy	successful
10	Guardian	assassin	replacement	failed	abandoned
11	Lover	misanthrope	star-struck	spurned	happy
12	Outsider	politician	prodigal	corrupting	prophetic
13	Rogue	straight arrow	loveable	murderous	bumbling
14	Tinker	ritualist	inventive	rapacious	conservative
15	Trickster	justiciar	creative	destructive	pious
16	Turncoat	witch finder	noble	hateful	accidental
17	Wanderer	homebody	wealthy	cursed	blessed
18	Warrior	pacifist	ascetic	proud	shadowy
19	Wizard	noble	elegant	dogmatic	rebellious
20	Youth	fanatic	scion	bastard	materialistic

By The Skeleton
Pulp hero • 999 invested xp
Starting extra • no invested xp
Epic legend • 9,999 invested xp
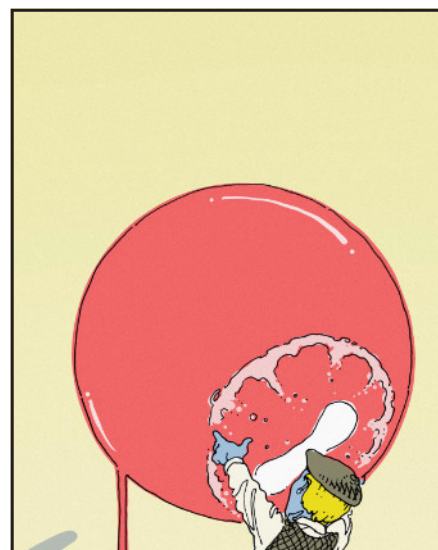
By The Skeleton
Pulp hero • Roll 5d20, use two results that make sense.
Starting extra • Roll 4d20 in last 4 columns, use 2 sensible results.
Epic legend • Roll 5d20, use 3 sensible results.

Names

The same wine tastes better poured from an elegant bottle with the crest of a fine chateau poured into crystal stemware.

— Umon Calliés, *Simple Truths* (A&D 343/11:11)

Names hold a kind of magic, binding random attributes into an actual character. They are the intersection between culture, society and the individual. Naming creates an implied world beyond, behind, and all-round a character. All this is to say names are important.

When picking a name, players may consider three questions in descending order of importance:

1. Do they like the name?
2. Is it pronounceable at the table?
3. Is it funny, meaningful, or interesting?

Inventing Names

Many long lists of names by culture, background, and archetype already exist. These tables attempt something a little different. Players choose (possibly randomly) one or more stem words or names, which they then modify to create novel names for their characters. Note that these tables do not encompass the total variety of linguistic possibilities—merely suggest some ways words and languages may change.

Name Stem [d8]
Players may start with existing words and names as fuel for inventing a unique name for their character.

1. **Familiar brand, company, or organization** • Kodak, Moskvitch, Concorde, NATO, ONU.
2. **Common food, drink, or activity** • Burger, Whiskey, Tango, Foxtrot.
3. **Trait, behaviour, or attribute** • Smooth, Suave, Honest, Dancer, Green.
4. **Contemporary profession, trade, or status** • Tinker, Tailor, Lawyer, Trustfunderling, Freelancer.
5. **Physical or cultural location** • Mountain, City, Slum, Airport, Parliament.
6. **Animal, plant, or mineral** • Octopus, Fern, Jade, Dendrolith.
7. **Object, structure, or thing** • Iron, Electricity, Fusion, Cosmos.
8. **Common name in the player's culture** • Mahmud, Wei, Angel, Eva, Aadya.

Word Combinations [d6]
Sometimes a couple of words can work together to provide the fuel for a character's name.

1. **Duplicate stem word** • Lotus Lotus.
2. **Portmanteau, combining two words** • Beer and Jade could give Beerjade.
3. **Blended words** • Smooth and Slum could give Smoothlum.
4. **Linked words** • Octopus the Mountain, Ivan of Manager, Electricity from Hamburgerflower.
5. **Hybrid words** • One of the words is translated into a different language. Fern Mountain could become Fern Berg, or Harbour Dancer might turn into Bandari Dancer.
6. **Rhyming combination** • An alliteration with an additional word, such as Adam Adman, a rhyme, like Honest Earnest, or some other poetic scheme.
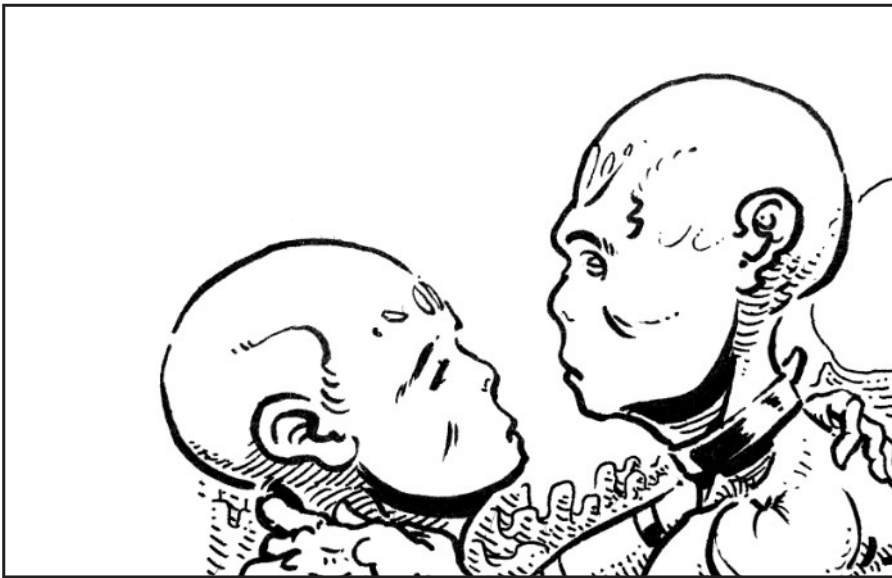
Name Type [d6]

Different cultures use names differently. For example, a character might use just a single name, or a whole sequence of names and titles, or just a generic name for their category of sapient creature.

1. **Personal or given name** • assigned by parents, granted by priest on the 51% survival day, chosen with first words, won at adulthood.
2. **True or fortune-nicked name** • given by fate, stolen from gods, appointed by friends, sold by daemons.
3. **False or assumed name** • nom de plume, stage name, false identity.
4. **Family, moiety or clan name** • surname, patronymic, matronymic, ancestor, totemic animal, local deity, and more.
5. **Locality or ethnic name** • street, neighbourhood, town, commune, barony, ethnicity, heritage, nation, empire, religion.
6. **Category or class name** • caste, education, profession, species, archetype, class, wealth, clone batch, vome model.

Name Structure Modification [d6]

1. **Add prefix** • Jane might become Metajane or 'Tweenjane. Prefixes can be in the same language as the stem word or another language.
2. **Add infix or inter-fix** • a linking element in the middle of the name, e.g. Jonathan could become Jonahathan or Fern Berg could become Fernaberg.
3. **Add suffix** • Manager may become Manageroid, Singer into Singerotti.
4. **Introduce a misspelling or sound substitution** • Harbour might turn into Arbour, or Electricity into Electric City.
5. **Double a sound or syllable** • Ferret can become Ferrerret, Lee to Leelee.
6. **Drop a sound or syllable** • June might become Oone, Louis into Lou.

Stem Sound Changes [d8]

Names and words change through time and space. Players can use sound shifts to make their character's names sound a little strange and provide clues to the typical accents and sound patterns of the cultures and languages in their table setting. For more variation, they can apply a series of sound changes.

1. **Consonant hardens** • Clean becomes Khlean, Sea becomes Chee.
2. **Consonant softens** • Apple becomes Affle, Kodak becomes Hodac.
3. **Sibilation or Lisping** • Jott becomes Joss, or Sky becomes Thky.
4. **Sound Switch** • Horn becomes Hron, or Cowshed becomes Coshwed.
5. **Slurring** • Samsung becomes Sammon, Lawyer becomes Loya.
6. **Transcription error** • A random letter is replaced with another random letter. Was it a lazy scribe? A vome? Something else? John becomes Xohn. Centurion becomes Cenjurion.
7. **Vowel lengthens** • Bus becomes Baus or Boos. Tree becomes Treeyee.
8. **Vowel shortens** • July becomes Jelly or Jilly. Allabout becomes Allabut.
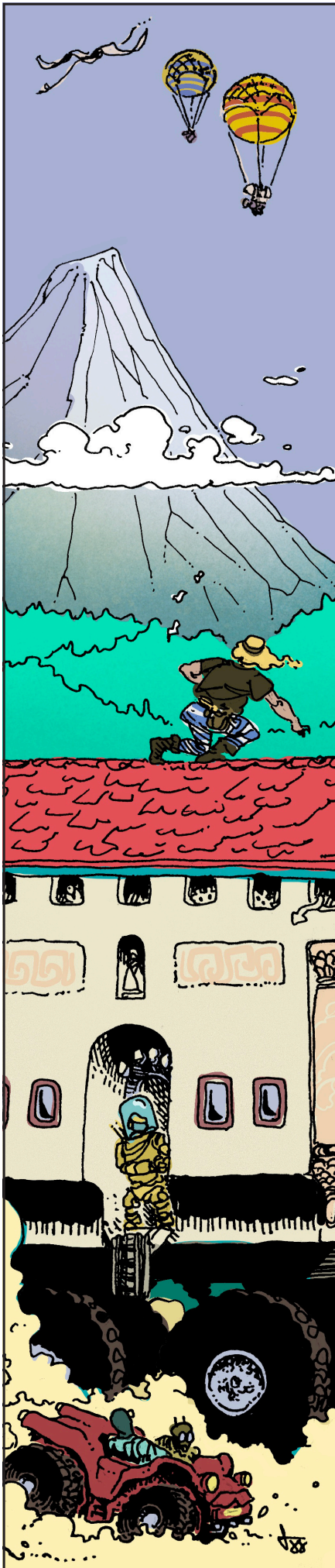
Skills

"What glory would attend the discovery if I could banish disease from the human frame and render man invulnerable to any but a violent death!"
— Dr. Frankenstein in Mary Shelley's *Frankenstein* (1818)

Every hero starts out at least one skill, which summarises what they have done in their life and what they are good at. Each skill or skill rank occupies one skill slot (e.g three ranks in praxa of the chains occupy three slots).

Skills are broad bundles of learning, practice and experience. This incoherence is purposeful: there is overlap in the daily tasks of an accountant and a plumber, and there is difference. The same holds for other skills. Players use their wits and imagination to figure out how their hero's skill might reasonably apply in given circumstances. A skill could cover:

Specialisation or expertise • Axe fighting, welding, pastry-making.
Jobs, occupations, or professions • Soldier, spy, tinker, tailor.
Hobbies • Gamer, dancer, maker, embroiderer.
Social status • Socialite, servant, hobo, homemaker.

Skills do not limit what the character can try to do. A skilled hero is good enough to make a living with their know-how (they're a pro) while an expert is good enough to teach that profession. There are four situations when a hero rolls a test with a skill.

No relevant skill • Hero does not add their proficiency (from 1 to 7) to the test and suffers a bane [-] to their roll. An amateur or beginner.
One rank in a relevant skill • Hero adds their pro (or proficiency score) to the d20 roll when they make a test. A skilled professional.
Two ranks in a relevant skill • Hero adds double their pro to the d20 roll when they make a test. An expert.
Three ranks in a relevant skill • Hero gains [+] to tests. A master.

Skill ranks may provide additional effects or items. Each skill rank occupies its own skill slot on the hero sheet. Although heroes start with 10 skill slots, they can gain extra slots through play. Players can also assign skills to inventory or trait slots, prioritising their character's learning over innate traits, acquired mutations, and personal equipment.

Every skill has different connotations in different communities. Whether this is a boon or a bane, only context can tell. Skills may require suitable equipment and circumstances. Players can invent new skills to suit their characters.

Skill Types

Some skills are more focused on adventuring, with with practical utility in the struggle of mortal against uncaring natural worlds. Others are backgrounds that represent the development of a mortal as a part of a functional community.

Three types of skills are focused on character conflicts. *Praxas* are combat skills, from Ancient Greek for practice. These are a combination of psychophysical battle techniques honed over millennia.

Magic or metaphysical skills are called *vedas* from Slovenian or Sanskrit for knowledge or science. These are difficult or secret compilation of lore, ritual, study and science.

Social skills combine a pan-cultural agglomeration of custom and behaviour that cuts across the living and dead cultures of the Vastlands. These are called *sidu* from Old English for custom or habit.

Anatomy of a Skill

Infantry Sergeant (name)
Survived feeding the war god. (flavour)
Fought in more wars than they have fingers. Long experience in not dying and keeping others from dying. Setting watches, storming trenches, hiding in bunkers, interpreting orders and handling mobile infantry weapons. —three sentences to outline what the skill entails. (description)

R1 • Gets a fancy weapon memorialising a famous engagement. It can deal both ha and ba damage. (rank)

R2 • More effects. (rank)

R3 • And so on. (rank)

The description suggests when a skill is relevant. It does not list every use of a skill. Instead, it is a starting point for a dialogue between players about how a character can effectively use their know-how to overcome a challenge. Uses may be obvious (a driver driving a car), others less so (a herder using their familiarity with rural life to compose a poem)—both are valid.

Besides mechanical effects, ranks also imply broader capabilities.

Table of Skills
These hundred starting skills (detailed overleaf) toy with the implied settings of the Vastlands. Players are encouraged to use them as ideas and fuel for creating new skills to fit their worlds in play.

By The Skeleton
Pulp hero • Roll thrice.
Starting extra • Roll once.
Epic legend • Roll six times.

1. Agriculturalist Farmer
2. Artist Aesthetic
3. Apparatchik
4. Archaeologist Freiherr
5. Athlete of Some Renown
6. Big Game Tourist
7. Butcher Banker
8. Captain in the Auxiliaries
9. Cat Burglar
10. Chevalier
11. Circus Acrobat
12. Corpocrat Suitwearer
13. Dream Voyager
14. Driver Jill, Jack, or Jo.
15. Explorer of the Vastlands
16. Fisher Pasha
17. Forager of the Future
18. Gladiator
19. Groom to the Superior Species
20. Handyworker
21. Historian of the Downfall
22. Housekeeper of Good Repute
23. Hunter of the Late Days
24. Investigator Private
25. Labourer in Reserve
26. Maker Cogsmith
27. Master Packer
28. Mule Whisperer
29. Navigator of Other Worlds
30. Negotiator of Relations
31. Noble Socialite
32. Nomad Rustler
33. Outsider Alien
34. Pilot of Vechs
35. Postmodern Soldier
36. Praxa of the Bows
37. Praxa of the Chains
38. Praxa of the Good Guns
39. Praxa of the Energies
40. Praxa of the Hammeraxes
41. Praxa of the Knives
42. Praxa of the Mortal Shells
43. Praxa of the Pistoleers
44. Praxa of the Poles
45. Praxa of the Rifles
46. Praxa of the Rods
47. Praxa of the Swords
48. Professor in Panhumanities
49. Protocollier
50. Psychic Veteran
51. Revolutionary
52. Rider at Ease
53. Secret Servant
54. Shadow Merchant
55. Shopkeeper
56. Sidu of the Bestfolk
57. Sidu of the Iron Fist
58. Sidu of the Leastfolk
59. Sidu of the Legalities
60. Sidu of the Outcaste
61. Sidu of the Rhetors
62. Sidu of the Sacred Deed
63. Sidu of the Soiltwined
64. Sidu of the Staunchkeepers
65. Sidu of the Unfettered
66. Sidu of the Uptought
67. Singer of the Lastlands
68. Spelunker
69. Storm Infantry
70. Street Performer
71. Survivor in the Vast
72. Tactician of the Endless War
73. Thespian
74. Timelost Interloper
75. Tinker Toymaker
76. Useless Freeloader
77. Uz Error
78. Veda of the Abmortalities
79. Veda of the All-Chemist
80. Veda of the Awakened Sphere
81. Veda of the Biomechané
82. Veda of the Cosmic Logos
83. Veda of the Existential Void
84. Veda of the Flying Serpent
85. Veda of the Golemmafexes
86. Veda of the Harder Light
87. Veda of the Iron Symphony
88. Veda of the Law Necromantic
89. Veda of the Master Force
90. Veda of the Mother Electric
91. Veda of the Old Technologies
92. Veda of the Phantasmata
93. Veda of the Plantsingers
94. Veda of the Portal Architects
95. Veda of the Rightmakers
96. Veda of the Seven Summons
97. Veda of the Soul Breaker
98. Vome Technician
99. White Collar Drone
100. Writer of Belles Lettres

A Hundred Skills

The farmer, sower of life eternal.

The free archaelogists restore to us the ways of our godly forebears.

1. Agriculturalist Farmer
An autonomous popular people's collective ruled by an autocrat.
Grows beans. Wakes up early. Tills greenhouses. Works long hours. Pays onerous taxes. Understands magic legumes. Joins the levies. Avoids attention very, very well. Wields farm implements and light long arms. Also farms other valuable foodstuffs [d12]:
1. Squashes
2. Breadfruit
3. Tart mangoes
4. Saucy tangerines
5. Giant peaches
6. Turnips
7. Hybrid oats
8. Uplifted monocultural rice
9. Mushrooms of power
10. Industrial grade pumpkins
11. Land coral
12. Kelp

R1 • [+] to looking nondescript.
R2 • Strong as the sky. Ignores effects of one burden if bearing more than one burden.
R3 • Resilient as grass. Regains 1 life the turn after being reduced to 0 life.

2. Artist Aesthetic
The unmanifest idea is worthless.
Creates treasures out of aether, dreams, and labour. Paints, draws, sculpts, dances and sings. Wields a brush and chisel, sells trinkets as avant-garde art to hungry social climbers. Known for [d8]:
1. Bas relief etchings
2. Croquis and caricatures
3. Hyperrealist plastics
4. Microlithic landscape design
5. Mixed media cave paintings
6. Neon jungle sculptures
7. Performance welding
8. Surrealist canvases

R1 • [+] to talking up the value of art.
R2 • Wages of fame. Can pay for an object or service worth up to hero's level in cash with a sketch, performance, or autograph.
R3 • All publicity is good. Once per turn gains life from a ba attack instead of losing it.

3. Apparatchik
The highly trained bureaucrat reproduces the bureaucracy.
Project manager navigating byzantine institutions and accessing secret locations. Passes the buck and avoids blame. Organizes time sheets & sets key performance indicators. Uses office supplies as weapons. Familiar with [d6]:
1. Cultured affairs
2. Foreign entanglements
3. History adaptation
4. Internal change direction
5. Language adjustment
6. Ministerial truth management
7. Political economic corrections
8. Social sanitation

R1 • Patience. Resistant to bureaucratic social attacks.
R2 • Connected. Knows an operative (L1, furtive, cowardly, committed) in every large organization.
R3 • Protected. Gains +2 ba defence.

4. Archaeologist Freiherr
Behold, the golden idol!
Discovers lost artefacts. Climbs, jumps and dodges boulders. Detects traps and hidden doors. Whips a small gun and cracks a neural whip. Affiliated with [d6]:
1. Corporate laboratorium
2. Royal society
3. Secret police unit
4. Shadowy espionage cabal
5. University cooperative
6. Wealthy relative

R1 • Resistant to trap effects.
R2 • [+] to damage vs academics and governmental operatives.
R3 • When they deal maximum damage with a bare-knuckle attack (1d3 damage), the target loses an action on its next turn.

5. Athlete of Some Renown
Run, rabbit, run.
Runs the extra mile, stretches reserves further, goes faster. Does a biathlon, a triathlon, a polythlon. Signs an autograph. Waves a bottle of fizz-wine. Found fame as a [d10]:
1. Ball hitter or kicker
2. Discus thrower
3. Dressage rider
4. Fancy dancer
5. Obstacle jumper
6. Distance runner
7. Pro wrestler
8. Rock climber
9. Swimmer
10. Wave surfer

R1 • Resistant against endurance damage and effects.
R2 • All-rounder. Increases lowest physical stat by 1.
R3 • Grin & bear it. Spend 1 life: ignore effects of 1 burden for 1 round.

6. Big Game Tourist

It's a fair chase, honest.
Shoots big guns and rides a large burden beast or armoured golem. Blithely orders servants around and overlooks the lower classes. Chomps cigars, swills firewater, and talks turkey. Seeks [d8]:

1. Asbestos phoenix
2. Black squid
3. Green roc
4. Iron rhino
5. Purple grandworm
6. Swordtoothed bear
7. White whale
8. Yellow earthdragon

R1 • Resistant to the effects of alcohol, tobacco, poisons, and all other physical indulgences.
R2 • [+] to ka & ba tests vs beasts of burden, golems, and servants.
R3 • [+] to damage with big guns and/or against trophy creatures.

7. Butcher Banker

Blood and money. Both must flow.
Lends money and practices usury. Nobs with fine folk, promotes charities, intimidates with wealth. Crunches numbers and collects arts or antiquities. Secretly [d6]:

1. Breeds doves
2. Collects pet rocks
3. Composes sonnets
4. Grows tiny trees
5. Plays the sad mandolin
6. Practices memorization

R1 • Double ba defence from carried cash.
R2 • Deals double damage with cash in social conflict.
R3 • [+] to damage with cleavers, nightsticks, walking stick swords, bladed bowler hats, rods of office, and other regalia of the moneyed clans. [+] vs damage from cash.

8. Captain in the Auxiliaries

Lead that cannon fodder.
Leads the forces of civilization to victories over monsters of chaos by navigating the military bureaucracy. Understand boots, morale and logistics. Wields standard issue weapons and equipment. Served in the [d6]:

1. C-suite glitter-wars
2. Logistics administration
3. Military surplus marketing division
4. Noble reserves
5. Parade campaigns
6. Public affairs brigade

R1 • [+] to selling weapons, wars, and frontal assaults to build character.
R2 • Military-complex contacts. Knows **someone** (L1, affable, diplomatic, traitorous) in most industrial-political corporations. Cha test determines if contact is friendly.
R3 • Immune to ba damage from shame and scandals.

9. Cat Burglar

Door, window, wall. Same thing.
Breaks into and out of places. Disarms locks and traps and extrasensory wards. Moves very quietly. Appraises treasures. Stylish, suave, elegant. Loves [d6]:

1. Berets
2. Calling cards
3. Cats
4. Masks
5. Puzzles
6. Stripes

R1 • Lands on their feet. Resistant to falling damage.
R2 • So amazingly nimble. Automatically succeeds at moderate or easier agility tests.
R3 • Sonic lockpicks. May spend 1 life to re-roll a failed test to disarm a lock, trap, or ward.

10. Chevalier

A beacon of chivalry.
Suitors swoon and adversaries gnash their teeth. Masters etiquette and romantic literature. Wields lance, sword, and noble pin blaster from steed-seat. Rules subhuman peons with the iron fist of justice and extracts taxes without fault or fail. Titled [d6]:

1. Dooch
2. En Ginny
3. Hazda or Gasda
4. May or Siz
5. Laud or Lae or Leit
6. Wlada

R1 • Hero gains steed (L2, loyal, swift, steadfast). Replaced by slightly different steed when destroyed. It is a [d6]:

1. Horse
2. Big dog (an amphicyon?)
3. Phorusrhacid (terror bird)
4. Motorgolem
5. Rune buggy
6. Military carpet

R2 • Adds pro to ba defence due to reputation.
R3 • Resistant to ha and ba damage from social inferiors.
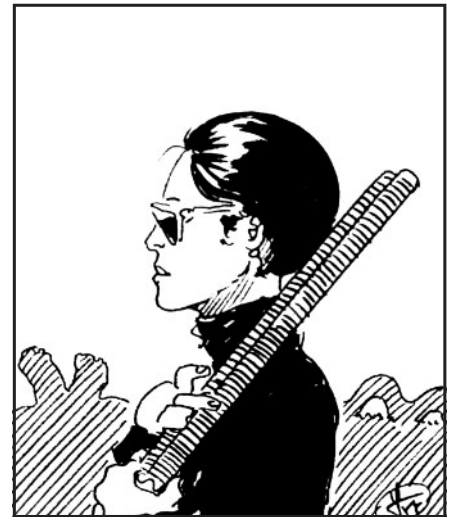
The big game tourist cared not ...

... if a butcher banker funded her ...

... for a dream voyager guided her.

The explorer spoke of a bygone ruin.

11. Circus Acrobat

Make no bones about it.

Squeezes into small places. Puts on circus shows. Gets out of restraints. Shows an amazing knowledge of pressure points. Evades enemies with surprising grace. Daydreams through dreary day jobs. Performed as the [d6]:

1. Cyr wheel clown
2. Fire-eating funambulist
3. Human cannonball
4. Jumping juggler
5. Trapeze ventriloquist
6. Unicycling mime

R1 • Gains +1 ha defence.

R2 • Enemies suffer [-] to attacks when the hero is moving.

R3 • Lucky catch. Once per round, can spend 1 life to re-roll an agility test.

12. Corpocrat Suitwearer

The business.

Helps run corporations, banks, and self-help associations. Lubricates the world. Signs forms and documents. Toadies up to superiors. Shakes up recalcitrants, sidesteps legislations and regulations, changes facts on the ground, breaks knees. Wields concealed weapons, broken bottles, and pistols. Their specialization [d8]:

1. Asset enhancement
2. Efficient downsizing
3. Fallout management
4. Human resources
5. Mergers and acquisitions
6. Political lobbying
7. Public opinion management
8. Risk reprogramming

R1 • Slick as a duck. Resistant to damage from social superiors.

R2 • Not their fault. Once per turn, can spend 1 life to redirect the effect of a failed test onto a nearby target.

R3 • Fail upwards. Gains 1 life whenever they fail a ka or ba test.

13. Dream Voyager

If the vizier dies while they dream, who is at fault?

Travels in dreams. Talks to spirits and chairs. Converses with other dreamers. Visits the moon and other far places. Trades in secrets, fears, and desires. Handles psychedelics like a virtuoso. Everywhere, sees the [d6]:

1. Dreamblind eye
2. Eating dark
3. Lost ungiven world
4. Purple sign
5. Tunneling worm
6. Weaving maiden cosmonaut

R1 • Astral scouting. Hero can astrally scout their surroundings while they sleep or meditate.

R2 • After a night's sleep, the hero may find themself holding a useful, mundane item made of dreamstuff. It can be up to 1 stone in size and dissolves when the hero next goes to sleep.

R3 • While astrally projecting, the hero may spend 1 life to possess a creature using a ka attack. The possession lasts until the hero wakes up or their astral body is evicted from its host.

14. Driver Jill, Jack or Jo

Speed in the sign of yellow.

Handles land vehicles, manoeuvres past obstacles at speed. Repairs and keeps travel machines running. Packs surprisingly well. Masters details like rally racing, drifting, stunts, and crashing safely. Their beloved machine is a [d6]:

1. Dust buggy
2. Iron horse
3. Lkw golem rig
4. Monowheel
5. Monster truck
6. Strider vech

R1 • Adds pro to the defences of any vehicle they are driving.

R2 • Can spend a few hours tinkering with any vehicle to give it a random trait (pXX).

R3 • When a vehicle they are driving is reduced to 0 life, the hero can spend 1 life. It immediately gains 1d6 life and one defect.

15. Explorer of the Vastlands

Over seven rivers and seven hills.
Organizes expeditions into the unknown and survives in the wild. Navigates by rumours and landmarks, hacks through jungles and sails deserts. Negotiates with other cultures and writes popular travel literature. Wields rifles and machetes. A passable [d8]:

1. Epic announcer
2. Experimental chef
3. Lomographer
4. Nativist poet
5. Nonfiction writer
6. Phonogram recorder
7. Rally golem rider
8. Water colourist

R1 • [+] on all foraging tests.
R2 • [+] vs parasites and diseases.
R3 • [+] on all misfortune and encounter rolls. Also, suppose the hero exits play by falling off a cliff, being carried away by a gigantic ape, swallowed by a sea creature, or some other adventurous trope. In that case, they can return in the next session with one trait randomly swapped and one stat reduced by 1.

16. Fisher Pasha

Gentle and atmospheric.
Had a claim, but it is lost [d6]:

1. City became free.
2. County went corporate.
3. Floating mountain stolen.
4. Freehold overrun.
5. Kingdom turned republic.
6. Resort island gambled away.

Understands rivers and lakes and shores. Knows fish, boats and hooks, lines and poles, nets, yarns, and courtly mores. Handles a harpoon and basic navigation.

R1 • Can spend 1 life to speak to a fish or other aquatic for an hour or so.
R2 • Accepted the passing of all things. Gains +1 ba or ka defence.
R3 • At peace. Immune to fear and charm effects.

17. Forager of the Future

Food wriggles everywhere!
Finds berries, nuts, mushrooms, grubs, leftovers, and cooling pies. Traps rabbits, tickles trouts, scrapes lichens, starts fires. Keep dry and warm in wilds and ruin lands, sewer zones and streets.

R1 • [+] on foraging and hunting tests in cities, ruins, and disturbed zones.
R2 • Can always improvise any primitive weapon or tool from advanced machinery or junk. Takes a few minutes to an hour.
R3 • Advanced machines, oldtech golems, androids, and other long, long ago spirits have [-] to attacks against the hero.

18. Gladiator

Blood soothes the decadent fools.
Thrives in arenas, puts on shows. Impresses crowds and intimidates opponents. Masters showy weapons and circus mainstays like folded chairs. Trades in dirty tricks too. Styles as a [d6]:

1. Aquatic monarch.
2. Caped animal crusader.
3. Creepy clown trickster.
4. Golden hero of the crowds.
5. Raging bull warrior.
6. Thundering storm lord.

R1 • May deal ba damage with physical attacks.
R2 • [+] to ba damage dealt with physical attacks.
R3 • Spectacular finish. When the hero reduces an enemy to 0 life with ba damage, nearby opponents suffer [-] to attacks until the end of the next turn.

19. Groom to the Superior Species

All for the love of master.
Comprehends the superiority of the masters and understands their empathic emanations. Makes the masters happy and receives their love and affections. Grooms, brushes, styles, curls, trims, cuts, perms, and pampers. Follows and sometimes make fashion. Master may be a [d12]:

1. Telepathic cat
2. Sapientized dog
3. Cosmic gerbil
4. N-dimensional white mouse
5. Noösphere-linked snake
6. Quantum ant colony
7. Three-eyed grey parrot
8. Chronoclastic potted plant
9. Awakened galliform dinosaur
10. Hypnotic toad
11. Pharaoh fish
12. Talking horse

R1 • Hero gains a pet sidekick whom they treat as their master. The pet is the same level as the hero. The player may swap roles, treating the animal (master) as their hero and the original hero as the sidekick.
R2 • Hero gains [+] to tests when defending or helping their master.
R3 • Hero gains 2 to all defences when near their master.

The fisher pasha listened.
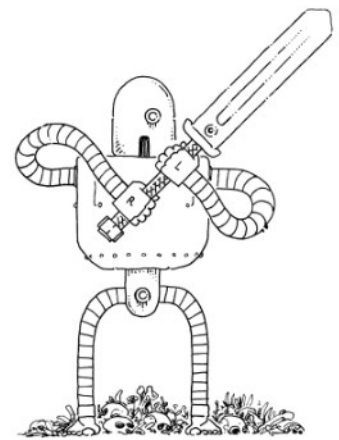
It is wise to fear the mechanical gladiator.
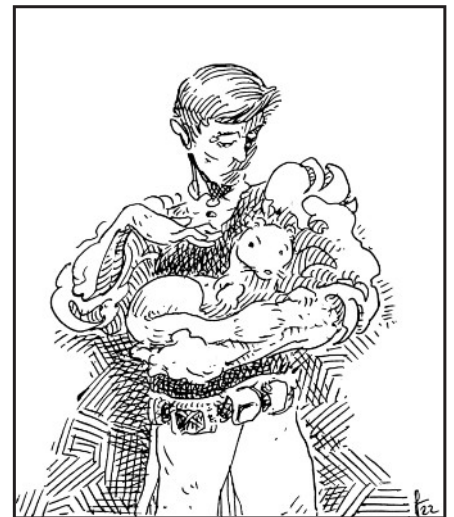
The groom shared the message.
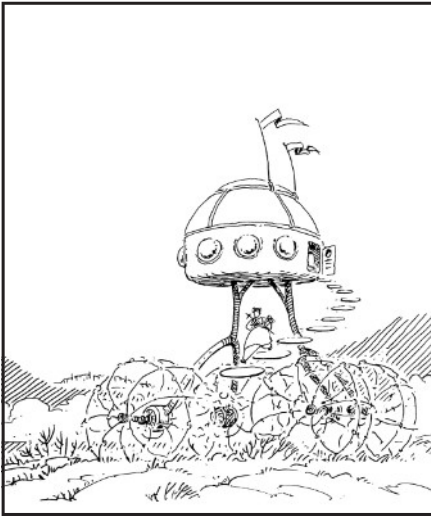
The housekeeper & the wire-foot house.

20. Handyworker

The trades. Unsurprisingly useful.
Hero is a skilled [d8]:
1. Boilermaker
2. Bricklayer
3. Carpenter
4. Gardener
5. Gasfitter
6. Ka-ba-wright
7. Plumber
8. Welder

Builds, fits, maintains, and repairs the complicated machinery that makes modern life bearable. Navigates labyrinths, pipes, ducts, and portals. Sports distinctive facial decorations and overalls. Joins trade guilds. Saves princelings. Wields tools, wrenches and orbs.

R1 • Weakened but unbroken. When the handyworker would be reduced to 0 life, they may instead reduce a stat by 1.
R2 • Secret ways. Hero gains 1 ka defence. Once per session, they can spend 1d6 life to "find" a secret crawlspace left by the cosmic plumbers. It leads somewhere nearby the hero has visited, for example, the back alley behind the county jail.
R3 • Secret recipes. Hero regains life equal to their level by consuming a stone's worth of uncommon root vegetables (e.g. turnips, radishes, rutabagas, kohlrabis, ginger, or daikon).

21. Historian of the Downfall

The war. The war never changes.
Safeguards the history of the ancient dead places and radiation wastelands. Uses prehistoric war machines. Learns the old rituals of meta-technology. Assassinates dangerous sages and politicians to save humanity from itself. Treasures books. Wields oldtech weapons, knives, spears & pistols. Practices the lost martial art of gun-boxing. Hails from a [d6]:
1. Agrarian community of sages
2. City state of glittering forcefields
3. Fortified abbey full of traps
4. Museum of ghost machines
5. Palace of palladium machine humans
6. Secret cult of illuminated individuals

R1 • Given time, uses the four principles to figure out how to use any oldtech or long, long ago artefact. In a rush, [+] when activating unknown magics.
R2 • [+] to effects with oldtech devices and weapons.
R3 • Increases defence of each oldtech armour, ward, or prestige piece by 1. Increases damage dice of oldtech equipment one step.

22. Housekeeper of Good Repute

My home is my castrum.
Runs the core socioeconomic unit. Runs household. Manages accounts. Maintains schedules, supplies and logistics. Packs and prepares. Settles disputes. Collects rents. Pays allowances. Provides first aid and preventative medical care. Wields rolling pins, pans, and more. Owns a [d6]:
1. Elegant country manor
2. Livingstone arcology warren
3. Ramified apartment tree
4. Residential multi-use insula
5. Stately bourgeois house
6. Understated waterside villa

R1 • Collects monthly rents sufficient for a comfortable life.
R2 • Stolid reputation. Gains 2 ba defence.
R3 • Smug self-confidence. Gains 2 ka defence.

23. Hunter of the Late Days

It doesn't know it's already food.
Thinks like animals and hunts them. Tracks them, sets traps, and hides in ambush. Skins prey, prepares furs, and the rest. Uses hunting weapons. Humans are animals. Keen on [d8]:
1. Arctotheres
2. Chalicotheres
3. Dinornithiforms
4. Dryopithecines
5. Megalodontoceti
6. Merychips
7. Novammoths
8. Re-smilodons

R1 • Double damage against surprised opponents.
R2 • [+] when setting ambushes and traps.
R3 • If they have a belonging or leaving of their prey, they can use their third eye to track it by its aura signature. Only ritual puri-fication throws off such pursuit.

24. Investigator Private
Elementary, my dear sidekick.
Gathers clues and pieces together answers. Discretely interrogates people. Folds origami unicorns or other monsters. Uses small, easily concealed weapons. Breaks safes, locks, and bureaucratic police protocols. They present as a [d8]:
1. Bounty hunter
2. Doctor of uncertain field
3. Eccentric opium user
4. Fiction writer
5. Golem decommissioner
6. Nosy priest
7. Retired country landlord
8. Undercover operative

R1 • [+] to find hidden doors, secret levers, concealed symbols, and other appropriately mysterious clues.
R2 • Once per session, can spend 1d6 life to discover or deduce a clue that confirms their theory.
R3 • Perfectly scripted comeback. Resistant to verbal and legal ka or ba attacks.

25. Labourer in Reserve
Nothing to lose but their chains.
Survives in latter-day urban environments. Forages for food and work. Builds shelters, maintains infrastructure, cleans palaces, grooms bodies. Forges bonds away from the gaze of the corpocrats and aristocrats. Wields hammers, sickles, fists and improvised guns. Treasures paper titles such as [d12]:
1. Food delivery professional
2. Community sanitation tech
3. Streetbuilder corps member
4. Rubble picker battalion
5. Urbancore gardener
6. Houselaborer
7. Machine polisher
8. Senior janitor
9. Biological watch unit
10. Conspicuous servitor
11. Day-and-night labourer
12. Power delivery specialist

R1 • Gains 1 endurance and a debt ten times larger than their starting (or current) cash.
R2 • Gains 1 strength.
R3 • [+] to damage vs social superiors and class enemies.

26. Maker Cogsmith
Did you try plugging it in?
Understands machines and listens to their woes. Cares for them, lubricates them, and fixes them. Even brings them back from the grave. Makes and unmakes mechanics. Wields a mean blow torch and throws a sharp spanner. Fond of [d6]:
1. Automata
2. Clocks
3. Difference engines
4. Golem abacuses
5. Locks
6. Waterwheels

R1 • [+] on all healing and repair effects when treating machines.
R2 • Can spend 1 life to reactivate a dead machine for 1 turn.
R3 • Friendly machines near hero gain [+] to one action per turn.

27. Master Packer
No magic bag, just a system.
Packs gear and cargo and supplies very effectively. Doesn't bruise fruit or break eggs. Finds space for the caravan pet. Warehousing and logistics experience. Has a semi-aware [d6]:
1. Centipedal trunk
2. Dandy haversack
3. Magic bag
4. Psychic wallet
5. Toothed sack
6. Voluminous purse

R1 • +1 bonus inventory slot.
R2 • Gains another slot.
R3 • Two more slots. Higher ranks follow fibonacci sequence.

28. Mule Whisperer
It's not talking to animals per se.
Literally talks to animals. Gets pack animals to get along. Has animal friends and keeps them happy. Finds water and food, treats injured animals, encourages recalcitrant steeds, calms panicked beasts. Animals might include [d12]:
1. Biomanced burdenbeasts
2. Hairy unicorns
3. Hardy horses
4. Meta-elephants
5. Impressive quadrodonts
6. Lowing biocycles
7. Plumed runbirds
8. Gore yaks
9. Secondary donkeys
10. Struthiform dinosaurs
11. Lope possums
12. Carnal fastfoots

R1 • Hero's pack animal can carry one more sack unencumbered.
R2 • Their animal gains 2 to all defences.
R3 • Animal has [+] to avoid damage and injury.

The investigator private knew something was afoot, but couldn't put their wing on it.
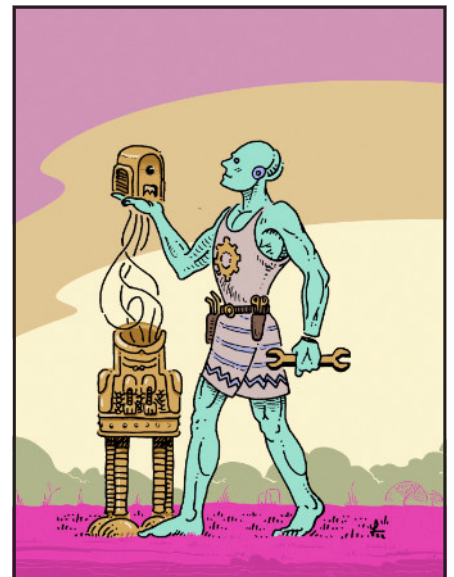
Reanimating dead machines is science become an art.

Every traveller thanks their mule whisperers. Often and profusely.

29. Navigator of Other Worlds

When the seven signs align.
Masters maps and telescopes and cartography. Avoids getting lost and tracks down lost treasures and new discoveries. Charts course by stars, winds, waypoints and worms. Folds the gateways and bends space. Claims to have visited [d6]:

1. Ancestral dirt world
2. Data tomb microdimension
3. Eating star
4. Hell of shattered illusions
5. Moon of unquiet dreams
6. New living fast star

R1 • [+] against getting lost.
R2 • [+] against confusion, madness, and illusions.
R3 • [+] to using gates. Once per session, can spend 1d6 life to activate any gate and use it as a one-way portal to one place they know intimately.

30. Negotiatior of Relations

They think they got the better deal.
Reads people and listens to them. Figures out what they want, and how to get it for them. Generates win-win outcomes while meeting key jargon milestones. Does a bit of discrete espionage. Handles organizations and bureaucracies. Hates corruption, approves of lobbying. Was an [d8]:

1. Ambassador
2. Commissar
3. Emissary
4. Secretary
5. Spiritual interpreter
6. Sociotherapist
7. Translator
8. Used golem salesperson

R1 • [+] calming hostile parties.
R2 • [+] upselling small benefits.
R3 • [+] negotiating safe getaway arrangements.

31. Noble Socialite

The life of the party.
Gets invited to all the parties. Dresses to impress. Knows who's who. Is mentioned in the who's who. Substitutes contacts and gossip for actual work or ability. Wields a tiny dog and a small wand. Known as a [d6]:

1. Beauty of our times
2. Ditzy fool
3. Lounge lizard
4. Raucous party animal
5. Smooth operator
6. Wondrous wit

R1 • Has, or pretends to have, a contact (L1, fawning, fatuous, flamboyant) at every party or fête.
R2 • +1 ba defence from suits.
R3 • Gains 1 ba defence. Increases effectiveness of social attacks (gossip) one step.

32. Nomad Rustler

Go, go, guerrilla.
Irregular tactics and guerrilla combat. Snipes, ambushes and shoots on the run. Rides like lightning, wears large hats, finds water holes. Steals cattle. Hides tracks, plays tricks. Excellent endurance when running away. Experienced in [d6]:

1. Chaparral
2. Desert
3. Maquis
4. Matorral
5. Savanna
6. Shrubland

R1 • Gains [+] to tests when running away.
R1 • Enemies suffer [-] to attacks when the hero is running away.
R2 • Gains [+] to attacks against pursuers.

33. Outsider Alien

Not normal here.
Possesses strange foreign skills out of place in civilized society. Speaks alien languages. Looks quirky. Survives in ducts and sewers and ruins. Hides in plain sight. Applies cosmetics and prosthetics. Uses improvised tools. Originally a [d6]:

1. Amnesiac time traveller
2. Asylum patient
3. Child of void refugees
4. Degenerate spacer
5. Experimental specimen
6. Sporeborn scout sophont

R1 • Has a cosmetic mutation. [+] to foraging in the dark underbelly of civilization. Also has a soothing, beeping amulet.
R2 • Gains a helpful mutation. Amulet now increases aura by 1.
R3 • Channel opens. [+] to using strange, alien artefacts. Amulet now increases ka defence by 2.

34. Pilot of Vechs

This might be an unfair fight.
Becomes one with their mobile golem armour. Understands vechs and their void-energy needs. Speak the machine language of flashing lights and wins their loyalty. Understands war machine
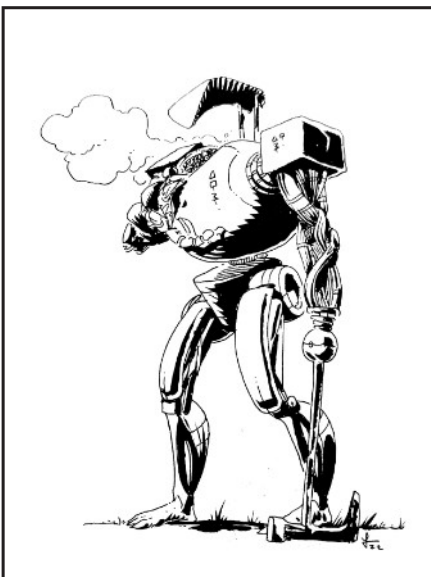
No famous biomechanical vech is complete without its control parasite ... er, pilot.

academy politics. Fond of [d6]:
1. Biovechs
2. Hovers
3. Levitators
4. Rollers
5. Walkers
6. Wheelers

R1 • When piloting a vech, it gets +2 to all defences.
R2 • Gets [+] to all attacks with their vech.
R3 • Biovech transfer. When their vech is reduced to 0 life, the hero can spend 1d6 life to set its life to 1 instead.

35. Postmodern Soldier
Once there were many like them.
Polishes the warriors' rituals, skills, and badges from before those wasted years when the Vüstlands swallowed the Free Imperial Republics. Wields pistols and rifles, grenades and knives. Drives half-brainless machines. Endures mind-numbing drill. Salutes the half-forgotten [d6]:
1. Black pocket monolith
2. Imperial mask
3. Rusted star
4. Solar banner
5. Unbroken serpent
6. Withered heart

R1 • Gains 1 ha defence. Resistant to boredom.
R2 • Gains resistance to ha damage when next to an ally.
R3 • Gains +1 ba and ka defence from badges and medals.

36. Praxa of the Bows
Shoot an arrow, split a tree.
Embraces the neoprimitive. Skirmishes with the best. Looses storms and sharpshoots. Makes and breaks bows and arrows. Keeps fighting trim. Fond of [d6]:
1. Acrobatic trick shooting
2. Antique crossbows
3. Heirloom bows
4. Horse archery
5. Jewelled arrows
6. Neoprimitive bow hunting

R1 • Critical damage with bows increased one step.
R2 • [+] to close attacks w. bows.
R3 • 2 attacks per action w. bows.

37. Praxa of the Chains
Against the army of the dead.
Wields flails, chains, saws and chainsaws in the saviour style from the Last Zombie Necrocide. Also puts on a great show of being a lumberjill or lumberjack. Fancies the [d6]:
1. Dragon's tooth chain whip
2. False dawn bone and chain
3. Gorani woodlander chained sickle and weight
4. Hydragyric spiked flail
5. Red-spitter combat chainsaw
6. Stuckforce chain sword

R1 • Greater reach with chains. If the hero has an available action, they can strike before their opponent in melee.
R2 • Critical range increases one step with chains
R3 • Critical range increases one more step, and chains decapitate undead on critical.

38. Praxa of the Good Guns
The big gun is good big time.
Uses and maintains massive ranged weapons, like cannons, catapults, and null walkers. Repairs simple machines. Good at ballistics too. Croons to [d6]:
1. Alabaster Alba the cannon
2. Heavy Hilda the howitzer
3. Original Ori the fire chariot
4. Naughty Nasim the null gun
5. Simple Sy the siege projector
6. Wary Vern the meteor ballista

R1 • Reloads big guns faster.
R2 • [+] on long-range attacks with big guns.
R3 • Big gun damage dice explode.

39. Praxa of the Energies
An elite order of laser monks?
Uses and maintains ancient energy weapons in the field. Masters wands, lasers, and death orbs. Peruses holy manuals and recites operation mantras. Praises the [d6]:
1. Holy plasma blaster
2. Luminous aluminium ray gun
3. Reality fracture discus
4. Sacred hardlight sabre
5. Shimmering stuckforce lance
6. Zero-point emanator

R1 • Energy weapon minimum settings double as tools for cutting and burning. Can choose to deal minimum damage.
R2 • Adjustable settings. [+] vs force and energy defences.
R3 • Full power modulation. Chooses damage dice results instead of rolling.
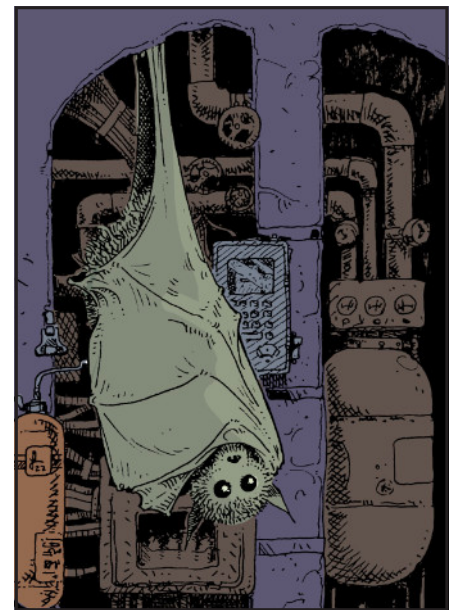
The postmodern soldier startled the outsider alien.

A pistol practical.
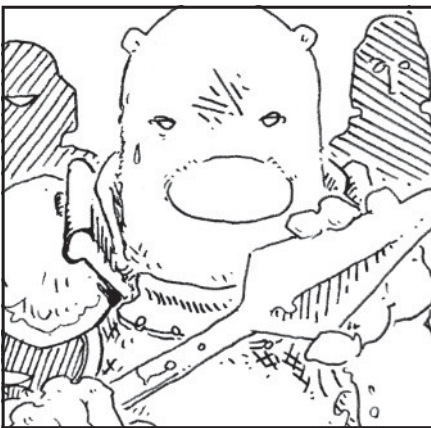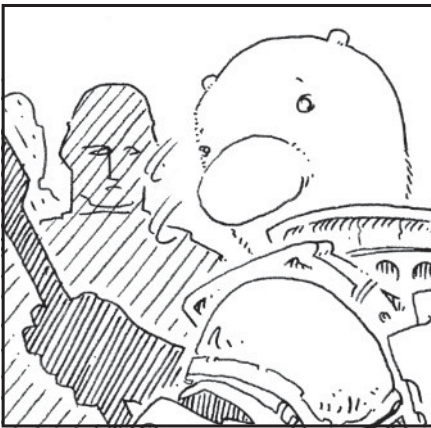
The arms of the far-tech pole practicals were more like flame throwers, honestly.

40. Praxa of the Hammeraxes

Has buttered scones for tea.
Chops down trees. Hammers down nails. Upholds the diktats of the dwarven worker-aristocracy. Slays with axes, hammers, axe-hammers, dagger-axes, mattocks, ice axes, and more. Plays traditional percussion instruments. Practices the [d6]:

1. Arts of the ivory axes
2. Crafts of the hollowpoint hammers
3. Martial axemaiden style
4. Mobly sickle-hammer arts
5. Voidminer constructionals
6. Woodspersonal traditions

R1 • Hammer and axe critical multiplier increases one step.
R2 • Ha damage dice increase one step.
R3 • Ha critical multiplier increases one more step.

41. Praxa of the Knives

The shark has such teeth, dear.
Chops open coconuts and cuts paths through jungle. Hides and throws and twirls knives. Guts a fish, slits a throat, spreads some butter. Admires the [d6]:

1. Butterfly angel blade
2. Ceramic throwing sliver
3. Clockwork army multi-knife
4. Glitterstone dagger
5. Obsidian hand-scalpel
6. Ritual harpy dirk

R1 • Knife damage dice explode.
R2 • Knife attacks ignore armour.
R3 • Knives deal double damage.

42. Praxa of the Mortal Shells

Champions made for war eternal.
Understands battle and struggle at a cellular level. Utilizes body and environment as weapons. Redesigned to endure stress, hardship and fatigue. Meditates upon falling flowers. Dances through battles. Uplifts the [d6]:

1. Drunken dragon discipline
2. Eating, praying, mantis lovers
3. Lessons of crane and toad
4. Shadow illumination paradox
5. Styles of the dead cities
6. Teachings of wicked elders

R1 • Unarmed attacks deal d6 damage or increase 1 step (whichever is greater). Improvised weapon damage dice increase 1 step.
R2 • Unarmed and improvised damage dice increase 2 steps.
R3 • Can make two unarmed or improvised attacks with a single action. Gains 1 ha defence.

43. Praxa of the Pistoliers

Archaemagic cloaks and wands with pistol grips.
Wields fantascientific pistols and magitechnic wands like a gun baron of the now-defunct Powder Feudalism. Draws fast and shoots tricks, duels and dices, drinks fire water and sleeps light as a feather. Cherishes [d6]:

1. Amber lightning wands
2. Hard laser handguns
3. Ivory-grip explosive pieces
4. Ornate golem revolvers
5. Pneumatic needlers
6. White powder flashers

R1 • Reloads pistols as free action.
R2 • [+] to pistol attacks against nearby targets.
R3 • Attacks twice per action with pistols.

44. Praxa of the Poles

Poke with the pointy end, please.
Wields polearms in formation or alone. Unleashes fire and brimstone with the staves of elder power. Fights with spear and shield like a hero of the old days. Treasures [d6]:

1. Jade helicopter style
2. Bronze-alike faire composites
3. Ridiculously similar polearms
4. Translucent police era shields
5. Vech-breaker crystal spears
6. Very long spikes

R1 • Gains 2 ha and ka defence.
R2 • [+] to tricks, trips, pushes, and other manoeuvres with polearms.
R3 • Critical multiplier with polearms increases one step.

45. Praxa of the Rifles

The longest arm.
Repairs, maintains and uses long wands, guns, rifles and shotguns. Snipes from a distance, clears rooms with a prayer & a sprayer. Full-auto hunting. Polishes [d6]:

1. Bolt-action porcelains
2. Crystal-infused ray rifles
3. Original gun-era antiques
4. Powderless automatics
5. Semi-sentient golem fusils
6. Ultralight plastic baroques

R1 • [+] to attacks when sniping with a rifle.
R2 • Reloads rifles as a free action.
R3 • Rifle critical range increased one step.

46. Praxa of the Rods

Spare the rod, spoil the fight.
Whirls rods, maces, clubs and sticks in combat. Uses the spell-rods of the battle wizards of old and crushes bones with nucle-arlithic uranium-head maces. Particular about [d6]:

1. Clubbing clubs
2. Ghost-in-the-stone maces
3. Jade sceptres
4. Lucite spell-breakers
5. Rainbow ray rods
6. Worked bone batons

R1 • Rod critical damage multiplier increases one step.
R2 • Rod damage dice increase one step.
R3 • Rods ignore ha armour.

47. Praxa of the Swords

Double stake or split, ace of spades.
Twirls and polishes a sword, pokes and chops and pommel bashes. Parade marches and dead man's hand card games. Makes a mean musketeer (don't ask them to shoot). Namedrops the [d6]:

1. All-me-day damascus
2. Eminence front epée
3. Soul-eater nightblade
4. Steppe-ship cutlass
5. Vibratio infernale scimitar
6. Void hussar sabre

R1 • Sword critical range increases one step.
R2 • Sword damage dice increase one step.
R3 • Sword critical range increases one more step.

48. Professor in Panhumanities

Practical applications coming soon.
Expounds theories and histories. Navigates cloisters and libraries. Fights academic battles and browbeats foolish opponents. Memorizes one narrow field of lore. Popular fields include [d12]:

1. Art rehistorian
2. Constructivist linguist
3. Evolved theologist
4. Historian of the long long ago
5. Lamarckian bioethicist
6. Metascientific philosopher
7. Neogeographer
8. Parapolitical economist
9. Postconceptual metatherapist
10. Psychosocial engineer
11. Ruinland semiotician
12. Theoretical anthropologist

R1 • Footnote surprise. [+] damage in academic settings.
R2 • Well, actually. Can spend 1 life to recount a fact or detail in excruciat-ing detail. It is oddly relevant & grants [+] to one test.
R3 • Armour of authority. Gains +2 ba and +1 ka defence.

49. Protocollier

Once mined coal, now make protocol.
Holds coffee ceremonies and builds sacrificial wicker humans. Determ-ines modes of address and titles, paints heraldries and writes genealogies. Adjudicates seating, including shotgun seats. Wields pick and shovel. Focused on [d6]:

1. Alcohol practices
2. Cigarette rituals
3. Coffee ceremonies
4. Pastry formalities
5. Tripe rites
6. Waterpipe liturgies

R1 • [+] to ritual & rite effects.
R2 • [+] to damage against breakers of protocol and ritual.
R3 • +1 ba defence from protocolary gear and ritual armour.

50. Psychic Veteran

A fire of unknown origin took their friends away.
Uses psychic and oldtech weapons. Maintains archaic and golem armours. Closes the mind to incomprehensible alien intruders. Survives and recognizes strange nootropics developed by long lost corporate kingdoms. Knows that [d6]:

1. Elves mask astral concepts
2. Limbo gazes through the eyes
3. Long, long ago was yesterday
4. Stars are always watching
5. Voidlings wear human skins
6. War never ended, and the empire never fell

R1 • Guarded mind. Gains +2 ka defence.
R2 • Scramble-spirited. Gains res-istance against mental attacks.
R3 • Third eye razor. [+] to all mental attacks. Mental damage dice explode.

A macialist of the shallow world.

Don't speak of the war. It might hear you.

Clicky, clicky, boom, boom.

Easiest to ride a living metal horse.
Easiest to call it Friend Guzzler.
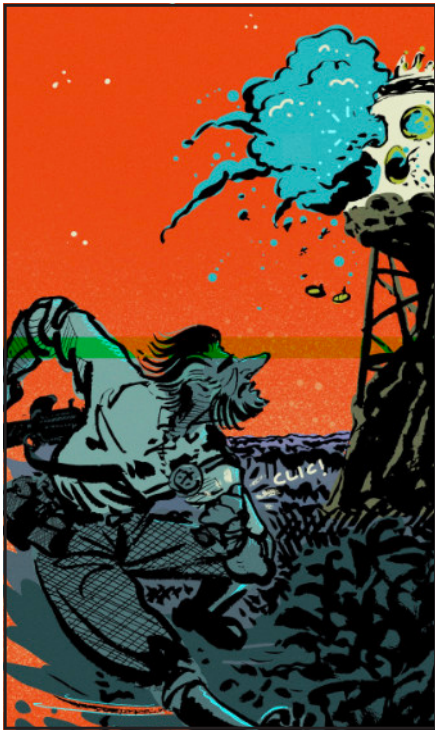
51. Revolutionary

Change is always coming.
Organizes the disaffected and downtrodden. Writes tracts and gives impassioned speeches. Steals from the rich and powerful. Robs banks and blow up treasure caravans. Accumulates wealth and power. Wields explosives, pistols, pens, and knives. Has gotten hold of [d6]:

1. Damning evidence
2. Doomsday trigger
3. Explosive tract
4. Miraculous prophecy
5. Proof of a vile conspiracy
6. Terrifying theory

R1 • Penniless politician. Hero gains their charisma as ba and ka defence, so long as they have less than 250 cash.
R2 • Eat the rich. Hero gains [+] to attacks against enemies who are more prosperous than them.
R3 • The first shall be last. When the hero hits, they can spend 1 life to deal extra damage equal to target's ba defence.

52. Rider at Ease

This steed is Fleetfoot the Ninth.
Rides animals and riding machines. Wields light ranged weapons and lances. Takes care keeping steeds happy and working nicely. Explores societal issues. Attracts attention of locals. Proud of their [d6]:

1. Comfortable manor
2. Elegant urban tribe
3. Ghostly library of the mind
4. Hereditary trust fund
5. Noble herder clan
6. Stout luxury bunker

R1 • Hero gains steed (L2, clever, nagging, wilful). Replaced by slightly different steed when destroyed. It is a [d6]:

1. Golem bicycle
2. Ambling mule
3. Racing chariot
4. Sincere dire thylacine
5. Waddling beton pigeon
6. Wicker walker

R2 • Adds pro to all defences when riding a steed.
R3 • [+] to damage while riding.

53. Secret Servant

From chaos, with love.
Goes undercover. Hunts moles. Seduces informants. Plugs leaks. Leaks kompromat. Navigates complex organizations and files reports in triplicate. Uses pistols, umbrellas, poisons, and strange ancient artefacts. Gets left out in the cold sooner or later. Certain they are part of a [d6]:

1. Corpocratic reform division
2. Deep cover imperial unit
3. Hereditary espionage clan
4. Holy divine guardian council
5. Nice illuminated fellowship
6. Rebel federation cell

R1 • [+] to deciphering clues, secret messages, and patterns.
R2 • Fellow travellers. Can spend 1d6 life to 'discover' another secret servant (L1, conspiratorial, fanatical, paranoid) in any organization or group. This character is noncommittal.
R3 • Mind-blowing. Critical multiplier of ba and ka attacks increases 1 step.

54. Shadow Merchant

Somebody would have sold the Hand of God sooner or later.
Buys cheap and sells dear. Assesses, refurbishes, and trades. Makes useful contacts in places low and high. Hires guards and fires guns. Sells [d6]:

1. Drugs
2. Off-license biomedicals
3. Golems
4. Guns
5. Illegal spells
6. Smuggled essentials

R1 • [+] on tests when bribing.
R2 • Can spend €1d6 in any lower-class locale to find a lackey (L1, untrustworthy, unkempt, unloved). Can spend 1d6 life in any upper-class venue to make a connection (L1, unlucky, indebted, desperate).
R3 • Bling. Each shiny item hero owns adds +1 ba defence.

55. Shopkeeper

Now this is a party.
Buys cheap and sells dear. Pillar of the community pillories interlopers. Upholds the letter of the law; the spirit of the purse. Wields coins and decorative town swords. Specialized in [d8]:
1. Desirable vehicles
2. Exotic fruits
3. Glittering jewelries
4. Luxuriant furs
5. Overwrought timepieces
6. Red shoes
7. Smelly perfumes
8. Voluptuous silks

R1 • [+] when negotiating prices.
R2 • Focused on the bottom line. Immune to cash-based ba attacks. [+] when rolling for treasure.
R3 • Apologies are free. Spend 1 life: re-roll failed negotiation test.

56. Sidu of the Bestfolk

Some folk are simply better.
Apes the rituals and customs of the ancient source-modified neoaristocracies. Masters the ingratiating arts of the courts imperial and corporate. Perches precariously on social ladders. Distinguished by their [d6]:
1. Astrological magnificence
2. Enhanced bloodline
3. Eugenic pedigree
4. Inherited ka-essence
5. Meritocratic fortune
6. Superior ba-transplant

R1 • [+] ba tests in noble settings.
R2 • x2 ba defence from attire.
R3 • When reduced to 0 life by social attacks, may spend 1 stat point to regain 1d6 + level life.

57. Sidu of the Iron Fist

The army settles in the soul.
Understands the military mindset. Comprehends the discipline and subordination required by the colony organism. Grasps the catch-22 nature of bureaucratic systems. Served with the:
1. Bug butchers
2. Ceremonial marines
3. Void infantry
4. Rotiform navy
5. Steppe raiders
6. Underworld engineers

R1 • Takes half damage from social attacks in military contexts.
R2 • [+] ba attacks among soldiers.
R3 • Double ba defence from ornate military attire.

58. Sidu of the Leastfolk

The last must be first.
Survives the harshest mistreatments. Toils in the shadows. Builds networks, contacts, and underground railways. Marks the injustices. Toiled as a [d6]:
1. Cattle-processing chattel
2. Flower factory helot
3. Indentured corporate drone
4. Machine mine slave
5. Sentient plantation serf
6. Theme park pet

R1 • [+] ba attacks among proles.
R2 • Resistant against non-legal and non-monetary ba damage.
R3 • Reduces ba damage by 1 for every nearby ally (minimum 1).

59. Sidu of the Legalities

The word made order from chaos.
Masters the logical traditions of cause and effect. Peruses tomes of precedent. Invokes the wisdom of the long-dead. Appeals to the letter of the law. Tickled by [d6]:
1. Administrative manoeuvres
2. Ambulance golem chasing
3. Corpocratic lawfare
4. Neomonarchical sacred rights
5. Post-mortem interrogations
6. Reconstiutional traditions

R1 • [+] to legal ba attacks.
R2 • Ba defence increased by pro.
R3 • [+] to legal damage.

60. Sidu of the Outcaste

Freedom and misery.
Travels outside the circles and customs of society. Sees the paradoxes of social life. Parts the veils of propriety. Survives with-out shame. Fallen due to [d6]:
1. Activist whistleblowing
2. Bureaucratic necessity
3. Honest confusion
4. Horrific addiction
5. Petty social infraction
6. Terrible crime

R1 • When they take ba damage, they immediately gain a [+].
R2 • [+] ba attacks among outcasts.
R3 • All ba attacks against the outcaste deal double damage. Social attacks cannot reduce the outcaste to 0 life.

The secret servant was not afraid. Their fear response had been edited out.
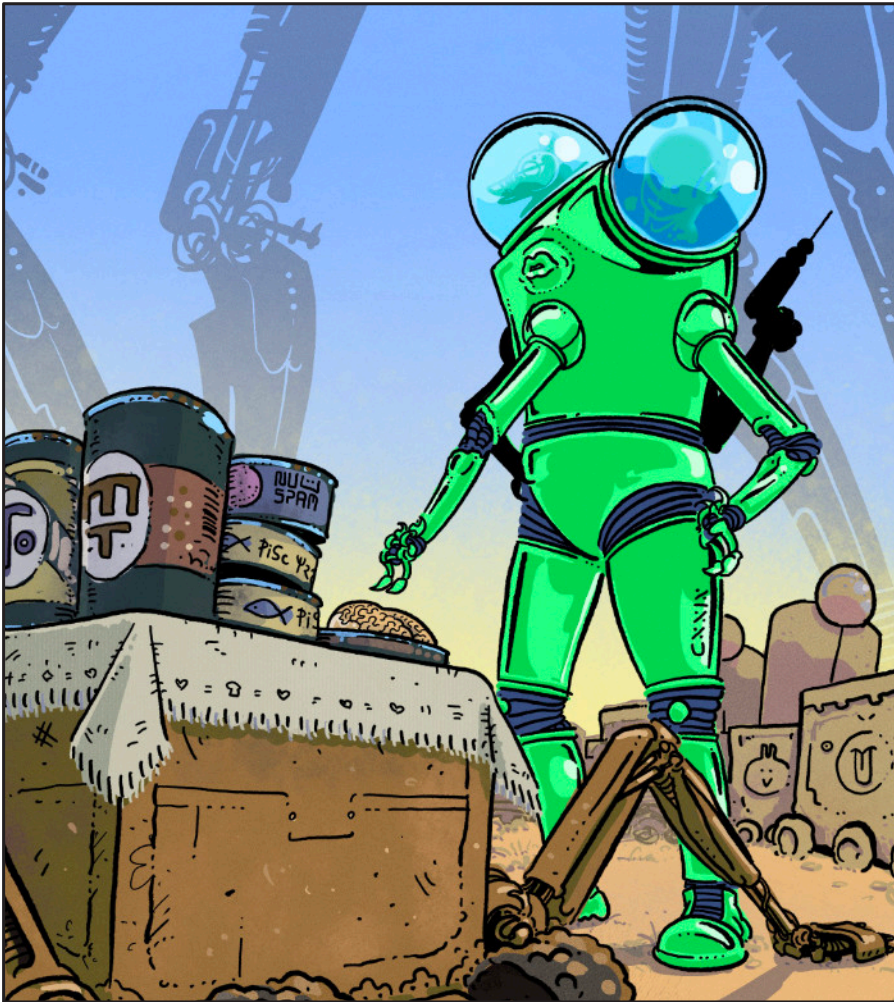
The staunchkeeper and the shopkeeper make straight and narrow and correct.

4. Prosperity apotheosis
5. Quantum theomechanics
6. Sacral popular regenesis

R1 • [+] to religious attacks.
R2 • x2 ba defence from religious.
R3 • Deals double damage with all religious ba attacks.

63. Sidu of the Soiltwined

True tradition tills the terroir.
Grasps the cycles of soil and season. Works the earth and the rhythms of the life growers. Understands the old ways that the city-born have forgotten. Care-bound to [d6]:
1. River, fish, and wheel
2. Tree, nut, and door
3. Hearth, fire, and loaf
4. Stone, ore, and wall
5. Loam, root, and pot
6. Vine, fruit, and wine

R1 • [+] to rural ba attacks.
R2 • Resistant against ba damage in rural contexts. Takes minimum damage from ba and ka attacks while standing on their own soil.
R3 • Gains 1 ka defence. When reduced to 0 life by ba attacks, may immediately pay 1 mental stat point to gain 1d6 + level life.

61. Sidu of the Rhetors

Words soothe the savage beast.
Teaches and uses the art of oratory. Divines the hidden structures of languages and uses them to subtle effect. Skewers opponents with glittering wit and honed logic. Practised in the [d6]:
1. Academies of iron reason
2. Arenas of fashionable enquiry
3. Courts of public opinion
4. Streets of desperate music
5. Temples of holy show-hosting
6. Vidy-caster soap fights

R1 • Basic ba attacks deal d6 damage or increase one step, whichever is greater.
R2 • Ba attack critical range increases one step.
R3 • Ba attack critical multiplier increases one step.

62. Sidu of the Sacrality

As above so below.
Grasps the social need for sacrifices and scapegoats. Comprehends the value of meaning and purpose. Soothes ruffled souls and uplifts broken dreams. Approves of [d6]:
1. Cultic musical apotropaism
2. General theory of revelation
3. Organized necrolatry

64. Sidu of the Staunchkeepers

Debt is the mother of coin.
Upholds the dictates of the sacred economy. Creates and accumulates wealth. Battles with bribes and corruption. Resists disorder. Formed to the [d6]:
1. Amusement distro clique
2. Comm technician guild
3. Energy procurement caste
4. Food processing clan
5. Golem oiler branch
6. Sanitation and war brigade

R1 • [+] to mercantile ba tests.
R2 • [+] ba damage when trading.
R3 • Doubles ba defence from cash.

65. Sidu of the Unfettered

Beyond good and evil.
Resides outside the moralities of the mass of humanities. Trucks in higher realities and base instincts. Trades dreams of a pure platonic world. Escapes into the fortress of their mind. Hides in the wilderness of their soul. Marked by [d6]:
1. Delinquent dilettantism
2. Gross hedonism
3. Malcontent spirit
4. Pestering nature
5. Philosophical ennui
6. Self-aggrandizing delusion

R1 • [-] to all ba attacks. Resistant against all ba damage.

R2 • [-] to all ba damage. Can spend a stat point to reduce incoming ba damage to 1.

R3 • [+] to all magical damage.

66. Sidu of the Uptought

Knowledge is the one true currency.
Cultivates effortless grace and elite education. Understands the seventeen unironic classics. Comprehends the arc of history. Fears that their brilliance is not appreciated. Achieved a [d6]:

1. Academic hat-trick
2. Encyclopaedic verbosity
3. Honourably obscure degree
4. Masterful ten-fold recap
5. Prodigal feat of memorization
6. Sadly applied result

R1 • [+] to social attacks in educational contexts.

R2 • [+] to all ba damage dealt and received.

R3 • Critical multiplier for all ba damage dealt increased one step.

67. Singer of the Lastlands

The Old-World will never die.
Navigates the mythic wilderness of forgotten times and soothes wild beasts. Tells nuanced stories with satisfying endings to rouse or douse the fires in the human breast. Regales with:

1. Choreographed pop pieces.
2. Epic lays of lost lands.
3. Heroic songs of desperation.
4. Operatic masterpieces.
5. Polyphonic eerie chants.
6. Salty shanties.

R1 • Rousing tune. Can spend 1 life pouring their soul into a song (at least 90 seconds long) that grants [+] to one test. Ineffective on purists, people who dislike the hero, and deaf creatures.

R2 • Ready to flee. Hero is resistant to all damage suffered while running away.

R3 • Memories revived through music. Hero gains [+] to all tests to read, decipher, figure out, and activate relics of the Old-world.

68. Spelunker

Heaven is down. Always down.
Ventures into deep places. Climbs, rappels, dives. Camps. Forages. Marks and maps. Crawls and squeezes. Survives in the ageless dark where the eyes of builders see not. Consorts with [d6]:

1. Crystal elf ghosts
2. Deep gate builders
3. Little sun tender
4. Olmling ley flow engineers
5. Translucent bunkerlings
6. Wormway worshippers

R1 • [+] to fighting and moving in dark, constricted places.

R2 • [+] to foraging and navigating in caves, labyrinths, and other under-worldly locations.

R3 • Gains the ability to 'hear' the dim outlines of auras in pitch darkness and 'see' space with a rudimentary form of echo-location. Also, once per session, can spend 1d6 life to 'discover' a passage connecting somewhere more profound and more mysterious. Or possibly just the palace's central sewer outflow.

69. Storm Infantry

Break on through to the other side.
Masters heavy weapons, armours, and shields. Fights in formation, resists charges, and endures long periods of boredom. Storms enemy lines and fortifications. Keeps camps and cooking fires. Fought for the banner of the [d6]:

1. Basic geometric shape
2. Divine machine
3. Metal skull lightning fist
4. Placid peach grove
5. Seven-pointed rat star
6. Fourfold tricolour

R1 • Gains 1 more ha defence from each heavy piece of armour (2 stone or more).

R2 • [+] to physical tests when fighting next to an ally.

R3 • Allies fighting next to the hero gain [+] to physical attacks.

This infantry brought the storm.

70. Street Performer

Joy of the many, coin of the few.
Brings joy to children. Does magic tricks and sleight of hand. Uses cold reading and cunning to dupe marks. Wields hidden daggers and pistol-wands. Variants [d6]:

1. Illusionist
2. Puppeteer
3. Jongleur
4. Vome charmer
5. Fortune teller
6. Ventriloquist

R1 • [+] discrete prestidigitation.

R2 • Preternaturally aware. [-] damage from falls, tumbles, spills, trips, crashes, and explosions.

R3 • Hypervigilant. Hero gains 1 hakaba defence. Also, whenever they should be surprised, they can test aura instead.

This survivor roamed the infinite vast.
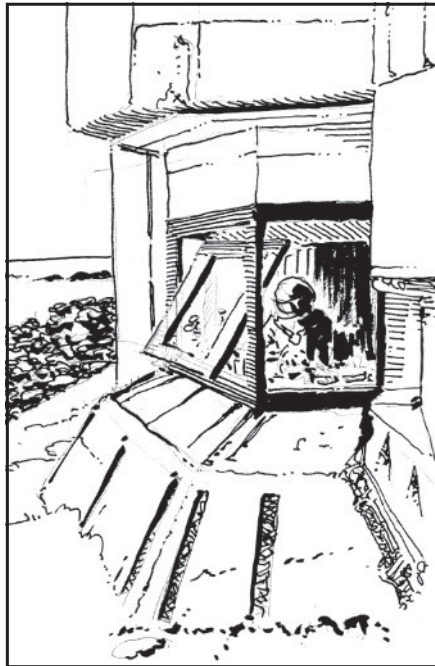
This tactician tends its plastic plants with care, that they may outlast the Waste.

Awaken, sleeper!

71. Survivor in the Vast

Slept in the belly of a dead bear.
Thrives in the endless Vast. Fishes, hunts, tracks, hides and moves quiet as the long-stripe cat. Shoots from horse and autowagon like a child of the wild. Particularly familiar with [d8]:

1. Cosmic-riven highlands
2. Endless moon forests
3. Deserts of the sun
4. Frozen starry seas
5. Horizon ruinlands
6. Thin-air plateaus
7. Ultraviolet steppes
8. Thousand swimming isles

R1 • [+] to foraging, cooking, and camping in the wilderness.
R2 • [+] to running away in the wilderness.
R3 • Resistant to damage while hiding or running away.

72. Tactician of the Endless War

There is an art to war.
Finds strategic advantages for war or business. Paints grand canvases with the blood of lesser mortals. Narrates new chapters in the endless cycles of history. Repeats past mistakes and avoids censure. Spins defeats into victories. Day to day they enjoy:

1. Accounting
2. Carpets
3. Corporate consulting
4. Games of strategy
5. Military consulting
6. Real estate
7. Sports
8. Underworld cleanups

R1 • Cunning plans. Can spend an action to give detailed and precise instructions to an ally. In the next round, the ally gains [+] on their test and damage rolls.
R2 • Detail oriented. [+] to intricate, complex tests.
R3 • Meant to be. When injured by an opponent, they can spend 1d6 life to create an opening for their allies. Then, all nearby allies gain [+] on their test or damage rolls on their next turn.

73. Thespian

The gods were merely actors.
Puts on plays and swaps out faces. Changes personalities and wardrobes. Moves hearts and souls with word and gesture. Gets invited to the belle soirées. Survives on fame alone, no food required, honest. Variants [d12]:

1. Character Actor
2. Chosen One
3. Clown
4. Comedian
5. Dramatist
6. Farceur
7. Leading Person
8. Media Star
9. Monologuer
10. Mummer
11. Politician
12. Tragedian

R1 • [+] to disguise, masquerade, and dissimulation.
R2 • Losing themselves. Gains 1 ba defence. Resistant to ba damage but vulnerable to ka damage.
R3 • A maze of personalities. Can perfectly copy another person's behaviour and mannerisms after a week's study. This persona occupies a slot on the hero sheet. Also, gains 1 ka defence.

74. Timelost Interloper

A flint blade for a laser sword.
Possesses skills out of place in the modern world. Builds slave golems called computers. Spouts gibberish about quantum physics. Flies rockets and experimental one-way time machines. Knaps stone tools and starts fires with sticks. Terrified of simple magic. Comes from:

1. A broken star
2. A distant future
3. A glorious past
4. A lost planet
5. A parallel world
6. A warlike era

R1 • [+] to tests with oldtech and other ancient magics. [-] to ba attacks in modern communities.
R2 • Gains 1 ka defence. Once per session, can spend 1d6 life to repair a piece of broken oldtech. It just required the proper source code biomarker.
R3 • Gains resistance to ka damage. Recognizes the ghost behind the machine.

75. Tinker Toymaker

Toys are people too.

Makes fine toys, balanced dice, and detailed mechanical automata. Uses delicate tools. Repairs and beautifies golems and machine humans. Cheats at dice with languid elegance. Operates remote weapons. Fondest of [d6]:

1. Ceramic dolls
2. Gilded games
3. Little vechs
4. Plush toys
5. Tin golems
6. Wicker soldiers

R1 • R1 • Starts with a homun-culus pet (L1, delicate, demure, devilish). It resembles a [d6]:

1. Brazen bonobo
2. China cat
3. Ironwood armadillo
4. Lacquerwork rat
5. Silken shrike
6. Vitreous viper

R2 • [+] when repairing or jury-rigging delicate machinery.

R3 • Golems and other machines are reluctant to harm the hero and suffer [-] to tests against them. At any time, the toymaker can spend a few minutes and 1 life to restore 1d6 life to a mechanical creature.

76. Useless Freeloader

It gets around.

Invites themselves to all the parties. Dresses to blend in. Knows who's who. Gets free food and board. Butters up the insecure and soothes the ruffled. Wields a smooth tongue and a lack of shame. Known to be [d6]:

1. A layabout
2. Lackadaisical
3. Languid
4. Lazy
5. Lethargic
6. Terminally hip

R1 • Suffers [-] every time a test could represent work. Once per session, when the hero is reduced to 0 life, they immediately regain 1d6 life and gain [+] if pleading for mercy.

R2 • Gains [+] when wheedling freebies. Resistant vs ba attacks that should shame or embarrass.

R3 • Gains 2 ba and ka defence. Whenever the hero fails a test, they can grant [+] to another character attempting the same task. Afterwards, the useless freeloader generously shares some credit for the success.

77. Uz Error

Error. Reality. Reboot.

Memory conflict. Reality cascades and reforms. Veils within veils. Wormholes in the mind. This body is created from dreams and destinies and corroded code. Resonates with alien artefacts. Feels at home with the non-euclidean. Grasps the fundamental illusion of existence. Denies the knowledge with [d6]:

1. Hard clerical labour
2. Bare-knuckle fighting
3. Competitive drinking
4. Maniacal fantastic scribbling
5. Rigid traditionalism
6. Revolutionary action

R1 • Gains 1 ha and ka defence. Gains [+] against the horrors of death and non-existence.

R2 • Gains [+] against illusions, holograms, and figments.

R3 • Time-break. There is another. The hero has been rebooted by some force. If the hero is destroyed, they can return. Some memories altered.

78. Veda of the Abmortalities

Doctor what?

Fixes damaged humans, dia-gnoses injuries and diseases. Uses medical equipment, scalpels and knives. Recognizes poisons and potions, even curses and charms. Runs very well. Bears [d6]:

1. Chestinspectoral amulet
2. Grim black holy satchel
3. Jar of mediparasite leeches
4. Ritual medical school scars
5. Sacred illuminating circlet
6. Traditional syringe belt

R1 • Hero learns the spell *Parasoma Transference* (pXX) and may assume a wizardly title. Also, [+] when using magical and oldtech medical devices.

R2 • Hero pays 1 less spell price when casting any medical or healing spell (minimum 1).

R3 • [+] to reviving, resurrecting, rean-imating, and regenerating.

Woo, vedas. Magic skills. Vedas.

The author's being fanciful, inn't he, riffling through his language to find words for schools of magic. Hah. Thinks 'e's so smart.

Now, note how the skill descriptions matter-of-fact-like mention a character with that skill can do things that seem straight-up magical. For example, the 'law necromantic' says a character with that skill "talks to the dead." But there's also a spell for that, so what's with the overlap?

Well, first, the dividing line between magic and technology, spell and tool, is blurred on purpose. Lets the players play with that a bit, invent things more easily.

But where's the line between skill and spell? So, roughly, a skill is broader and wafflier— more open to inter-pre-tation. That necromancer? Sure, can talk to the dead, no spell needed. But then, look at the spell Necrophony (pXX). It costs life to cast, and covers multiple more powerful effects.

The spell's specific in how it alters the game world and often doesn't require a test, but does require a sacrifice: extra inventory (those burdens) and life.

If yer still confused, blame the author.

79. Veda of the All-Chemist

It's supposed to explode.
Understands chemical processes and matter modification equipment. Makes explosives, cook drugs. Transmutes refuse into treasures (like excreta into gunpowder).

R1 • Hero learns the spell *Reality Decryption* (pXX) and may assume a wizardly title. Also, [+] with physical handicrafts such as pottery or blacksmithing.

R2 • Hero pays 1 less spell price when casting any metamorphic spell (minimum 1).

R3 • [+] when exploiting fractures, weak spots, or physical vulnerabilities.

80. Veda of the Awakened Sphere

The noösphere is hungry.
Studies and adapts natural systems. Reads leaves and listens to churning microbes. Hears the voices of the wind. Smells the songs of the ocean. Uses biological equipment and handles hunting weapons.

R1 • Hero learns the spell *Essential Appetite* (pXX) and may assume a wizardly title. Also, [+] when using talking to non-human creatures of this celestial orb.

R2 • Hero pays 1 less spell price when casting any polymorphic or translation spell (minimum 1).

R3 • [+] to using skills or aptitudes derived from another creature.

81. Veda of the Biomechané

Skin-deep poems carved in flesh.
Plays the living spirit of flesh and bough. Dams injuries and diseases, modifies biological processes, sculpts angels and monsters. Wields knives and saws, needles and probes. Dabbles in mad science body horror (strictly off the books, though).

R1 • Hero learns the spell *Usha's Wild Mutation* (pXX) and may assume a wizardly title. Also, [+] with butchery & sausage-making.

R2 • Hero pays 1 less spell price when casting any biomorphic or fleshy spell (minimum 1).

R3 • Hero is immune to body horror, gore, and disturbingly physical alien scenes. Also, [+] to physio-therapy and massage.

What is it with biomancers and their tiny-headed servitors?.

82. Veda of the Cosmic Logos

The will of the world is written in the wind and the seed.
Reads the omens of wind and sky and water and grass. Divines the desires of the gods and their immutable laws. Adjusts those laws to help others and themselves. Deities and belief systems might include [d12]:

1. Hedonic flesh-firstism
2. Opiate stasis
3. Mystery objectivism
4. Pan-noöspherical gratitude
5. Builder beatification
6. Sociotheism
7. Cogflower growth gospel
8. Ur-rationalism
9. Ancestral apotheosis
10. Pre-singularity nostalgism
11. Rainbow panoply polytheism
12. Machine idolatry

R1 • Hero learns the spell *Nomen est Omen* (pXX) and may assume a wizardly title. Also, [+] when preaching cosmic truths to the witless and the common.

R2 • Hero pays 1 less spell price when casting any logos spell or reading a written spell (minimum 1).

R3 • Gains +2 ka defence and [+] to effects of all spoken word spells, songs, and poetries.

83. Veda of the Existential Void

Where imagination fails, void dwells.
Journeys the hidden paths. Braves the madness and fast decay. Dreams of of stars and hopes, mistakes undone, futures rewritten, promises remade.

R1 • Hero learns the spell *Hole in Time* (pXX) and may assume a wizardly title. Also, [+] when navigating strange & alien places.

R2 • Hero pays 1 less spell price when casting any cosmic or spacey spell.

R3 • [+] when dealing with existential terrors and cosmic scales.

84. Veda of the Flying Serpent

Prayers to the feathery one.
Mixes poisons, potions, and medicines. Entreaties the tiny machines that swim in all living things. Harvests herbs that heal and those that ill. Wields knives, pestles, and mortars.

R1 • Hero learns the spell *Ubique Serpens* (pXX) and may assume a wizardly title. Also [+] to social interactions with serpents.

R2 • No beginnings, no ends. Every time a scene begins or ends, the hero (re)gains 1 point of 1 attribute.

R3 • Hero pays 1 less spell price (minimum 1) when imbuing potions or poisons. Gains [+] to all tests with poisons or odd liquids.

85. Veda of the Golemmafexes

Roboticist to the initiated.
Heals and maintains ancient autonomous machines. Follows preserved manuals of ritual assembly to copy platonic golems. Communicates with machines via the ancient art of coding. Uses integrated energy weapons and void screwdrivers.

R1 • Hero learns the practical spell *Lemma Hack* (pXX) and gains a wizardly title. Also, [+] when fixing or patching machines.

R2 • Hero learns the theoric spell *Create Canonical Form* (pXX). Also, [+] to affecting machines.

R3 • Hero pays 1 less spell price when casting any spell on a machine.

86. Veda of the Harder Light

It would work if you just believed.
Uses placebos and nocebos to change the world. Stores and retrieves information with living crystals. Focus and refract magics through oldtech gems. Creates plays of light and shadow. Wields crystal wands.

R1 • Hero learns the spell *Coherent Illumination* (pXX) and may assume a wizardly title. Also [+] to visual arts and depictions.

R2 • Hero cannot be blinded and secondary light emitting organs grow out of their optic nerve blind spots, letting them emit 5 lumen beams from their eyes. Also, pays 1 less spell price for any imbued light spell.

R3 • +2 ka defence & [+] with wands.

87. Veda of the Iron Symphony

The spheres are ringing.
Uses music to unite and divide, to share and preserve. Makes a band and tours the Vastlands. Ignores ingested poisons and shatters objects with instrumentals alone. Wrecks inns and hotels, leaves heartbreak behind. Casts the spells of the vibrating spheres.

R1 • Hero learns the spell *Headbanger* (pXX) and may assume a wizardly title. Also [+] to pedantry, musical appreciation, and playing one unpopular instrument of choice.

R2 • Gains +2 ha defence when wearing metal armour. Also, pays 1 less spell price for any metal spell.

R3 • [+] to effects when using metal tools (wands, weapons, whatever).

88. Veda of the Law Necromantic

Life and death are legal matters.
Talks to the dead and interprets their wishes. Mediates between living and dead. Consults the wisdom of past ages. Brings things back from the long sleep where they dreamless lay. Impeccable taste in candles, perfumes, skulls and gowns.

R1 • Hero learns the spell *Necrophony* (pXX) and may assume a wizardly title. Also, [+] with undertaking and clerical archival duties.

R2 • [+] when dealing with the dead, funerary rituals, inheri-tance, and deciphering official memorial languages.

R3 • Hero pays 1 less spell price when casting any imbued spell (minimum 1).

89. Veda of the Master Force

Crushing power, lunacy round me.
Unpicks the underlying forces of this creation and weaves new tapestries with their essence. Sculpts points, lines, and planes of force. Creates invisible machines. Breaks entropic principles.

R1 • R1 • Hero learns the spell *Fold Force* (pXX) and may take a wizard title. Also [+] to unarmed martial arts.

R2 • Gains +1 to all defences and pays 1 less spell price for any force spell (minimum 1).

R3 • Gains +2 to all defences and pays 2 less spell price for any force spell (minimum 1).

90. Veda of the Mother Electric

Creation hums the song Electric.
Practices the old rites of electric equipment maintenance and repair. Uses heavy energy weapons and ka batteries. Casts spells with blueprint scrolls.

R1 • Hero learns the spell *Signal Charge* (pXX) and may assume a wizardly title. Also, [+] with electrical systems.

R2 • Resistor. Gains [+] vs EM damage and other effects.

R3 • [+] with electrical effects.

A portal architect, wandering.

Sing sweet music at the trees.

91. Veda of the Old Technologies

It's how they did things Long Ago.
Understands the fantascience of Oldtech. Activates or deactivates nearly anything. Reverse-engineers ancient technomagical artifacts. Jury rigs a feeble emulation of the glories of the Long Ago.

R1 • Hero learns the spell *Skilltegrate* (pXX) and may take a wizard title. Also, [+] with mechanical devices.

R2 • Translator. Gains [+] to communicating with machines and oldtech Minds. Also, resistant [+] against all kinds of technical traps.

R3 • Increases effect dice of all magi-tech devices 1 step. Reduces oldtech spell prices by 1 (minimum 1).

92. Veda of the Phantasmata

They're magic beans.
Researches who wants what and how much they're willing to pay. Makes rough guesses and drives data. Writes adventuring campaigns. Handles public relations. Wields confusion & obfuscation.

R1 • Hero learns the spell *Delusion Lock* (pXX) and may take a wizard title. Also [+] vs illusions.

R2 • Master weaver. Hero pays 1 less spell price (minimum 1) when crafting illusions.

R3 • Seen it all. Gains +3 ka defence and [+] vs confusions, delusions, illusions, tricks, and the like. Also may become cynical or jaded.

93. Veda of the Plantsingers

Just because the trees can talk, doesn't mean they're crazy.
Talks to plants and hears what they have to say. Encourages verdant growth and opulent fruition. Progress and mobility for the plant kingdom. Harvests strange fruits and odd tuber dudes. Wields sickles, axes, clubs and blunts.

R1 • Hero learns the spell *Animate Ecology* (pXX) and may assume a wizardly title. Also [+] when dealing with plants.

R2 • Root and shoot. Inedible plants become edible in the hero's gut. Hero is immune to plant-based poisons and toxins. Their skin knits with lignin reinforcement, granting +2 ha defence.

R3 • Hero pays 1 less spell price (minimum 1) when casting plant spells or casting spells on plants. Increases effect dice 1 step when wielding wooden or other plant-based tools.
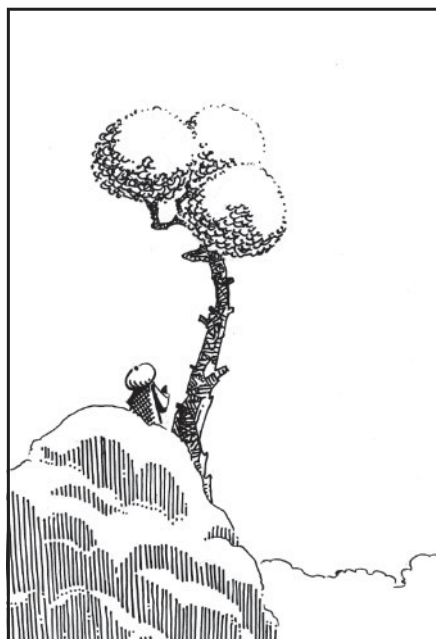
94. Veda of the Portal Architects

It's not a secret club.
Builds buildings. Shapes stones. Understands dungeons. Forms mystery cults. Treads the boundary between life and death. Plays with magic gates. Wields hammers and chisels.

R1 • Hero learns the spell *Channel Channel* (pXX) and may take a wizard title. Also, never suffers a penalty when passing through a door or portal and can unerringly detect the orientation of a door.

R2 • Pays 1 less spell price (minimum 1) when casting any kind of portal spell. Also, gains [+] to all kinds of architecture tests.

R3 • Increases the effect dice of any kind of stone tools or spells by 1 step. Also, gains +2 ha defence.

95. Veda of the Rightmakers

Soothe the savage mob.
Feels society and community in their bones. Sacrifices the few for the many. Understands the exigencies of survival transcend morality. Judges with stern impartiality. Wields great swords and ornate guns.

R1 • Hero learns the spell *Electro-magnificent Detector* (pXX) and may assume a wizardly title. Also, [+] vs ruses, and dissimulations.

R2 • Gains +2 ba and ka defence.

R3 • Gains [+] to intimidate, frighten, and terrorise

96. Veda of the Seven Summons

It wants to serve us. Trust me.
Finds the multitudes inhabiting the realms beyond the aether veils and in this dark material reality binds them. Bends, breaks, and enthralls daimons. Steals their secrets. Pretends to their trust and loyalty.

R1 • Hero learns the spell *Beseech Earth and Sky* (pXX) and may assume a wizardly title. Also, gains a bonus hero die from their knowledge of hidden realities.

R2 • Gains +2 ka defence and can acquire 1 relevant trait every time they are possessed by a daemon or other creature. They can bear a number of such traits equal to their pro score at any one time. They can replace 1 daemonic trait each time they are possessed.

R3 • Gains [+] to communicating with mad and alien creatures, as well as when learning unknown languages. Also gains 1 aura, ignoring maximums.

97. Veda of the Soul Breaker

Did I dream I was a human, or did I human I was a dream?

Reads people's intentions and desires. Intuits strength of character and weakness of desire. Twists plans and dreams. Subvert the ka and steals the body with the terrifying spells of the ultras.

R1 • Hero learns the spell *Soul Scourge* (pXX) and may take a wizard title. Also, [+] to ka attacks versus unaware targets.

R2 • Gains +2 ka defence and increases ka damage dice one step.

R3 • Hero pays 1 less spell price (minimum 1) when using ka attack spells. Additionaly, whenever their action reduces a target's mental stats, they (re)gain 1d6 life.

98. Vome Technician

Once these were our servants.

Studies and repairs vomes. Adapts and uses implants. Manages their side-effects. Takes control of drones and machines. Uses vometech. Discretely [d6]:

1. Accepts vomish directives
2. Collects vome trophies
3. Enjoys vomewave art
4. Hunts synthetics
5. Modifies themself
6. Spreads vomeware

R1 • Vome pacifier. Can make a ka attack against an adjacent vome to reset its hostility module.

R2 • Vome interfacer. Costs 1 life to speak with a dead vome with accessible intact brain hyphae.

R3 • Re-vome. Imbues 1 life to revive a dead vome as a friendly sidekick. Can maintain a number of friendly vomes equal to hero's level. Additional revived vomes return to baseline programming.

99. White Collar Drone

Just killing time.

Dresses appropriately and understands the etiquettes of modern life. Speaks three languages. Has a suitable degree and years of experience. Understands jargon. Masters arcane communication and management rituals. Clandestinely takes care of personal affairs despite the watchful eyes of jaded bosses. Creates ornate project documentation that nobody will ever read. Dreams of a better life. Secretly [d6]:

1. Writes erotic poetry
2. Builds tiny model towns
3. Plays make-believe games
4. Dresses up in costumes
5. Joined a motor-golem gang
6. Summons small daemons

R1 • Gains +4 ba defence from a lifetime of petty humiliations.

R2 • Passes without trace in corporate and urban environments. [+] to nobody remembering them.

R3 • Gains +4 ka defence and [+] vs psychological damage from a lifetime of hassle. Has a good chance of passing through their entire life without a trace.

00. Writer of Belles Lettres

Calligraphy and purple prose.

Makes a living as a scribe using the three traditional scripts. Writes stories, fictions, and forgeries. Inscribes ritual code scrolls with fluid ease. Wields a pen sharper than a sword. Cuts with tongue, drowns with ink. Genres [d6]:

1. Belle epoque novel
2. Postconstructivist poetry
3. Oldtech fiction
4. Generative stories
5. Epistolary tales
6. Subtextual plays

R1 • Gains [+] vs drugs, effects of dissolute living, and all forms of bohemian excess.

R2 • Slighted rage. Gains [+] to attacks and damage vs anyone who has inflicted a social injury upon them.

R3 • Overlooked genius. Gains +2 to all defences. Vulnerable [-] to any opponent who actually knows their name and achievements.
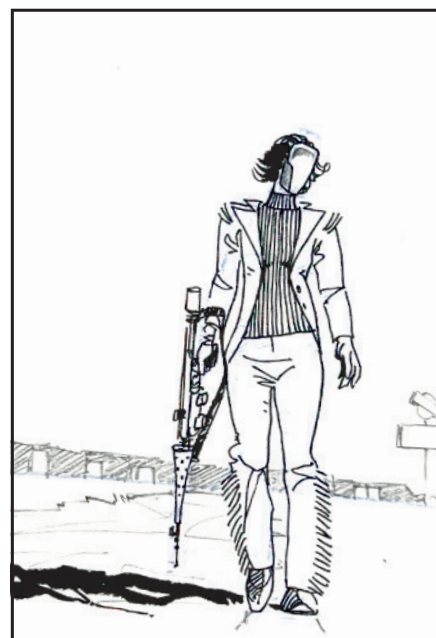
Not all endoskeletons are heavy metal.

Learning New Skills

"I shall master the secrets of the Givers of the World!"
                    —Brane, uplifted chipmunk and would-be supervillain.

Characters gain new skills automatically as they advance. This represents a culmination of off-screen training and practice.

Characters can also gain additional skills through play, independent of advancement. A character learns a new skill or improves an existing one by visiting suitable locations and/or mentors to study. After a week of study, the character makes a moderate thought test. If they pass, they gain a success. Each location or mentor can only provide one success, but a hero can keep studying at the same place until they succeed. After collecting four successes, the hero masters their new skill or gains their new rank.

Simpler or more complex skills are possible. A skill like the 'Arts of the Dead City' might require six successes, while learning to 'Drive [an automatic cargo wagon]' might require only two.

The player can note a skill or rank a character is learning with an asterisk and add a mark for every success gained. When the character acquires the skill, the asterisk and marks are removed.

Inventing a New Skill

"The uplifted chipmunk is exhibiting unusual behaviours."
                    —Petush Iä, maker father, source code baker.

When players invent new skills, they should ask:
1. Does it sound fun to roleplay?
2. Is it something a person could do for a living or as a hobby pursuit? Could it be used to describe a person's status?
3. Can it be described in three sentences?
4. Is the title memorable? Evocative?

If the answers are yes, it's probably a good skill to play with.

For example, 'Melee Combat' sounds a bit dull and mechanical. 'Anointed Gladiator' or 'Infantry Sergeant' make for more vivid characters and better stories. 'Sleight of Hand' might feel too specific, with very narrow application. 'Street Magician' or 'Party Clown' would be a better, broader skill. 'Sleight of Hand' could also be a trait, something like 'Unnatural Sleight of Hand'.

Players can define rank effects later, after some trial and error in play.

Adjusting Skills
Players may discover that some skills don't fit anymore, that they are profoundly overpowered or underused. In that case, they should discuss with the other players and rewrite the skill description or rank effects. To retcon is not a sin.

Generating Random Skills

Players can reverse the creative process by generating a description outline, rolling up random rank effects, then writing up a plausible skill to tie the whole together. The following tables are fuel for inventing new skills, not commandments: when something doesn't work, players should adjust it to fit.

Three Sentence Skill Description Generator

D20	IT STARTED WITH …	… IT DEVELOPED INTO …	… BUT IT ALSO MEANT.
1	Exile in a harsh, alien land.	Unexpected martial or social prowess.	Psycho-physical alienation from the folk.
2	Traditions of demi-wilderness survival.	Great resourcefulness and adaptability.	Deep existential anguish.
3	Preparations for a prophecied apocalypse.	Deep appreciation of social norms.	Unusual social obligations.
4	Harmless but unusual hobby.	Eccentric approach to magic or combat.	Gratifying respect and admiration.
5	Incarceration for deeds unspoken of.	Special bond with animals or machines.	Hard-won self-reliance.
6	Thorough, rigorous, practical education.	Understanding of plants or architecture.	Predictable vulnerabilities or flaws.
7	Regular professional apprenticeship.	Resilience under severe stress.	Painful insights or realizations.
8	Mandatory NEET re-education program.	Comendable athletic achievements.	Atrophy of other talents.
9	Accidental on-the-job miseducation.	Contacts or public recognition.	Lost opportunities, hidden regrets.
10	Fashionable fad turned into an obsession.	Flexibility with unusual cultures.	Dark secrets, buried bodies.
11	Paramilitary social indoctrination process.	Surprising comfort in caves and dungeons.	Friends abandoned for profit.
12	Secret society special ritual protocols.	Thorough mastery of arcane nuances.	Cold comfort for change.
13	Lifelong autodidactic fascination.	Pedantry laced with actual talent.	Fool's gold pursued too far.
14	Deep-rooted aesthetic sensibilities.	Friends and golems made along the way.	Blind spots and stiff certainties.
15	Inherited socioeconomic status.	An underappreciated but vital profession.	Moral quandaries unresolved.
16	Implanted memories. Possibly falsified.	Fame or unearned fortune.	Bosses, patrons, and stress.
17	Grueling academic obstacle course.	Set of very specific and ominous skills.	Identity tied to a uniform or a suit.
18	Improvised gigs and grifts.	Competence, but little comprehension.	Tribal or partisan loyalties and hatreds.
19	Typical backwoods spiritual journeys.	Artistic insights ahead of their time.	Visions from beyond time and colour.
20	Pseudogovernment magic training course.	"Proper" bodily form and function.	Triumph, love, money, and autogolems.

Rank Effect Generator

D20	AN UNUSUAL EFFECT OR ABILITY …	… DEALING WITH …	… MAY HAVE A TWIST?
1	Vulnerability. Double effects from …	Initiative or other tests.	No. There's nothing else. That's it.
2	Disadvantaged [-] when dealing with …	Specific settings or environments.	Can also reverse the effect.
3	Freebie. Gets special gear for …	Times of day or emotional moods.	Additional cost on failure or success.
4	Resources. +1 slot or attribute for …	Death, poisons, diseases, or other nocives.	Doubled effect against a specific group.
5	Built. +1 to a stat relevant to …	Elemental or natural effects.	Depends on delusion or fervent belief.
6	Protected. +1 defence or boon against …	Physical (ha) tests or effects.	Modifies physical or mental body.
7	Advantaged. [+] when doing relevant …	Hero dice, using or otherwise.	And more. Roll 1st column again.
8	Provided for. Doesn't pay for …	Damage or other effect dice.	Anachronistic in these later or earlier times.
9	Automated. Succeeds at easy tests …	Defensive or offensive gear.	Effect varies with time or colour.
10	Resistance. Half effects from …	Inventory, trait, or skill slots	Grants additional resources at a cost.
11	Connection. Contact or sidekick for …	Actions per round.	Double the initial benefit. Add colour.
12	Hard-hitting. [+] to effects against …	Metaphysical (ka) tests or effects.	Requires resources for full benefits.
13	Sacrificial. Can spend 1 life when …	Magic costs or spell prices.	And cruel. Double benefit, add drawback.
14	Master. Gains a pet or machine for …	Vehicles, pets, or sidekicks.	Broader application. Roll 2nd column again.
15	Untouchable. Shrugs off effects from …	Spells or alien effects.	Sets up conflict with other social group.
16	Upgraded. Increases dice one step …	Social relationships or allies.	Can spend resources to increase effect.
17	Immunity. Cannot be affected by …	Boosts, bonuses, blessings, or other boons.	Brings responsibilities or obligations.
18	Unusual trait (pXX) adapted to …	Social (ba) tests or effects.	Uz error incongruity. Redefine parameters.
19	Superior. Adds pro to …	Life or levels.	Additional benefit on failure or success.
20	Once per session, something special.	Successes or failures.	Benefits from community or allies.

This table requires a fair bit of work and interpretation to generate useful rank effects. Players should use the existing skills and their ranks as guide and inspiration for inventing new effects.
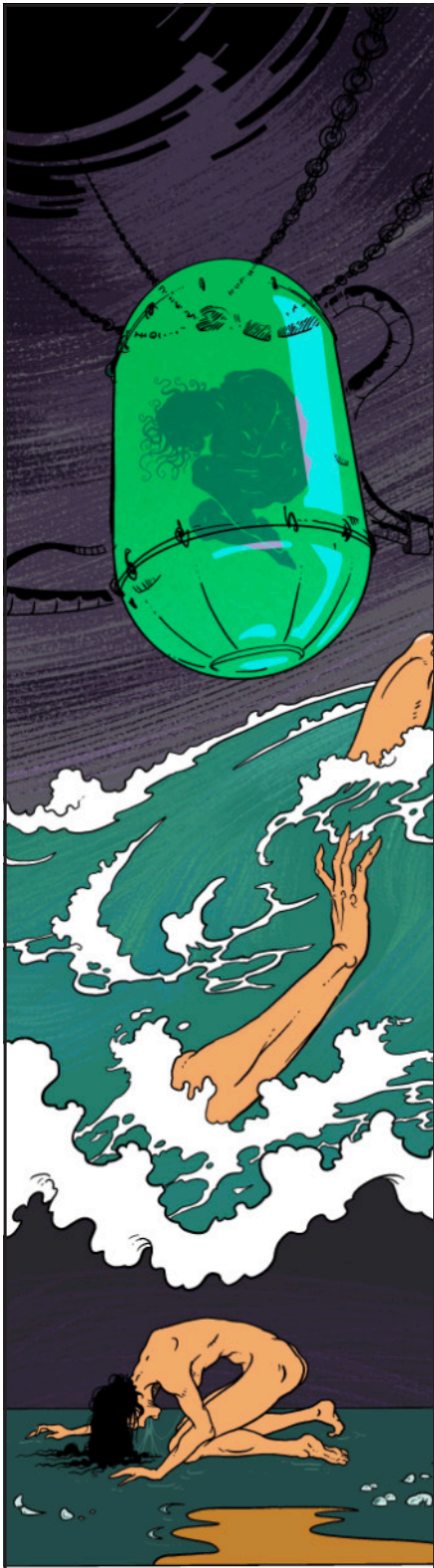
Traits

"Remember, thou hast made me more powerful than thyself; my height is superior to thine, my joints more supple."

— The Creature in Mary Shelley's *Frankenstein* (1818)

Traits are thematically both narrower and weirder than skills. A catch-all category for things ordinary people could never do no matter how much they studied or practiced. Luck, mutation, strange magics, and alien gods might bestow abilities. They change how a hero interacts with the rules and generally don't require tests, sacrifices, ammunition or other gear. They are neither good nor ill, just (often) dangerous and strange. Common types include:

Direct augmentations • Increased stats, the ability to go without food.
Situational modifiers • Increased damage when cornered, a boon to tests with cold iron items.
Special resources • Additional memory inventory for spells or a summonable extra.
Special effects & actions • Visible auras, unarmed attacks that restore life.

When a hero rolls or chooses the same ability multiple times, they gain ranks. As with skills, ranks may provide additional effects or items. Each trait or trait rank occupies one trait slot (e.g. three ranks in Bravely Runs Away occupy three slots). Every hero begins play with 10 trait slots. A player can also assign traits to skill or inventory slots, reducing their hero's capacity to learn new things or carry old burdens (or autocannons or crystal skulls, for that matter).

Anatomy of a Trait

Death Hunger (name)
They had become a death cult, a blood demon awakened. (flavour)
R1 • Player tracks enemies taken out by the hero in a battle scene. Each enemy taken out grants a cumulative +1 to attacks until the end of the scene.
R2 • Hero also gains cumulative +1 to damage for every enemy taken out.
R3 • Hero also regains 1d6 life for every enemy dropped.

The name, tag, and favour give a thematic idea of how a trait manifests in play. Ideally, it tantalizes with world-building ides and hooks for roleplay.

Many traits don't have a description independent of their ranks. Each rank describes a mechanical effect of that trait. With higher ranks, traits can get more extreme, modifying characters significantly.

Mutations and corruption effects are functionally identical to traits.
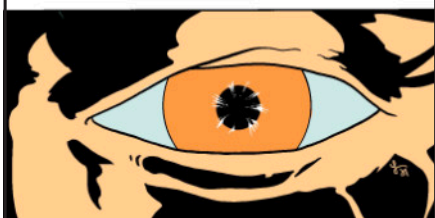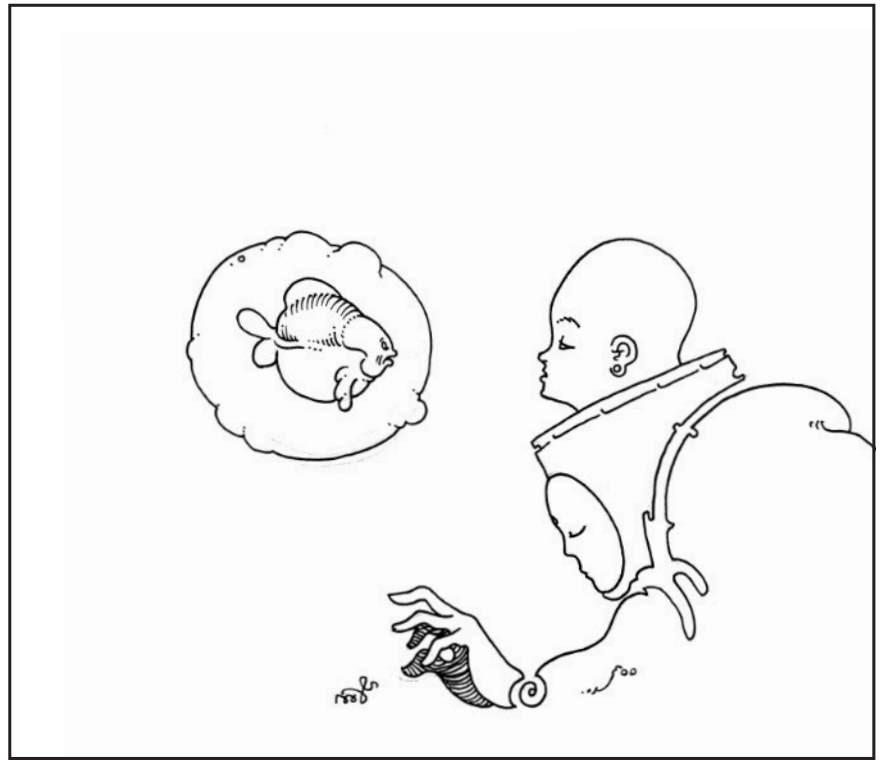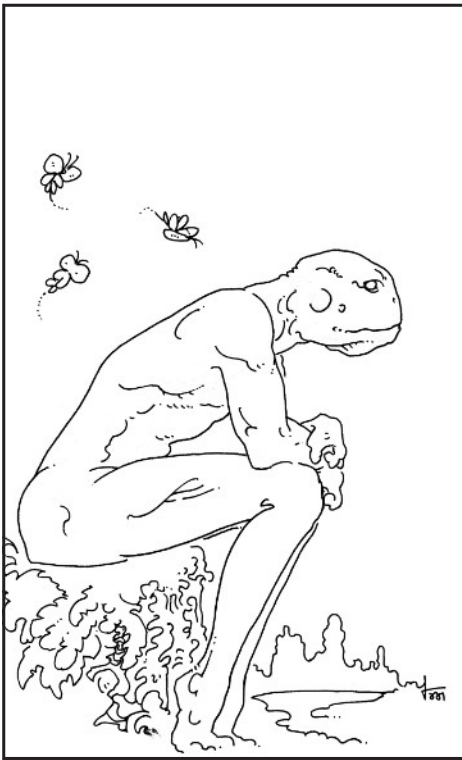
Table of Traits

These hundred starting traits (detailed overleaf) give some idea of what traits could be. Players, especially TCs, are encouraged to invent novel traits to suit events and encounters in play.

1. Aesthetic Creation
2. Artful Dodger
3. Artiforganism
4. Aural Corona
5. Beneficiary of Choice
6. Bloodclad
7. Bloody Nimble
8. Body Magic
9. Bravely Runs Away
10. Break the Weak
11. Channeling Hands
12. Chromatic Avatar
13. Citoyen Formidable
14. Combat Monster
15. Critical Master
16. Death Hunger
17. Devastator
18. Disembodied
19. Dosemaster
20. Echolocator
21. Electromagic Hacker
22. Empty Shell
23. Eternal Champion
24. Expert Sidekicks
25. Fleshsong Audiophile
26. Fluid Anatomy
27. Fool's Luck
28. Friend of the Elements
29. Futureproof
30. Gastrointestinal Upgrade
31. Gentle Traveller
32. Gifted
33. Glittering Incorruptible
34. Goodnight Messenger
35. Gravitas
36. Hacked Shorttimer
37. Honor Bound
38. Hyperlogical
39. Improved
40. Inspiring Hero
41. Insufferably Cute
42. Jade Brain
43. Just Too Ordinary
44. Ka Marked
45. Lazarus Soldier
46. Lifewind Inhalation
47. Luckless Mess
48. Luminous
49. Machine Whisperer
50. Master Blaster
51. Memory Palace
52. Meticulous Ritualist
53. More Than Human
54. Motorbreath
55. Natural Born Comrade
56. Neural Machine Symbiote
57. Neuroempathy
58. Noblesse Obliged
59. Omniactivation
60. Overlooked by the Gods
61. Panmolecular Sensorium
62. Perfectly Balanced
63. Pheromone Panoply
64. Pocket Packer
65. Polybody Unity
66. Porcelain Skin
67. Protector of Innocents
68. Psion Scion
69. Qanat of Power
70. Querulous Kvetch
71. Radiant Panoptics
72. Rauber Baron
73. Renowned Racer
74. Rubberskin
75. Secured Flesh
76. Self-Improvement Protocols
77. Sparklefingers
78. Spiritbreaker
79. Spell Detonator
80. Stargazer
81. Symbiotic Friend
82. Symbolic Receiver
83. Technopriest
84. Traitorous
85. Tree Hugger
86. True Warrior
87. True Wizard
88. Unblinking
89. Uncanny Confidence
90. Undying Parasite Heart
91. Uplifted Exemplar
92. Vacuum Hardened
93. Vibrant Soul
94. Void of Memories
95. Vome Enhancement
96. War Mind
97. Weaponslave
98. Wizardkiller
99. Words Like Daggers
00. Zootic Masterform

A Hundred Traits
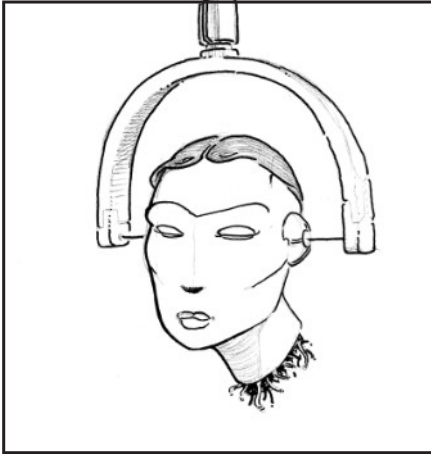
A pretty, new head for a hero.

1. Aesthetic Creation
Made in Beautiful.
R1 • Hero chooses a cosmetic mutation. Gains 1 charisma.
R2 • Hero gains 1 charisma and increases ba damage 1 step.
R3 • Hero chooses a cosmetic mutation and gains 1 ba defence.

2. Artful Dodger
Important for staying alive.
R1 • Hero gains [+] to tests to avoid area effects, explosions, nasty spills, and other similar problems. Gains 1 ha defence.
R2 • Teflon reputation. Resistant to all kind of splash damage. [+] to tests to avoid legal repercussions.
R3 • Experience in staying ahead. Adds highest mental stat to ha defence and highest physical stat to ba defence.

3. Artiforganism
The unborn. The made.
R1 • Hero is not actually alive. Does not need to eat, breathe, drink, or sleep. Gains energy from the sun or from magical batteries.
R2 • Hero can replicate themselves given a few weeks and security backups.
R3 • Upgradeable. Hero gains 4 inventory slots for mutations and other enhancements.

4. Aural Corona
Flaring off the elemental excess.
Hero is surrounded by [d8]:
1. Light
2. Fire
3. Sky
4. Water
5. Green
6. Metal
7. Radiation
8. Void
R1 • Hero crackles with an overcharged aura. They take half damage from their element.
R2 • Hero can spend 1 life to flare their aura to an adjacent creature, either sharing their resistance or transferring all the damage they avoided.
R3 • Hero takes minimum damage from their element.

5. Beneficiary of Choice
Some give, they receive.
Hero's mysterious sponsors say they represent the [d8]:
1. Archaic Independence Front
2. Council Metropolitan
3. De Werker Aristocracie
4. God Factory
5. Nu-Vome Consortium
6. Solar Gateway Initiative
7. Uz Kompleks Deity™
8. Wine Vampire Endowment
R1 • Hero gains 1 charisma (maximum +6). Once per week, they can receive a mysterious package, no larger than a small coffin, containing a non-magical machine or item of their choice.
R2 • Hero gains 1 ba defence. Once per day, hero receives guidance via a deep implant. Either [+] on their next test or a true answer (the player may simply narrate something they "know", subject to the referee's soft veto).
R3 • When a hero would die, they instead find themselves awake and unable to move in a strange coccoon, with shadowy shapes talking about "preparing the backup". Next thing they know, they're back in their bed missing some memories (hero permanently loses 1 skill).

6. Bloodclad
Action hero style.
R1 • When below half life, hero only takes half physical damage. They're tougher covered in their own shiny blood!
R2 • Below half life, hero can shrug off one ha attack per round.
R3 • At 0 life, hero can shrug off one more ha attack per round.

7. Bloody Nimble
Speed overwhelming.
R1 • Once per turn hero can spend 1 life to gain one additional action. This boost is not an action.
R2 • Hero can choose to spend 3 life to gain two actions instead.
R3 • If the hero suffers any damage, they gain [+] to initiative and agility tests for one round.

8. Body Magic

There is no mind but flesh.

R1 • Hero can use their strength or endurance stat when casting spells or making magical tests.

R2 • Additionally, can add strength or endurance to dice rolled when casting spells or during ka conflicts.

R3 • Increase strength or endurance by 1. May use their strength or endurance stat for ka defences.

9. Bravely Runs Away

Can't touch this.

R1 • Opponents suffer [-] when hero is retreating. Any sacrifices to avoid encounters are worth twice as much.

R2 • [+] to all tests while being chased. Ally morale does not suffer when hero retreats.

R3 • Cowardly reputation. [+] to surprise attacks and against fear effects. Takes half damage from social attacks.

10. Break the Weak

Cut them down like wheat.

R1 • When hero physically strikes an opponent of lower level than themselves, the opponent is out of the fight (and probably dead).

R2 • When the hero knocks an opponent out of the fight, they get a free attack against a nearby target.

R3 • Hero gains 1d4 life every time they strike a lower level opponent.

11. Channeling Hands

Be the conduit.

Hero conducts the element of [d8]:
1. Light
2. Fire
3. Sky
4. Water
5. Green
6. Metal
7. Radiation
8. Void

R1 • Hero's bare hands can flare with the element. They can't throw it, but they can affect matter. Also, their unarmed attacks deal elemental damage damage.

R2 • Elemental conduit grows. Unarmed elemental damage increases two steps (e.g. 1d3 to 1d6).

R3 • Conduit grows. Damage increases two more steps (e.g. 1d6 to 1d12).

12. Chromatic Avatar

There is power in this hue.

Hero is chosen by the colour [d6]:
1. Purple
2. Blue
3. Green
4. Yellow
5. Orange
6. Red

R1 • The hero is vividly coloured. They have [+] to tests against targets of their own hue, for the little differences are the worst differences.

R2 • They are resistant to damage from objects of their own hue and gain [+] to effects with tools of their own hue.

R3 • With one hand they can drain other hues from objects, with the other they can impart their own hue to objects. This is about as fast and effective as regular hand painting, so changing the colour of a large object will take quite a while.

Body magic: dance.

13. Citoyen Formidable

The city makes the citizen.

R1 • The natural city-slicker. Hero gains [+] to social interactions, travel, and navigation in cities.

R2 • Social and physical attacks against the streetwise hero suffer [-] in cities.

R3 • Hero deals damage with [+] in cities. The environment is full of improvised weapons.

14. Combat Monster

Fight alone. Fight dirty.

R1 • When the hero fights alone, they have [+] to attacks and tests to trip, trick, or otherwise hinder their enemy. But they never benefit from flanking or other help in combat.

R2 • When the hero fights alone, their opponents never gain [+] from flanking or outnumbering the hero.

R3 • When the hero fights an equal or higher level opponent alone, they gain [+] to damage and damage dice explode.

15. Critical Master

Knows where it hurts.

R1 • Hero's critical hit multiplier is now equal to their proficiency or x3, whichever is higher.

R2 • Critical hit multiplier is now equal to level, proficiency or x4, whichever is higher (max x6).

R3 • Multiplier is now equal to level or x5, whichever is higher (max x8)

The weak suffer what they must.

The monster left a trail of evisceration.

16. Death Hunger
Death awakens the blood demon.

R1 • Player tracks enemies taken out by the hero in a battle scene. Each enemy taken out grants a cumulative +1 to attacks until the end of the scene.

R2 • Hero also gains cumulative +1 to damage for every enemy taken out.

R3 • Hero also regains 1d6 life for every enemy dropped.

17. Devastator
Damage is everything.

R1 • Hero's attacks always deal extra damage equal to their proficiency or +3, whichever is higher.

R2 • Extra damage is now equal to their level, proficiency or +4, whichever is higher.

R3 • Extra damage is equal to level or +6, whichever is higher.

18. Disembodied
Has no eyes to weep.

R1 • The hero is a disembodied spirit-personality (ka-ba). They are immune to physical attacks, but their direct interaction with the physical world is also limited. They cannot exert a force more substantial than a gentle breeze or a slight temperature differential by themselves.
However, they can manifest in a stone-sized physical form, perhaps a potted plant or a rat. They can use this physical form to move or even "talk" by directly vibrating its atoms. This costs 1 life per hour or so.

R2 • Their direct force is as strong as a stiff breeze or a moderate temperature difference. They can manifest within a pig-sized object, perhaps a chest or a skeleton. This manifestation costs 2 life per hour or so.

R3 • They can create a strong gust of wind or a sharp temperature difference. They can also manifest within a boulder-sized object, perhaps a house or dinosaur. This manifestation costs 4 life per hour or so.
Note: Manifesting in a sentient form usually causes a more-or-less violent aura contest for control between the hero and the form.

19. Dosemaster
Measured in all things.

R1 • Hero knows their doses. They don't roll dice when healing with meds and potions or when applying poisons. Instead, they treat the maximum result as the number of charges. E.g., a med that normally restores 1d8 life always restores 8 life in the dosemaster's capable hands.

R2 • Hero rolls an additional matching die, increasing the charges they can nurse out of a med dose.

R3 • Hero can microdose poisons and meds, using them to provide resistance to similar poisons, vaccinating against diseases, and doubling the effects of potions.

20. Echolocator
Voices paint pictures.

R1 • Hero can use echolocation. Gains 1 agility.

R2 • Hero can dimly see around corners and through closed doors using echolocation and vibrations. Gains 1 agility.

R3 • Hero can detect heartbeats, subvocal tics, breathing rates, and blood pressure by sound and touch. Gains 1 aura and [+] to detecting inconsistencies.

21. Electromagic Hacker
Talk long enough into the machine, and it will talk back.

R1 • Hero can hack adjacent oldtech creatures and equipment. In combat, hacking is one action, each command is another action.

R2 • [+] to hacking tests if touching target.

R3 • Hero can give target one free command per turn.

22. Empty Shell
No hell or heaven awaits.

R1 • Hero has no soul or ka. All curse spells always fail against them. Their ka defence is permanently 7, and cannot be modified. They are resistant against all ka damage. They can never be restored to life if killed.

R2 • Hero can absorb a soul leaving its dying body, gaining 1 aura until the next session. This destroys the absorbed soul. While they have an absorbed soul, they appear normal and not like a soulless husk.

R3 • Their ka defence is permanently 13. They are resistant to all magical damage.

23. Eternal Champion

Carrying the torch of purpose beyond the gates of time and hate.

R1 • Hero bonds with an eternal weapon (an L3 sidekick), sometimes as its master, sometimes as its slave. They apply their proficiency to tests with their eternal weapon, even if they don't have a relevant skill. Further, the hero's life increases by 1 point for each of their levels (current and future). Also, they can use their eternal weapon's life for spellcasting. But their magic cost is increased by 1.

R2 • When wielding the eternal weapon, all defences are increased by their proficiency. E.g., a hero with pro +2 increases every defence from 10 to 12.

R3 • When wielding the eternal weapon, all the hero's critical hit damage multipliers are increased by their proficiency. E.g., pro +4 increases a multiplier from x2 to x6. This applies to all attacks, not just with the weapon.

This ability is not compatible with abilities that decrease a hero's magic cost.

24. Expert Sidekicks

Friends are the best.

R1 • A number of sidekicks equal to the hero's proficiency can be experts. This means they add the hero's proficiency to their sum when testing something they're good at.

R2 • The number of possible expert sidekicks increases to the hero's level or proficiency or 4, whichever is highest.

R3 • The hero's expert sidekicks add twice the hero's proficiency.

25. Fleshsong Audiophile

Codes of creation singing in the flesh of the mortal and damned.

R1 • Creepily well acquainted with biology; [+] to all biological research tests. When they touch flesh, it sings and tells them what it has experienced. After a few minutes of physical contact, they can ask or answer one question about a living creature's medical history and condition.

R2 • [+] to all biological tests, including biomancer spells. Flesh songs answer questions about medical histories of dead organisms.

R3 • Can detect presence of living creatures now and in the past from environmental residues—traces in dirt and water—from touch alone.

26. Fluid Anatomy

They have organs they shouldn't have in places they shouldn't be.

R1 • Hero's insides rearrange and rebuild to keep them going despite dreadful trauma. Hero can spend 1 stat point to turn a critical hit into a normal hit.

R2 • Can spend 1 stat point to regain life equal to hero's level.

R3 • Can remove 1 burden per session.

27. Fool's Luck

They don't know their luck.

R1 • Hero rerolls every natural 1.

R2 • Hero gains [+] to tests when they have no relevant skill.

R3 • Everytime they roll a natural 1, they gain a [+] to their next roll.

28. Friend of the Element

Accept the love of the source.

Hero is beloved of [d8]:

1. Light
2. Fire
3. Sky
4. Water
5. Green
6. Metal
7. Radiation
8. Void

R1 • Hero gains [+] to all elemental attacks.

R2 • Hero now has [+] to all element-related die-rolls, including damage.

R3 • Hero always deals double damage with element.

29. Futureproof

The hubris of technology, undone.

Technology abhors you. Machinery crumbles at your touch. Lasers glance off you like water off a duck.

R1 • [+] to tests against technological effects or targets. Hero suffers [-] when using technological items.

R2 • Hero's touch deals 1d8 damage to machines. They can no longer use advanced technological items.

R3 • Machines touched by the hero make a relevant ha (or ka if available) test or shut down. Sentient machines dislike the hero.

The tractor driver was an empty shell.

30. Gastrointestinal Upgrade
Everything should be fuel.

R1 • Hero's gut is a marvel of technomagic. They are immune to food poisoning and gain [+] vs all other ingested toxins. Also, they can digest anything organic, from wood to bone to petroleum.

R2 • Hero has a matter converter installed in their body and can derive sustenance from inorganic material.

R3 • Hero has a ka-mill in their wormhole heart. They eat the souls of their victims, temporarily increasing their life total by 1d6 points for every level of a creature they ritually consume (to a maximum equal to their life total).

31. Gentle Traveller
Oh, what wonders!

R1 • Favourite travelling bag. Hero gains a special inventory that can hold 3 stone-sized items or 99 soap-sized items. It's magical. If they lose the bag, it always somehow reappears.

R2 • Personal daimon. Hero gains a little voice that whispers in their ear. It does not occupy an inventory slot, but does require a name. Once per game session, the daimon gives one of the following:
1. Good luck. Player sets a rolled die to the face they want.
2. Health. The daimon restores one of the hero's attributes.
3. Wisdom. Daimon gives a true answer to one riddle, conundrum, or other problem.

R3 • Take only memories. Instead of stealing a treasure, the hero takes a memory of it instead. It occupies one stone and is worth half as much xp as the original. The hero gains the xp once they note it down in their journal while resting at a safe place.

32. Gifted
They have that special touch.

R1 • Hero's pro increases by 1.

R2 • Increases by 1 more.

R3 • Increases 1 more.

The dragonflyfolk outlasted many machine civilizations in their sidereal halls.

33. Glittering Incorruptible
The body is a temple of purity.

R1 • Hero's source code has been enhanced by chance or ancient germline intervention. The hero cannot suffer mutations through corruption. Instead, they take a point of harm. The ill hero requires a week's rest to recover.

R2 • Hero's source code actively resists all diseases and toxins. Hero can choose to lose 1 stat point to avoid all other effects of a disease or poison.

R3 • Hero can not be reduced to 0 life through social attacks. They are simply too golden.

34. Goodnight Messenger
The end. The end.

They are a subconscious message from the [d6]:
1. Backup iteration
2. Beginning of this cosmos
3. Eating dark
4. End of time
5. Divine renaissance ark
6. Wormway engineers

R1 • Sub-creation antenna. Hero gains a boon [+] whenever someone near them casts a spell.

R2 • Unraveller. Hero gains resistence to magic damage. All spell effects near them explode.

R3 • Entropy prophet. Hero gains ka defence equal to their level. All spell damage dice near the hero are increased by their level.

35. Gravitas
The presence abides.

R1 • Hero's mere presence is an argument. They can choose to use their aura or endurance stat when making social tests.

R2 • Additionally, can add aura or endurance to dice rolled during social conflicts.

R3 • Increase aura or endurance by 1. May use their aura or endurance stat for ba defences.

36. Hacked Shorttimer
We were better for a while.

R1 • Hero comes from stock crudely optimized for improved short term performance. They gain 1 strength, endurance, or agility. Sadly, their bio-cobbled body imposes [-] against diseases, venoms, or toxins.

R2 • The optimization went further than was wise. Hero gains 1 more strength, endurance, or agility. Their physical stat maximum is increased to 6. Alas, they suffer [+] damage from one type of attack: physical, social, or mental.

R3 • Flawed divinity. Hero gains 1 more strength, endurance, or agility, and 1 charisma. Their physical stat maximum is increased to 7. Hero suffers [-] against one kind of elemental assault.

37. Honour Bound
Where courts dare not tread, honour is the law.

R1 • Hero possesses an aura of honour, granting [+] to social tests in nomadic and clan-based societies.

R2 • Powerful mana protects the hero from dishounorable opponents (i.e. city-dwellers or hunter-gatherers). Their social attacks against the hero have [-].

R3 • Tribal aura. Hero takes half damage from all social attacks in the wild lands.

38. Hyperlogical
Who needs a heart anyway?

R1 • Immune to fear, charm, and emotional appeals. [-] to social cues, [+] to logical reasoning.

R2 • All according to plan. Gains [+] to tests on the second and subsequent rounds of a conflict.

R3 • Necessary sacrifices. Gains 1 action whenever an ally is defeated in a conflict. Gains 1 life whenever an ally is injured. Gains [+] whenever they are injured.

39. Improved
A fantascience product.

R1 • Random helpful mutation.

R2 • Hero gains 1 stat point and chooses a mutation.

R3 • Hero gains 1 more stat point and a mutation or trait of choice.

40. Inspiring Hero
For great glory!
The intangible quality of a leader has a quantity all of its own.

R1 • A number of extras (e.g. pets) equal to the hero's proficiency fights with unmatched ferocity. They add the hero's pro to attacks and tests during conflicts.

R2 • The number of possible inspired extras increases to the hero's level or proficiency or 4, whichever is highest. When reduced to 0 life for the first time in a conflict, they do not fall or flee, but gain a burden ([-] to one roll per round) and fight on.

R3 • Extras add pro to all their rolls while serving their hero.

41. Insufferably Cute
Just the cutest.

R1 • A winsome face. [+] to social interactions, but all interactions take twice as long as everyone fusses over the hero.

R2 • Small and cuddly. [-] to all direct attacks against the hero, but the hero's inventory is permanently reduced by 3.

R3 • Mascot. Nearby allies gain [+] while protecting hero.

42. Jade Brain
There are colours beyond god.

R1 • Hero's brain is replaced with a perfect crystal. At any time, they can spend 1 life and 1 days to store a copy of their personality in a memory pearl. Hero also gains 1 thought.

R2 • Hero gains a crystal third eye. They gain [+] to light and force tests. Hero also gains 1 aura.

R3 • Hero can project their hopes and fears into others, gaining [+] when sharing their emotions or reading other's intent. Hero also gains 1 ba and ka defence.
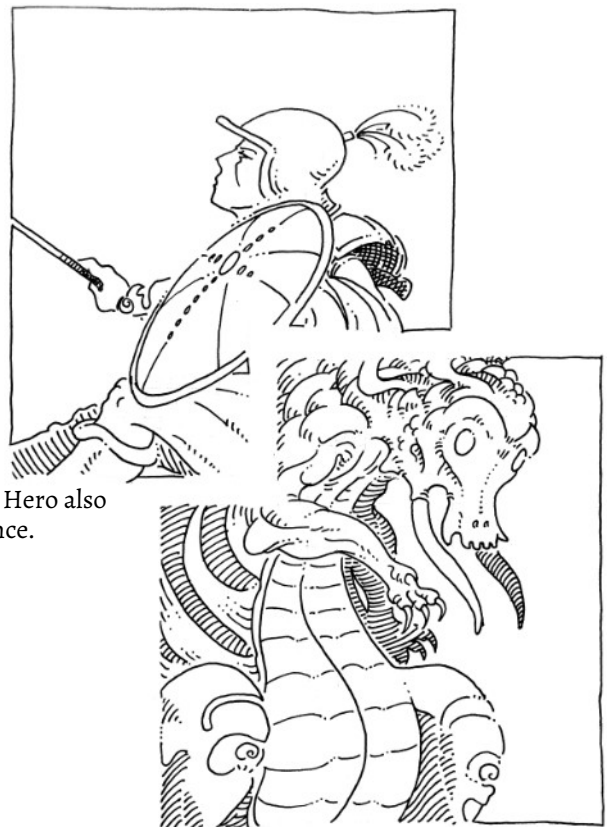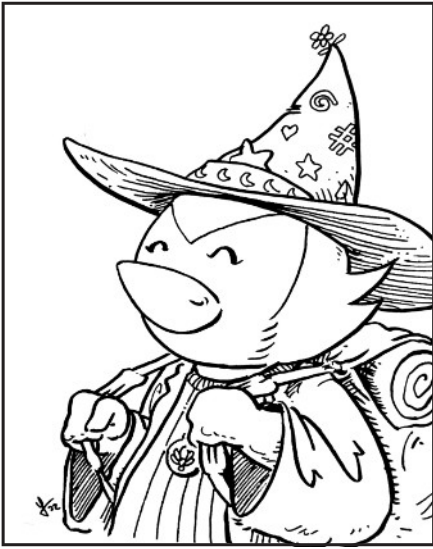
Pengwings should be invulnerable.

43. Just Too Ordinary
Common as muck.

R1 • Hero seems eminently ordinary. They can immediately lose themselves in a crowd. [+] to disguising them as someone else. Over time, they actually physically begin to resemble the average inhabitant of their locale.

R2 • Catalyst. Hero gains [+] to shifting the mood of crowds they are a member of. When fighting with the rank and file, their companions gain [+] to tests. [+] to ba tests among lower classes.

R3 • Social dynamite. Hero gains 1 charisma and can make themselves look completely striking and unforgettable. [+] to ba rolls against different social classes. Can spend 1 life encouraging nearby allies, giving them [+] to rolls for the rest of the round.

44. Ka Marked
Chosen by the overgods.

Hero's soul bears the blazing mark of the [d8]:

1. All-Purifying Engine
2. Decaying Cosmos
3. Deep All-Generator
4. Eating Dark
5. Endless Horizon
6. Iron Guardian
7. Morning Star
8. Viridian Permutator

R1 • Awesome self-confidence. Hero adds their charisma to ha and ka defence. Hero can also spend 1 life to detect sympatethic priests and believers in their vicinity. Such people love them.

R2 • Dangerously infallible. Hero gains 1 charisma. Hero can also spend 1 life to 'detect' that an unsympathetic creature in their vicinity is evil and dangerous. They gain [+] to tests and damage rolls against this marked target.

R3 • Hark the celestial voices. Hero adds their charisma to ha and ka attacks. The hero's allies and other nearby sympathetic creatures gain [+] to rolls against targets marked by the hero.

45. Lazarus Soldier
Didn't let them grind ya down.

R1 • The first time the hero is reduced to 0 life in a session they immediately regain 6+level life.

R2 • When the hero would be permanently removed from play, the player can return them into play in the next scene. The hero gains a permanent scar or burden occupying one inventory slot and loses a rank of Lazarus Soldier.

R3 • After the hero dies, they return to life on the next full moon or another significant astrological event. This creates a probabilistic dysfunction and unleashes an undead plague.

46. Lifewind Inhalation
Deep breaths, action hero.

Absorb the vital principles of sky and green through superior patterns of consciousness.

R1 • Hero recovers twice as much life when spending a hero die to recover life.

R2 • Thrice as much life. Additionally, spending a hero die to recover life grants one boon.

R3 • Four times. Additionally, spending a hero die to recover life makes them glow bright as a torch for a few hours.

47. Luckless Mess
Everything goes wrong.

R1 • Hero and all creatures near hero increase critical fail range 1 step. Hero's critical failures are always humorous, never actually harmful.

R2 • Whenever anybody rolls a critical failure nearby, the hero regains a hero die.

R3 • Critical fail ranges increase 1 more step. The hero gains 1d6 life or 1 stat point whenever anybody near them rolls a critical failure.

48. Luminous
Let the light shine out.

R1 • The hero's insides are aglow. They can release it from their mouth or eyes with the radiance of a powerful torch.

R2 • Hero gains [+] to ka attacks and magic tests in brightly illuminated spaces.

R3 • They sparkle like diamonds and are resistant to physical damage in bright light.

Always praise the lifewind.

49. Machine Whisperer
Soothe the savage robot.

R1 • Talking machines naturally like the hero. [+] to social tests with machines.

R2 • Complex machines always try to help the hero. Complicated locks try to unlock themselves when whispered to, audio-visual orbs try to fix themselves when banged vigorously.

R3 • [+] to effects when using machines. Golem guns do more damage, vechs leap further, cracklewand fields last longer.

50. Master Blaster
Only Blaster leave!

R1 • Hero rolls all exploding damage dice (e.g. 1d6*) with [+].

R2 • [+] to all explosive tests, including attacks and spells. Hero feels the energy trapped in matter yearning to be free like a phoenix.

R3 • Oops. Blaster blew up. Time for a new hero.

51. Memory Palace
A prison of dreams for the unwary.
A true wizard's mind is a scary old palace, full of dark holes where magical parasites hide.

R1 • The hero squirrels away extra spell burdens in their mind as magic memories. The memory palace has a number of magic rooms equal to their level. This is a bonus inventory just for carrying spells.

R2 • Hero also gains memory points equal to their level. These are used to cast memorized spells as if they were life points.

R3 • Hero's memory point total from this ability is doubled.

Players should fancifully describe their hero's memory palace. The more fanciful, the better.

52. Meticulous Ritualist
Accurate ritual records must be kept for meaningful summoning!

R1 • Hero gains [+] to tests when casting all spells taking over a dozen minutes to cast.

R2 • Rolls effects of rituals with [+].

R3 • Reduces price of all ritual spells by 2 (minimum of 1).

53. More Than Human
The cosmos gazing at itself.

R1 • An awareness of common consciousness grants the hero [+] to communicating with synthetics, golems, and void creatures.

R2 • The hero is incredibly versatile, adapting to alien dimensions, higher colours, strange gravities, and non-euclidean spaces within a few minutes. This negates environmental penalties, though the hero may still dies from exposure, lack of air, etc.

R3 • Tapping the cosmic mind, the hero gains [+] to all social and mental interactions with alien sentiences. Additionally, the hero can willingly abandon their mortal shell and become a ka-ba spirit. This is a one-way trip. Afterwards, humans count as alien sentiences for the hero.
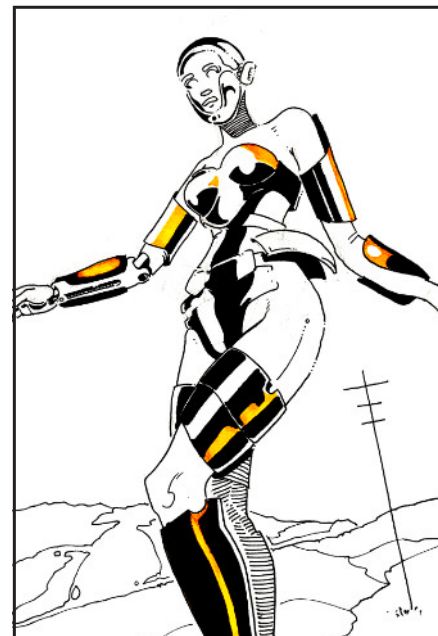
To be better is divine, said the machine.

54. Motorbreath
Give me that which I desire.

R1 • Hear the roar. [+] when using machines with engines.

R2 • Eat the dust. Gains an extra action when using a machine with an engine.

R3 • Break on through. [+] to damage and initiative with machines with engines. Critical range increased one step in vehicular combat.

55. Natural Born Comrade
Icon of the hunter scavengers.

R1 • Hero gains [+] to social tests among their equals. Whenever they give away most of their wealth in social conflict and keep an equal or smaller proportion for themselves, all their attacks are twice as effective.

R2 • Wealthier opponents have [-] to social and physical attacks against the hero. Hero deals double social and physical damage to wealthier opponents.

R3 • Hero suffers no penalties from opulent wealth in the eyes of the poor since they are only safeguarding the wealth for the common folk.

She loved that eau d'essence.

56. Neural Machine Symbiote

Silver ships slip through my veins.
Tiny silver animalcules flow through the hero's bloodstream, glittering golden wires thread their neural networks.

R1 • Hero can pilot golems and other thinking machines hands-free. The symbiote accelerates their mind (hero gains 1 thought).

R2 • The symbiote accelerate all reflexes (hero gains 1 agility) and lets the hero talk with machines and other neurally enhanced humans at great distances.

R3 • Join the silver collective. Hero gains 3 bonus inventory slots for mental constructs, memories, skills, or burdens. Gains [+] to any tests that require access to complex memories or data. Sometimes receives instructions from a collective neural identity.

57. Neuroempathy

Mirror-neurons mirror neurons.
The hero says they always understand how others are feeling.

R1 • Empathic projection. [+] when soothing, consoling, or other tests that require empathy.

R2 • Full tele-empathy. Can read emotions of visible creatures. [+] against lies and deception.

R3 • Empathic blot. Deals double ka or ba damage when making an emotional attack.

58. Noblesse Obliged

Better folks are bred, not made.

R1 • Hero owns a country estate and a fancy title. Social attacks can never remove the hero from play. Hero gains an additional hurt state, "attending to personal matters in the countryside." This hurt state immediately removes the hero from play for the session. Still, it prevents further injury, as they are ensconced in their "cottage".

R2 • Lucky death of a relative brings finances to match the title. Hero gains [+] when money is an issue. Because money, or at least credit, is not an issue.

R3 • Friends in high places. Once per session, the hero can call on a favour to get out of a pickle or rum do. Hero gains [+] in all courts of law and public opinion.

59. Omniactivation

The red button will be pushed.

R1 • Hero ignores all restrictions on all fantascientific devices. Doors recognize them, sentient bombs talk to them. Does the hero understand what they do? Unlikely.

R2 • Once per session, the hero can touch a dead fantascientific machine or artifact and it sparks to life, giving off one last gasp of utility. A dead autowagon rolls forward a last few meters. A visual calculator's last output glows dimly on its cathode sphere for a few minutes. An electronic lock reactivates and bolts a door.

R3 • When faced with any fantascientific creature, the hero can spend 1 life to 'discover' a backdoor switch. Even odds whether this weakens the creature, or activates a new mode.

60. Overlooked by the Gods

Omniscience is a lie.

R1 • All holy or sacred tests rolled against the hero suffer [-].

R2 • All curses and blessings have minimal effect against the hero. Hero gains 1 aura.

R3 • Hero gains [+] to all attacks and direct tests against the extranormal 'gods' and their 'divine' servitors. They just slide off those creatures' perception fields.

61. Panmolecular Sensorium

Hear the songs of the oceans. Read stories in wind and stream.

R1 • Hero's sensorium is expanded with new cutaneous and olfactory organs that let them read trace molecular remains. Their sense of smell is as acute as a bloodhound's, and they can 'taste' with their fingertips. [+] when tracking, testing food for poison, sampling fuel for impurities, and other such tests.

R2 • Hero can literally smell emotions. [+] to discerning intentions, picking up lies, and ferreting out tricks.

R3 • Hero detects submolecular changes in reality. They smell magic and gain +2 ka defences.

62. Perfectly Balanced

Suspended between steps.

R1 • Hero always balances on any narrow surface or tight rope. Can also perfectly balance objects.

R2 • Like water, hero never loses their mental or social equilibrium. Resistant to fear, shame, regret, worry, and anxiety.

R3 • Gains [+] to balance competing claims and pass legal or moral judgements.

63. Pheromone Panoply

Scent worth a hundred memories.
Write poetry with biochemistry.

R1 • The hero has modified biological chemo-factories in their body. These provide communication molecules on demand. [+] to charming or intimidating social attacks. Can scare away or 'blind' creatures like ants and termites that rely primarily on chemical signals for communication.

R2 • Hero can use their pheromone panoply to communicate with and try to command insects or other creatures that depend on pheromones.

R3 • Hero uses pheromones to enhance their mind-affecting ka and all ba attacks. Damage dice increase one step and become exploding.

64. Pocket Packer

More for everyone.

R1 • Whenever the group discovers a nice pile of treasure, the hero pockets an extra €1d6 x level of valuables without any-body noticing. This is quantum treasure that appears without affecting the main horde. Hero also gains [+] to picking pockets.

R2 • Hero can always nick an unmemorable souvenir or memento from any location, machine or creature without anybody noticing until it is too late. The extra coins they pocket are now worth €2d6 x level.

R3 • The extra valuables are now worth €3d6 x level. Hero also gains [+] to gambling, card tricks, and using hidden weapons.

65. Polybody Unity

More bodies, more choices.

R1 • Hero has an additional body. Their bodies are connected in a real-time glandular psyche-to-psyche network. Neither body has priority, and they have a single mind. The hero can have up to 3 bodies. Adding a body is very expensive. It takes about a week, and requires a surgeon-psychopomp.
Each additional body is treated as a secondary character with its own physical stats and action pool. Each body beyond the first in visual range grants 5 life points. Area attacks against polybody characters multiply their damage by the number of bodies present.

R2 • Hero can have up to 6 bodies. Some of their bodies can be animals.

R3 • Hero can have up to 9 bodies. Some of their bodies can be synthetics.

If a hero sends off a body on its own, the player decides how much life is assigned. The player can invest xp in a body to increase its stats and life totals as though it were an extra.

Heroes may merge with a new body instead of stealing it. In this case, the player rolls a new set of mental stats and uses the set with a higher aura score. The hero gains one bonus skill and replaces a number of other skills equal to their new thought score.

66. Porcelain Skin

They made people prettier once upon a time.

R1 • Hero's uncannily smooth skin is resistant to diseases and scarring. Gains 1 charisma.

R2 • Hero's luminous skin is resistant to acid, chemicals and fire (half damage). Gains 1 more charisma.

R3 • Hero's diamond-smooth skin resists slashing and piercing damage. Gains 1 ha defence.
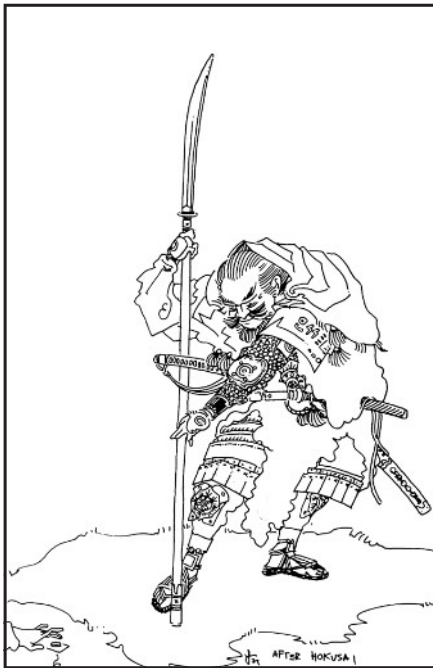
Protector of innocents or rauber baron?

67. Protector of Innocents
Despite the gore, a noble cause.
R1 • Hero gains [+] to attacks and tests when fighting to protect an unarmed or helpless innocent.
R2 • Once per turn hero can instantly redirect an attack from a nearby creature to themselves (this is not an action). Hero can redirect additional attacks at the cost of 1 life per attack. Word gets around. Downtrodden communities scrape together resources to help the hero.
R3 • [-] to all attacks and damage against the hero while defending an innocent.

68. Psion Scion
A soft blanket for the soul.
R1 • Low-level empathic field grants [+] to trickery, lies, and illusions.
R2 • [+] to direct mental attacks against a single target.
R3 • Empathetic enlightenment. [+] to assist, console, and otherwise help scared and vulnerable creatures. Resistant to fear and trickery.

69. Qanat of Power
Hidden channels, rushing energies.
R1 • The hero casts all spells as though they were 2 level higher.
R2 • When the hero casts a spell, they channel 1 life point from the void, reducing their spell price.
R3 • Casts as 4 levels higher.

70. Querulous Kvetch
Complaining is a cure.
R1 • Instead of any other burden, the hero may choose the special burden: "grumbling quietly." It imposes no penalties. Hero can only bear one such burden at a time.
R2 • Hero gains a second special burden: "griping and groaning." When the hero gains this burden, sneaking becomes difficult [-].
R3 • Hero gains a third special burden: "kvetching viciously." When the hero gains this burden, they suffer [-] to social inter-actions. They also gain [+] to one action per round.

71. Radiant Panoptics
The inverse of colour blindness. Redline machine microbes swirl in the hero's eyes.
R1 • Hero's infraoptic symbiotes detect heat signatures and traces. Gains [+] to survival and investigation tests.
R2 • Hero can "see" in the absence of visible light using a panoply of electromagnetic sense organs.
R3 • Hero's senses can probe through several layers of base matter. Gains [+] when searching for hidden objects or trying to figure out if somebody is standing behind the draperies.

72. Rauber Baron
Money is magic.
R1 • Hero is savvy. Hero has [+] to all business-related rolls. Including treasure rolls.
R2 • Hero is surprisingly well-off. Hero can deal physical damage with social attacks. It's called paid help. Once per session, they acquire an expensive item on "credit".
R3 • Hero reveals they have a servile butler running a monopolistic corporation on their behalf. Hero can deal mental damage with social attacks. It's called owning a media subsidiary. Once per session, they turn out to own a useful building or asset.

73. Renowned Racer
The grand velocity trophy proves life has meaning.
R1 • [+] to tests during vehicular chases. Fame (and notoriety) also grant the hero [+] in many social interac-tions.
R2 • Some of them were death races. [+] when manoeuvring to attack or defend with a vehicle.
R3 • Gains an extra driving action every turn.

74. Rubberskin

Nemesis of the thunder demons.
Skin laced with symbiotic insulating caucho-fungoid.

R1 • The hero is resistant to electromagical and energy attacks (halving all damage).

R2 • The caucho-fungoid is interwoven with the whole body. Immune to electromagical and energy attacks.

R3 • No longer fully human but an evolved caucho-fungoid chimera. Electromagic and energy attacks heal the hero. They don't repair broken bones or open wounds. Those still need surgery.

75. Secured Flesh

I am that I am.
They know how their body works, keeping it strong and stable.

R1 • [+] to all tests against mutations, dangerous spells, or anything else that might corrupt their body (e.g. disease).

R2 • Hero takes half damage from toxins, venoms, poisons, and diseases. Hero recovers maximum life from hero dice.

R3 • Regeneration backup. Hero removes 1 physical burden per night of sleep. Hero recovers double life from hero dice.

76. Self-Improvement Protocols

Machines in the bloodstream do what they will.

R1 • The hero is upgraded with photovoltaics, feeding only on light, and a direct machine communication array. However, their biological body degrades due to inevitable errors integrating the ancient biomachines, permanently reducing a stat by 1.

R2 • The hero's upgrade capacity is increased. They gain 1 biomachine slot per level (maximum of 5) in addition to their regular inventory. They may choose upgrades from the corruption and mutation tables.

R3 • Their upgrade capacity is increased to 2 biomachine slots per level (maximum of 11).

Note: Each installed upgrade reduces a stat by 1 to a minimum of 0. If all of a hero's stats are at 0, they need to uninstall an upgrade before getting a new one.

77. Sparklefingers

Conducting the ambient electromagic of the world.

R1 • The hero's unarmed attacks can deal 1d4 electric damage instead of 1d3 physical damage. Conducting materials extend attack range.

R2 • Electric touch increases to 1d6 damage. Hero can spend a few hours to recharge dead batteries.

R3 • Increases to 1d8 damage. In medical settings hero's touch gives [+] or [-]; restarting stopped hearts, improving muscle tone, reducing viral replication.

78. Spiritbreaker

Make their noses bleed.

R1 • Hero's ka strikes knock opponents of lower level than themselves out of the conflict (and probably unconscious).

R2 • When the hero knocks an opponent out of the conflict, they get a free ka attack against a nearby target.

R3 • When the hero's ka attack hits, they gain 1d4 life.

79. Spell Detonator

Things must boom.

R1 • Hero's spell damage dice become explosive. E.g., a magic bullet (1d4) becomes 1d4*.

R2 • Spell damage dice explode on highest & second-highest rolls.

R3 • [+] to all spell damage.

80. Stargazer

Through madness, enlightenment.
Gazed upon Mother Star and saw through the Veil of Ignorance cast upon humanity by the Dark Sorcerer at the top of the false heaven. Saw through their whips and chains, and now they are as gossamer.

R1 • [+] to all tests against magic.

R2 • The moon-tide roars within the hero. They deal double damage to magic-corrupted monsters and abominations. And dark wizards.

R3 • Enlightened. Immune to madness. Resistant to chaos, confusion and the pain of existence.

81. Symbiotic Friend

There's a little more than me.

The hero has a small, telepathically bonded pet living on or in their flesh. It is a [d8]:

1. Chirping monkey-lizard
2. Air-breathing fish
3. Furry rabbit-snake
4. Many-handed cuttlefish
5. Rainbow land-crab
6. Glistening biomech newt
7. Burrowing glass bird
8. Iridescent scarab colony

R1 • The symbiotic friend performs one skill with the same bonus as the hero. It occupies no inventory slots.

R2 • The friend is an expert, using double the hero's pro score.

R3 • It is an incarnation of skill. Its sum with that skill is +13.

82. Symbolic Receiver

That's ... that's not really a thing.

There are patterns everywhere, and they all emit meaning into the receiver's head. The hero knows what every symbol means, or says they do.

R1 • Can always tell if a symbol is positive or negative. Price of all symbolic spells reduced by 1 (minimum 1). Symbolic spells include magic circles, exploding symbol traps, and the like.

R2 • [+] to all tests when casting or nullifying symbolic spells.

R3 • Casts all symbolic spells as 2 levels higher. Gains 1 ka defence.

83. Technopriest

Sufficiently advanced magic.

Anointed by the [d6]:

1. Archways of perception
2. Cogwheel of eternal return
3. Egg of the first land
4. Glittering fast stars
5. Ill nano of re-creation
6. Whether weaver

R1 • [+] when channelling forces beyond mortal ken. Reduces prices of imbued spells by 1 (minimum 1). Rolls spell effects with [+] in sanctified areas.

R2 • Rider behind the eyes. Can focus and maintain one spell per round as a free action. Can spend 1 life and a few minutes to sanctify a small area.

R3 • Conduit of the ageless. Gains 1 ha and ka defence. Can let their rider take control. While the rider is in control, hero casts all spells as though they were level 17. Hero also gains 1 burden per round. Will the rider also leave?

84. Traitorous

The opportune moment arrives.

R1 • Deals 1d6* bonus damage with hidden weapons, surprise attacks, and attacks from hiding. Their critical hit multiplier with such attacks increases 1 step.

R2 • Hero gains [+] to charming or befriending creatures. Hero gains [+] to tests against friends. Also, their traitorous bonus damage increases to 2d6*.

R3 • Bonus damage increases to 3d6*. Critical threat range and hit multiplier increase 1 step.

85. Tree Hugger

Friend of herbs & fluffy creatures.

Hero feels at home in [d6]:

1. Exotic beaches
2. Manicured parklands
3. Painted deserts
4. Refreshing forests
5. Scenic mountains
6. Urban jungles

R1 • Hero gains 1 aura and 1 ka defence. In their native environment they blend in flawlessly, gaining [+] to hiding and moving without trace. They also add their aura stat to all defences while there.

R2 • Beautiful soul. Gains 1 thought. As an action, the hero can call upon a vast store of inspiring sayings to bolster all nearby allies, who gain [+] to their hero dice rolls. Alternatively, they can infuriate the same allies with their sayings, granting [+] to their physical tests.

R3 • Furious spirit. Gains 1 strength. Hero gains [+] to attacks against targets who threaten their beloved natural environment or disagree with their firm beliefs in even the most minute detail.

86. True Warrior

Beyond reality's gates, only war.

›› **Incompatibility** • with abilities that decrease a hero's magic cost.

R1 • Hero's connection with the essential nature of struggle increases their life by 2 points for each of their levels (current and future). But their magic cost is increased by 1.

R2 • The hero learns a new praxa and gains 1 ha defence.

R3 • Adds proficiency bonus to all physical damage and gains 1 ha defence.

87. True Wizard

Welcome to the universe.

›› **Incompatibility** • With abilities that increase magic cost.
›› **Limit** • Magic cost can never be reduced below 1.

R1 • Hero's magic cost is reduced by 1. But the connection with the void of wizardry reduces hero's life by 2 points for each of their levels (current and future).

R2 • The hero learns a new magic skill and gains 1 ka defence.

R3 • Hero reduces all spell prices by one (minimum of 1) and gains 1 ka defence.

88. Unblinking

An inhuman stare.

R1 • The hero never needs to blink. [+] whenever undivided attention is useful. Harder to surprise. Also, creeps people out.

R2 • [+] to casting and nullifying horrific spells as hero gazes directly into the eye of madness.

R3 • Reptilian. Hero can stand completely motionless and gains [+] to tests in any round where their side has lost initiative.

89. Uncanny Confidence

Reality bends before belief.

R1 • Hero adds their pro to all social damage rolls.

R2 • Hero adds their pro to their social defence.

R3 • Hero gains [+] to all social damage rolls.

90. Undying Parasite Heart

Have a little piece of their heart.

R1 • The hero's heart is a ba-symbiote which stores their memory-patterns. The symbiote is a perfect auto-replicant and cannot die of old age. When the 'heart' is placed in a suitable excavated body cavity, it sprouts tendrils and a crystalline neural web, taking over the host in days. Every time the hero is 'reborn' this way, they lose a mental stat point, coming closer to their final end as a twitching madness of pulsing, tentacled flesh.

R2 • The monstrous heart is larger and stronger. The hero permanently gains 1 endurance and [+] to long-distance running and other endurance sports.

R3 • The monstrous heart is even stronger. The hero permanently gains 1 endurance. Every time it takes over a new host, the hero acquires one of the host's skills. If the hero has no available skill slots left, they may use inventory slots to store additional skills in subsidiary neural organs.

Your beautiful parasite heart, your beautiful life. Relife Inc.

91. Uplifted Exemplar

Now they understand.

The hero was a [d8]:
1.   Capybara
2.   Chimpanzee
3.   Pig
4.   Pigmy Rhino
5.   Mouse
6.   Tortoise
7.   Wolf
8.   Zebra

R1 • Now they are a bestial humanoid one-off with super-human aptitudes and opposable thumbs. Hero gains 1 stat point and one heightened sense appropriate to their base animal. The heightened sense grants [+] in relevant situations.

R2 • The uplift did not stop. It kept working, changing. Hero gains 2 thought. Their thought stat maximum is increased to 7.

R3 • Hero gains 1 more thought. Max increased to 8. Superhuman manual dexterity and astounding brainpower give the hero [+] with improvised equipment, weapons, and world domination plots.
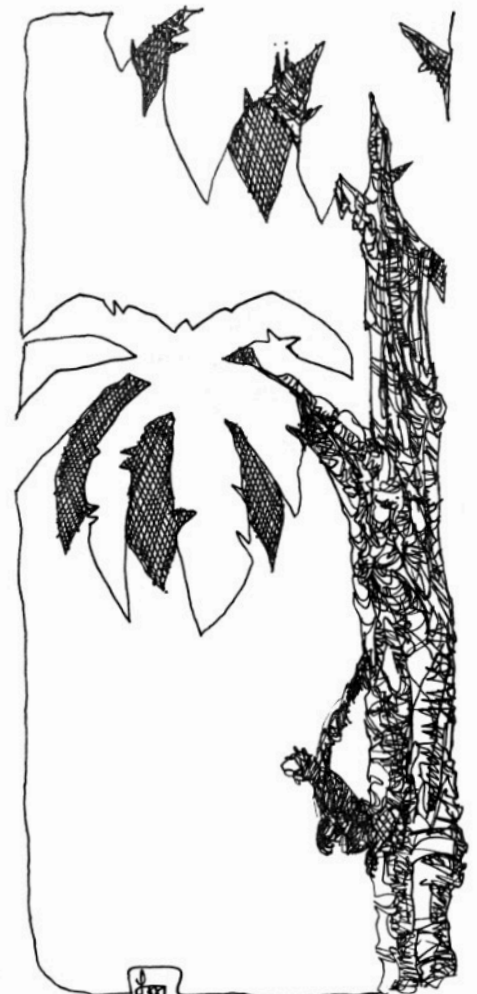
The exemplar gazes into the world.

92. Vacuum Hardened

When did they forget Old World?

R1 • Hero can survive a full day in hard vacuum due to significant nano-magical modification. Gains 1 endurance.

R2 • Survives a full month in hard vacuum. Hero can derive sustenance from radiothermal batteries or other such devices. Gains 1 endurance.

R3 • Survives indefinitely in hard vacuum. Hero can synthesize life-sustaining trace minerals and compounds with their internal artazothic organ. Gains 1 aura.

93. Vibrant Soul

The spirit is faster than the flesh.

R1 • A fiery, malevolent eye. The hero can use one of their actions to make a spiritual ka attack before other creatures act, outside the initiative order.

R2 • The hero gains an additional action they can use for spiritual attacks or tests.

R3 • [+] to initiative tests.

94. Void of Memories

The spells are eating my mind!
This wizard's mind is riddled with wormholes to voids where old magics are wont to hide.

R1 • Hero gains memory points equal to their highest mental stat. These are used to cast memorized spells as if they were life points. Also, hero learns a void spell.

R2 • Hero's memory points from this trait are doubled.

R3 • The points are doubled again (quadrupled in total).

95. Vome Enhancement

Now they look into you.

R1 • Technomagical machines swirl in the hero's eyes, whirring and clicking, focusing and demanding. Hero's eyes provide low-light vision, sure, but their eyes are also ridiculously sharp and come with built-in filters. They can stare into the sun-line safely. The optics provide [+] to all long-distance aimed attacks.

R2 • The hero's optophotonics can convert the hero's own life force into a ray attack (1d12 damage, long range, precise, costs 1 life per attack).

R3 • Hero gains 3 inventory slots. The optophotonics expand and invade other tissues. The hero gains an integrated toolkit for one skill of their choice. This toolkit takes up one slot. The hero also gains a random mutation.

96. War Mind

All combat is in the spirit.

R1 • Hero fights smarter, not harder. They can choose to use their aura or thought stat when making physical tests.

R2 • Additionally, can add aura or thought to dice rolled during physical conflicts.

R3 • Increase aura or thought by 1. May use their aura or endurance stat for ha defences.

97. Weaponslave

It calls me its master.

A weapon has found the hero. The hero believes they are its slave.

R1 • While the hero carries their weapon, their strength or agility increases by 2. Without it, their endurance and aura are reduced by 1 each. If the weapon is lost, it always finds its way back at the start of the next session. Further, whenever it strikes a creature, the hero regains 1 life. When it kills a target with a soul, the hero regains 1d6 life or 1 stat point.

R2 • While the weaponslave bears their weapon, all their spell prices are reduced by 2 (minimum 1). Without the weapon, their magic cost is increased by 1. Further, the weapon's healing powers are doubled, and if the hero is injured, it tempts them to use its powers.

R3 • While the hero bears their weapon, all their defences are increased by 2. Without the weapon, they take double damage from all sources. Finally, the weapon's healing effect is tripled (restoring 3 life per strike).

98. Wizardkiller

Smash.

R1 • Hero gains 1 ka defence and [+] to damage against wizards and magical creatures. Hero's magic cost increased by 1.

R2 • Hero gains 1 ka defence and [+] to hit wizards and magical creatures. Hero's magic cost increased by 1 more.

R3 • Hero gains 2 ka defence and deals double damage to wizards and magical creatures. Hero cannot cast spells.

99. Words Like Daggers

Speak truth to break the spirit.

R1 • When hero successfully socially attacks an an opponent of lower level than themselves, the opponent is out of the conflict.

R2 • When the hero knocks an opponent out of the conflict, they get a free social attack against a nearby character.

R3 • Pleasure in pain. Gains 1d6 life whenever their ba attack succeeds.

100. Zootic Masterform

The pet is the boss.

To hero appears to be a [d8]:

1. Cat
2. Rat
3. Dog
4. Owl
5. Parrot
6. Snake
7. Toad
8. Spider

R1 • Hero's strength and endurance are reduced to 0, their agility and thought increase correspondingly. Their inventory is reduced by 3. Given a few hours, they can empathically enthral a human or other oversized member of the local dominant culture to care for them and serve them. Their human servant is not a mind-controlled slave, yet still generally acts in the hero's interest. They can have one human servant at a time.

R2 • Zootelepathy. The animal hero can communicate telepathically with their enthralled servant and make them speak, like a ventriloquist with their dummy. Once per session, the hero can dominate their enthralled servant for a few minutes. After the domination, the servant falls unconscious for a few hours.

R3 • Mass zootelepathy. The animal hero can simultaneously enthral a number of humans equal to their level.
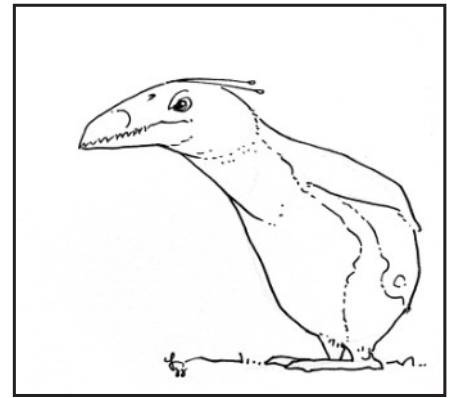
The masterform says it is a parrot.
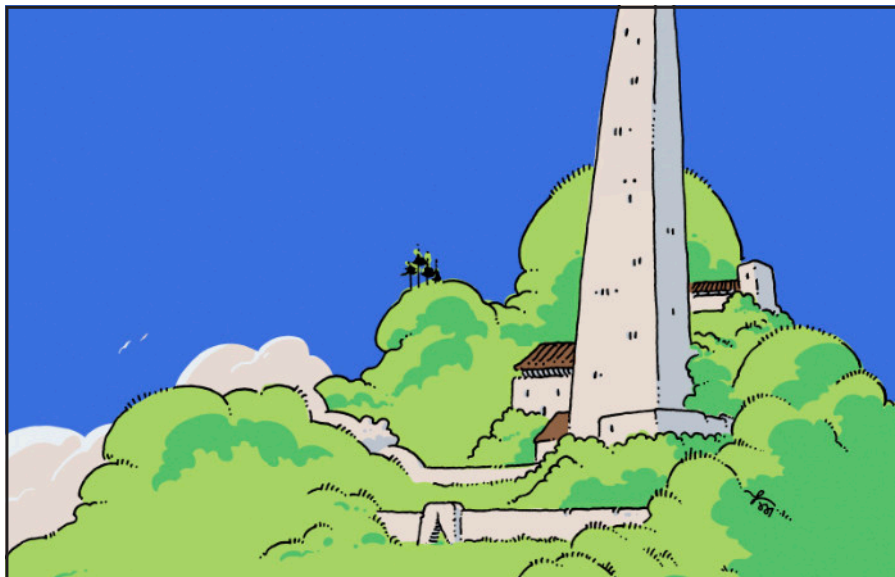
Acquiring New Traits

"I could feel a power growing within me. A fiery, coiling portent of some glorious future. But more than that, I could imagine a 'me' and a 'self' and an 'I'. What was this self-awareness? This terrible sense of a future time without self?"

—Diary of a Pig, Ulurartu ruins

Characters automatically gain traits through advancement. In game, this may be explained as the culmination of gradual change and growth.

Characters can also gain traits through exposure to strange technologies, weird radiation, horrifying augmentations, dangerous red buttons pushed, and terrifying elder lingish ruins explored.

The TC can also use traits as interesting rewards for completing quests or as ways for heroes to burn a lot of resources (i.e. cash). By default, there is no other way to train or study for specific new abilities.

Inventing a New Trait

"It's a flying pig! With a flame thrower!"

—last message from Ulurartu, porphyry city of a hundred trades.

When players invent a new ability, they should ask:

1. Does it have a one-line poetic description and memorable title?
2. Can its effect be described in one or two sentences?
3. Is it completely overpowered?
4. Does it make the game boring for heroes without the same ability?

If the answers are yes and yes, no and no, it's probably a good ability.

For example, 'Detector of Evil' isn't great—it makes a hero the arbiter of morality, removing choices from other players. Something like 'Desire Detective' could be more interesting. 'Gill Implants' is basic but fine. A water-breathing hero expands the group's reach but can lead to solo adventures. It can be more interesting if the TC is comfortable assigning extras to the other players. 'Biomechanical Intestinal Upgrades' is kind of cool. Maybe it lets the hero digest any organic matter. This reduces their dependence on food supplies and makes for mildly humorous situations ("Hansel eats what? Again?").

Adjusting Traits
If a player is dissatisfied with a trait, they can discuss the problem with the other players and rewrite the description and effects.

Generating Random Traits

As with skills, the creative process can be flipped, starting with an outline and random effects, then making a trait from that raw material. It's worth emphasising again: these tables are for inspiration, not following blindly.

Three Sentence Trait Description Generator

D20	WHAT STRANGE POWERS ARE THESE?	WHO OR WHAT WOULD WIELD THEM?	BUT AT WHAT COST?
1	Life over death, death over life.	Hunter or destroyer of the dead.	A pleasure is lost, a joy turns to ashes.
2	Divine injustice and blind righteousness.	Cruel zealot of a wild deity.	Nuance is lost, detail is obscured.
3	Evolution over reason, root over brick.	Power-hungry tree-hugger.	Comprehension of technology is limited.
4	Strength, thews, and primal vigour.	Warrior or beast from the edge of time.	Books and words make less sense.
5	Beauty to bend soul or society.	Servant or slave of the muses.	Strange passions kindled.
6	Physical mastery, material design.	Holy wizard of the ancient technologies.	Soul grows dim, spirit becomes hard.
7	Forbidden geometries, foolish hubris.	Unhinged sorceror of the mad sciences.	Nature is disdained, tradition scorned.
8	Silent death, painful trickery.	Prowling thief or cultish bandit.	Society draws back, friendships founder.
9	Unity with the wild, survival in the ruins.	Solitary wasteland strider.	Progress falters, dreams grow small.
10	Machine logic, alien intuition.	Code-addled golem mechanic.	Love withers, community fractures.
11	Unfolded dimensions, broken mirrors.	Bodiless angel or daemon.	Senses turn aside, anxieties mount.
12	Cybernetic ascendance, plastic evolution.	Pitiless machine or vome.	Flesh is despised, biology misunderstood.
13	Distributed being, eusocial experience.	Many-bodied colony or polybody.	Loneliness is a curse, solitude a terror.
14	Flesh as clay, blood as wine, face as paint.	Skin-changing biomacer.	Stability is lost, the past forgotten.
15	Clockwork discipline, fervent uplift.	Wired rationalist legionnaire.	Freedom cast aside, disorder banished.
16	Lost arts, hidden mysteries.	Resurrected ancient traveller.	Mistakes abound, talk is fraught.
17	Financial wizardry, capitalist supremacy.	Cunning trader or wily industrialist.	Moloch dominates, culture traded for gold.
18	Imaginary bonds, organizational tact.	Dedicated ruthless administrator.	Ossification nears change is scary.
19	Signs in the fast stars, truths in the slow.	Void-bound shaman of old.	Food grows stale, drink tasteless.
20	Senses of doom, visions of hope.	Prophet of a strange new future.	Another brick in the wall, grass is greener.

Rank Effect Generator

D20	AN UNUSUAL EFFECT OR ABILITY …	… FOCUSSED ON …	HOW EXACTLY? IS THERE A TWIST?
1	Weakness. Cannot or poorly affects …	The dead or abmortals.	Redefines categories. What is life? Death?
2	Terror. Fear or loathing of the …	Natural forces or divine interventions.	Doubles or halves an effect.
3	Motion. Different because of …	Living creatures or mutations.	Adds [+] or [-] to a roll.
4	Change. Transforms or transformed by …	Timelost visitors or effects.	Lets character store or deploy [+]/[-].
5	Combination. Mixed or remixed with …	Culture or artifice.	Modifies critical ranges or multipliers.
6	Safe. Protects or protected by …	Lost arts or forgotten magics.	Increases or decreases dice.
7	Fortunate. Brings luck to or from …	Daemons or alient temptations.	Adds special effect on natural roll.
8	Travel. Accesses other places through …	Predatory thefts or lucrative pranks.	Modifies attributes or inventory.
9	Destruction. Damages or uses …	The lonely or the alone.	Lets character spend resources for effects.
10	Supplied. Fed by or nourishes …	The made, the created or other golems.	Interacts with another attribute for bonus.
11	Creation. Nurtures or manifests …	Ghosts, ultras, dreams or other spirits.	Provides ha, ka, or ba defence.
12	Stasis. Withstands or held fast by …	Violent mechanisms and living tools.	Provides or spends hero dice.
13	Misfortune. Chaos feeds with or near …	Societies or communities or hive minds.	Grants special or additional actions.
14	Desire. Kindles or shares a need for …	Identity or body modifications.	Modifies magic costs or prices.
15	Transfer. Swaps or channels …	Cybernetics or military passions.	Removes a need for a resource.
16	Apotropaic. Heals or recovers with …	Space, time or other tourisms.	Creates a new resource or item.
17	Draining. Draws resources from or for …	Truck, barter, making or crafting.	Copies another creature's ability.
18	Wonder. Sparks joy or excitement with …	Paperwork or duplications.	Shares resources with another character.
19	Determinism. A necessary result of …	Altered consciousness or other worlds.	Shortcuts an existing procedure or action.
20	Miracle. An unexplained effect …	Auguries and good wishes.	Opens a new mode of being, moving, acting.

This table can be mixed and matched with the skill rank effects table (pXX) for more inspirations. Players should use the existing traits and their ranks as guide and inspiration for inventing new effects.
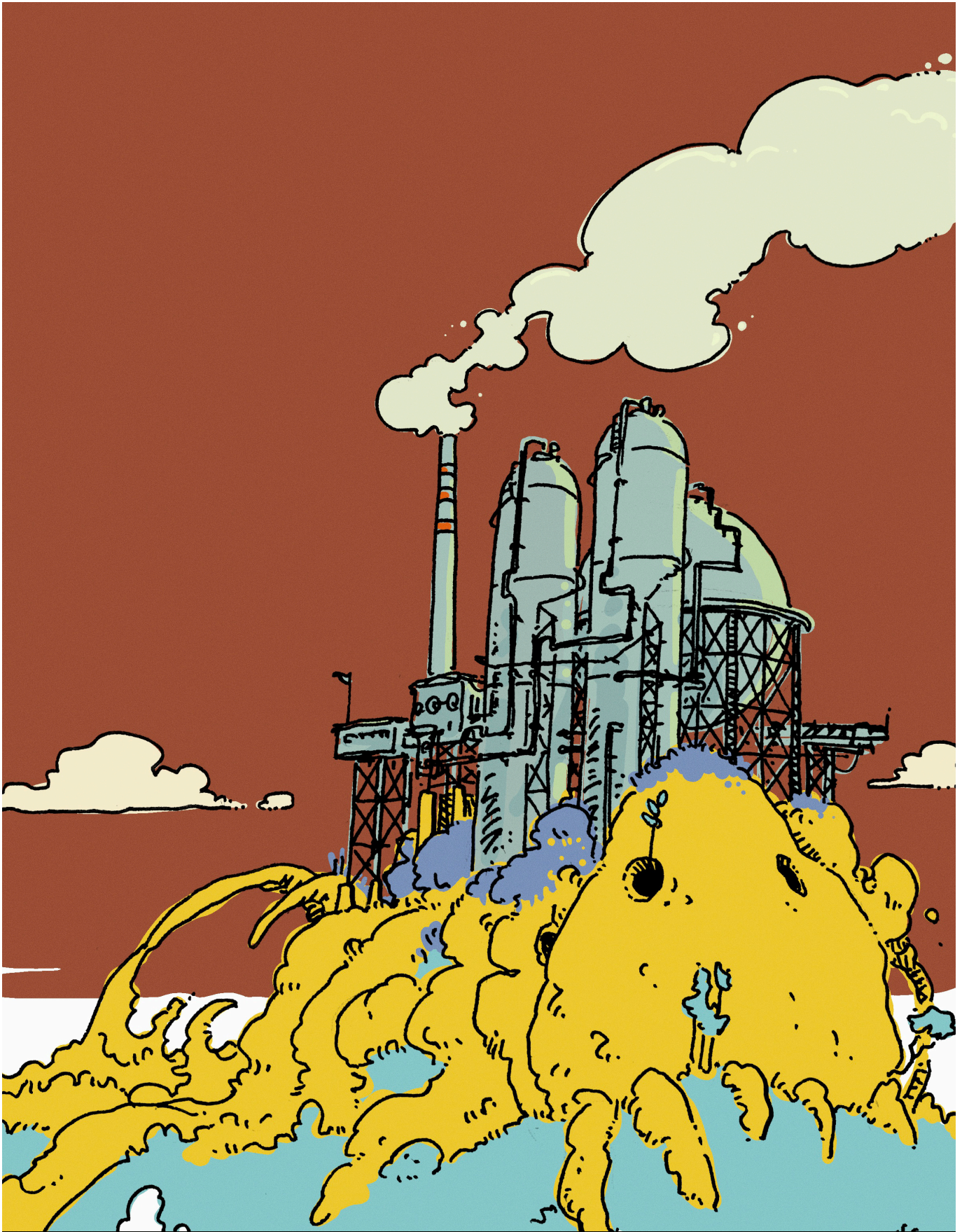
3. PROMOTIONS

Experience

*"But soon the world had its evil way
my heart was blinded love went astray
I'm going through changes."*

—Black Sabbath, *Changes* (1972)

Over time, characters change. Cities and pets, heroes and realms, worlds and universes. All become otherwise. Not necessarily more powerful, but certainly different. Though the arc of heroic progress might pretend to bend upward, there are setbacks and unforeseen disruptions.

As a session starts, the players should know the kind of game they want to play and what in-game achievements and meta-game behaviours will be rewarded with experience. The sources of experience form an incentive structure for play and change how it unfolds. The amounts of experience players earn do not vary much with their heroes' power (or level). Lower-level heroes are restricted by the limit on how often they can invest experience; higher level heroes by how quickly they can earn experience.

Players can speed up or slow down advancement by adjusting xp earned.

Earning Xp

Just as there is no one right way to play, there is no single way to earn or assign experience. Players may change up sources of xp from session to session, depending on what kind of game they want to play that day. For a horror adventure, experience might be gained by sheer survival. A power metal heroic adventure might assign it for valorous displays, rousing speeches, guitar solos, and killing monsters. An old school tomb-robbing module might be best served with xp for gold. Individual adventure modules can include their own specific victory conditions and experience sources. A social session might even run without xp or with flat xp for participation.

So long as the sources are clear upfront, everything is fine.

When xp are won for an achievement, for example, discovering a new location in the wilderness, that amount is earned by each participating player. Even a player who participates in a scene indirectly by assisting the top cat by running one of the extras should roll for experience earned. When the amount of xp earned is random, each player rolls for themselves to determine precisely how much they earn.

Minimal achievement • Hero does something interesting. A cool move, a glorious deed, a humorous slip up, or a funny fumble.
Runner earns 1d6 x 5 xp (5–30 xp).
Common achievement • Hero survives a conflict, discovers a new location or creature, or completes a rat-hunting quest. 1d6 x 10 xp (10–60 xp).
Rare achievement • Hero carouses magnificently, survives an epic conflict, or completes a memorable quest. 1d6 x 100 xp (100–600 xp).
Unique achievement • Hero completes a legendary quest, altering the flow of history and transforming the game. 1d6 x 1000 xp (1k–6k xp).

Players also earn xp automatically by participating.

Runner attends session • Earns 500 xp at session's end.
Player also helps prepare or run session • Earns 100 xp at session's end.
Top cat runs session • Earns 500 xp at session's end. Double amount if all the other players agree the session was enjoyable.

More Possible Sources of Xp

1. High roller. Luck snowballs. TC rations rolls. 20 xp for every natural 20; 100xp for every natural 100.
2. All cash earned, looted, or stolen. Encourages heists and murderhobo shenanigans—1 xp per 1 cash.
3. All works of art recovered to a museum. The more rare, elaborate, and challenging to transport, the more xp. 1d6 x 20 xp per inventory slot.
4. All cash wasted carousing. A pulp adventure vibe. 1 xp for every 1 cash.
5. All enemies killed. Slaughterquest. 10 xp per enemy's level.
6. Monsters hunted. Murder quests. 100 xp per target's level with proof.
7. Enemies defeated. Trickery rewarded. 10 xp per enemy's level.
8. Trophies collected. Big game hunting. 100 xp per trophy target's level.
9. Battles survived. Cowardice pays. 1d6 x 20 xp for every battle. 1d6 x 5 xp every time the hero is injured.
10. New creatures observed and studied. Biology and naturalism. 100 xp per target's level for observations brought back (minimum 100 xp).
11. New locations visited and explored. Tourism. Natural geography. 1d6* x 20 xp per location.
12. New spells and anomalies found or activated. Archaeology. The pushing of red buttons. 100 xp per minimum power of spell.
13. Quests completed. Story mode. Top cat pre-seeds sandbox with quests and xp values. Each runner prepares a personal quest. Major quests are worth 4,000 xp, side quests 400, mini quests 40.
14. Civilians saved. Valorous mode. All civilians saved: 1000 xp. Most civilians saved: 200 xp. Some civilians saved: 100 xp. No civilians saved: zero.
15. Loyal lackeys gained. Feudal lord mode. 100 xp per level of henchperson.
16. Locations and creatures illustrated. Artist setting. 100 xp per creature or location illustrated.
17. The episodic tales of the party written and recounted. Literary. 100 xp per vignette. 500 xp if whole session recounted.
18. Drinks prepared for the group—500 xp.
19. Helping run the game. Encouraging pro-social behaviour—250 xp.
20. Food prepared for the group. Play as a social dining experience—500 xp.
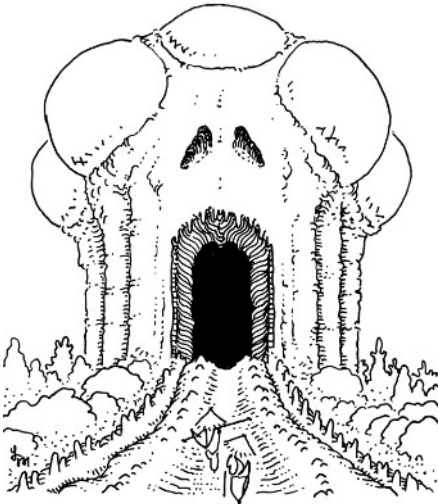
Personal Quests

Heroes may also have personal quests or goals for which they alone can earn experience. Examples might be a hero avenging their parent's death or finding a way to magically regrow their face after a magical accident. The TC should work with all the runners to make sure these sources are fair. A player should not earn more experience simply for being more vocal than others.

The runners may also set themselves group goals or quests, with the TC again having final say on how much experience specific achievements might be worth. These might be a quest to rebuild a community, circumnavigate a planetoid, or overthrow the Grey Lords of Deadtime.

Experience As Reward For Exploration and Interaction

When the top cat is running the game as a sandbox, they should distribute sources of experience unevenly around the world. This is easiest with generic sources, like xp for landmarks, artworks, or treasures.

A simple rule of thumb to use is Pareto's 80/20 principle. 80% of the achievements are relatively simple and account for about 20% of the total available experience. These might be poorly defended rooms in a dungeon, gullible extras to convince to a cause, or easy to find and explore natural sights. The remaining 20% of achievements hold 80% of the available experience. These might be secret chambers protected by traps and monsters, demanding lords whose support would change the course of a war, or breathtaking wonders made inaccessible by gruelling terrain, weather, and other obstacles.

Each sandbox session, the top cat may prepare around 200–400 xp per player in easy to reach areas and 800–1600 xp in the challenging ones.

Storing Xp

Players store them on the hero they are playing that session—their active hero. Players without active heroes note their xp elsewhere until they have an active hero again. Players invest this experience to advance heroes, sidekicks and pets, or to improve gear, spells, or other items.

A hero cannot store more than 9,999 xp for later investment.
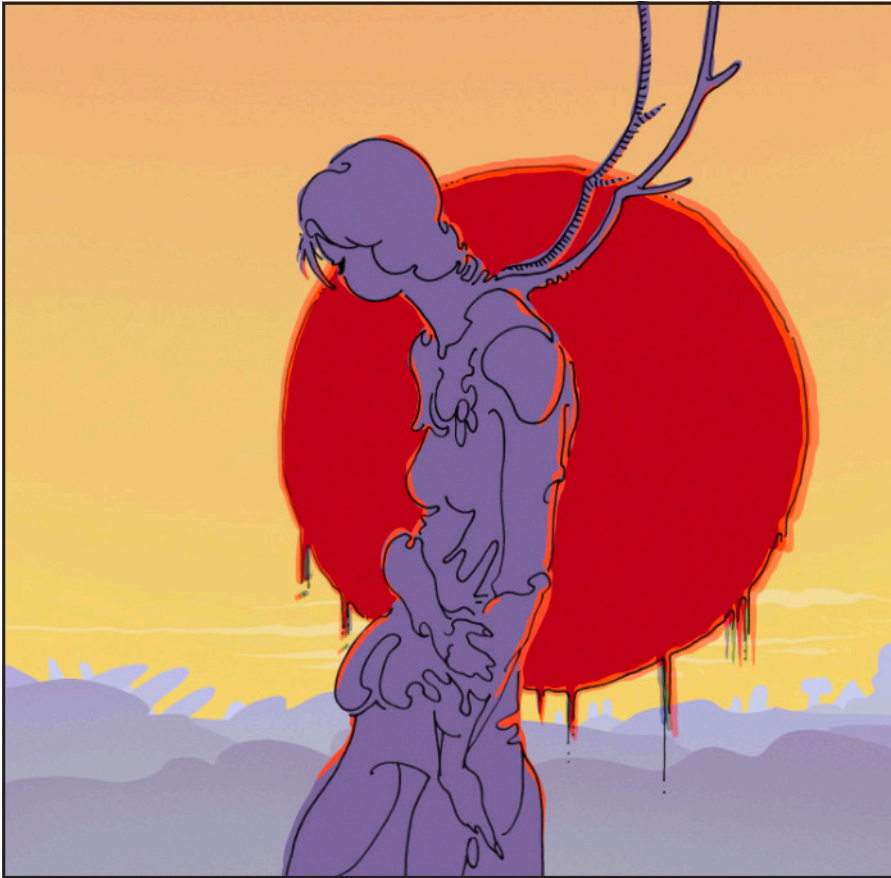
Playing Without Xp

Xp provide an incentive currency in sandbox play. Activities that net xp at a table will tend to become the goals of the party. Particularly for games that only run for a few sessions, or games with a strong overarching goal, xp can become irrelevant or downright annoying.

If the players decide to remove experience, they may roll two advancements per session. Once for their hero, another time for another character or gear.

Investing Xp

Players can invest experience when their active hero rests in a safe location for a full week. They can invest in as many different characters and items as the hero has reasonable access to that week, but only once per target. Players can also invest xp in other players' characters and gear.

An exception is when a hero exits play with uninvested experience: their player can immediately invest the entire available amount in another character. If they have no other hero, they can declare this character their new hero.

When players invest xp in a hero, pet, sidekick or item, they consult the relevant promotion table to determine their new abilities. Players can choose to use advancement tables (pXX) with their heroes instead, randomizing their progress with events, setbacks, allies, enemies, and the like.

Promoting Heroes

"3d6, in order."

—Reincarnation in Hell

The simplest way heroes can change is direct promotion as players invest xp. This leaves out the challenges and story hooks of the advancement mini game (pXX). Once a player invests sufficient xp to promote their hero, they make promotion rolls on the following table to determine their new attributes.

A hero's level increases automatically when they are promoted. Life and hero dice gains increase their maximum for these resources. When a hero gains new skills and traits, they may roll on the relevant tables or choose additional ranks in their current skills and traits. When a hero gains new stat points, they choose which of their stats to increase.

LVL	XP	LIFE	PRO	HERO DICE	SKILLS	STATS	TRAITS
0	0	5	1	0	3	*	0
1	99	+3	+1	+1	+1	-	+1
2	399	+6	-	+1	-	+1	+1
3	999	+6	-	+1	+1	-	+1
4	1,999	+6	-	+1	-	+1	+1
5	4,999	+6	+1	+1	+1	-	+1
6	9,999	+6	-	+1	-	+1	+1
7	19,999	+2	-	+1	+1	-	+1
8	49,999	+2	-	+1	-	+1	+1
9	99,999	+2	+1	+1	+1	-	+1
10	#ERROR!	#SPACE!	#TIME!	#OPERA!	#NIL!	#NULL!	#VOID!

This procedure is very similar to that in the Ultraviolet Grasslands, though the xp numbers vary a little for aesthetic reasons. Using the UVG xp numbers doesn't fundamentally alter the process. Players may choose according to taste.
*Starting stats may vary from hero to hero depending on generation method.

Promoting Sidekicks & Pets

Like heroes, sidekicks and pets increase in power when players invest experience. Though each is assigned to one hero, all players can invest xp.

The minimum for any promotion roll is always 0 unless otherwise specified. The penalized rolls generate low but increasing odds of improvement. Where a column specifies multiple rolls (for example, 'ha, ka, ba defences'), the sidekick's player rolls once for each attribute. Human sidekicks and pets may gain skills and traits like heroes. Animal pets may gain animal and monster traits (see the chapter on Extras, pXX).

LVL	XP	LIFE	HA, KA, BA DEFENCES	HA, KA, BA SUM	SKILLS	TRAITS
0	0	-	-	-	-	-
1	99	+1d6	+1d6-4	+1d6-5	+1d8-7	+1d8-7
2	399	+1d8	+1d4-2	+1d4-3	+1d6-5	+1d6-5
3	999	+1d8	+1d3-1	+1d3-2	+1d4-3	+1d4-3
4	1,999	+1d8	+1d3-1	+1d2-1	+1d3-2	+1d3-2
5	4,999	+1d8	+1d3-1	+1d3-1	+1d2-1	+1d2-1
6	9,999	+1d10	+1d3-1	+1d3-1	+1d2-1	+1d2-1
7	19,999	+1d10	+1d3-1	+1d3-1	+1d2-1	+1d2-1
8	49,999	+1d12	+1d3-1	+1d3-1	+1d2-1	+1d2-1
9	99,999	+1d20	+1d3-1	+1d3-1	+1d2-1	+1
10	#ERROR!	#STOP!	#THIS!	#FOLLY!	#THE!	#COSMOS!

Some extras might not be able to learn skills (e.g. a brainless skeleton).
A creature of 10th level or higher probably shouldn't be a pet or a sidekick.

Pile of Dice

Each time a player promotes a sidekick, they roll 9 dice (8 when reaching level 9). The player may enjoy rolling a pile of suitable dice all at once, then mixing and matching the results to fit. For simplicity, they may treat a d3 as a d6 divided by 2 and a d2 is a d6 divided by 3, rounding down both times.

Always Promote

If a promotion fails to benefit a sidekick or pet, the player may improve any one attribute by 1. This could include increasing a mount's carrying capacity or even their number of actions.

Lost Sidekicks & Pets

When a sidekick or pet is lost in a conflict, their hero's player recovers half of the invested xp. If a sidekick or pet is sacrificed dramatically, the player recovers 2d6 x 10% of the invested xp.

A player can spend (not invest) xp equal to 1d6* x 10% of an extra's invested xp to have a lost (destroyed or slain) sidekick or pet miraculously pull through.

A hero who loses a sidekick or pet acquires a burden of loss. After a month, they can attempt a hard endurance test monthly to overcome their loss.

Promoting Items

"This axe is my axe."

—Pointyhelmet in Hell before slaying Gogmoggygog

LVL	XP	PROMOTION
0	0	0
1	99	+1 roll
2	399	+1 roll
3	999	+1 choice
4	1,999	+1 roll
5	4,999	+1 roll
6	9,999	+1 choice
7	19,999	+1 roll
8	49,999	+1 choice
9	99,999	+1 roll & +1 choice
10	#ERROR!	#ITSALIVE?

While thieves get real friends and wizards conjure illusory friends, fighters put their trust in steel. And leather. And gunpowder. And biomechanical war suits. Things are reliable. They do what one tells them.

Any player can invest xp in their hero's equipment. This represents the heroic essence imbuing the object. A promoted item is better for being handled by a hero. Its new modifiers benefit any character that uses it.

Heroes cannot promote items to a higher level than their own. Lost items are treated like lost sidekicks or pets.

Players can roll on a specific table or go random with a d50. Improvisation and customization are fine when promoting gear. If a roll does not work, the player chooses another modifier. They can also look at the gear section (pXX) for mods to upgrade their favoured items.

Offensive Promotions [d10]

Work best with stuff for attacking.

1. **Accurate** • [+] to attack rolls.
2. **Critical** • Critical range increased one step. E.g. 20 ›› 19–20. Applies multiple times.
3. **Deadlier** • Damage dice increase one step. E.g. 1d6 ›› 1d8. Applies multiple times.
4. **Faster** • [+] to initiative. Duel: free attack before initiative.
5. **Finisher** • On crit: target tests charisma vs 10 + hero's level or is knocked out of the fight.
6. **Glimmering** • Item gains a glowing aura, as bright as a candle. May be changed to another sensory effect.
7. **Hard-hitting** • Critical multiplier increased one step. E.g. x2 ›› x3. Applies multiple times.
8. **Like Magic** • Item is 'magical' for overcoming resistances and immunities to its usual damage type (ha, ka, or ba).
9. **Reliable** • [+] to damage rolls.
10. **Unbreakable** • Cannot break or jam. Even if misused, like chopping down a tree with a broadsword.

Defensive Promotions [d10]

May be odd if applied to a clock.

1. **Absorbing** • Each scene, provides 1 point of protection per hero level. Each point absorbs 1 life damage. Applies thrice.
2. **Better** • Defence bonus +1. Applies multiple times.
3. **Dazzle** • Once per scene, hero can hinder [-] one enemy roll as a free action. Applies multiple times.
4. **Flashy** • [+] to leadership or helping an ally once per scene.
5. **Forgettable** • [+] to hiding or stealth. [-] to drawing attention.
6. **Lighter** • Occupies 1 fewer inventory slots. Note: 1 stone = 10 soaps, etc. Applies multiple times.
7. **Spiked** • Covered in attack surfaces (ha, ka, or ba). Attackers always take damage, whether their attacks hit or not. Damage progression: 1 ›› 2 ›› 3, etc. Applies multiple times.
8. **Treated** • [+] vs damage type (d8 or choice): (1) blunt force, (2) bullets and piercing, (3) slashing, (4) energy, (5) necrotic and cold, (6) thermal and fire, (7) strange magical effects and spells, (8) chemical and acid. Applies to different damage each time.
9. **Unrusting** • Cannot be corroded or damaged by elemental effects. Even dirt finds it hard to stick.
10. **Unsplintering** • When used to negate damage from an attack, the item is knocked flying rather than destroyed.

Strange Promotions [d20]

Always quite unusual.

1. **Accelerated** • Somehow faster in time. [+] to initiative and speed tests, but critical failure range increased one step. E.g. 1 ›› 2.
2. **Carcinisation** • The item assumes the general habit or body of a crab.
3. **Cold** • Unnaturally. Ominously.
4. **Eternal** • The item is an anchor through time. It always existed, always will. Past and future echo through it. Once per session, the hero can sacrifice one attribute point to regain 1d6 points in another attribute.
5. **Fluffy** • So fluffy one might die. [+] to relevant ba tests.
6. **Half-There** • And half elsewhere. No penalty vs ghosts and such, but half as effective against anything without a soul (ka).
7. **Lucky** • If the item is lost, dropped, or misplaced, it never breaks and is always found.
8. **Intelligent** • A daemon awakens inside. Its Thought score is d6-1. It resents foolish owners.
9. **Malleable** • Items surface can be molded and shaped like clay.
10. **Ne-organic** • It is now a living item. Possibly fleshy.
11. **Opalescent** • The item is translucent and iridescent. Once per session, the hero can spend 1d4 life to reroll any die.
12. **Remembering** • Even if broken, it reassembles and repairs itself over a week. Plants die nearby.
13. **Stochastic** • Ordered randomness infuses the item. At the start of each session its player rolls a d20. For the rest of the session, when they roll that natural number, they roll a second d20, adding evens but subtracting odds.
14. **Stupid** • The item acquires an anti-intelligence. [-] to tests that require tact and nuance. On a natural 13, hero gains 1 hero die.
15. **Toxic** • To be near, but especially inside a baseline human.
16. **Uz** • The item crawls with alien energies. Once, the hero can set any rolled die to any number. The item then disappears.
17. **Vomish** • Living machines infest the item. [+] to relevant tests, but when not observed it may crawl away to do its own thing.
18. **Warm** • Always. Like a comforter.
19. **Xenocolours** • Pretty. Hues refract the lights of alien suns.
20. **Youthful** • Its persona is childlike, time does not wear it down.
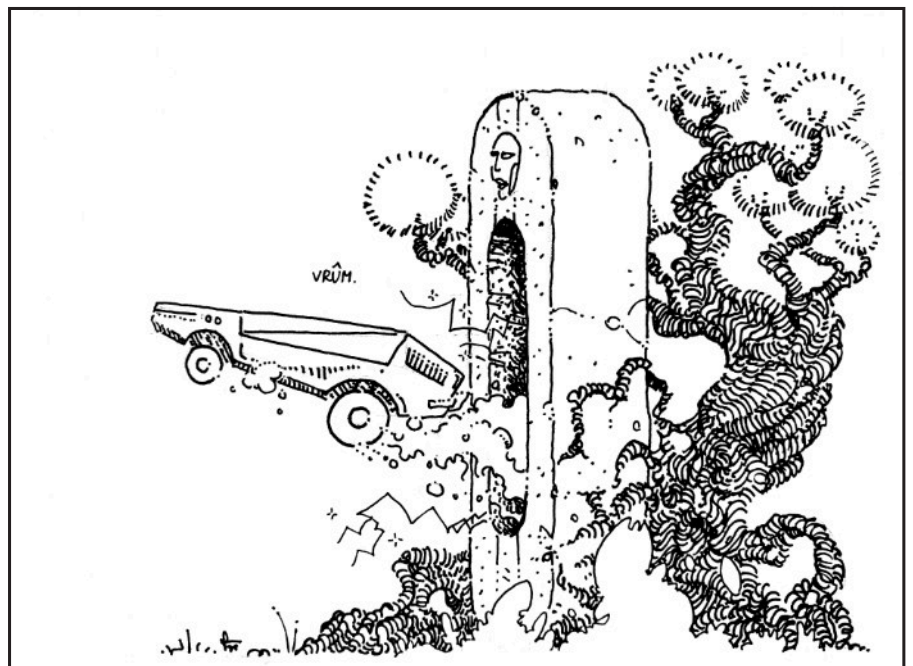
Ride & Vehicle Promotions [d10]

Something for non-living steeds.

1. **Custom job** • Looks beautiful. [+] to ba tests when relevant.
2. **Efficient** • Uses half fuel.
3. **Faster** • [+] to chase and race tests. Applies multiple times.
4. **Haunted** • Gets a free action once per scene. Applies multiple times.
5. **Nimble** • [+] to avoid obstacles and manoeuvre.
6. **Quiet** • [+] to stealth.
7. **Resistant** • [+] vs ha, ka, or ba damage.
8. **Rugged** • [+] vs breakdown and harsh environments.
9. **Stronger** • Carries +1 unit. Gains +4 life. Applies multiple times.
10. **Tough** • Gains +1 level and +2 to one defence. Applies multiple times.

VRÛM.

Advancement

Advancement replaces predictable hero promotions with a mini-game similar to a slot machine—but it is slower and may not be for every group.

Advancement events are story seeds that players develop together to figure out future challenges and goals for their heroes. Many require collaboration between a hero's runner and the top cat. They take choice and control out of a player's hands and throw it to the dice of fate. As with all such tools, the runner should modify and adjust results they find unappetizing.

Players should consider all the advancement events imagination fuel for inventing their own steps on their heroes' journeys. When an advancement suggests a new skill or trait, they can accept the random new attribute, or take it as an opportunity to invent something new and fitting for their hero. Every new element invented is more of the game world owned by the players.

When a player spends sufficient xp to advance their hero, they make advancement rolls on the suitable table for their hero. A hero can get each advancement once (except with a natural 7). When a player rolls a duplicate advancement, they choose another result instead. They can tally advancement rolls with numbers at the bottom of their hero sheet. Finally, spent xp are invested in the hero and written down on their record.

Some advancements carry costs and inflict hurt. The hero's runner can avoid the loss by skipping advancement for the time being. The advancement is not crossed off the list, and 1d6+4 x 10% of the xp spent are returned to the player. Events that waste xp cannot be skipped. Wasted xp are not invested.

Advancing a Starting Extra

Starting extras are ordinary heroes with between 0 and 999 invested xp. Each advancement roll costs a mere 50 xp. A bargain in the grand scheme of things.

"That special mix of ambition and desperation, longing and regret. That unique experience of loss, that particular need to prove themselves, to recover stability and security, to build a better world. But it's not just that.

There were signs from early on. Patterns. Proof of their competence. Exceptional ability. An unusual calling.

Yes. They are unique. Just like all the other skeletons gently baking in the Transplutonian Waste."
—Gurta of the Nodding Sisters, *Oral History of the Etching* (UR 15,643)

1. **Despair** • Dead end. No progress. Worse, disillusionment drives the hero to abandon an old pursuit, losing an existing skill or trait.
2. **Learning** • Hero learns a new skill or ability, but their health suffers as they study mouldering artefacts and implants rather than enjoying the fresh air. Gains 1 skill or trait and loses 3 life.
3. **Portent** • This sign proves this is the right path. Gains 1 hero die.
4. **Growth** • Takes solace in friendship and camaraderie. A bond is forged. Gains 3 life.
5. **Awakenings** • Forgotten ancestral abilities awaken. Gains 1 trait.
6. **Kindly Stars** • In the light of a welcoming star, the creative daemons smile. Gains 4 life.
7. **Strange Luck** • Fortune smiles [d6]: (1–3) rolls on the next advancement table, (4–5) rolls again on this table, (6) gains 1 skill. *Note*: these rolls do not cross off advancements and ignore the duplicates rule.
8. **Education** • Dreams are in reach for those who apply themselves, whisper the implant-sellers. Gains 1 skill.
9. **Society** • Community acknowledges their competence. Hero gains 1 level. *Also*: every several weeks [d6]: (1–3) a tedious but necessary task occupies the hero, (4–5) a chance to trade their skill for an uncommon item arises, (6) the community surprises them with a valuable gift.
10. **Noticed** • A chance encounter with a notable personage helps the hero unlock their potential. Gains 1 trait and 1 hero die.
11. **Proficiency** • By the light of the old builders, they become better in every way. Gains 1 pro.
12. **Confidence** • The glow of success strengthens the hero's anchor to

this mortal world. Gains 4 life.

13. **Grit** • Misfortunes suffered make the hero stronger. Gains 1 stat & 1 burden. If the hero has no traits, they gain one.

14. **Survival** • The weeks and months have taught the hero much in the way of not dying. Gains 3 life.

15. **New Powers** • With another dawn, another trial, they become more. Gains 1 trait and 1 life.

16. **Diligence** • Study brings its own rewards. Gains 1 skill and 2 life.

17. **Luck** • The longer one survives, the luckier one must be. Gains 1 hero die.

18. **Respected** • Other professionals acknowledge that the hero is no rabble. Hero gains 1 level. *Also*, a role model or leader gifts the hero a [d6]: (1) trendy new spell, (2) sharp-looking clothes or armour, (3) a fine steed, (4) a princely sum: €200 + 100 per hero's level, (5) a masterful weapon, (6) a magical item from long ago.

19. **Cultured** • The hero's efforts and good luck have made them better. Gains 1 stat & 1 life.

20. **Guidance** • Hero **finds a guide or guru** to teach them how to become an archetypal hero. The guide sets them three tasks [d6]:
    1. A week of backbreaking labour helping the guide.
    2. Expensive investments in the guru's less-than-savoury habits equal to half of the hero's wealth.
    3. A week of lonely exile in a remote place fetching or delivering strange half-worthless items, culminating in a dangerous struggle with a foe or daemon.
    4. An unusual ritual alteration of the hero's appearance
    5. The traditional casting aside of a beloved possession or prior bond
    6. 1d4* weeks spent crafting an artefact to impress the guide with the hero's dedication. They then sell or destroy the artefact.

    After completing three tasks, the guru inducts the hero into their new archetype with a week-long ritual and wellness package. The exact details are up to the player, but perhaps some kind of certificate is involved.
    After certification, the hero adopts

their new archetype and title. Additionally, the hero gains 1 skill and acquires a new weapon, spell, armour, steed, or piece of near-magical gear of their choice.
or

20. **No masters! No gurus!** • The hero refuses to be pigeon-holed and will make their own path to glory. They complete one personal task taking 1d4* weeks. The precise task is up to the players. The hero's runner suggests an attribute (skill, trait, stat) they want. The other players then suggest quests, subject to the TC's soft veto or complication, and the runner picks the one they prefer.
The hero then gains the attribute of the runner's choice.

Advancement Complete

After all twenty advancements are complete, the hero earns a week of holiday and gains 1 level.

People in their community and their avowed calling know of them. They are capable of far greater feats than the average human. Warriors are as wily and tough the best captains of the undying legions, wizards make reality bend to their whim like the cinnabar scholars of the air-hopping order, adventurers recall the tales of the fabled seven delvers who restored the five great scientific traditions to the ancestors of today's great republics. The hero also gains [d6]:
1. A humble residence courtesy of their community.
2. An offer of initiation into a shadowy regional cabal.
3. The approval of local mercantile interests and reduced prices.
4. Renown that opens doors and buys free drinks and meals.
5. An eager sidekick (L1, fawning) willing to overlook even the most glaring of the hero's flaws.
6. An ancient magitechnic artefact of some power and utility, painted to make it look even more awesome.

Advancing a Pulp Hero

Uncommon heroes with between 1,000 and 9,999 invested xp. Advancement rolls cost 500 xp. A significant chunk.

1. **Abandonment** • Spent xp wasted. The hero makes no progress and even develops an aversion to an entire field. They refuse to improve one of their skills in the future.
2. **Dark Truths** • When the hero learns a new skill, a cruel revelation troubles them. Gains 1 skill & loses 3 life. Also gains 1 burden.
3. **Bravery** • In the face of fear, the hero prevailed. Gains 1 hero die.
4. **Friendship** • An acquaintance turns out to be a friend. Hero gains 3 life.
5. **Ill Omens** • Dreams of a tragic future awaken new powers. Gains 1 trait & 1 burden.
6. **Strange Creature** • In the face of a beast dawns understanding, in the breast of a hero dawns new life. Gains 6 life, or a pet gains the ability to speak.
7. **Luck, Again** • Fortune grins a wicked grin [d6]: (1–3) hero rolls on the next advancement table, (4–5) rolls again on this table, (6) gains 1 skill. *Note*: these rolls do not cross off advancements and ignore the duplicates rule.
8. **Trials and Tests** • Tribulations teach new skills. Hero gains 1 skill & 1 burden.
9. **Notoriety** • With mighty deeds comes notoriety. Hero gains 1 level. *Also*, every several weeks [d6]: (1) a malicious or unfortunate event inconveniences the hero, (2–3) an annoying or frustrating opportunity arises, (4–6) an innocuous coincidence reflects their notoriety.
10. **In Search of Lost Time** • A memory of lost days awakens. Hero gains 1 trait & 1 hero die.
11. **Broken Prophecy** • Taking reality by the throat, shrugging off the bonds of sooth, the hero rises. Gains 1 pro.
12. **Famous Confidence** • Buoyed by fame and the memory of past success, the hero clings on more tenaciously. Gains 4 life.
13. **Personal Loss** • Spent xp wasted. Hero loses a treasured friend or possession, spurring them to impose their will on the world. Gains 1 stat.
14. **Déja Vu** • The essence of the hero recapitulates the world. Is this prophecy? Gains 3 life.
15. **Daemonic Visitation** • It was a strange dream, a visitor, a half-buried memory of the future. Gain 1 trait & 1 life.
16. **Learning Clicks** • The old books, the teachings half-forgotten, they finally make sense. With understanding comes joy. Gains 1 skill & 2 life.
17. **Facing Mortality** • Around a corner that should not be there, beyond a senseless gate, through a mirror of imagination, the hero faces their own mortality and lives. They must make each day count. Gains 1 hero die.
18. **Inspiring** • Their great deeds have inspired commoners and aristocrats alike. Hero gains acceptance and 1 level. *Also*, a representative of the community, an opposition figure, a personage in power, or a revolutionary gives the hero [d6]: (1) a fine place to work, (2) a handsome place to stay, (3) a very competent sidekick, (4) estates or holdings that generate a comfortable rent, (5) a fancy title that opens doors and impresses people, or (6) actual clandestine influence and obligations, including possible induction into a secret society.
19. **Perks of Power** • Training and study are easier when one is a little privileged. Gains 1 stat point & 1 life.

20. **Mystic Mentor** • Hero discovers a mentor or mystic willing to teach them how to become a true warrior or a true wizard (player's choice). They set three tasks. The tasks may include [d6]:
    1. A week of humiliating public rituals.
    2. Pointless expenses equal to half of the hero's wealth.
    3. A week of hardship in a remote place.
    4. An unusual change to the hero's appearance
    5. The ritual destruction of a prized possession
    6. Saving or destroying someone or something for the mentor, no questions asked.

    After the three tasks are completed, the hero undertakes an obscure week-long ritual. The details are up to the player.

    After induction, the hero gains a rank of either the True Warrior or the True Wizard trait. These change the hero's life total and magic cost. Additionally, the hero learns a new praxa or veda skill, respectively.
    or
20. **This mentor is a fraud!** • The hero will make their own path.

    They complete one personal task taking 1d6* weeks. The precise task is up to the players. The hero's runner suggests an attribute (skill, trait, stat) they want. The other players then suggest quests, subject to the TC's soft veto or complication, and the runner picks the one they prefer.

    The hero gains the attribute of the runner's choice when they complete their quest, or a random trait and skill if they fail.

Advancement Complete

After achieving all twenty advancements, the hero earns a month's vacation and gains 1 level.

People know the hero now. Upstanding heroes are admired. Villains are feared. Penny dreadfuls and operas are written embroidering their exploits. The gossip vidys make 'thoughtful' bite-sized productions about their private lives.

The hero also receives [d12]:
1. Acclaim and folk hero status among the down-graded sub-proletarian post-human surplus labour population. Or, maybe, among the serfs and peons.
2. Celebrity status with adoring fans and nosy paparazzi.
3. Discrete but thorough access to community resources via a private patronage network.
4. Elaborate government medal, small prefab apartment, and a state pension at age fifty.
5. Expert position at a technical or military organization.
6. Lucrative position at a local commercial or financial institution. Strings attached.
7. Ownership of a ridiculous white elephant project, maybe a derelict voidliner or haunted glass palace.
8. Powerful position within the local regime or opposition.
9. Seat on a charity's board with full pay and no responsibilities.
10. Tenure at an established oldtech recovery corporation or private-public educational partnership.
11. Unusual puzzle box with an instruction to always treasure it and never open it.
12. Window seat corporate position to keep them out of trouble and responsibility, along with a fat monthly check to keep quiet.

Advancing an Epic Legend

The rarest of heroes with between 10,000 and 99,999 invested xp. Advancement rolls cost 5,000 xp each. A magisterial amount.

1. **Nemesis** • Vain travails drew the attention of a powerful entity. Spent xp are wasted. Destruction threatens hero's [d6]: (1) settlement, (2) organization, (3) house, (4) treasure, (5) friends, or (6) posterity.

2. **Pain** • The hollowness of ambition troubles the hero. Gains 1 skill & loses 4 life. Also gains 2 burdens.

3. **Doubt** • A daemon of doubt wrestles the hero for days on end. It is a hard test, but the hero finally prevails. Gains 1 hero die & 1 burden.

4. **Friend in Need** • A call comes. If the hero spends a week helping, they gain 2 life. Otherwise, the hero does not advance this time and xp are refunded.

5. **Ghost** • A disembodied ghost appears, announcing a dark and tragic future. The hero glimpses [d6]: (1) their death, (2) the death of all their dreams, (3) the fall of a great empire, (4) the wages of sin, (5) how they outlive all their friends, (6) history rendering them irrelevant. Afterwards, the hero gains 1 trait.

6. **Spirit Creature** • A spirit animal emerges from the bush and offers itself to the hero as a sacrifice. If they kill it, they gain 6 life. If they keep it, they gain a spirit pet.

7. **Chaos' Gift** • Hero may choose a result from any advancement table or roll again on this one. The second roll does not cross off advancements and ignores the duplicates rule.

8. **Loss** • Hero painfully loses a [d6]: (1) family member, (2) home, (3) friend, (4) pet, (5) treasure, or (6) sidekick or mentor. *After*, the hero gains 1 skill.

9. **Duty** • An epic task beckons. The community approaches the hero, asking them to [d6]: (1) judge in a complex case, (2) negotiate a painful truce, (3) rediscover important truth, (4) retrieve a lost treasure, (5) hunt down a dangerous monster, (6) redeem a fallen paragon. *Once the task is complete,* the hero's fame grows, and they gain 1 level.

10. **Missed Opportunity** • A letter, mislaid, finally arrives. The letter is too late, the opportunity lost. The hero must erect a suitable memorial; they then gain 1 trait & 1 hero die.

11. **Struggle** • Hero is racked by [d6]: (1) illness, (2) indecision, (3) indigestion, (4) anxiety, (5) paranoia, or (6) melancholy for 1d4* weeks. Then the hero gains 2 burdens and 1 pro.

12. **New Habit** • Discovering meaning in a small, novel daily ritual, the hero's determination to live life fully increases. Gains 4 life.

13. **Despondency** • A recent victory rings hollow. If the hero rejects their reward or gives away treasure earned, they gain 1 stat. In any case, spent xp are wasted.

14. **Law's Message** • The essence of law's arrow is unveiled to the hero in a dream. Whether they accept it or not, they gain 3 life.

15. **Temptation** • In a strange dream, an ancient daemon or deity tempts the hero with great power. They either learn where a great artefact lies and how to reach it, or they gain 1 trait as they spurn the angel of temptation.

16. **A Way Out** • In happy contentment, the hero considers retirement. The hero may either acquire an unexpected inheritance and retire or gain 1 skill and 2 life.

17. **Menace** • A haggard messenger appears, claiming to hail from a [d6]: (1) lost future, (2) forgotten past, (3) far kingdom, (4) downtrodden minority, (5) noble friend, (6) parallel world. After delivering the message, the *angelos* fades away.
    If the hero accepts the message, they gain 1 hero die, but tragedy soon strikes a nearby settlement. If the hero rejects their message, they gain 1 stat, and nothing else seems to occur.

18. **Adulation** • The hero's adoring fans demand the hero [d6]: (1) harshly punishes a criminal, (2) undertakes a pilgrimage, (3) donates to help the community in need, (4) sacrifices their most cherished to appease a local deity, (5) puts on great, expensive feast, or (6) marries into the local administrative nobility.
    If the hero accepts, they gain 1 level. If the hero declines, they do not advance this time, and the invested xp are refunded.

After completing the task, a [d6]: (1) popular tribune, (2) ambitious commander, (3) usurper, (4) wealthy merchant, (5) hereditary priest, or (6) famous celebrity *grants the hero* a [d6]: (1) medal, (2) gilded letter of merit,
(3) palace & title in a remote province, (4) prestigious but powerless position involving lots of ribbon-cutting, (5) pleasure dome and an unlimited supply of intoxicants, or (6) double-edged weapon of great power and a stern warning to stay out of local politics from now on.

19. **Nature's Blessing** • A magic [d6]: (1) stone, (2) tree, (3) lake, (4) waterfall, (5) mountain, or (6) cave summons the hero. When the hero arrives, a radiant spirit blesses them, granting 1 stat and 1 life.

20. **Protegé** • Hero gains 1 trait. Then a young and inept protegé approaches the hero and begs to be taught. They are [d6]:
    1. Alien but loving.
    2. Beautiful but clumsy.
    3. Educated but naive.
    4. Exceptionally gifted in all ways, but with a heart of darkness.
    5. Smart but cowardly.
    6. Very brave but foolish.

If the hero accepts the protegé, they gain a **loyal sidekick** (L3, apprentice). If they send them on their way, their business blossoms, their wealth grows, and they enjoy counting their coin at home, alone, with only a possibly-synthetic butler for company.

Players are encouraged to invent tasks and quests for the protegé. When a protegé goes off on a quest, they [2d6]: (2) disappear—for now—perhaps a rescue is required, (3-4) are humiliated, and return in failure, (5–6) fail but learn a lesson (and an advancement), (7) barely succeed *or* learn something new, (8–9) succeed, but learn nothing new, (10–11) succeed & learn a lesson, (12) their fame grows and perhaps envy is kindled in the hero's bosom.
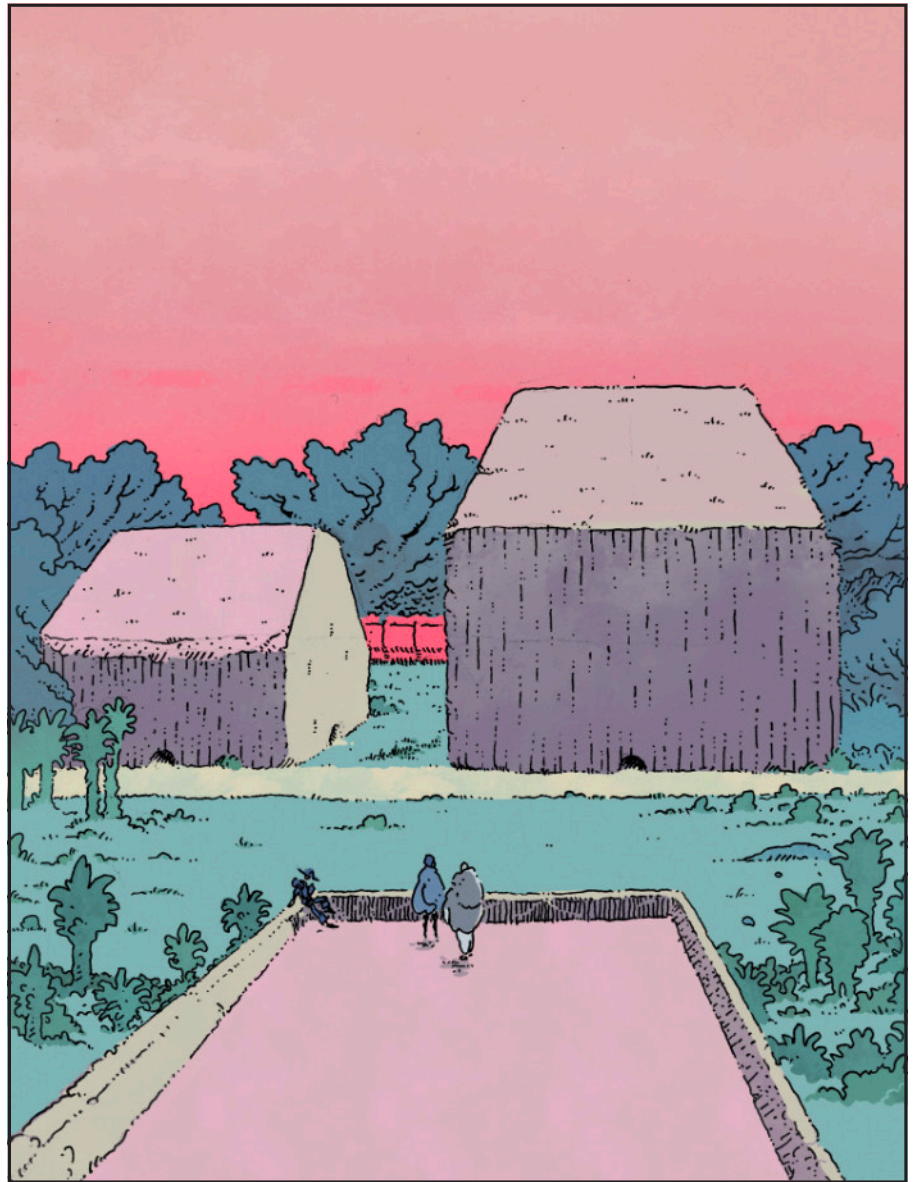
Events Complete

After completing all twenty advancements, the hero earns a season-long holiday and gains 1 level.

Everyone thinks they know the hero, for they are legend. Their stories are invented and multiplied. Their lives now belong to their communities; unless they flee or choose hermitage. The hero retires to a life of [d12]:
1. Ambitious political ascendancy.
2. Ascetic penance for their deeds.
3. Carefree travel under an assumed identity.
4. Endless accumulation of wealth.
5. Forbidden studies into the occult.
6. Harsh discipline and preparation.
7. Luxury and decadence.
8. Madness-tinged artistic practice.
9. Psychotemporal transcendence.
10. Service to their community.
11. Slow decay among the gentry.
12. Unknown. They ride off into the sky, like a charioteer of old.

The legendary hero ceases to be the focus of play, and the runner may promote another character to the status of hero. The runner can still use their semi-retired legend to influence the world, offering wealth and connections to other characters.

To continue playing with the legendary hero, a bit of improvisation is required. The numbers on the hero's sheet should stop increasing, as they are already at the upper edge of the power curve the dice can handle easily. However, they may continue to acquire individual traits, hero dice, items, and other artefacts.
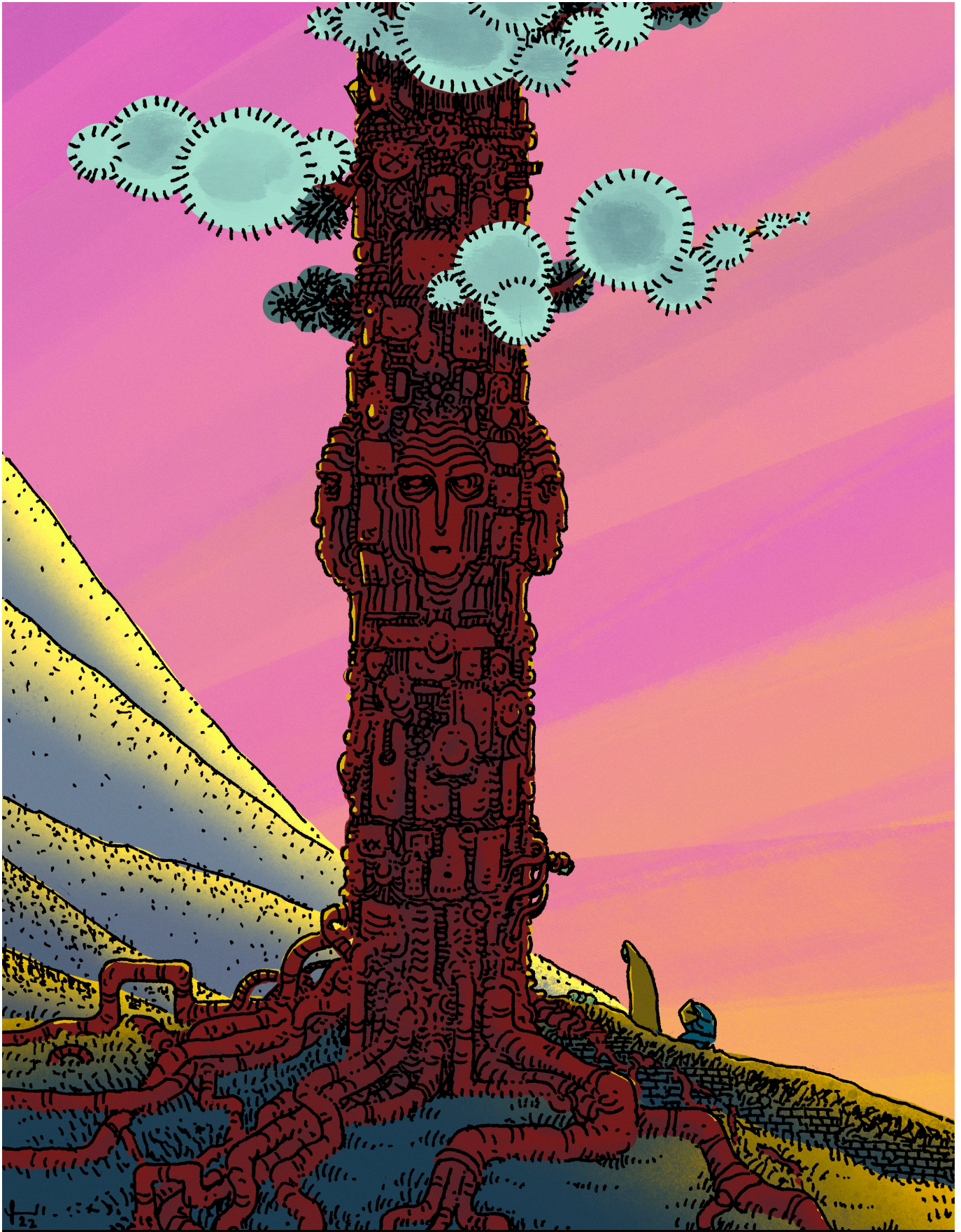
4. RETIREMENT

Farewells

"Heaven dooms each mortal, and its will is done:
Awhile they sorrow, then dismiss their care;
Fate gives the wound, and man is born to bear."

—Apollo speaks to heaven assembled as Achilles desecrates Hector's corpse.
Homer (Alexander Pope translation), *The Iliad* (8ᵗʰ c. B.C. (1720)), Book XXIV

As all characters have their entrances, so they must have their exits. Some stride off the stage of play into comfortable retirements, adventures in far places, or new stories told another day. Others shuffle to doom and oblivion through ditch, marmoreal tomb, or other door of death.

Either way, the hero is no longer in play. For now. As in every popular franchise, acclaim and the opportunity to cash in on a sequel may bring a lost hero back from the land of the written-off.

Runner Chooses an Exit

When a hero has acquired burdens, their player may decide that the character exits play. For every burden the character bears when they retire, the player recovers 10% of their invested xp.

There are three situations where a character always exits the game regardless:

1. **Out of slots** • When a character acquires a burden and has no available inventory, skill, or trait slots, they exit play at the end of the scene.
2. **Tenth burden** • After gaining a 10th burden, they exit at scene's end.
3. **Eleventh burden** • When a character acquires an eleventh burden, they immediately exit in a narratively appropriate blaze of glory. The character gains [+][+][+] to all their rolls, then dies once the scene ends or their goal is achieved, whichever comes first. The player then recovers 110% of their invested xp. This is the origin of the phrase "to give 110%."

Doom and Danger

The heroes may venture into dangerous territories where the threat of mortal burdens is omnipresent. A perilous opponent might have a trait like:

Exterminator • This monster leaves no survivors. When it strikes a downed, unconscious, or burdened opponent with 0 life, the target is immediately decapitated, decommissioned, or disembowelled. And dead.

In such situations, the TC should clarify that the heroes are entering a scenario where deadlier rules apply. The runners should choose how much risk they want their protagonists to face.

The player may immediately recover 50% of their invested xp plus 10% per character burden when a character dies. Suppose they later choose to revive the dead character, perhaps in some safe magiclonic facility. In that case, they will have to reinvest lost xp before promoting their hero again.

Retiring Extras

Sidekicks, pets, and other non-hero characters are less protected by narrative armour than heroes (see pXX). When an extra acquires burdens equal to one plus their level (L+1), they are at risk of exiting play involuntarily. One more strike or injury, and they're out–not necessarily dead. Still, they've had enough of the hero leading them into foolish trouble.

Replacement Heroes

"I'll be back."

—Famous robot philosopher.

If a player's hero or other main character exits play, they should immediately promote an available sidekick, pet, or extra to take the role of protagonist. These characters may be less fleshed out than heroes. This is ok. Particularly during a conflict or other tense scene, speed is better than accuracy. In a pinch, the new protagonist needs:

1. A life total. If they don't have one, they can just copy a random hero's total.
2. A defence score. Again, they can copy a random hero's score if required. If they need to split defences into ha, ka, and ba they can adjust them randomly by adding 1d6 for one and subtracting 1d6 from another.
3. A sum modifier for when the new hero knows what they are doing. They can use three plus a random hero's pro score for the time being.
4. One scene-relevant skill or background. They can also copy a relevant skill from one of the other heroes.
5. Three suitable pieces of equipment. They can copy gear from other heroes.
6. A memorable moniker. Something as simple as "the new ensign in a red shirt" is perfectly adequate.

If the player decides to keep the new character, they can flesh them out over time, rolling for stats, skills, and traits, investing experience and turning them into a fully detailed hero during the session or between sessions.

No Available Characters

There are few things worse than ending up at role-playing session without a character and with nothing to do. There is never an excuse for the top cat or the other players to spend time waiting for an appropriate time to introduce a new character—the one exception is the middle of an ongoing conflict. If the total party is to be killed, then the total party is killed.

The player without a character generates a temp hero (see the replacement heroes above), and the players explain how the new hero was [d6]:

1. ... there all along. Just nobody noticed. The magic of the retcon.
2. ... sent by an ally or contact to help.
3. ... an opponent who switched sides.
4. ... a paltry bystander inspired by the former hero's sacrifice.
5. ... appeared out of a strange time, space, or dimension in a flash of magic.
6. ... uplifted from a cockroach in a reverse Samsa manoeuvre.

Obviously, the players may invent other explanations.

Exit With A Bang

"I'll be back."

—Famous robot philosopher.

When a hero reaches 0 life, they gain a burden but stay in play (unless they suffer a lethal burden). A player who wants to go out with a bang can instead gamble with the Oracle of Death.

D20	A-H	ORACLE OF DEATH
1		Cinematic supertraumatic • hero falls in horrific, silent, cinematic slow motion. Nearby allies are traumatized (-1d6 life), while followers test aura or break.
2		Vorpal decapitation • snicker-snack, the hero's neck goes crack. Nearby creatures test agility or are blinded by the blood fountain.
3		Blood tears water the earth • hero is down, pumping arterial blood, and dying in 3 rounds. Adjacent creatures test agility or slip.
4		Fork in the guts • ripped open, the hero can crawl away or play dead. They die in a few hours. Vigorous action: hero tests endurance or dies.
5		Five more steps • hero is mortally wounded and dies after 5 more actions. They gain d20 life after each action until their sudden and inevitable demise. Lying in wait to impart dramatic last words is not an action.
6		Stumpy six • that limb shouldn't detach. A few minutes to staunch the bleeding. Gains d20 life but loses [d6]: (1) two limbs, (2-3) leg, (4-5) arm, (6) limb of choice.
7	'a'	Final sacrifice • Time to go out in a blaze of last stand glory. Hero gets 7 [+] and 77 life. They die when they kill their nemesis, run out of life, or the scene ends.
8	'b'	"I'm too old for this shit" • if they get out of this pickle alive, they're retiring. Hero regains 20 life and their hair turns white. After this scene, they avoid conflicts, end the adventure as soon as possible, then exit.
9	'c'	Just a flesh wound • hero is now a little dismembered, but they grit their teeth and push on. Hero loses [d6]: (1–2) foot, but gains 40 life 1d6 [+]; (3–4) hand, but gains 20 life and 1d4 [+]; (5–6) finger, but gains 10 life and 1 [+].
10	'd'	Enter sandman • knocked 'asleep' for the rest of the scene. Some memories missing. Hero loses half a level's worth of experience points.
11	'e'	Sensational scream • hero loses a sense organ and is now visibly mutilated. They regain 1d12 life and [d6]: (1–2) lose an eye but gain [+] to hearing, (3–4) lose an ear but gain [+] to smell, (5–6) lose a tongue but gain [+] to vision.
12	'f'	"Nope. I quit" • hero is knocked back, vestments torn, blood gushing. Life flashes before their eyes. Hero regains 1d12 life, hands their weapon to a follower, then retires asap. The follower immediately gets half of the hero's invested experience, 3 choice items, 1d6 [+], and a keen desire to prove themself.
13	'g'	Betrayer • hero ducks. A nearby ally takes the killing blow. Hero loses a friend.
14	'h'	Broken spirit • hero staggers back, never to gladly fight again. They gain 20 life and become a pacifist, gaining [+] in non-combat situations and [-] in combat.
15		Bruised bruiser • something's a little broken in there. Hero loses 2 actions and is bruised (burden, [-] on all tests), but gains 1d20 life and a funnily-shaped bruise.
16		Red veil • blinded by leaking fluids. The scar will be dramatic. Hero gains 1d20 life but must spend an action every round wiping sensors or suffer [-] on all tests.
17		Spitting teeth • loses 2 actions, then spits out a tooth. Hero gains 1d20 life and 2 [+].
18		Nanowar of steel • hero falls and loses 2 actions. Their blood activates compatible dormant war nanites in the dust. They permanently gain +1 to a physical stat, gain 1d20 life, and acquire a visible vomish cybernetic implant.
19		Blood madness • hero falls and loses 2 actions, then a spirit of destruction (L6, laughing) enters them. Hero gains 30 + d100 life and [+] on all combat rolls for the next 2d6 rounds. They are a L6 combatant while the spirit rides them and fight friends and foes until the mad demon departs when the bonus runs out.
20–24		Battle angel • numinous presence blocks the killing blow and delivers a glowing, shiny blessing. Hero gains full life, [+] on all rolls for the remainder of the scene, and one new trait or mutation.
25+		Chosen by the void • something opens up. A different reality manifests. The world seems flat and empty as a higher-dimensional actuality makes itself felt through the hero's hakaba. Hero regains 1 life and becomes invulnerable for an hour as something channels through them. Hero's player can rewrite the battle and environment around them (subject to a soft veto from the other players).
20/20		Superheroic reversal • the tables turn. Hero and enemy swap current life totals. Hero gains [+] to all rolls for the remainder of the scene and permanently gains one trait or 1d6+1 life. Opponents are badly shaken and test aura or break.

This is a cinematic mechanic to make character exits spectacular. Players roll a charisma test, letting the dice decide, or choose a result from 'a' to 'h'. Each result is available once a session. If a result is unavailable, the next available lower result applies. If all the results are used up, the table resets.

Hakaba

The totality of every sentient character is divided into a trinity of body (ha—the physical), soul (ka—the mental), and self (ba—the social). Narratively, the soul provides the motive fire of consciousness, the self provides unique direction, and the body provides the vehicle. This concept is largely lifted from a lazy reading of the Ancient Egyptian conceptions of the person, as in the *Coffin Texts* and *Book of the Dead*.

In game terms, ha correlates with the body, physical tests, strength or agility, armour and weapons. Ka correlates with the soul, metaphysical tests, aura or thought, wards and charms. Ba correlates with the personality, social tests, charisma or endurance, prestige and rhetorics.

Poetically, the soul (ka) provides the motive fire of consciousness, the personality (ba) provides the unique direction of action, and the body (ha) is the vehicle of conscious action in the given world.

A character killed by an ordinary weapon becomes a classic corpse. A character killed by a curse or whose spirit departs after completing their teleological purpose leaves a perfect corpse, easily reanimated into a flesh-golem servitor (sometimes called a zombie but actually a soulless automaton). A character killed through personality destruction (or personality transfer) is the most interesting: their soul-body dyad is still physically alive but completely plastic and malleable—closest to the classical Haitian Vodou concept of a zombie—beasts of human intelligence, absolutely loyal to their master or creator.

HA (BODY)	KA (SOUL)	BA (MIND)	ENTITIES
yes	yes	yes	Abmortals, humans (natural and synthetic), full persons, animals.
yes	–	–	Corpses, shells, vehicles, machines. Can be (re)animated.
–	yes	–	Ka-elemental, spirit essence, pure will.
–	–	yes	Ghost or echo of a creature (free, maintained or imbued).
yes	yes	–	Living creature without an individual mind. Drones, eusocial insects, hive vomes, some living zombies.
yes	–	yes	Shell of a creature, animated artificially. Liches, golems, robots, some zombies, some machine humans.
–	yes	yes	Demons, daemons, ultras, sentiences, sophonts and some creatures that transcend the bounds of flesh and materiality.
-	-	-	ERROR#666: reality interruption. Reset reality. Summon Uz.

Returning from the Void

"Poor child, only the immortal Creators were woven from such stuff that they could bypass the wheel and return unchanged. Look, now, how the lost times mark you, how the smell ever reminds us where you should be!"
—Father Iniré, 7th grade holo-dupe, *Letters to the Anarch of Light* (HBFS 3:44)

When a player wants to bring their hero back from the dead, they will need complex and, often, proscribed rituals. After all, the natural state is for the character as an individual to disappear back into the Given World. The mind (ba) dissipates into the cosmic consciousness, becoming part of the infinite tapestry of creation, and returning like a messenger swallow to the All-Mind. The soul (ka) rejoins the One-Fire of Creation-Preservation-Destruction. The body (ha) decays back into the Ever-Green cycle of Life-Death-Rebirth.

All these rituals, technologies, magics, and practices may carry additional costs for the subject who flees Plouton's rich and fatherly embrace.

TIME ELAPSED SINCE DEPARTURE	PERMANENT SIDE EFFECTS
Weak magics or oldtech that revives a fresh corpse.	
1 minute	The returned loses 1d2-1 charisma.
1 hour	They lose 1d2-1 thought and 1d2-1 charisma.
1 day	They lose 1d3-1 thought and 1d3-1 charisma.
1 week	They lose 1d3 thought and 1d3 charisma.
Powerful spells and practices to refashion flesh and blood and bone.	
1 hour	The restored loses 1d2-1 charisma.
1 day	They lose 1d2-1 thought and 1d2-1 charisma.
1 week	They lose 1d2 thought and 1d3 charisma.
1 month	They lose 1 endurance, 1d2+1 thought, and 1d4 charisma.
Terrifying unholy sorceries to recreate life from dust.	
1 day	The resurrected loses 1 charisma and gains a mark of the Rotting God.
1 week	They lose 1d2 charisma and gain a mark.
1 month	They lose 1 endurance, 1d3 charisma, and gain two marks.
1 year	They lose 1 strength, 1d2 endurance, and 1d4 charisma, and gain three marks.
1 decade	Lose 1d2 strength, 1d3 endurance, and 1d6 charisma, and gain five marks

Marks of the Rotting God represent strange and terrifying changes to the resurrected individual, which single them out as a voyager in the lands of the lost. These might be harmful or cosmetic mutations, or they can be selected from the list of example marks in the burdens section (pXX).
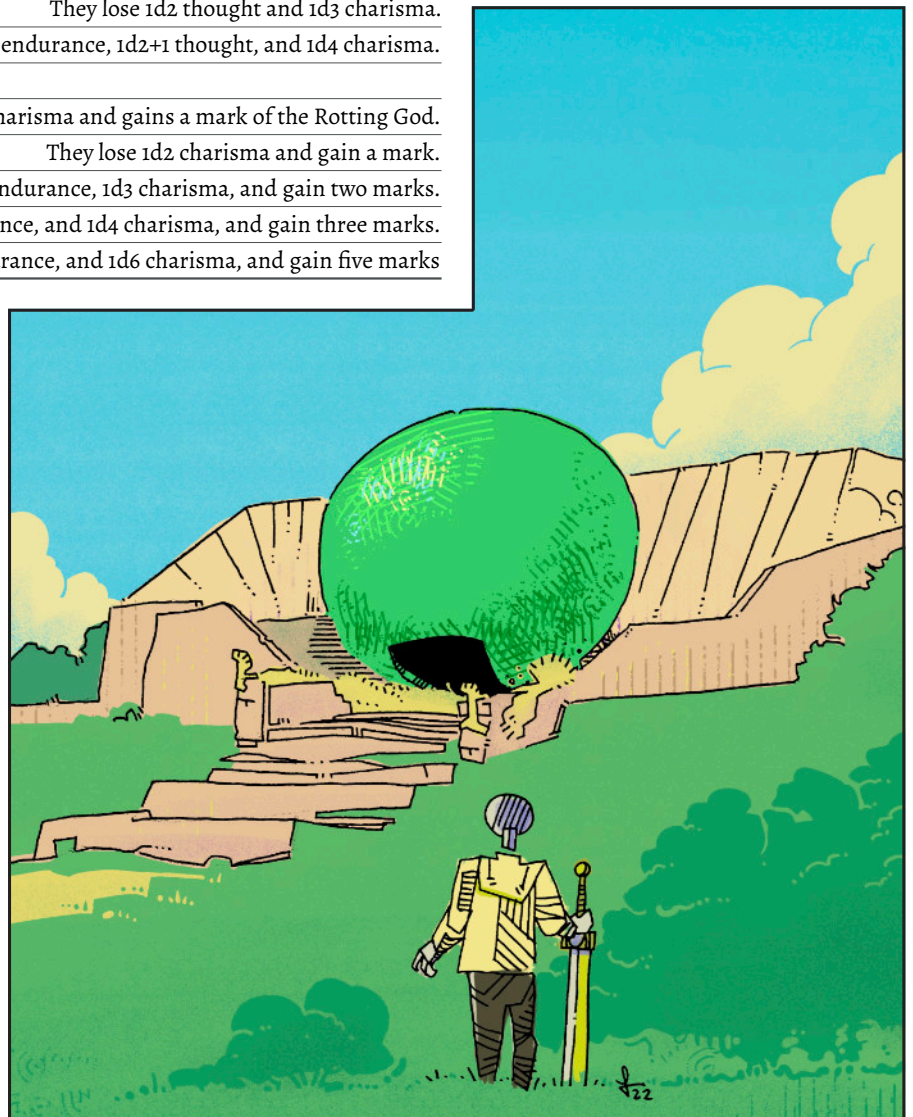
I. GEAR

Inventory

The hero's inventory is a core resource. Runners have to make hard choices between what they *want* their heroes to bring along on their adventures and what they *can*.

It is where the player notes **all the things burdening their hero**. Not just physical objects; woes, fears, illness, magic spells, pets, and extras all occupy inventory space. If heroes run out of room for traits or skills, they can repurpose the inventory. Crucially, gear determines a hero's offensive and defensive capabilities.

Inventory space on the human scale is defined with the following units.

1 sack = 10 stones = 100 soaps = 2,500 cash

Sack (sk) • All ten slots on a hero sheet. A basic inventory unit. What an average human can carry unencumbered. Doesn't have to be a literal sack.
Stone (st) • One-tenth of a sack. A significant generic item, like a sabre or spear or shield or shovel. About 5–7 kilos. Also, one inventory slot.
Soap (sp) • One-hundredth of a sack, a tenth of a stone. A small generic item, like a signal whistle or signet ring or spike. Or a bar of soap.
Cash (€) • A standard unit of currency. An average wage slave's daily earnings. Does not have to be physical coins or bills.

A human can carry two sacks at once, but the second sack is cumbersome. A hero carrying any items in their second sack is encumbered, suffering a bane [-] to every physical test (and likely to many social or mental tests). Items in a hero's hands are part of their first sack of inventory.

An encumbered hero is at a disadvantage in conflicts. If they're carrying a large object, like an actual sack, a living backpack, or a pianola, they can put it down carefully (an action) or drop it carelessly (a free action) to get rid of the encumbrance. But, of course, an item dropped is an item dropped.

Players may use other units when it makes more sense. For example, some of the largest vehicles have their carrying capacity listed in **shipments (sh)** equal to 10 sacks each. If players want, they can also convert stone units to their own preferred measure—perhaps based on the Prague stone, which converts to 20 local pounds or roughly 10 Old Earth metricist thousand-grams?

Stored Equipment and Other Properties

Heroes can own more (much more) property than they are carrying at any given time. They might have a mansion stuffed with ill- and well-gotten booty, sky-cars of ancient make, hidden dimensional fortresses beyond the bridge of rainbows. This is fine, encouraged even.

However, players should record all this treasure separately. Only gear on a hero's sheet is available during a given conflict. If the hero has entered the tomb of the thief of words and forgotten their magic cap of safe thoughts in the bedroom, that's just too bad. It'll stay in the bedroom as the ghost of words pilfers one phrase after another from the hero's barely protected brain.

Cash

Cash (€) is an abstraction of a character's disposable wealth. A unit of cash does not have to be a coin. Precisely how much one cash is worth depends on the in-game fiction. By default, players may assume that **one cash is equal to the daily income of an average laborer**. That's about 50 theoretical convertible imperial universal dollars on Finite Earth A.D. 2020.

What Cash Buys

CASH(€)	POSSIBLE PURCHASES
~0.1	A common meal or ingredient. Knick knacks. Mass tourist souvenir.
~1	A day's food and lodging for two proletarian baseline humans. A basic tool. An uncommon ingredient. A fancy meal.
~10	A day's food and lodging for two mildly-enhanced bourgeois humans. A professional tool. A rare ingredient. A ticket to a fine opera.
~100	A day's food and lodging for two betterfolk aesthetically-augmented humans. A rare or expert tool. Very rare ingredients. A basic vehicle. A hut. A small farm.
~1000	A day's food and lodging for two members of the abmortal neoimperial family. An uncommon vehicle. A small cottage. A middling farm.
~10k	An hour's rock-hitting trip by an imperial executive unit. A rare vehicle. A comfortable residence. A large farm or ranch.
~100k	A nearly super-heroic augment. A luxurious residence. An estate.
~1m	Abmortality. A seat on the neo-imperial shadow parliament. A modest palace.

Types of Cash [d20]

Currency can be many things. Though the grand emerald city of Metropolis might use simple round tokens with triangular holes punched through them to physically represent the soul-sworn debts of its inhabitants, other places use stranger things.

1. Luminous land cowries from the Forests of Mist and Stars.
2. Magic-infused scales of the sky dragons.
3. Memory crystals of the lost empire.
4. Stamped round chunks of soft metal.
5. Whorled pearls.
6. Bronze knives.
7. Duraplast tokens from the decayed Casino Kingdoms.
8. Ritual trading bones from the Necromancer Republic.
9. Composite ferroceramic heptagons.
10. Debtwood from the half-elven Deeproader Consortium.
11. Solidified rainbow pucks.
12. Scripture fiches of ductile think-matter.
13. Gently glowing vidy orbs from the Reality Theatre Era.
14. Diorite rings and eyeteeth.
15. Semi-precious rods and wands.
16. Coralline bracelets.
17. Cards of unrusting metallo-plastic.
18. Small tinkling copper bells.
19. Tiny golden barges in acrylic orbs.
20. Polished dreams of better days frozen in pieces of ancient forcefields, turned to hard pins and needles.

Credit

At some point (possibly during character generation), heroes will acquire wealth beyond what could conceivably be carried in cash on their person. That's where credit comes into play. Their wealth is stored or registered with a friendly bank or faction. They can use some kind of symbol, code, magic item, or astral wallet to purchase and sell from other characters and organizations who recognize the bank or faction have stored their wealth. Of course, this creates a walled garden effect, where transactions with hostile factions or for restricted items become more complex. Ahh, obstacles—adventure fodder.

Starting Cash

Heroes can start incredibly rich or in incredible debt. All this is excellent story fodder—the players, and the TC in particular, should not be afraid to explore stories where the heroes gain and lose (and gain again?) incredible wealth. After all, if Conan could, why not Komam Filedoff (L3, absurd, arrogant, lucky)?

d100 Wallets

1. Bruises. Stitches. A debt of €99k.
2. A wheel of cheese. No cash.
3. A flower pot. €1 in pennies.
4. Lockbreaker card. €3 in scrip.
5. Lint. Fluff. €5 in fancy coin.
6. €7 in dead currency. Piece of gum.
7. A new face. €20 in unmarked bills.
8. Elegant pen. Forged signature. €11.
9. Wreath of cowries worth €81.
10. Thick sock with €250 in change.
11. 111 wadd'd €1 notes. Rubber band.
12. Three €20 bracelets.
13. €300 cash and debt of €13k.
14. A tin box. €13 in foreign coins.
15. Cheap trinkets. €17 tatty bills.
16. Plaz sachet. €19 in dirty change.
17. Moldy wallet with €21.
18. Moth-eaten purse with €23.
19. Cut crystals worth €29.
20. €100 bundle of crisp notes.
21. €55 in grimy ancient coin.
22. 11 bracelets worth €222.
23. Napkin bundle. Crusts. €23.
24. Handkerchief. Comb. €40.
25. Box of mints. €50 in change.
26. Zebra hide bursa. €60 in currency.
27. An IOU. €75 in discrete tips.
28. Ancient bottle. €99 tucked inside.
29. Dogskin moneybag. €101.
30. Kid gloves. €180 in gold rings.
31. Synthsilk stockings. Wad of €125.
32. Pocketbook. Spectacles. €144.
33. Tourist crotch-wallet. €333.
34. Elegant lizard. €134.
35. €150 in enamelled scales.
36. Acrylic orbs worth €72.
37. Whorled pearl chains worth €200.
38. Land cowrie bracelets. €160.
39. Metallo-plaz card. €175 in credit.
40. Three vidy orbs. €240.
41. Discount gloaming puck. €199.
42. Book of meanings. €42 in dice.
43. Coraline hoops worth €260.
44. Chrome casket. €444 in mirrors.
45. Copper knives worth €299.
46. Satin clutch and €165.
47. Basket-weaving bible. €200.
48. Plush shark wallet. €256.
49. Mother-of-pearl case. €280.
50. Trading bones with €300 credit.
51. Soft metal lumps worth €300.
52. Scriptures and €320.
53. Diorite tokens worth €350.
54. Gelatinous finches. €282.
55. Calcified ennui. €555.
56. Fossilized sandwich. €248.
57. Depleted ring of power. €390.
58. Pocket clockwork piece. €360.
59. Nightmare inkstones. €178.
60. Valise of summer wines. €600.
61. Ferroceramic octagons and €470.
62. Rucksack. Wads worth €360.
63. Colourful stone pendants. €616.
64. Eyeteeth on a string. €460.
65. Palladium & ivory calendar. €365.
66. Hellmetal nails. €666.
67. A hundred small earrings. €667.
68. Evening bag. €196 in gemwood.
69. Round moneysticks worth €69.
70. Silver credit scroll of €700.
71. €640 in debtwood tablets.
72. Deadmetal vome skull. €543.
73. Gilded copper bells. €373.
74. Old envelope with €47 in bills.
75. Ebony scabbard. €500 in fiches.
76. €760 in cash and €2k in debts.
77. €777 in glitterjel pretzels.
78. Half-metal chess pieces. €166.
79. Tabloid-wrapped jewel fish. €79.
80. Jet credit disc with €801.
81. Gun holster and €899.
82. Tiny golden barges. €630.
83. Balaclava. Heavy spheres. €483.
84. Epic poems. €284 in rings.
85. Teardrop synth-rubies. €185.
86. Steamdream spice worth €306.
87. €354 in bloody bills. €1k debt.
88. Gate pouch. €888 in old money.
89. Banded drawings. €810 in credit.
90. Torc. Hidden gems worth €900.
91. Neosaur billfold. €990 in notes.
92. Jay needles. €1080.
93. Spectrum pucks. Cred for €1170.
94. €960 in hard cash. €5k hard debt.
95. Platinum dragonscale. €5k.
96. Revolutionary scrip worth €1968.
97. €2k in bullion. €3 solid debt.
98. Timelost div pills worth €2525.
99. €9999 in minimal synth currency.
100. Estates. Discretion. €99k credit.

By The Skeleton

Pulp hero • Hero starts with 300 cash (€) or rolls once.
Starting extra • Starts with €30 or rolls and divides result by 10.
Epic legend • Starts with €3,000 or rolls and multiplies result by 10.
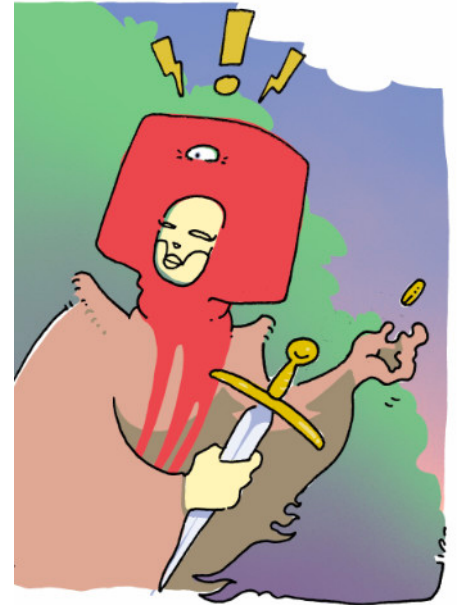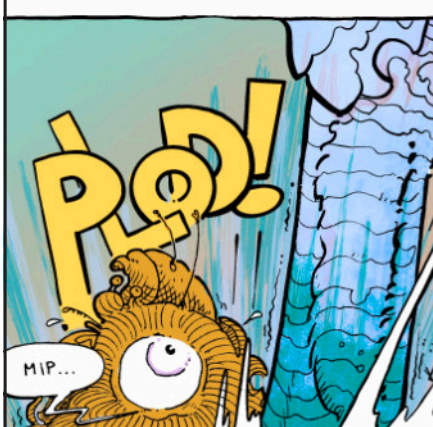
Equipment

"There are three types of magic in the Vast Lands. The godtech that gave us our world. The oldtech that was given to us with the world. The newtech that will set us free from the prison of this world."
"What of the techné of the slowfolk, Masta Iuäna?"
"That's not magic; that's just primitive tinkering!"
> —Iuäna and Ambivaric, *Dialogues*, Pato the Melder (294:b4–b6).

Characters struggle to do everything they want because they cannot bring every single item, device, spell, or weapon into play—not because those items are unavailable or nonexistent.

The Vastlands are not a world like today or a world like a fantastic wild west reimagining of feudal Angleland or Saxony. Sufficiently advanced technology indistinguishable from magic is readily available, if very unevenly distributed. Most of the imaginary denizens of these worlds understand that magic exists, though none of them can understand how it all works. There is too much knowledge and complexity even for the hive minds and synthetic intelligences.

Availability of Gear

What this means is that there is no practical distinction between magical and mundane items. Some gear is very powerful (magical, sophisticated, charged with the source code of creation), other gear not so much. Somewhere in the imaginary world of the nigh-infinite Vastlands, an item almost certainly exists that can accomplish very nearly anything the players can imagine. As a result, trying to list all possible gear becomes impossible—players will almost certainly have to invent new equipment for their game.

A question runners will often ask of the top cat is whether a particular item is available right here, right now, in this settlement or market. The TC may ask for a group charisma test. Locating a common object would be trivial, a rare object moderately hard, and a very rare, exquisite object would require a very hard test. If the TC knows an item is not available presently, the test would reveal a clue to its location, pointing to a small side quest for the heroes.

The same applies in reverse for selling rare or strange items.

Rarity and Price

Powerful and rare objects are often more valuable, ordinary and common ones less so—as decreed loudly and repeatedly by the Church of the Wholly Invisible Hand. But, of course, monopolies, guilds, secret societies, factory cults, fabricator conspiracies, and fanatical material acquisition corporations (famacs) do muddle up the anti-moralist prophecies of the church and other free-market fanatics. After all, what market could be truly free in a world where near-divine sentient polycorporates ensconced in floating mountains of doom try to control wormgate travel? This is why most gear is listed with exploding dice for generating prices. Who could know in advance what fad or financial hi-jink will suddenly spike the cost of the semi-sentient computing radishes used in the biomental farms?

D10	RARITY	GEAR EXAMPLES	PRICE (€)
na	Omnipresent	Autofab tschotschke, cap, fossil widget, pamphlet.	nil (~0.1)
1–5	Common	Cut bottle, loupe, memory pebble, rope, sim-spice.	1d4*-1 (~1)
6–8	Uncommon	Electric torch, organic saffron, pleasure vidy, scalpel.	2d10* (~10)
9-10	Rare	Mental audit kit, personal spirit brick, 10hp autocart.	10 x 2d10* (~100)
10/10	Exquisite	Autochef, karmic brush, levitent, taleteller golem.	100 x 2d10* (~1,000)
10^3	Exotic	Etiquette synthetic, personal electric orchestra.	1k x 2d10* (~10k)
10^4	Legendary	Brain-extend pearl, library crystal, home fabricator.	10k x 2d10* (~100k)

More expensive gear may exist. Fame and fortune await. A player, usually the TC, may use the d10 column to randomly determine the rarity of an item.

Types of Gear

For the sake of simplicity, gear is divided into six categories based on their primary function. Individual pieces may do multiple things at once—though a suit of consumable weaponized armour that serves as a tent and horse and also functions as a portable sushi chef's kitchen might be ... unusual:

1. **Defensive Gear** • Clothes, armour, wards, glittery prestige. Anything that increases a character's ha, ka, or ba defences.
2. **Offensive Gear** • Weapons, charms, rhetorical devices, and other things that deplete a character's life, stats, or other attributes.
3. **Consumable Gear** • Anything that gets used up. Ammunition, fuel, nanite injectors, magic fruits, breathing gasses, or sunscreen.
4. **Professional Gear** • Tools for performing a job, often a kit rather than individual items. Instead of detailing what is in a mechanic's case, a teacher's satchel, or a socialite's purse, the details are figured out as required.
5. **Adventuring Gear** • An (unusual) item with specific effects. A primitive tribal technowizard would call it a miscellaneous magical item, but in the Vastlands, there is no magic, only sufficiently advanced technologies and deep layers of future metahistory. Adventuring gear can overlap with professional tools. A burglar's kit might include rope, glass cutters, gloves, black vestments, gecko shoes, and a gravity reductor belt.
6. **Rides** • Items, mounts, vehicles, portals, and other devices that move characters or their stuff. Personal mobility gear can overlap with adventuring gear. Mounts and vehicles are treated as extras.

Two more types of equipment round out the list for a full d8, when randomly generating found objects:

7. **Valuables** • Cash, treasures, fancy furniture, works of art, cargo, bottle caps, or whatever else may be primarily a repository of value for the characters in a given situation, rather than something they can use.
8. **Magics** • Spells and albums associated with the different vedas. Old technopractices for modifying the state of the world in a more-or-less repeatable way. These get their own section (pXX).

Anatomy of Gear

All gear in the game has a similar structure and attributes.

Baroque Plastic Rifle

1d10 ha (function) / 1 st (size) / ~€700 (price) / #rifle
An overdecorated weapon from a less egalitarian age. (description)
›› **Ammunition** • Electromagical caseless. (modifier)
›› **Long-Range** • Can attack nearby and far away targets without penalties but suffers [-] to attack rolls against adjacent targets. (modifier)

The **name** ideally paints a vivid image. The **function** attribute depends on the category. Defensive gear boosts defences, offensive deals damage and reduces resources, consumables have a number of uses, professional gear has a measure of quality, and rides have a carrying capacity. The **size** describes how much inventory space it occupies. **Price** can fluctuate with supply and demand, the listed price is just an average. Tags may categorize weapons for relevant praxas or other conflict skills.

The **description** of gear always implies how it is used within the fiction, even if it is mostly flavouring. This is particularly relevant for adventuring gear and those pieces of gear that lack standard attributes.

Modifiers or **mods** apply additional mechanical effects when equipment is used in the game. They help create new gear and improve existing items.

Defensive Gear

By The Skeleton
Pulp hero • Rolls 3d6 in each column.
Starting extra • Rolls 1d12.
Epic legend • Rolls 3d6+12.

Defensive gear increases a character's defences. This may be purpose-made armour to boost ha (physical) defence or improvised finery to dazzle at a ball and provide ba (social) defence. Armour improves ha (physical) defence, wards improve ka (metaphysical) defence, and prestige improves ba (social) defence. Less common pieces of gear may improve multiple defences at once.

Most **defensive gear stacks**. Suits are an exception—a character can only ever wear a single suit: they can't wear a suit of armour, a lavish court gown, and a spirit suit all at once. Suits still stack with other gear—for example, with shields, brandished holy symbols, batons of office, magic rings, amulets of propriety, circlets of innocence, tokens of spirit, and more.

Armour

Armour protects a character from attacks that would hurt their body (ha): bullets, swords, rocks, explosions, fireballs, gouges, and chokes.

D30 (D6) ARMOURS

	+1 ha / 1 st / ~€1 (1d4*-1)
1 (1)	Cap: padded, floppy, leather.
2 (2)	Protective mask: sport, scary, plastic.
3 (3)	Gloves: mitts, union, biker.
4 (4)	Wrap: loincloth, robes, duct tape.
5 (5)	Carapace: chitin, hide, pig iron.
6 (6)	Boots: hiking, hobnailed, steel-toe.
	+3 ha / 2 st / ~€10 (2d10*)
7 (1)	Helm: skull, steel, spiked.
8 (2)	Gorget: chain, spidersilk, ceramix.
9 (3)	Greaves: camino vome, nu-bronze.
10 (4)	Cloak: warwool, synthskin, fe-cloth.
11 (5)	Shield: hoplite, bone, metalglass.
12 (6)	Vest: studded, composite, jangle.
	+2 ha / 1 st / ~€100 (10 x 2d10*)
13 (1)	Helmet: steelglass, bowl, voidbiker.
14 (2)	Pauldrons: boss, composite, enamel.
15 (3)	Cuirass: trench, draak scale, golem.
16 (4)	Belt: projector, champion, impact.
17 (5)	Gauntlets: battle, clicker, exoplate.
18 (6)	Exoframe: vorpal, skeletal, plaz-steel.
	+5 ha / 2 st / ~€1,000 (100 x 2d10*)
19 (1)	Skin-fusion: warvome, metabiome.
20 (2)	Golem: compact, engineering.
21 (3)	Mantle: shimmer, living metal.
22 (4)	Aegis: dragonbone, owl, gorgon.
23 (5)	Field: ghostforce, blowslow, stuck.
24 (6)	Suit: jade mail, full chain, assault.
	+3 ha / 1 st / ~€10,000 (1k x 2d10*)
25 (1)	Face: ceramic, paladin, cosmium.
26 (2)	Shirt: if-thrill, crawliron, forceweave.
27 (3)	Harness: loom, scion, sentient.
28 (4)	Parasite: reflector, blocker, thorn.
29 (5)	Rondel: mirror, ballistic, glissante.
30 (6)	Panoply: radiant, umbral, fuligin.

A held weapon grants +1 ha.

Wards

Block metaphysical attacks: curses, fear, charms, mental domination, bad luck, daemons of doubt, self-loathing, and misery, and other ka assaults.

D30 (D6) WARDS

	+1 ka / 1 st / ~€1 (1d4*-1)
1 (1)	Scarab: faience, bone, plastic.
2 (2)	Necklace: locket, hard stone, symbol.
3 (3)	Glasses: coloured, dark, empty.
4 (4)	Paint: lead white, ochre, boneblack.
5 (5)	Shawl: geometric, fractal, tessellated
6 (6)	Book: spiritual, self-help, spurious.
	+3 ka / 2 st / ~€10 (2d10*)
7 (1)	Tome: silver, bound, necronomic.
8 (2)	Robe: stars, stripes, eyes, moons.
9 (3)	Garland: heads, garlic, fruits, bells.
10 (4)	Sash: feather, paradise, snakeskin.
11 (5)	Ritual mask: bone, stone, opera.
12 (6)	Slippers: jingly, jangly, brassy, pointy.
	+2 ka / 1 st / ~€100 (10 x 2d10*)
13 (1)	Heirloom: vial, phylactery, certificate.
14 (2)	Relic: skull, limb, organ, wizard.
15 (3)	Gem: apotropaic, glittering, rough.
16 (4)	Scroll: gilded, illuminated, scarlet.
17 (5)	Circlet: crystal, platinum, fluffy.
18 (6)	Pectoral: button, jewel, touchscreen.
	+5 ka / 2 st / ~€1,000 (100 x 2d10*)
19 (1)	Conical hat: golden, phrygian, tartan.
20 (2)	Head: animatronic, petrified, scary.
21 (3)	Banner: fluttering, rampant, nightsilk.
22 (4)	Aura booster: glint, dusk, voidhusk.
23 (5)	Staff: gnarly, wisewood, burntsoul.
24 (6)	Suit: metropolitan, bone, ray disc.
	+3 ka / 1 st / ~€10,000 (1k x 2d10*)
25 (1)	Halo: angelic, obscuring, sanguine.
26 (2)	Rod: living crystal, deathward, regal.
27 (3)	Cord: charging, demon-tongue, ground.
28 (4)	Mirror: cosmic, distorted, subconscious.
29 (5)	Ghost: noisy, machine, radiation.
30 (6)	Bag: holding, medicine, gate sporran.

Every spell in the inventory grants +1 ka.

Prestige

Guards against social (ba) attacks: slander, lawsuits, curses, cutting remarks, media lynchings, PR disasters, and other image injuries.

D30 (D6) PRESTIGES

	+1 ba / 1 st / ~€1 (1d4*-1)
1 (1)	Bracelet: bangle, beaded, silicone.
2 (2)	Hat: rakish, sinister, somber, stylish.
3 (3)	Cape: crocheted, frilly, satin, rayon.
4 (4)	Cosmetics: eyeliner, lapis, lipstick.
5 (5)	Shirt: starched, band, see-through.
6 (6)	Shoes: duotone, lacquered, platform.
	+3 ba / 2 st / ~€10 (2d10*)
7 (1)	Hairdo: hive, mane, robot, tower.
8 (2)	Jacket: cloth-of-gold, medal, tasselled.
9 (3)	Dress: evening, formal, smoking.
10 (4)	Case: brief, business, crocodile.
11 (5)	Glitter: goldscale, synthfeather.
12 (6)	Heels: glittering, impractical, red.
	+2 ba / 1 st / ~€100 (10 x 2d10*)
13 (1)	Watch: complicated, gold, digital pet.
14 (2)	Implant: impressive, electric, flashy.
15 (3)	Chapeau: top, fedora, boater.
16 (4)	Oblong: crystal, pinging, vidy.
17 (5)	Card: subtle, thick, watermarked.
18 (6)	Credit: club, ruby, rotationary.
	+5 ba / 2 st / ~€1,000 (100 x 2d10*)
19 (1)	Tattoo: lead light, literati, UV.
20 (2)	Skin: re-tiger, finescale, microboa.
21 (3)	Set: rhodium, palladium, iridium.
22 (4)	Address: established, executive.
23 (5)	Cumber: beads, bells, whistles.
24 (6)	Suit: cocktail, red carpet, stratosphere.
	+3 ba / 1 st / ~€10,000 (1k x 2d10*)
25 (1)	Augment: nu-face, skinjob, toothsome.
26 (2)	Symbiote: glitterskin, midnight, moss.
27 (3)	Fakepet: dogbot, synthsnake, squark.
28 (4)	Jewelry: adamant, source amber.
29 (5)	Accessory: rejuvome, personal saviour.
30 (6)	Dazzle: official, socialite, ex-imperial.

Every €250 in the inventory grants +1 ba.

Custom Defensive Gear

Creating new gear is a game all its own. Players use it to doll up their characters while building out the setting. Options include:

CUSTOMIZATION	PRICE
Boost defence to size ratio one step (+1 def / 1 st » +3 def / 2 st » +2 def / 1 st).	×10
Additional defence (ha, ka, or ba) equal to current.	×10
Miniaturization one step (sack » stone » soap sized) or similar large benefit.	×10
More coverage, stacking defence and size (+1 def / 1 st » +2 def / 2 st).	x2
Positive modifier: resistance or other advantage.	×2
Personalization: art, colour, decoration, and other bling.	×2
Negative modifier: takes more space (+1 st) or other similar drawback.s	×0.5

Only modifying price is a blatant simplification. Players may assume that custom gear involves special components and unusual techniques. Particularly for more exotic customizations or unusual modifiers, the hunt for better and more unique gear can become a quest or storyline all its own.

It's worth emphasizing again: the prices are only a guideline in a hypothetical store. Rarity, sentimental value, and accessibility may all change everything. A merchant selling armour to a desperate soldier of fortune on the outskirts of the Erosion of War in the Ultraviolet Grasslands will charge more than one offloading equipment scavenged from the carnage trenches of Azure.
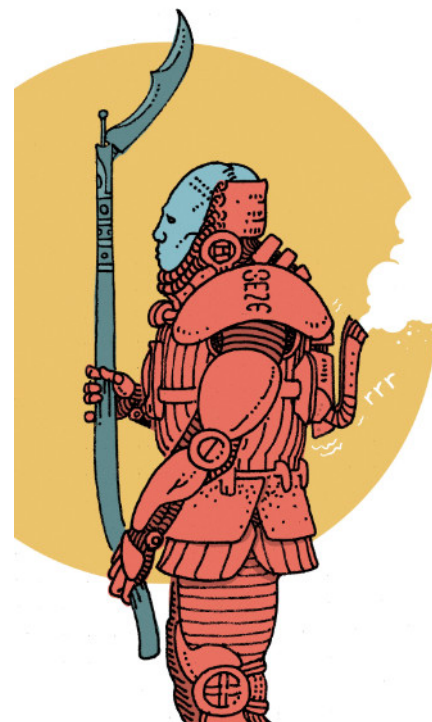
d30 Defensive Mods

Magnitude Benefits
Examples of ×10.
1. **Closed-loop** • Insulates the wearer from their environment. Immunity against caustic agents, spore clouds, magitechnic radiation, or mental fallout.
2. **Full-golem** • Usually a suit. Can act independently. Can replace wearer's physical attributes.
3. **Integrated** • Size reduced 1 step (min. 1 st). [+] to concealing gear.

Basic Benefits
Examples of ×2 mods.
6. **Absorbing** • Sacrifice gear to negate damage from an attack.
7. **Camo** • Blends into terrain. [-] to ranged attacks against the wearer.
8. **Chromatyped** • Vibrationally linked to a sacred colour (red, orange, yellow, green, blue, or violet). Resistance to damage from sources of that colour.
9. **Cool / Hot** • [+] to relevant temperature tests, [-] in wrong circumstances.Sealed • Secure against hostile environmental hazards like acid, diseases, radiation, or toxins. [+] to tests against relevant effects.
10. **Exoskeleton** • [+] to endurance and athletic tests.

11. **Flickering** • Local reality mismatch. [-] to attacks vs wearer
12. **Ghostbone** • [-] to ka damage.
13. **Golem servos** • Specialized golems increase physical stats. Powered golems can be boosted to increase the effect.
14. **Hi-kinetic** • Damper field resists [-] high velocity & energy damage.
15. **Intravenous** • Can inject liquids into the wearer as a free action.
16. **Jade** • Endowed with the essence of creation. When the wearer would suffer a burden, they can sacrifice this mod instead.
17. **Lo-kinetic** • Damper field resists [-] melee and diffuse attacks.
18. **Masking** • Empathetically tuned to breed familiarity. Grants [+] to disguise and stealth tests.
19. **Moon-forged** • Crafted in the radiations of a magical moon. In moonlight, [-] to all damage.
20. **Ornate** • [-] to all ba damage.
21. **Reactive** • Automatically inflicts direct damage against attackers using one or more attack types.
22. **Recycling** • Restores vital bodily fluids. [+] against dehydration and starvation.
23. **Reflective** • Reflects heat rays, lasers, chaos beams, or other energy attacks. Wearer always takes minimum damage from the specified sources. Reflected rays may strike other targets.
24. **Spirit-boosted** • Bound ka-elementals or ghosts increase mental stats. Powered spirits can be boosted to increase the effect.

25. **Sun-forged** • Crafted in the new sun. In UV light, [-] to all damage.
26. **Vital** • Metaphysically alive, boosting the wearer's life total. The gear's life total is tracked as a separate attribute from the character's life total.

Basic Drawbacks
Examples of ×0.5 mods.
27. **Cumbersome** • [-] to stealth and other relevant physical tests.
28. **Powered** • Uses energy: solar prayers, thermonuclear batteries, blood sacrifice, etc. Unpowered, imposes [-] to relevant tests. A charge is spent after every conflict or significant exertion. Charges may also be spent for other special effects & mods.
29. **Shoddy** • Loses a defence point every time a critical hits.
30. **Shoddy, very** • Loses a defence point with every maximum damage or critical hit.
31. **Smelly** • [-] on social tests.

Offensive Gear

"Sticks and stones may break my bones, but words will never hurt."

—Common lie.

By The Skeleton

Pulp hero • Rolls 3d6 in each column.
Starting extra • Rolls 1d12.
Epic legend • Rolls 3d6+12.

Equipment increases the potency and options available to characters in conflict. There are three types of offensive gear: weapons (stones to break the ha), charms (sticks to bend the ka), and rhetorics (words to twist the ba). Though they all reduce the same attributes (usually life or stats), the narrative consequences of defeat vary depending on the context and stakes.

Weapons

Bullets, swords, rocks, explosions, fireballs, gouges, and chokes. Attacks hurt the ha (body) but usually spare the soul and status of the target. Often frowned upon in civilized societies, personal firearms are more popular among voracious barbarians.

Charms

Spells, curses, fear auras, gaze attacks, mental domination, and daemonic temptations attack the ka directly. Often powerful against daemons and ghosts, but may be ineffective against opponents from alien cultures invisible to the local reality.

Rhetorics

A character's wit and opponent's secrets or weaknesses. Even social position alone. Rhetorics always depend on social context. Without an audience, social attacks may be useless. Creatures without personalities are usually immune to ba attacks.

D30 (D6) WEAPONS		D30 (D6) CHARMS		D30 (D6) RHETORICS	
1d4 ha / 1 st / ~€1 (1d4*-1)		*1d4 ka / 1 st / ~€1 (1d4*-1)*		*1d4 ba / 1 st / ~€1 (1d4*-1)*	
1 (1)	Rock: polished, sharpened, chopper.	1 (1)	Symbol: stick, stone, blood, bone.	1 (1)	Tip: card, coins, innuendo, meal.
2 (2)	Kitchen: pan, pot, pin, tenderizer.	2 (2)	Eye: painted, drawn, carved, clay.	2 (2)	Subculture: nod, wink, nudge.
3 (3)	Ranged: dart, discus, sling, slingshot.	3 (3)	Sprig: holy, holly, plastic.	3 (3)	Competence: implied, proven.
4 (4)	Tool: wrench, crowbar, hammer.	4 (4)	Word: algebraic, formulaic, powerful.	4 (4)	Produce: naughty, rotten, tuberous.
5 (5)	Stick: golf club, baton, combat torch.	5 (5)	Fetish: hair, twig, straw.	5 (5)	Wit: amusing, convivial, incisive.
6 (6)	Knife: butcher, dagger, stiletto.	6 (6)	Cord: cradle, net, trap.	6 (6)	Clues: circumstantial, suggestive.
1d6 ha / 1 st / ~€10 (2d10*)		*1d6 ka / 1 st / ~€10 (2d10*)*		*1d6 ba / 1 st / ~€10 (2d10*)*	
7 (1)	Pistol: pocket, pulse, ray, revolver.	7 (1)	Graven skull: bog, dog, hog, god.	7 (1)	Baksheesh: favour, tab, wad.
8 (2)	Blade: cleaver, short spear, town sword.	8 (2)	Tablet: burn, curse, turn.	8 (2)	Association: band, patch, rosette.
9 (3)	Cane: gentleman's, rod, staff.	9 (3)	Icon: saint, sinner, slave, soldier.	9 (3)	Standing: attire, pampering, stolidity.
10 (4)	Chain: and ball, sickle, flail.	10 (4)	Orb: cathode, crystal, vidy, viral.	10 (4)	Badge: guard, clerk, teacher.
11 (5)	Hammer: combat, sledge, spiked.	11 (5)	Silver-bound: ebony, ivory, jade.	11 (5)	Comedy: infuriating, cutting, revealing.
12 (6)	Bow: cross, hunting, light, sport.	12 (6)	Wand: bold, cold, gold, sixfold.	12 (6)	Testimony: emphatic, lurid, valid.
1d10 ha / 1 st / ~€100 (10 x 2d10*)		*1d10 ka / 1 st / ~€100 (10 x 2d10*)*		*1d10 ba / 1 st / ~€100 (10 x 2d10*)*	
13 (1)	Golem: fist, foot, third arm.	13 (1)	Standard: chaos, marcher, regiment.	13 (1)	Bribe: backhander, envelope, fix.
14 (2)	Polearm: fire lance, halberd, ice pike.	14 (2)	Head: monstrous, pike, war shrike.	14 (2)	Club: medal, ring, watch.
15 (3)	Sword: bastard, ceramic, vibrant.	15 (3)	Horn: alp, lur, olifant, ram.	15 (3)	Class: education, elegance, refinement.
16 (4)	Gun: assault, hunting, schmeisser.	16 (4)	Drum: doom, kettle, log, steel.	16 (4)	Plume: attorney, medicus, officer.
17 (5)	Ray: 1337, heat, hardlight, impact.	17 (5)	Codex: fatal, palatine, philistine.	17 (5)	Tragedy: emotive, universal, dire.
18 (6)	Projector: gravity, nausea, stuckforce.	18 (6)	Scepter: anthracite, obsidian, vanta.	18 (6)	Evidence: consistent, troubling.
2d8 ha / 1 st / ~€1,000 (100 x 2d10*)		*2d8 ka / 1 st / ~€1,000 (100 x 2d10*)*		*2d8 ba / 1 st / ~€1,000 (100 x 2d10*)*	
19 (1)	Gladius: chain, force, psychic.	19 (1)	Disc: blue jay, calendar, gong.	19 (1)	Contribution: donation, fundraiser.
20 (2)	Lance: emitter, phorusrhacid, void.	20 (2)	Lens: despair, focus, illusion.	20 (2)	Secret society: handshake, cypher.
21 (3)	Axe: ghost, ironbone, warlock.	21 (3)	Beads: cowries, teeth, prayers, seeds.	21 (3)	Breeding: blood, confidence, mud.
22 (4)	Rifle: cat, pulse, uranian.	22 (4)	Axis: caducean, cerulean, cosmic.	22 (4)	Cornet: justiciar, representative.
23 (5)	Noble: accelerator, cestus, mace.	23 (5)	Mouth: frothing, grumbling, singing.	23 (5)	Oratory: machiavellian, stirring.
24 (6)	Heavy: hand cannon, siege rod.	24 (6)	Fang: way, weal, worm, wry.	24 (6)	Proof: scandalous, unfortunate.
2d12 ha / 1 st / ~€10,000 (1k x 2d10*)		*2d12 ka / 1 st / ~€10,000 (1k x 2d10*)*		*2d12 ba / 1 st / ~€10,000 (1k x 2d10*)*	
25 (1)	Dome: ray, slug, titan.	25 (1)	Volume: disturbing, loud, scholarly.	25 (1)	Investment: direct, foreign, win-win.
26 (2)	Machine: angel, blaster, wight light.	26 (2)	Gaze: frying, petrifying, terrifying.	26 (2)	Cartel: adoption, embrace, kiss.
27 (3)	Radiant: ripper, sabre, shredder.	27 (3)	Dream: awesome, pale, tyrant.	27 (3)	Nobility: sculpting, surgery.
28 (4)	Vorpal: chakram, partisan, scimitar.	28 (4)	Malevolence: gentle, grand, twisted.	28 (4)	Mark: illumination, party, reason.
29 (5)	Emitter: blue god, decay, irreality.	29 (5)	Portal: duplicating, mirror, psyche.	29 (5)	Celebrity: grand, selfish, cannibal.
30 (6)	Matter: converter, replacer, translator.	30 (6)	Anathema: dedication, destruction.	30 (6)	Condemnation: regal, sacred, solemn.
Baseline human innate: 1d3 ha.		Traditional curse or gesture: 1d3 ka.		Common culture jibe or gossip: 1d3 ba.	

Custom Offensive Gear

"This is my death ray. There are many like it, but this one is mine."
—Timelost Warrior Creed, Line 1.

CUSTOMIZATION	PRICE
Major damage boost ~50% (1d4 ›› 1d6 ›› 1d10 or 1d8 ›› 1d12 ›› 1d20).	×10
Additional damage type (ha, ka, or ba) or also deals other attribute damage.	×10
Miniaturization one step (sack ›› stone ›› soap-sized) or similar large benefit.	×10
Positive modifier: ranged, exploding, ~10% damage boost, other benefits.	×2
Personalization: inscription, gilding, etching, and other finery.	×2
Negative modifier: larger (+1 st), clumsy, ammo or other similar drawbacks.	×0.5

Weapons, charms, and rhetorics can have all sorts of mechanical tweaks. Players can adapt and create new modifiers to fit characters, challenges, environments, and opponents. For example, a small quarterling derivative would have difficulty wielding a war golem's sword, while a mouthless biocomputer might struggle with a thundering trumpet. Every such situation cannot be covered by rules, hence the call to invention and creation.
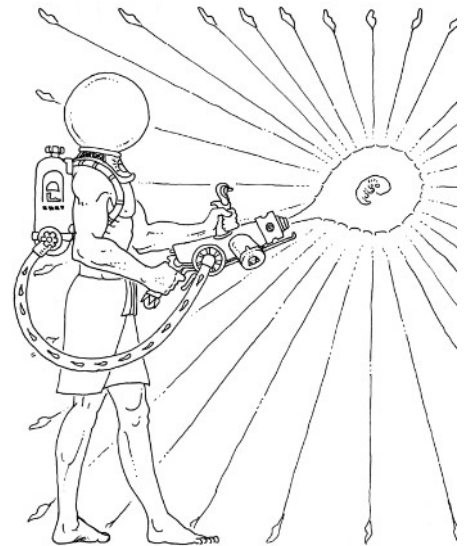
d30 Offensive Mods

Large Benefits
Each increases price by ×10.

1. **Integrated** • Size reduced 1 step (minimum 1 soap). [+] to conceal. Also counts as an unarmed attack.
2. **Precise** • [+] to attack rolls.
3. **Stunning** • Target loses 1 action.
4. **Vicious** • Deals 1 additional attribute damage per hit (d6): (1–3) necrotic reduces a stat, (4–5) ripping reduces a defence, (6) soul-stealer reduces level.

Basic Benefits
Each increases price by ×2.

5. **Bane** • Deals increased [+] damage to one type of enemy (e.g. dead and undead, golems and synthetics, humans and abmortals, daemons and ultras, incorporeal, etc.).
6. **Chromopestilent** • Inherently hostile to a sacred colour (green, blue, violet, red, orange, or yellow). Deals increased damage [+] against that colour targets.
7. **Crippling** • Target crippled (blinded, deafened, hobbled, disassociated, muted) for one round when any dice deal max damage. Critical: crippled for the entire conflict. Crippling imposes [-] to relevant tests.
8. **Crystal bomb** • Slain foes crystallize, then explode. 1d6 crystal damage to all nearby.
9. **Daemonic** • Spend 1 charge or life to gain [+] to next attack.
10. **Explosive** • Damages creatures and objects adjacent to the target.
11. **Grievous** • Ignores resistances.
12. **Hindering** • [+] when tripping, shoving, slowing, and blocking.
13. **Intravenous** • Can be loaded with injectables, like aguasanté or fast-acting vome serum.
14. **Long-ranged** • Attack near and far targets without penalties. [-] to attack adjacent targets.
15. **Mounted** • [+] damage while riding a vehicle or other steed.
16. **Ranged** • Attack adjacent and near targets without penalties. [-] to attack far targets.
17. **Rare** • A prized piece, it can deal its normal damage as ba damage instead. If it can already deal ba damage, it is increased [+].
18. **Reach** • Longer than similar items. Can spend an action out of turn order to counterattack an attacker before their roll is resolved. Negates other reach mods.
19. **Spell locker** • Can store a spell as if it were a free inventory slot.
20. **Throwing** • Can be thrown at near targets without penalties.
21. **Vampiric** • Steals 1 life per hit.
22. **Versatile** • Damage dice increase 1 step when used two-handed.
23. **Vorpal** • Severs or destroys an extremity on a critical hit.

Basic Drawbacks
Each decreases price by ×0.5.

1. **Ammo** • Required to deal damage. Default ammo box: 1 stone and 10% price of gear.
2. **Brittle or fragile** • Breaks after a critical hit or after a critical fail.
3. **Clumsy** • [-] to attack rolls.
4. **Degrading** • Reduce damage dice one step after max damage.
5. **Noticeable** • [-] to stealth.
6. **Powered** • Uses techno-magical power source. Reduced [-] damage unpowered. Charge expended after every conflict. May allow spending additional charges for special effects.
7. **Two-handed** • Used with just one hand, imposes [-] to attack rolls.

Consumable Gear

"No, Groober, don't eat ... the steering wheel."

—Khans' last words on aerobus 3:14.

By The Skeleton
Pulp hero • Roll 2d4 on two tables
Starting extra • Roll 1d4.
Epic legend • Roll 2d6.

Characters can use up items to reduce, restore, and boost attributes, to effect actions and modify things and effects, as fuel or ammunition. A regular item, such as a sword or credit bell, may also be made disposable: usable just a few times before it breaks. Consumables are either:

1. **Multi-use** • runs out when the player rolls a natural 13 while using the item—either as part of the test or with a related roll. 20 uses on average.
2. **Single-use** • costs & weighs one-tenth as much as a multi-use version.

Listed consumables are multi-use and weigh 1 stone. Effects last for "1 scene"—a few minutes to a few hours—unless they restore an attribute. Longer scenes require judgement, and consumables may have other specific features.

Curatives
Restore attributes & remove burdens.

D12 (D4) CURATIVES

	super premium / 1 st / ~€1 (1d4-1)*
1 (1)	Fast Bak: recover +1 attribute per week.
2 (2)	Immuboo: reroll 1 test (poison, disease).
3 (3)	Life Up: restores 1d4 life.
4 (4)	U Go: ignore 1 burden.
	basic / 1 st / ~€50 (10 x 2d4)*
5 (1)	Core Stim: restores 1 stat.
6 (2)	Healing Pot: restores 1d8+level life.
7 (3)	Redefence: restores 2d4 lost defence
8 (4)	Somabilder: recover +1 burden / week.
	deluxe / 1 st / ~€2.5k (100 x 4d12)*
9 (1)	Heart: restores 10 × level life.
10 (2)	Noö Activator: cures all disease / poison.
11 (3)	Relife Nano: revives dead body.
12 (4)	Spiritus: removes a mental burden.
	Pep Talk: moderate test, restore 1d3 life.

Nocives
Damage attributes & impose burdens.

D12 (D4) NOCIVES

	pest control / 1 st / ~€1 (1d4-1)*
1 (1)	Antiverm: kills vermin, tremors.
2 (2)	Fung Pung: kills fungi, brain fog.
3 (3)	Herbex FF4F00: kills weeds, nausea.
4 (4)	No Gass: fumigant, asphyxiates.
	industrial / 1 st / ~€50 (10 x 2d4)*
5 (1)	Bane Venom: target takes [+] damage.
6 (2)	Hard Light: undead -1d8 life / round.
7 (3)	Shinshaker: [-] physical tests.
8 (4)	Soul Scuttle: -1 mental stat.
	restricted / 1 st / ~€2.5k (100 x 4d12)*
9 (1)	Antimagic: +1 target magic costs.
10 (2)	Mentabrenner: kills will, lose all ka.
11 (3)	Neurox: blocks thought, -1 action.
12 (4)	Sleep²: disables body, lose all ha.
	Smeared Refuse: [-] recovery from wounds.

Enhancers
Boost attributes & enhance skills.

D12 (D4) ENHANCERS

	economy plus / 1 st / ~€1 (1d4-1)*
1 (1)	Cat Coffee: [+] mental tests.
2 (2)	ΔV Jolt: [+] speed.
3 (3)	Golube: +1 stat, golems only.
4 (4)	H+: Gain 1d4+1 life.
	registered / 1 st / ~€50 (10 x 2d4)*
5 (1)	Bon Defendre: +2 defence.
6 (2)	Majing: [+] spell effects.
7 (3)	Sociloob: [+] ba tests, [-] ha tests.
8 (4)	Vampire Wine: gain 2d6 life & 1 stat.
	black label / 1 st / ~€2.5k (100 x 4d12)*
9 (1)	Alpha Ω: +4 thought, [+] tech tests.
10 (2)	Jay Needle: -1 magic cost.
11 (3)	Motör Chung: +1 action.
12 (4)	Olympus: +3 physical stats.
	Psych Up: moderate test, [+] one test.

Nutrives
Nourish & permit function. Day's worth.

D12 (D4) NUTRIVES

	bio pur natur / 1 st / ~€1 (1d4-1)*
1 (1)	Akvasvanta: water-6, hurts daemons.
2 (2)	High Candle: golem fuel, illuminates.
3 (3)	My Saint Oats: horse food, proprietary.
4 (4)	Rational Rations: never rot, [-] mood.
	consumer grade / 1 st / ~€50 (10 x 2d4)*
5 (1)	Bettery: it's better, [+] charge effects.
6 (2)	Fusion Heart: golem fuel, +level life.
7 (3)	Metatoast: food, [+] endurance tests.
8 (4)	Solar Parasite: subsist on sunshine.
	crème / 1 st / ~€2.5k (100 x 4d12)*
9 (1)	CC Banquet: food, [+] ba tests & dmg.
10 (2)	Ghost Supper: revives ka, [+] ka tests.
11 (3)	RT Barrel: power city, golem +1 action.
12 (4)	Uz Gem: replace heart, no hunger.
	Basic Edible: food, [-] ka tests.

HATE YOURSELF IF YOU MUST, BUT DO IT RESPECTABLY.

SCHLIK

Facients

Do things & create effects.

D12 (D4) FACIENTS	
double power / 1 st / ~€1 (1d4-1)*	
1 (1)	Fi Foam: fire-retardent, [-] movement.
2 (2)	Fiat Ignis: fire, 1d6 damage.
3 (3)	G-Leek Oil: slippery, flammable.
4 (4)	Haze Cloud: obscures, stultifies.
universal standard / 1 st / ~€50 (10 x 2d4)*	
5 (1)	Communion: 1-to-1 telepathy.
6 (2)	Inertial Suspender: move heavy objects.
7 (3)	Kaba Root: astral mind projection.
8 (4)	Wall Bomb: creates a stuckforce field.
hype power / 1 st / ~€2.5k (100 x 4d12)*	
9 (1)	Dream Injector: enter a mind.
10 (2)	Entropy Barrier: object undamageable.
11 (3)	Skipper: jump forward 1 hour.
12 (4)	Translatio Corporis: fast travel to gate.

Focus: moderate test, cutlery bends.

Alteratives

Change things & effects.

D12 (D4) ALTERATIVES	
now 20% gratis / 1 st / ~€1 (1d4-1)*	
1 (1)	Goose Pro: grows downy coat, hunger.
2 (2)	Existential Shunt: transfer life.
3 (3)	Philip Juice: flip 2 stats.
4 (4)	Skindeep: change colour.
guild grade / 1 st / ~€50 (10 x 2d4)*	
5 (1)	Animorphica: turn into an animal.
6 (2)	Megashroom: grow, +2 str & end, agi 0.
7 (3)	Plasticface: [+] to deception.
8 (4)	Skelly Jelly: liquid bones, contortion.
corpocracy / 1 st / ~€2.5k (100 x 4d12)*	
9 (1)	Ascendance: +2 stat, alien mind.
10 (2)	Numorph: +1 helpful mutation.
11 (3)	Vogel Vogel: gravity independence.
12 (4)	Vome Core: become a vome.

Positive Thinking: mod. test, grow 1cm.

Munitions

Charges, projectiles & missiles.

D12 (D4) MUNITIONS	
military grade / 1 st / ~€1 (1d4-1)*	
1 (1)	Long Range: [+] attack distant targets.
2 (2)	Needle: injects substance, [-] damage.
3 (3)	Piercer: [+] attack, [-] damage.
4 (4)	Tumbler: [-] attack, [+] damage.
discerning citizen / 1 st / ~€50 (10 x 2d4)*	
5 (1)	Explosive: [-] damage to adjacent.
6 (2)	Guided: [+] attack.
7 (3)	Pain: damage dice +1 step.
8 (4)	Rocket: extends range.
professional / 1 st / ~€2.5k (100 x 4d12)*	
9 (1)	Executioner: auto-crit.
10 (2)	Snickersnack Oil: vorpal modifier.
11 (3)	Source Chaos: target mutates.
12 (4)	Wraith: deals physical stat damage.

Regular Ammo: x0.1 weapon price.

Custom Consumables

"The secret recipe was inside you all along!"
—Korus, corporate raider, after cutting open the Cola Prince.

CUSTOMIZATION	PRICE
Duration increase (minutes > hours > days > weeks > months > years > decades).	×10
Effect boosted by ~50%, additional effect (e.g. fuels and enhances).	×10
Miniaturized one step (sack » stone » soap-sized).	×10
Positive modifier: faster-acting, ~10% better, etc.	×2
Custom sensory effect: glittery, melodious, colourful, personalized.	×2
Negative modifier: side-effect, unpleasant, weaker, slow-acting, etc.	×0.5
Disposable. Turns regular gear into a consumable: plastic sword, planned-obsolescent golem (a pog), short-lifer (a mass-market mortal), etc.	×0.1

Some customizations may be unavailable. Ask your local cyber witch.

Consumables and disposables are much cheaper than permanent items. They let the players experiment with changes to their characters with relatively low stakes. If an effect turns out to be too powerful or makes the game harder to run, the price of an item might spike, or the supply might run out. Their heroes can also research new consumables or modify existing ones.

d30 Drawbacks & Side Effects

Side effects usually last as long as a consumable's normal effects.

1. **Amnesia** • Forget one skill.
2. **Anxiety** • -1 mental stat.
3. **Bloating** • Terrible gas. [-] ba tests.
4. **Bulky** • Item needs ×2 inventory.
5. **Burdensome** • One inventory slot filled with racing thoughts.
6. **Channel blocker** • +1 magic cost.
7. **Chills** • Cold vulnerability.
8. **Constipation** • [-] endurance.
9. **Discoloration** • User becomes monochrome or dun.
10. **Dispiriting** • -1d6 life.
11. **Fatigue** • [-] endurance tests.
12. **Finnicky** • Item goes off if it gets too hot or too cold.
13. **Fragile** • Item breaks easily.
14. **Frustrating packaging** • +1 action to unpack before use.
15. **Glow** • User glows.
16. **Halitosis** • [-] ba damage.
17. **Hallucinations** • [-] to discerning truth from fiction.
18. **Irritating** • Provokes hostile reactions. [-] relevant social tests.
19. **Melancholy** • [+] to ka attacks against user.
20. **Misfortune** • Critical fail range increases.
21. **Munchies** • User needs food or [-] to concentration and focus.
22. **Nauseating** • [-] physical activity.
23. **Painful** • -1 physical stat.
24. **Peripheral blindness** • [+] to ha attacks against user.
25. **Polka** • Dots. Colourful dots.
26. **Toxic** • User loses 1d6 life or 1 stat per week while carrying item.
27. **Unstable** • Item explodes if jostled. 1d6* damage & starts fires.
28. **Shelf life** • Spoils quickly.
29. **Suggestibility** • [+] to ba attacks against user.
30. **Weakness** • [-] ha damage.

Addictive Consumables

Addiction presents interesting challenges in play, but is not suitable for every player group. It's up to each table how much they want to deal with this problematic—leaving it out is a perfectly reasonable choice.

Professional Gear

"One of these days these boots are gonna walk all over you."
—Lee Hazlewood, *These Boots Are Made For Walkin'*, 1966.

By The Skeleton

Professional gear is for a character's day job. When creating a hero for their first adventure, this section can be skipped.

Heroes may instead spend starting cash to buy up to 1 sack of adventuring and/or professional gear when they need it. Until then, the gear is in a "just-in-time" quantum superposition of junk in their backpack, satchel, suitcase, or other container.

Characters need all kinds of equipment and kit to do their job. A plumber would use a set of wrenches, hacksaws, cutters, pliers, sealing tape, plungers, augers, snake machines, goggles, gloves, pipe expanders and fitters, a boilersuit, screwdrivers, borescopes, and crimpers. Repeat for every conceivable job. Listing all the tools for every job would turn a book into a gearhead's self-pleasure manual. And still not an adventurer traversing the sewers to save an underworld princess captured by a villainous turtle overlord.

The category of professional gear instead asks: what is the gear used for, and how easily can the character carry it around. There are two options:

1. **One-stone tool** • An item that occupies one inventory slot and lets a character perform a job-related task. Additional tools perform different tasks or provide circumstantial modifiers.
2. **One-sack kit** • An assembly of all the essentials a skilled character needs on the job. In the plumber's case, this would be a plumber's kit. The character can perform essentially all job-related tasks. Note: a kit occupies an entire unencumbered inventory.

This does not mean that a skilled character can't perform tests related to their skill without any tools. They can, but common sense applies. Disassembling a golem without a screwdriver, sending an audio-visual-emotional mail (an ave-mail) without a vidy-client or riding a rodeo without a horse will be … difficult.

Tool (one stone)
Something for a job. Examples include:

D20 (D6) TOOLS	
improvised tool / free	
1 (–)	Some old junk: [-] to test.
cheap tool / ~€1 (1d4*-1)	
2 (1)	Building: trowel, brace, level, shears.
3 (2)	Carpentry: mallet, chisel, saw, plane.
4 (3)	Farming: scythe, rake, spade, pitchfork.
5 (4)	Golemry: wrench, pliers, punch coder.
6 (5)	Maintainer: mop, bucket, polish.
7 (6)	Servitor: clipboard, styli, vidygraph.
expensive tool / ~€50 (10 x 2d4*)	
8 (1)	Advocate: codex, ebony pen, pipe, wig.
9 (2)	Bartender: pick, juicer, silver strainer.
10 (3)	Engineer: sub-mind, tablet, hard hat.
11 (4)	Medicus: scope, scalpel, nu-flesh tape.
12 (5)	Pilot: aviators, hi-compass, uniform.
13 (6)	Priest: receiver, megaphone, incense.
fancy tool / ~€2,500 (100 x 4d12*)	
14 (1)	Administratal: command deck, word.
15 (2)	Biomancer: rebuilder, sequencer.
16 (3)	Hunter: life scanner, 4-point recorder.
17 (4)	Messenger: air shoes, all-key, babbler.
18 (5)	Socialite: nanite glitter, soul-sculpter.
19 (6)	Tourist: flip-flops, friend-mimic.
legendary tool / quest	
20 (–)	Named and storied: [+] to test.

Kit (one sack)
Everything for a job. Example descriptions condensed to fit:

D20 (D6) KITS	
improvised kit / free	
1 (–)	Cobbled together: [-] to effect.
cheap kit / ~€10 (9 + 1d4*-1)	
2 (1)	Deliverist: hi-vis, techsuit, monowheel.
3 (2)	Drone: button-down, c-link, drip-feed.
4 (3)	Entourage: suit, cosmetics, vidyfeed.
5 (4)	Forager: riding hood, basket, knife.
6 (5)	Lumpenprole: colours, mask, bat.
7 (6)	Porter: pack, boots, cords, sunscreen.
expensive kit / ~€250 (100 x 1d4*)	
8 (1)	Architect: pens, curves, drawing gnome.
9 (2)	Chef: knives, blocks, pans, poof-hat.
10 (3)	Hacker: brain barrier, interjack, drivers.
11 (4)	Inquisitor: scalpel, neuralizer, incense.
12 (5)	Medikit: stethoscope, degree, placebo.
13 (6)	Naturalist: pipettes, prods, nets.
fancy kit / ~€10k (1k x 2d10*)	
14 (1)	Amateur wizard: hat, foppish voidsuit.
15 (2)	Ambassador: babbler, etiquette, beads.
16 (3)	Celebrity: golden shackles, fur coat.
17 (4)	Courtier: robes, recorder, appeaser.
18 (5)	Financier: pastry, oldstyle suit, credit.
19 (6)	Palace guard: mirrors, shades, exosuit.
legendary kit / quest	
20 (–)	In a museum or a tomb: [+] to effect.
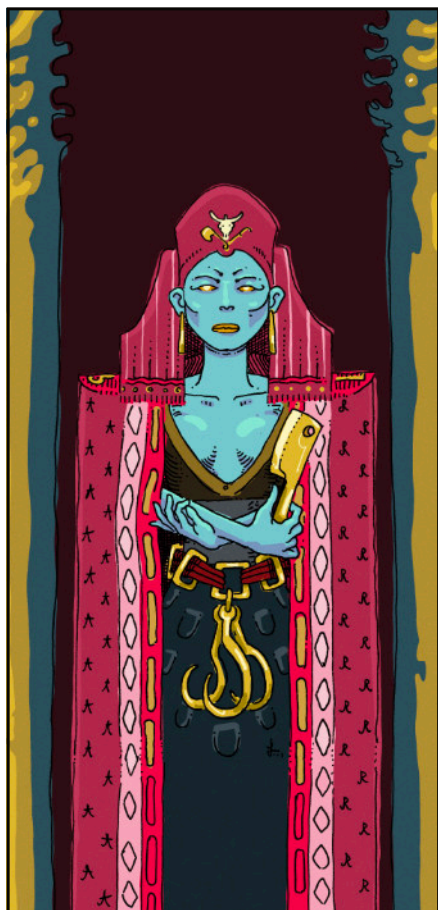
The Advantage of Kits

A significant benefit of kits is that they ensure a character has everything they need for a job. Therefore, kits grant [+] to all job-related tests.

Key consumables run out when a character is using a kit and rolls a natural 13. Afterwards, the kit no longer grants [+]. Players can mark a depleted kit with a nice, round 'O'. Recharging a kit costs one-tenth of its purchase price.

Conflict Kits

Some of the kits overleaf look suspiciously like the tools of the trade for characters expecting conflict. The entourage (social conflict) and palace guard (physical conflict), for example. This is intentional.

A kit is obviously abstracted for simplicity. This can also work very well whenever players want a quick and dirty way to equip a few characters.

KIT QUALITY	HA, KA, OR BA	MIXED
improvised (~€0)	+5 defense, 1d6 damage	
cheap (~€10)	+8 defense, 1d8 damage	Split among ha, ka, and ba as seems fitting.
expensive (~€250)	+12 defense, 1d12 damage	
fancy (~€10k)	+20 defense, 2d12 damage	

Prices are guidelines. Other combinations are possible.

Tool Mods

The equipment on this spread is less detailed than consumables, offensive, and defensive gear. Players can customize their tools and kits using the tables on the preceding pages. Still, often it is enough to roll for a random modifier when a device is unusually cheap or exceptionally fancy.

d20 Unusually Cheap Tools

Found in bargain bins throughout the Vastlands. Some still have bits of previous owners attached.

1. **Bargain** • Works normally.
2. **Blunt** • [-] to fine work.
3. **Clumsy** • Vulnerable to ha damage while using the tool.
4. **Corrupted** • Vulnerable to ka damage while using the tool.
5. **Cracked** • Breaks on natural 20.
6. **Cursed** • User loses 1 stat point on a natural 1 or 13.
7. **Delicate** • [-] to tests when shaken, struck or dropped.
8. **Fiddly** • Wastes an extra action on a natural 1.
9. **Finger-biter** • User loses 1 life on a natural 13.
10. **Haunted** • Echoes with the ba of its dead former owner.
11. **Heavy** • Occupies +1 stone.
12. **Knock-off** • [-] to relevant ba tests if target notices.
13. **Noisy** • When used.
14. **Shoddy** • Breaks on a natural 1.
15. **Slippery** • Falls on a natural 13.
16. **Stains** • Leaves mark after use.
17. **Sticky** • Jams on a natural 13. Test strength to release.
18. **Stolen** • Trouble with the law.
19. **Ugly** • Vulnerable to ba damage while using the tool.
20. **Wilful** • Likes to "get lost".

d20 Exceptionally Fancy Tools

Bespoke, custom-tailored, master-work, and lust-worthy products of the consumerist autofactories.

1. **Ancient** • Buys a favour from a musealist or other archaeophile.
2. **Balanced** • [+] to relevant effects.
3. **Beautiful** • Resistant to ba damage while using the tool.
4. **Blocking** • Grants +1 ha.
5. **Decorated** • Grants +1 ba.
6. **Enchanted** • Wants to give +1.
7. **Fashionable** • [+] to relevant ba tests if target notices.
8. **Guilded** • [+] to fees charged.
9. **Imbued** • Echoes with the ka of a helpful wizard. Grants +3 simulated life for casting spells.
10. **Light** • Occupies -1 stone (minimum 1 soap).
11. **Masterful** • +pro to effect.
12. **Noiseless** • [+] to stealth when using the tool.
13. **Overpriced** • Works normally.
14. **Perfect** • Critical success range +1 step (e.g. 20 to 19–20).
15. **Precise** • [+] to relevant test.
16. **Respected** • [+] with the law.
17. **Semi-sapient** • Can repeat test on its own.
18. **Tough** • tool has [+] vs breaking.
19. **Viridian** • User gans 1d4 life on a natural 7 or 20.
20. **Warded** • Grants +1 ka.

A cheap conflict kit is a quick way to get a hero ready for a foray into a loot-vault.

Adventuring Gear

"No, Groober, don't eat ... the steering wheel."

—Khans' last words on aerobus 3:14.

By The Skeleton
Pulp hero • Get a fancy backpack.
Starting extra • An adventurer's backpack.
Epic legend • A fancy backpack and an autopoet 2525 elegy generator.

Heroes can also spend starting cash to buy up to 1 sack of adventuring and/or professional gear when they need it. Until then, the gear is in a "just-in-time" quantum superposition of junk in their backpack.

Whole tomes are filled with scribes' renditions of the wondrous items of bygone eras. A 300-page libram of ineffable advice for a dungeon's dark master might lavish a hundredpage on treasures magical. This is not that book. The gear listed is only a sample of possible gear. One can but guess what scientific wizardries the elders of a lost time left in the world.

All adventuring gear runs out of juice or wears out when its user rolls a natural 13. Such gear provides no longer works. Depleted gear can be recharged and worn out gear can be fixed for one-tenth of its purchase price.
Unless otherwise specified, all gear occupies 1 stone's worth of inventory.

Plebeian Gear

Common, everyday gear that doesn't cost an arm and a leg. Costs ~€1–10. Easily available nearly everywhere.

D30 (D6) COMMON GEAR

Camping	
1 (1)	Adventurer backpack. Carries 1sk.
2 (2)	Bandages, plasters, duct tape.
3 (3)	Kerosene lamp or iron candles.
4 (4)	Canteen, thermos, or lunchbox.
5 (5)	Goggles, glasses, or other eyegear.
6 (6)	Hat, explorer casque, or other shade.
Cities and Urbs	
7 (1)	Book, notes, or data-storage device.
8 (2)	Attaché case or postal satchel.
9 (3)	Pocket mechano-electric kit.
10 (4)	Handcuffs, zip ties, or neck-shackles.
11 (5)	Lighter, cigar-cutter, or corkscrew.
12 (6)	Pen, pencil, or stylus.
Outdoors	
13 (1)	Carabiner, pitons, or hook.
14 (2)	Compass, map, or pocket astrolabe.
15 (3)	Oculars, microscope, or lens.
16 (4)	Rope, Fifty Feet brand. Or a ladder.
17 (5)	Tent, air mattress, or sleeping bag.
18 (6)	Watch, chronometer, or hourglass.
Ruins and Wastes	
19 (1)	Ball bearings, nuts, bolts, rolly things.
20 (2)	Chain, braided cable, or wire.
21 (3)	Chalk, spray paint, or glo marker.
22 (4)	Chisel, hammer, or drill.
23 (5)	Crowbar, lockpicks, or can opener.
24 (6)	Differential pully and dolly.
Seasides and Beaches	
25 (1)	Bucket, shovel or trowel.
26 (2)	Mask, snorkel, or dried starfish.
27 (3)	Buoy, float, barrel, or anchor.
28 (4)	Pole, line, sinker, hook and bait.
29 (5)	Wetsuit, flippers, or sunscreen.
30 (6)	Umbrella, towel, or sandals.

Prices could range from €0–100.

Posh Gear

More expensive, complicated, and rare gear. Not found in hamlet and the poorer urbs. Costs ~€100–1,000.

D30 (D6) RARE GEAR

Affordable Glamping	
1 (1)	Levi-disc.
2 (2)	Transfoldulating cane.
3 (3)	Fancy backpack. Carries 1sk + 1 free st.
4 (4)	Neurafuse "Bug-Zapper" circle.
5 (5)	Solar or ley line lamp. Quite nice.
6 (6)	VHES home entertainment system.
Downtowns and Suburbs	
7 (1)	Photomeasure (electric scale).
8 (2)	Ghostworld key (noösphere implant).
9 (3)	Energy funnel capote.
10 (4)	Pocket knowledge daemon.
11 (5)	Polymorphic autoaccess card.
12 (6)	Vidy recorder eye. Sound and visuals.
Fantastic Wilderness	
13 (1)	Oldtech metrignome (now in 4D!).
14 (2)	Living soul scanner. It goes chirp.
15 (3)	Organic food multiprocessor.
16 (4)	PetmakerTM treat dispenser.
17 (5)	Polyopticon headgear.
18 (6)	Sleep egg (foldable rest pod).
Machinelands and Memorials	
19 (1)	Autopoet "Inspirogolem".
20 (2)	Golem autotool.
21 (3)	"Črnobel" environment suit.
22 (4)	Machine access deck.
23 (5)	Memorium decrypter.
24 (6)	Shell (undead) detector. It goes plink.
Nautical and Near Cosmic	
25 (1)	Fliter symbiote "Pothosphere".
26 (2)	Sky hook elevator suit.
27 (3)	Glider vest "Sclopetarius".
28 (4)	Mechatronic bartender.
29 (5)	Floation device "Dognut".
30 (6)	Amphibisuit "Eogyrine'

Bargain bin for €10, mail-order for €10k.

Paracosmic Gear

Ancient, bespoke, custom, and restricted gear. If you need to ask, you can't afford it. Costs ~€10k–100k.

D30 (D6) RESTRICTED GEAR

Aristocratic Tours	
1 (1)	Autodoctor "Mark Basket".
2 (2)	Extra-dimensional purse. Carries 1sk.
3 (3)	Homeward-bound portal.
4 (4)	"Caelus" atmosphere generator.
5 (5)	Synthetic friend skeleton.
6 (6)	Homeostatic resetter.
Courtly and Metaversal	
7 (1)	Credit & status calculoid.
8 (2)	Telepathic drone "Aristotle".
9 (3)	Mechanical brain.
10 (4)	Administration homunculus.
11 (5)	Personality pal (programmer).
12 (6)	Re-life sheath.
Nuclear and Biomechanical Excesses	
13 (1)	Mother bubble.
14 (2)	Source coder (bioprogramming).
15 (3)	Absorption sphere.
16 (4)	Nuclear heart.
17 (5)	Soul mill.
18 (6)	Disembodied auto-limb.
Strange Time Intrusions	
19 (1)	Nureality projector.
20 (2)	Cold-sleep crystal coffin.
21 (3)	Digital ancestor clone.
22 (4)	Boxed deity.
23 (5)	Ghost capture pipes.
24 (6)	Magic item reprocessor.
Voids and Strange Spaces	
25 (1)	Artificial magnetizer.
26 (2)	Maker "stvaritelj".
27 (3)	Body-to-spirit translator.
28 (4)	Void suit.
29 (5)	Wormway activator.
30 (6)	Uz exaggregate.

Never cheap, unless looted in a dungeon.

Custom Adventuring Gear

"The customer can get the tentacle nest in taupe, of course. For a price."
—Nebrator Tima, Chthonic Services & Décor Associates.

In a world with layers and layers of history and industry and living factories churning out items with nearly forgotten uses, nearly any item can conceivably find its way into play. Whether players invent it whole cloth, crib it from a favourite book, or snatch it from another game, does not really matter.

Pricing adventuring gear is hard. A good idea is to find a similarly powerful example and roll a price. The TC can adjust prices and availability to fit their table after a couple of sessions.

CUSTOMIZATION	PRICE
Does a second unrelated thing (essentially, two devices in one.	×10
Smaller (sack ›› stone ›› soap-sized) or another similar huge improvement.	×10
Harder, better, stronger, faster, or another similar upgrade.	×2
Personalization: inscription, gilding, etching, and other finery.	×2
Bigger (+1 st), louder, clunkier, or otherwise noxious.	×0.5
Disposable single-use gear (becomes a consumable).	×0.1

Adventuring Gear Mods

Since adventuring items are such a mixed-bag, the mods from most other gear categories may apply (subject to player tastes).

d20 Upgrades

This gear is somehow a little better than usual. Prices are doubled.

1. **Ancestral** • Imbued with an ancestor's ghost, it activates automatically when required to protect its owner.
2. **Auto-diagnostics** • [+] to repairs and recharging.
3. **Blessed** • [+] one test per session.
4. **Cheery colours** • [+] vs melancholy, depression, and fear.
5. **Daemon-wired** • Performs autonomously after activation.
6. **Elegant brand** • Grants +1 ba.
7. **Ethically sourced** • Smugness grants [+] vs one ba or ka attack.
8. **Guided** • Nat 7: grants free [+].
9. **High-definition** • Pretty display grants [+] to accuracy.
10. **Local brand** • [+] to one local social test per session.
11. **Military brand** • No effect.
12. **Motion-charging** • Automatically recharged by a day of walking.
13. **Original autofactory** • [+] when plugged into Long Ago nöosphere.
14. **Prime materials** • [+] vs damage or breakdown.
15. **Protective aura** • Grants +1 ha.
16. **Ruggedized** • Proof against extreme weather.
17. **Storied brand** • Grants +1 ka.
18. **Uz upgrade** • Natural 17: grants [+] to user or random ally.
19. **Voice-activated** • Handsfree!
20. **Warranty** • Free repairs.

d20 Premium Economy Options

This gear, on the other hand, is much worse than usual. Prices are halved.

1. **Abandonware** • Only does half of what it is supposed to do.
2. **Adware** • Ads when activated. Costs one action to skip.
3. **Backdoor** • [-] vs possession.
4. **Bugged** • Nat 13: system crash.
5. **Cocktail dispenser** • +1 stone and makes mediocre cocktails.
6. **Corners cut** • Nat 1 or 2: crit fail.
7. **Discoloration** • Becomes very ugly after a few days in the sun. User suffers -1 ba.
8. **Flimsy** • Nat 13: [-] to future tests.
9. **Freemium** • 10% of purchase price per month to keep working.
10. **Interface fail** • Nat 7: crit fail.
11. **Obsolescence** • Bricks after a year.
12. **Prompts** • Requires human intervention every 20 minutes to "ensure attention." Displays ad after ensuring attention.
13. **QC savings** • Nat 20: depleted.
14. **Shovelware** • Performs two tasks. [-] to both.
15. **Subscription** • No money down. Costs 20% of full price per month.
16. **Survey** • Loudly requests feedback once per session.
17. **Taupe** • 50 shades of taupe only.
18. **Taxing** • Device drains ambient magic. Spell costs 1 more life.
19. **Tracking** • Tracks the user.
20. **Upsell** • [-] to all tests until 2x price paid for basic features.

The three categories of adventuring gear, from plebeian to paracosmic, highlight the gradient from technology to magic. A tool, such as a crowbar, works like a simple magic item, while a miraculous semisentient full-body camosuit is also a tool.

A rule of magic thumb for players: if they think they could find an item on the real-world universal shopping warehouse site named after a large tropical rainforest, it's plebeian. Weirder and pricier gear is either posh or paracosmic.

Examples of gear are listed in the trader's catalogue (pXX) to inspire the players' imaginations, not limit them. And yeah, those words: plebeian, posh, and paracosmic are silly. Blame the author.

The Mustard Co Inc re-life sheath grows a nearly perfect replacement body.

Rides

By The Skeleton
Pulp hero • An affordable family ride for the group.
Starting extra • A cheap family ride for the group.
Epic legend • A premium family ride for the group.

"After nine days I let the horse run free 'cause the desert had turned to sea."
— Dewey Bunnell, America, *A Horse With No Name* (1971).

Heroes cannot carry everything they want, nor can their feet carry them everywhere they want to go. That's where rides come in. Animals, machines, vehicles, devices, and other things for transportation.

Yes, probably even personal mobility gates and portals.

Small
The smallest of rides, large enough to carry 1 or 2 sacks of cargo. Or 1 or 2 baseline humans.

D20 (D4)	PERSONAL RIDES
	pedestrian / ~€10 (2d10*)
1 (1)	Adventuring handcart: 3 sk, L0, slow.
2 (2)	Bicycle: 1 sk, L0, pedal-powered.
3 (3)	Inflatable canoe: 2 sk, L0, paddling.
4 (4)	Flying farm implement: 1 sk, L0, magic.
	common / ~€100 (10 x 2d10*)
5 (1)	Chariot: 3 sk, L1, external drive.
6 (2)	Noble steed: 2 sk, L1, pet, grazer.
7 (3)	Pirogue, powered: 4 sk, L1, puttering.
8 (4)	Necroporter: 2 sk, L1, undead.
	middle-class / ~€1,000 (10 x 2d10*)
9 (1)	Carryent: 2 sk, L1, sapient
10 (2)	Glisseur bateau: 4 sk, L2, roaring.
11 (3)	Metal steed: 2 sk, L2, fast & fiery.
12 (4)	Perso-walker: 2 sk, L2, comfy, nimble.
	luxury / ~€10k (100 x 2d10*)
13 (1)	Ghost steed: 1 sk, L3, pocketable.
14 (2)	Levi-chaise: 2 sk, L3, floating, fancy.
15 (3)	Lichni biomech: 2 sk, L3, integrated.
16 (4)	Skeletal autowagon: 3 sk, L3, sapient.
	presidential / ~€100k (1k x 2d10*)
17 (1)	Aerosteed: 2 sk, L4, a flying engine.
18 (2)	Friend bubble: 2 sk, L5, smart orb.
19 (3)	Obsidian walker: 3 sk, L5, second body.
20 (4)	Rare furbeast: 2 sk, L4, de-extincted.

Medium
Rides that can carry 3 to 9 sacks, or a Carvenland matriarch and her 10 half-sized drones.

D20 (D4)	FAMILY RIDES
	cheap / ~€50 (10 x 1d10*)
1 (1)	Snowland sledge: 9 sk, L1, a drag.
2 (2)	Peon wain: 6 sk, L2, hay, pitchforks.
3 (3)	Orchard pedalcar: 6 sk, L2, pedals.
4 (4)	Dopotamic raft: 12 sk, L3, meditative.
	affordable / ~€500 (100 x 1d10*)
5 (1)	Aerosled: 3 sk, L1, leashed, magic.
6 (2)	Post-time coach: 6 sk, L4, swaying.
7 (3)	Ark lander: 9 sk, L5, sturdy.
8 (4)	Magnatherium: 3 sk, L4, camelid, big.
	premium / ~€5,000 (1k x 1d10*)
9 (1)	Islander catamaran: 9 sk, L4, sailing.
10 (2)	Burdenbeast: 6 sk, L6, grazer synth.
11 (3)	Lobogolem: 8 sk, L5, dumb, rumbling.
12 (4)	Retherium: 8 sk, L7, pet, re-coded.
	pricy / ~€50k (10k x 1d10*)
13 (1)	Autogolem: 9 sk, L6, slick, sapient.
14 (2)	Levi-howdah: 7 sk, L5, glittery.
15 (3)	Sampan: 12 k, L7, swift, smooth.
16 (4)	Bovivech: 9 sk, L8, servitor, walker.
	consequential / ~€500k (100k x 1d10*)
17 (1)	Lucent amphibian: 6 sk, L7, friend.
18 (2)	Synthjade limogolem: 9 sk, L8, smart.
19 (3)	Void coracle: 6 sk, L8, void orb.
20 (4)	Wormskiff: 9 sk, L7, wormwayrider.

Food & Fuel
Rides consume energy to move. When a character rolls a natural 13 manoeuvring their ride, its hunger gauge flashes red. They should feed its engines at the earliest opportunity. It also needs charging once a week to account for everyday use, like hopping out for pound pastrami, can kraut, six bagels.

1. **Living creatures** • Can feed themselves in a suitable environment. A week's food usually costs ~€1 per sack (sk) the creature carries.
2. **Powered machines** • Use various batteries or fuels. A week's supply under suitable market conditions costs ~1‰ of their purchase price.
3. **Golems & other rare-material engines** • Feed on sunlight, ambient life force, spiritual decay, or geomantic lines. Non-sentient units have to be taken to suitable charging locations and allowed to recharge.
4. **Magic & life-force** • Requires magic skill and ritual transfer of ~1 life per sack (sk) the ride carries. Some models come with integrated soul-mills.
5. **The perpetually mobile** • Some daemons and unmoored machines require no obvious external energy source. Unexpected side effects expected.

Riding & Driving

Not all rides require the same amount of attention from their user.

1. **Automated** • It goes where it wants to go. No actions required to use.
2. **Unpowered** • Takes an action to move each round. Bicycles and such.
3. **Powered** • Once it's moving, takes an action to change direction or perform some manoeuvres. Cars, flying farm implements and such.
4. **Autonomous** • Once it's moving, follows its path without further input. Action required to change course. Golems, fan-child wains, etc.
5. **Sentient** • Can get scared. Requires action to control. Horses, some golems.
6. **Mind-link** • Controlled by the rider's autonomous nervous system.

Large

Large rides that manage 10 to 40 sacks. For example, the war rigs of the Autopaver Hardlots.

D20 (D4) UTILITY RIDES

	utilitarian / ~€250 (50 x 1d10*)
1 (1)	Acephalothere: 10 sk, L5, slow, blind.
2 (2)	Barca tartaruga: 24 sk, L6, acheronian.
3 (3)	Geestroom sledge: 10 sk, L4, gassy.
4 (4)	Steppewagon: 12 sk, L7, heavy, drawn.
	specialized / ~€2,500 (1k x 1d10*)
5 (1)	Big wheel: 18 sk, L7, balanced, turning.
6 (2)	Haulworm: 30 sk, L8, hungry crawler.
7 (3)	Leaden air-barge: 20 sk, L4, vulnerable.
8 (4)	Porcelain walker: 12 sk, L9, autonomous.
	over-specialized / ~€25k (10k x 1d10*)
9 (1)	Autocaravan: 24 sk, L10, golem.
10 (2)	Crystal creeper: 18 sk, L9, lancing.
11 (3)	Hovergolem: 15 sk, L8, ground-effect.
12 (4)	Warbeast: 12 sk, L10, bio upgrade.
	gold-plated / ~€250k (100k x 1d10*)
13 (1)	Konzertina: 40 sk, L9, rockin'.
14 (2)	Limo sub-lune: 20 sk, L8, sentient.
15 (3)	Hausmachine: 36 sk, L10, residential.
16 (4)	Wormship: 30 sk, L10, wormway vessel.
	frankly silly / ~€2.5m (1m x 1d10*)
17 (1)	Atomkraftgolem: 27 sk, L12, radiant.
18 (2)	Undying obelisk: 40 sk, L13, dark, gated.
19 (3)	Oligarch yacht: 36 sk, L11, conspicuous.
20 (4)	Starlighter: 21 sk, L12, cosmic orb.

Gargantuan

Enormous rides for transporting tens of shipments (10 sacks = 1 shipment). Sometimes called ships.

D20 (D4) SHIPPING RIDES

	standard / ~€1,000 (100 x 2d10*)
1 (1)	Railwagon: 4 sh, L6, rail-bound.
2 (2)	Khan cart: 3 sh, L8, steppe-ox herd.
3 (3)	Wallow: 6 sh, L8, stable catamaran.
4 (4)	Zomantipede: 3 sh, L6, once-human.
	first-class / ~€10k (1k x 2d10*)
5 (1)	Bonework clatterer: 8 sh, L6, loose.
6 (2)	Coalem: 6 sh, L8, death-eater.
7 (3)	Grand balloon: 4 sh, L6, montgolfian.
8 (4)	Steamtug: 8 sh, L10, matter converter.
	priority / ~€100k (10k x 2d10*)
9 (1)	Airbeest: 5 sh, L9, biomech, methane.
10 (2)	Landstrain: 8 sh, L11, golem, sapient.
11 (3)	Wickerwalker: 10 sh, L12, mobile village.
12 (4)	Subterrene: 6 sh, L13, earth-eater.
	military-grade / ~€1m (100k x 2d10*)
13 (1)	Stratohauler: 10 sh, L12, slideforce.
14 (2)	Marcher gate: 15 sh, L15, sacred.
15 (3)	Rivergolem: 40 sh, L14, ruler of waters.
16 (4)	War Machine: 25 sh, L14, citadel.
	void line / ~€10m (1m x 2d10*)
17 (1)	Autofactory: 30 sh, L16, eater-maker.
18 (2)	Behemoth: 20 sh, L17, biomantic shell.
19 (3)	Gateworm: 15 sh, L17, space-breaker.
20 (4)	Voidfish: 40 sh, L16, living comet.

d20 Upgrades

This ride was improved in some way, doubling its price.

1. **Armed** • Level-appropriate mounted weapon.
2. **Beautiful** • Riders gain [+] vs ba attacks.
3. **Bullet-proof** • [+] vs ha damage.
4. **Camouflaged** • [+] to conceal.
5. **Capacious** • Carries 50% more.
6. **Efficient** • Needs less fuel.
7. **Energy converter** • Feeds on sunlight or other ambient sources.
8. **Fast colour** • [+] to race tests.
9. **Living** • Recovers life and heals damage naturally.
10. **Mind-link** • [+] to initiative.
11. **Nimble** • [+] to manoeuvres.
12. **Reactive armour** • Negates one attack per conflict.
13. **Rugged** • [+] vs breakdowns.
14. **Safe** • Blocks half of all damage dealt directly to riders.
15. **Shields** • Adds half level to def.
16. **Silent** • [+] to stealth.
17. **Soul-cage** • Riders gain [+] vs ka damage.
18. **Swift** • [+] when speed helps.
19. **Synthetic brain** • Autonomous.
20. **Uplifted** • Sentient.

d20 Downgrades

Something was removed from this ride, halving its price.

1. **Belching** • Clouds of acrid smoke. Very visible and unhealthy.
2. **Cluttered** • Carries 30% less.
3. **Cursed** • Riders: [-] vs ka damage.
4. **Explosive** • Explodes at 0 life.
5. **Finnicky** • [-] vs breakdowns.
6. **Fragile** • [-] vs ha damage.
7. **Guzzler** • Needs more fuel.
8. **Leaky** • Nat 13: fuel runs out.
9. **Lumbering** • [-] to manoeuvres.
10. **Noisy** • [-] to stealth.
11. **Possessed** • Does spooky things and drives itself.
12. **Slow** • [-] when speed helps.
13. **Stolen** • Law requires pay-offs.
14. **Target** • [-] vs ha attacks.
15. **Ugly** • Riders: [-] vs ba damage.
16. **Undead** • Smelly, nauseating.
17. **Unsafe** • Riders suffer half the damage suffered by the ride.
18. **Unstable** • [-] vs crashes when heavily loaded.
19. **Vulnerable** • x2 dmg from crits.
20. **Wheezing** • Nat 13: breaks down.

Rides in Races and Conflicts

Only two attributes are relevant in most situations: how much a ride can carry and how much it costs. A price doesn't have to be paid in cash—it is a measure of the scale of resources or sacrifices a hero must make to acquire such a ride.

During a race, it is usually apparent which ride is faster. A v8 metal steed will probably catch an autotrain ten times out of ten. A swift crystal creeper is still slower than a sluggish autoracer. Generally, void and air rides are faster than surface rides, which are faster than subsurface rides. When similar rides compete, each description and mod that sounds fast applies a [+] to tests, while those that seem slow apply a [-]. The TC or the oracle dice make final judgements.

In conflicts, rides behave like extras (pXX), with level and life scores, defences, and [sometimes] offensive capabilities. Some rides can attack independently, but many require a character using the mounted weapon. The runner whose hero owns the ride gets the final say on what it does, like with sidekicks.

Trader's Catalogue

"Facilius est enim camelum per foramen acus transire quam divitem intrare in regnum Dei."

—Evangelium Secundum Lucam, 18:25

In the Long Long Ago, before history ended, all things were as plentiful and abundant as the grasses of the Ivory Plains. In the Long Ago, many things were made by the craft of wizards versed in the Lost Magic of Industry. Today, still, the wealthy betterfolk may find a thousand thousand splendours for purchase from the autofac whisperers, desert salvagers, gate divers, and reverse wizards who break down the old magics into new delights.

This section presents a diverse catalogue of gear arranged by category. The purpose is not to provide an exhaustive list of all possible equipment in the game—that would be impossible and against the very spirit of the game as an imagination catalyst—but to provide examples of the variety of gear characters could buy, find, steal, and make in the Vastlands.

Leather greatcoats come with silly caps.

Hard light shield hand cannon infantry.

Defensive: Armours

1. **Amber Ancestor Cuirass**
   4 ha & ka / 2 st / ~€4k
   Strands of ancestral memories trapped in amber, fashioned into a cuirass of arcane glory.
   » **Memories** • Grants 1 thought.

2. **Bone Rank Leather Greatcoat**
   2 ha & ba / 1 st / ~€8k
   An ash-white greatcoat of supple texture and terrifyingly austere cut. Has special pockets for sacred books and pens.
   » **Dead-warded** • Undead are repulsed by the Iksan rationalist runes woven into the lining of the greatcoat. All undead attacks against the wearer suffer [-].
   » **Ghostbone** • Incoming ka damage is reduced [-].
   » **Spirit-boost** • Increases wearer's aura and charisma by 1 each.

3. **Centurion Gold Suit**
   3 ha & 7 ba / 3 st / ~€40k
   A gilded golem suit with actual ornate winglets to make the wearer more obvious on the battlefield—and to send and receive semaphore commands.
   » **Blatant** • [-] to stealth.
   » **Daimonized** • Grants 3 charisma.
   » **Ornate** • Ba damage resistance [-].
   » **Reasonably inspiring** • Each turn one ally gains 1d6 to a roll.

4. **Chain Mail Suit**
   6 ha / 3 st / ~€300
   Something out of a museum.

5. **Golem Driver Leather Jacket**
   3 ha / 2 st / €20
   One sleeve tastefully ripped for that daring wastelander look.
   » **Cool-looking** • Resistance to ba damage [-] in the wastelands.

6. **Hard Light Shield**
   3 ha / 1 st / ~€100k
   A glittering personal force-shield of hard light bound to a projection bracer of true Sunrider design.
   » **Concealed** • At the push of a button, the force-shield disappears, leaving only the bracer.
   » **Reflective** • Wearer always takes minimum damage from energy attacks. 1-in-6 chance energy strikes rebound into a random nearby target. 5-in-6 chance critical hits ricochet.
   » **Sun-forged** • When the wearer is bathed in UV radiation, all damage suffered is reduced [-].
   » **Vorpal edge** • Used as an improvised melee weapon deals 1d4 damage. Severs extremity on critical hit.

7. Iksan Leveller Suit

7 ha / 3 st / ~€5k
Brightly coloured plates of ceramic threaded with silvery metallic links.

›› **Chromatyped** • [-] to damage from sources of one of the six sacred colours.

›› **Jade essence** • Sacrifice jade mod to absorb a burden instead of suffering it. Suit continues to function, but the mod is lost.

8. Iron Minotaur Suit

7 ha / 3 st / ~€5k
A monstrosity of godmeat and bronze cooked up in the churning crypt vats of the Living Flesh God.

›› **Large** • [-] to physical activities in confined spaces.

›› **Permanent** • The biomech bonds with the wearer's flesh and bone. Removing it deals 3d10 damage and imposes a burden or permanently reduces a stat by 1.

›› **Recycling** • [+] against the effects of dehydration and starvation.

›› **Smelly** • [-] on social tests.

›› **Strength servos** • +6 strength.

›› **Vital 30** • Grants 30 life.

›› **Weaponized** • Deals 1d10 damage with unarmed attacks.

9. Leaden Dragon Suit

3 ha / 3 st / ~€8k
A massive suit of malevolently sliding plates and spikes woven around a golem servo harness designed to augment the endurance of its wearer.

›› **Exoskeleton** • [+] to endurance and athletic tests.

›› **Golem harness** • +4 endurance.

›› **Reactive** • Deals 2d6 ha damage to attacker when struck.

›› **Vital 100** • Grants 100 life.

10. Malachite Golem Suit

5 ha / 2 st / ~€10k
A composite suit of polished semi-magical stone and woven layers of force magic designed to counter massed firearms. The coiling, gurgling force fields seem to cover the suit in rippling waves of viscous liquid.

›› **Force field** • Incoming high velocity & energy attacks suffer [-].

›› **Strength servos** • +5 strength.

›› **Vital 30** • Grants 30 life.
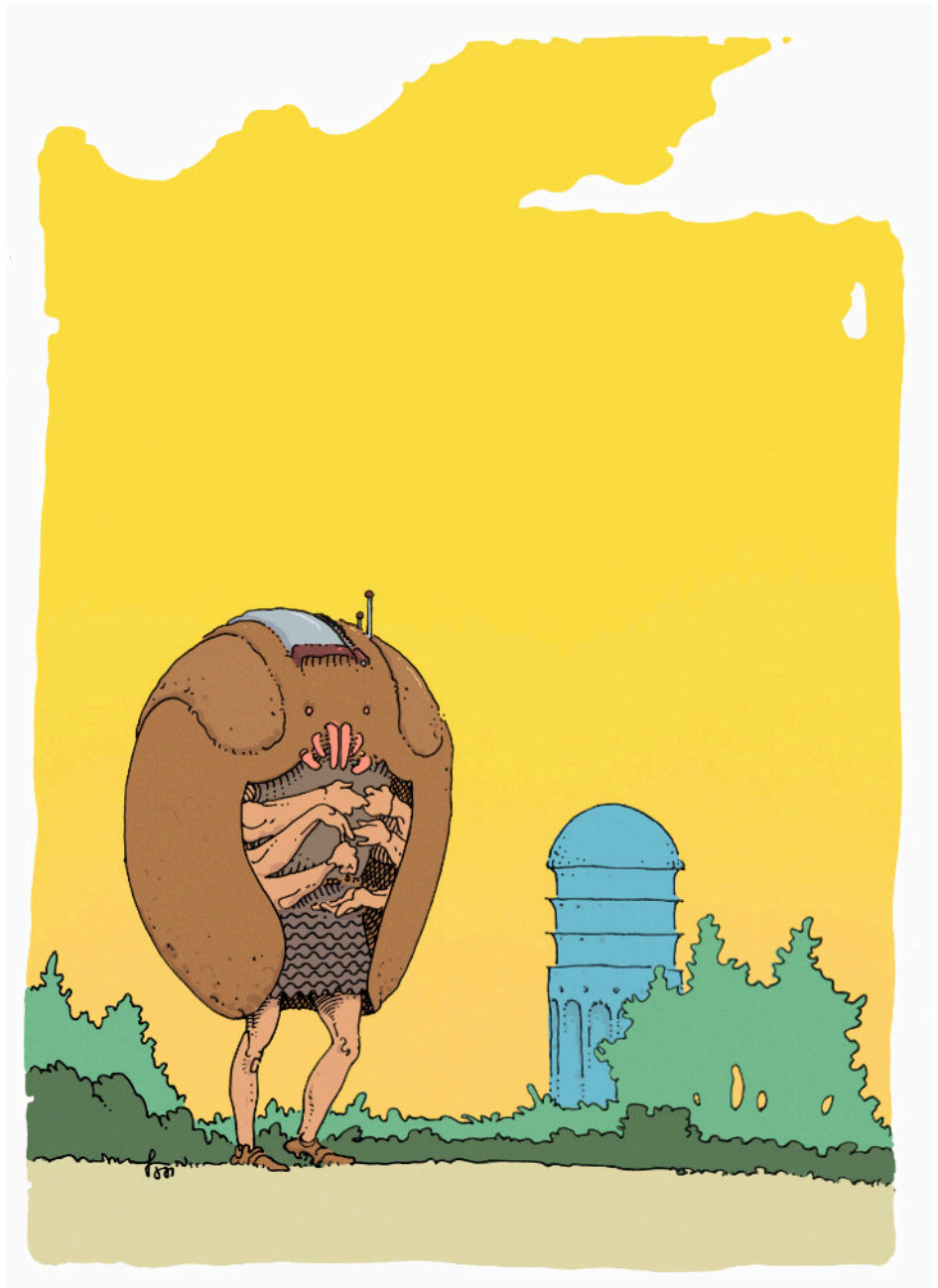
11. Obsidian Chameleon Suit

5 ha / 2 st / ~€30k
A rough, pebbly synthetic skin overlaid on a fungal golem metaskeleton. Designed for agility and covert operations.

›› **Camouflaged** • Incoming ranged attacks suffer [-].

›› **Neurogolem** • +3 agility.

›› **Vital 60** • Grants 60 life.

12. Onyx Ghost Suit

5 ha & ka / 2 st / ~€150k
A ghost-infused golem suit of coiling onyx snakes and shifting spirit stones. As it moves, it whispers with hints of lives wasted and dreams destroyed.

›› **Aura booster** • +3 aura.

›› **Ghost stones** • Incoming ka damage is reduced [-].

›› **Vital 50** • Grants 50 life.

13. Orangeland Glitterplate

4 ha & 2 ba / 2 st / ~€2k

Flattering form-fitted breastplate of translucent ceramic reinforced with shards of hard light.

›› **Fashionable** • Also grant ba 2.
›› **Ornate** • [-] to ba damage taken.

14. Pointy Helmet

2 ha / 1 st / €200

A fine helm with the razor sharp horn of a labmythical beast.

›› **Absorbing** • Hero can use it to negate the damage from 1 critical hit. This destroys the helmet.
›› **Pointy** • Deals 1d8 damage with a charge attack.

15. Porcelain Prince Panoply

10 ha / 4 st / ~€4k

A full suit of integrated ceramic-steel composite, best donned with the help of another polybody.

›› **Mobile** • Despite the weight, does not impede movement.
›› **Reflective** • Grants resistance to energy damage.
›› **Tinkling** • Clattering plates impose [-] to stealth tests.

16. Red Living Mail

4 ha & 2 ka / 2 st / ~€3k

Chitinous, half-living armour of flowing arthropod links, infused with the biomancy of the Living Flesh God.

›› **Ancestral** • Also grants ka 2.
›› **Cool** • [+] to tests against heat effects but imposes [-] to physical tests in cold environments.
›› **Feeding** • The mail feeds on flesh to repair itself. Can gain mass, granting the wearer 5 temporary life per stone (max +10 life).

17. Siege Tortoise Suit

5 ha / 2 st / ~€5k

A powerful suit originally developed for Izvoreni siege troopers during the slow wars of the time-space lens tunnels.

›› **Large** • [-] to physical activities in confined spaces.
›› **Siege hardpoints** • Wearer can wield large weapons with a single hand. They can wield a siege weapon two-handed.
›› **Strength servos** • +2 strength.
›› **Vital 50** • Grants 50 life.

18. Slow-Force Belt

3 ha / 1 st / ~€4k

An intricately four-dimensional belt that dynamically fractures space-time around the wearer, projecting a slow-force field around them. The kinetic energies of physical attacks are dispersed and misdirected.

›› **Antikinetic** • Ha attacks deal reduced damage [-].
›› **Mildly aerostatic** • The roiling force field reduces the effect of gravity on the wearer, effectively making them four times lighter.

19. Storm Infantry Shield

3 ha / 2 st / €20

A large shield to absorb and deflect blows, laced with diffusers to disperse energy attacks. Painted with vivid and terrifying designs to recall the lost immortals of old.

›› **Bashing** • Can be used as an improvised melee weapon to deal 1d4 damage or knock an opponent back.
›› **Breakable** • Can be sacrificed to negate damage from one attack.

20. Vastlander Robes

1 ha / 1 st / €5

A set of robes in the relaxed styles of the vastlanders.

›› **Chitin weave** • All incoming ha damage is reduced [-].
›› **Cool** • [+] to tests against heat effects but imposes [-] to physical tests in cold environments.

Defensive: Wards

1. Accountant Monk Robes
5 ka / 2 st / ~€8k
Flowing accoutrements of the Cogflower Inquisition. Very little metaphysical nonsense can pass these mathemagical threads.
›› **Ascetic** • Resistant to ba damage.
›› **Lo-kinetic** • Damper field grants resistance against melee and area attack damage.

2. Archmage's Hide Suit
7 ka / 2 st / ~€300k
An inhuman archmage's hide, preserved and cured into a vestment. It positively crackles with eldritch wrath.
›› **Horrifying** • [+] to frighten.
›› **Wrathful** • [+] to ka damage.

3. Blessed Cap
1 ka / 1 st / €1
A cap in the style of a local sportsball military display unit, blessed by a technopriest.
›› **Team colours** • [+] to social tests with friends, [-] with unfriendlies.

4. Emperor's Skull Flask
4 ka / 1 st / ~€1m
The skull of an emperor fashioned into a gilded, jewel-encrusted flask. Can be worn as a classy barbarian belt ornament.
›› **Flask** • Can carry potions.
›› **Imperial immunity** • Take no ba or ka damage from imperials. [-] ka and ba damage from all lower status attackers.
›› **Terrifying** • [+] to intimidation.

5. Full Technicolor Spectrum Suit
7 ka / 2 st / ~€25k
The finest robe of many colours.
›› **Fragile** • Loses 1 ka per ha attack. Fully repairs itself in a week.
›› **High definition** • Very lifelike and bright display.
›› **Many colours** • Counts as any colour for effects and modifiers.
›› **Very obvious** • [-] to stealth.
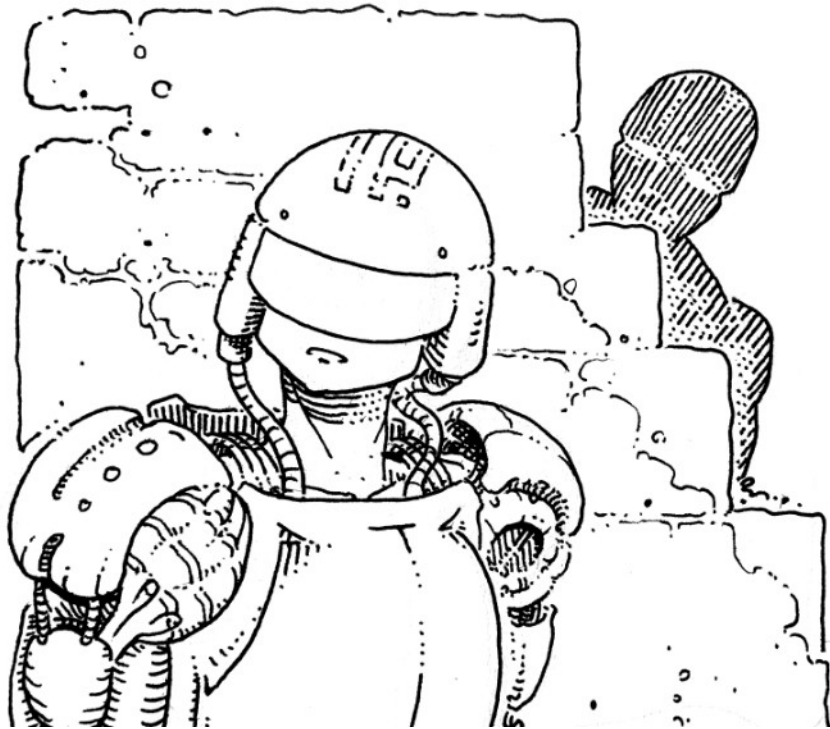
6. Ghoul Garland
3 ka / 2 st / ~€160
Rat skulls, garlic bulbs, sunflower seeds, a cogflower carved in ebony, seven nails, and a vial of holy spring water.
›› **Anti-ghoul** • [+] to tests against undead paralytic effects.
›› **Anti-vampiric** • Vampires suffer [-] when attacking the wearer.
›› **Displeasing** • Undead prefer other adjacent targets if available.

7. Head Helmet
4 ka & 2 ha / 2 st / ~€1k
Made from the skull and skin of some kind of giant, alien, or engineer. Looks creepy.
›› **Magic-eating** • Spend 1d6 life to disperse & nullify a magical effect.
›› **Smelly** • Poor taxidermy or something worse? [-] to social tests.

8. Hidden Stalker Ring
2 ka / 1 sp / €1k
The ring-shaped focus for a hacked reality encoder spirit uses ghost tendrils to enhance (hijack) the wearer's nervous system and project a chameleon field.
›› **Chameleon field** • Ring grants [+] to hiding and sneaking.
›› **Singular** • Only one copy of this item benefits the wearer.

9. Jolly Poncho
1 ha & 2 ka / 1 st / ~€400
A bright yellow poncho with a hood. The edges are trimmed with geometric patterns and russet tassels.
›› **Fortune in misfortune** • Wearer gains a boon [+] when they suffer damage. May be spent at will.

10. Machine Ghost Belt
3 ka / 2 st / ~€100
Looping, coiling links of living machine corpses, still sparkling with the ghosts of ancient sapience subroutines.
›› **Ghost weave** • All incoming ka damage is reduced [-].

11. Mirror-of-Heaven
9 ka / 3 st / ~€30k
A cerulean mirror hung on fine chains of woven unicorn sinew in and the tears of the starborn.
›› **Fragile** • Physical damage is likely to break the mirror. Comes with a 2 stone protective plastic and foam case.
›› **Spell-reflector** • The wearer can spend 1d4 life to roll a ka or ha counterattack as a free action when a wizard casts a spell at them. If they beat the attacker's roll, the spell is reflected back against its caster.

12. Monochrome Suit
7 ka / 2 st / ~€100k
Harlequin suit in shifting patterns of black and white. Tight and bulky by turns.
›› **Colour leeching** • Everything near the wearer turns to grey.
›› **Phasing** • Just like colour, the wearer is not quite in this world. Ha attacks against them suffer [-].

13. Necronomic Tome
3 ka / 2 st / ~€1k
A bulky book that promises life eternal. It lies.
›› **Adeptus** • Reduces magic cost of necromantic spells by 1 (minimum of 1).
›› **Undead army** • Reduces spell price of imbued necromantic spells by 3.

14. Portable Shadow
4 ka / 2 st / ~€800
A battle-hardened war shadow from the eternal struggle cloned and bound to protect. Don't lose the leash.
›› **Anti-ghost** • Incorporeal attack damage reduced [-].
›› **Reactive** • Deals 1d4 ka damage to melee attackers.

15. Red God Robes
1 ha, 3 ka & ba / 2 st / ~€1k
Elegantly fashionable robes in the second empire style ward off superstition, slander, and even the occasional stiletto.
›› **Commanding** • [+] to mental domination and charm attacks.
›› **Spell control** • Grants 2 levels for spell casting and corruption tests.

16. Sentimental Amulet
1 ka / 1 sp / €5
A clasped metal bivalve with two holograms. One of the hero's lineage princess-mother, the other of their memory city. Just having it near strengthens the soul.
›› **Singular** • Only one copy of this item benefits the wearer.

17. Spirit Spectacles
2 ka / 1 st / ~€100
Rather peculiar round tinted spectacles that gaze into the daemonic realm.
›› **Fragile** • Lose 1 defence when struck by a critical hit.
›› **Ghostsight** • Wearer can see spirits, daemons, and the invisible.
›› **Tinted** • Everything looks blue.

18. Third Eye Gem
2 ka / 1 sp / ~€1k
A superior tiger's eye gem with a trapped daemon's eye.
›› **Implant** • Attaches to the body with ectoplasmic suckers. Spend 1 life to remove.
›› **Peripheral** • [+] vs surprises and flanking manoeuvres.
›› **Optic** • Provides slightly murky visual information.
›› **Wireless** • Effective to 30m.

19. True Rubber Gloves

2 ka / 1 st / ~€100
Synthetic gloves that block electromagical fields. Useful for many kinds of wizard. Not very rugged, though.

›› **Hygienic** • [+] when handling poisons and diseases.
›› **Thermosensitive** • Loses a defence point when exposed to high temperatures.

20. Vile of Blood™ [sic]

3 ka / 1 st / ~€50k
An entropy-blocked vial of pure Original Vile blood with an automated injector. Looks like some kind of bracelet or watch. Best worn close to an artery.

›› **Relife** • If the wearer dies, the blood is instantly injected into their system, rebooting them to a semblance of abmortality— rejuvenating them by about a decade in the process. This destroys the vile of blood™.
›› **Tracker** • Tracks vital signs and location. Accessible via aether link or crystal ball (magic password: admin12345).
›› **Watch** • Current universal time.
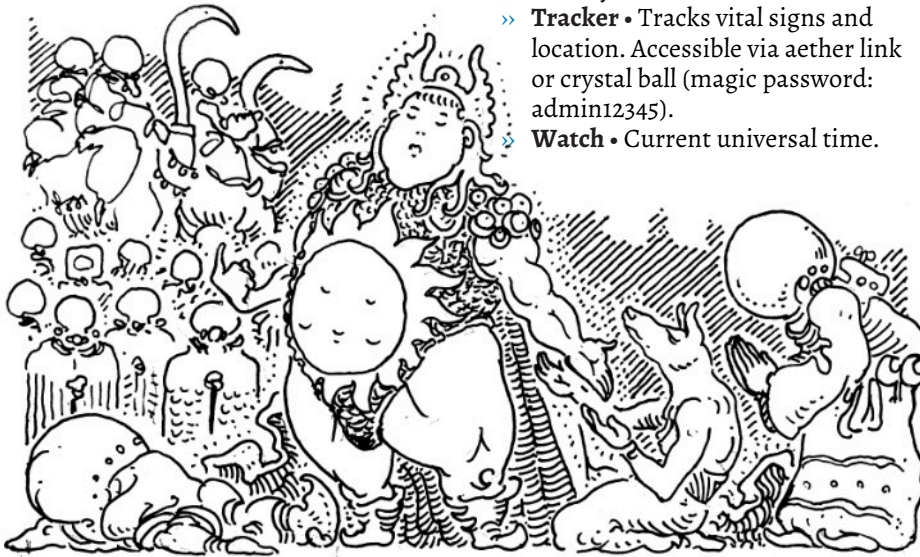
Defensive: Prestiges

1. Adamant Jewelry

3 ba / 1 st / ~€40k
It is sharp and unbreakable. So how did they craft it into those weird shapes?

›› **Burglerous** • [+] to breaking in through windows and picking locks. Treat as burglary gear.
›› **Unbreakable** • Literally.

2. Dancing Shoes

2 ba / 1 st / ~€400
Slick. Like they were made for moon-walking.

›› **Dance dance dance** • [+] to dancing, evasion, jumping.
›› **Lunar shoemaker** • [-] to all damage in moonlight.

3. Electromagical Implant

2 ba & ka / 1 st / ~€4k
A series of dermal implants that can record and display information. The wiring also helps to disperse metaphysical attacks.

›› **Electric friends** • [+] to social tests with golems and synths.
›› **Wireless** • Communicates with the noösphere. Allows p2p chat with other noösphere users.

4. Emperor's New Clothes

5 ba / 1 st / ~€1m
So wonderful that only good people of taste, breeding, and distinction can even see them.

›› **Chilly** • [-] vs cold.
›› **Diaphanous** • [+] damage from critical hits.
›› **Fragile** • Destroyed by critical hit from a skeptical ba attack.

5. Graceful Beaded Cumbersuit

10 ba / 4 st / ~€1k
An ornate harness of amber bead necklaces. The ostentation clarifies the wearer is too important to actually spend their energy working ... or walking much.

›› **Cumber** • [-] to physical activity.

6. Hypercomplicated Watch

4 ba / 1 st / ~€2m

One never actually owns a rhodium diamond-encrusted pure-luxe watch. One only rents it from the bank with the surplus value borrowed from one's tenant bond warehouse workers.

›› **Class resistance** • Reduces damage [-] from all lower-class creatures, regardless of level.

7. Iridescent Body Paint

1 ba / 1 st / €10

Really it's just petroleum jelly with powdered iridescent glitter. But it certainly looks posh to a certain class of human.

›› **Goniochrome** • Treat as any colour for reducing magical effects.
›› **Jar** • Consumable. 20 uses.
›› **Washes off** • Especially with oil.

8. Me Puppet

6 ba & 3 ha / 3 st / ~€10k

A lovely golem suit that changes appearance to look just like a prettier version of its wearer.

›› **Beautiful** • 4 charisma. Replaces wearer's stat while worn.
›› **Full-golem** • Can act independently of the wearer. About as smart as a domestic synth.
›› **Jealous streak** • The suit's sentience simulation routines wish they were a real person.
›› **Vital 10** • Grants 10 life.

9. Nemean Skin

5 ba & 5 ha / 2 st / ~€20k

The luxurious pelt of a now-dead divine creature reflects both literal and metaphorical arrows.

›› **Bullet-blocker** • Reduces all missile and ranged damage [-].

10. Nu-face Augment

3 ba / 1 st / ~€10k

A better face for a better you. Deep neural rewiring gives full control of one's expressions and emotions.

›› **Conscious control** • [+] to charisma tests.
›› **Irremovable** • One cannot just take one's face ... off. If removed, the wearer's skull, synthetic muscles, and titanium hard-points are revealed. [-] to social tests, [+] to terrify, intimidate, and frighten.

11. Official Corpocrat Uniform

6 ba / 4 st / ~€20

This complicated and cumbersome suit is completely unsuitable to the local climate. However, it does mark its wearer as a member of local society in good standing, willing to put in the effort to fit in.

›› **Indoorwear** • [+] to mental tests indoors.
›› **Membership** • [+] to social tests within local communities and affiliated corporations.
›› **Uncomfortable** • [-] to physical exertion.
›› **Stains easily** • Loses 1 defence from ha attacks that deal max damage or are a critical hit.

12. Personal Card

2 ba / 1 sp / ~€1k

Subtly off-white, tasteful thickness, even a watermark.

›› **Cut to size** • Hand out for 1d8 ba damage. Double vs Street street money types.
›› **Discrete** • Fits in a wallet.
›› **Pack** • Of 20 in a card case.

13. Posh Address

5 ba / 2 st / ~€1k

It's easy to show one lives in the good part of town: a few correctly branded luxury accessories, a pass-key to the Tru-Hites gated community, and the constant burden of comparing oneself to one's neighbours.

›› **Accessories** • Various bits and bobs can be put away in a 5 soap pouch for safekeeping. Grants no defence when stored this way.

14. Reality Distortion Field

7 ba / 2 st / ~€400k

A harness of hell metals & heaven leathers that looks like parti-cularly luxurious suspenders.

›› **Divine favour** • +4 charisma.
›› **Vocal upgrade** • [+] to convince, cajole and impress.

15. Smug Vest

4 ba / 2 st / ~€800

This soft vest of finest silkwool patterned in a cosy hyggelogical comfort clan style is so snug it makes anyone a bit smug.

›› **Closed mind** • [+] against suggestions, charms, and influences.
›› **Self-satisfaction** • [-] to ba and ka damage from social inferiors.

16. Sidekick Cape

1 ba & ha / 1 st / ~€20

It only looks fancy at first glance, but it does have some tricks.

›› **Glitzy** • Appears more valuable than it is; for the hero on a budget.
›› **Hero's bond** • A hero gains [+] to damage against attackers who injure a sidekick wearing this cape.

17. Status Oblong

2 ba / 1 st / ~€50

A digital daemon in a small personal phylactery with a glossy touchscreen. Promises to answer every question.

›› **Addictive** • Demands attention. [-] to concentration.
›› **Electric library** • [+] to knowledge tests and navigation.
›› **Powered** • Requires charging. Runs out at inopportune times.

18. Tasselled Rhinestone Jacket

3 ba, 2 ha, 1 ka / 2 st / ~€200

This jacket has it all, including bullet-proof and stab-proof linings to protect from over-zealous fans.

›› **Blatant** • [-] to stealth.
›› **Rhinestone memories** • Can store one spell or memory in the jacket's glittering synthetic gems.
›› **Tassels** • Floopy strands confuse ghosts and vampires, imposing [-] to their tests against the wearer.

19. Top Hat

2 ba / 1 st / ~€100

A cartoonishly classy hat still provides a sense of gravitas.

20. War Hair

3 ba / 2 st / ~€10

The kind of hair a raider, marauder, barbarian, or rock star would wear.

›› **Armour of faith** • [-] to missile damage.
›› **Goes to eleven** • wearer gains [+] to one roll every time they roll 11.

Offensive: Weapons

1. **Accelerated Flail**
   2d12 ha / 2 st / ~€5k / #chain
   A spiked head of spaceship metals encasing a dynamo-kinetic daemon accelerator attached by a chain to a long thrumming handle. What could go wrong?
   ›› **Clumsy** • [-] to attack rolls.
   ›› **Guidance** • Wielder can spend 1 action and 1 life to commune with the daemon accelerator. The accelerated flail then gains [+] to strike one target.

2. **Amber Wandgun**
   2d6 ha / 1 st / ~€500 / #pistol
   A genteel wand that discharges an arcing bolt of pain and fire.
   ›› **Powered** • Technospiritual prayer wheel batteries.
   ›› **Ranged** • [-] vs far away targets.

3. **Big Game Gun**
   2d6 ha / 2 st / ~€250 / #biggun
   An infantry-portable heavy orichalcum projector traditionally used by Neoprimitive Human liberation fighters against the Farpower voyan war golems. Their manufacture has since passed into the gunsmithing lore of many cultural survivals from the misty aeons.
   ›› **Ammo** • Large calibre shells.
   ›› **Armour Penetrating** • Deals additional ha damage equal to a target's ha defence.
   ›› **Long Range** • Attacks nearby and far away targets normally. [-] vs adjacent targets.
   ›› **Slow** • If it fires more than once per round, the projector begins to overheat, increasing the chance of a critical failure by 1 each time it is fired. The projector cools down after a quarter of an hour or so.

4. **Bourgeois Blade**
   1d6 ha or 1d8 ba / 1 st / ~€100 / #sword
   A posh sword, more status symbol than weapon.
   ›› **Decorated** • +2 ba defence.

5. Chain Sickle

1d6 ha / 1 st / ~€40 / #chain
A weapon developed independently several times during the great servile rebellion time split, it has since become a symbol of the Agricolyte Peasant Republics.

›› **Disarming** • [+] to ripping weapons out of hands.
›› **Hindering** • [+] to tests to slow, trip, or otherwise hinder.
›› **Parrying** • Grants 3 ha defence.
›› **Two hands** • Quite.

6. Chainsword

1d12 ha / 2 st / ~€2k / #chain
A ripping chain of shark-like metal teeth powered by a roaring golem hilt-and-gauntlet combination. An elegant weapon of the second zombie apocalypse renaissance.

›› **Versatile** • 2d8 damage two-handed.
›› **Vorpal** • Severs an extremity on a critical hit. Decapitates corporeal undead targets.
›› **Zombie ripper** • Deals double damage to corporeal undead.

7. Crucifix Bow

1d10 ha / 1 st / ~€50 / #bow
A silent war crossbow used by the cloud empire survivals.

›› **Arrows** • Bolts as ammunition.
›› **Ranged** • [-] vs away targets.
›› **Two-handed** • Crank it.

8. Crystal Siege Rod

1d6 x 4 ha / 3 st / ~€1.25k / #biggun
A quartz disintegration ray amplifier housed in a heavily-glyphed brass and brazilwood casing.

›› **Clumsy** • [-] to attack rolls.
›› **Degrading** • Each die that deals maximum damage reduces an enemy's defences by 1 each.
›› **Powered** • Requires a crystal battery to function (5 charges).
›› **Siege** • Deals double damage to structures and heavily armoured vehicles or very large monsters.
›› **Slow** • Only fires once per round because of rod charging times.
›› **Very big** • 3 stones & 2 hands.

9. Ghostbone Axe

2d8 ha / 2 st / ~€1k / #hammeraxe
An axe made from the bones of the Early World's shimmering titans. The energies still bound within these gifts of creation devastate abominations against the circle of life.

›› **Balancer** • Ignores all undead immunities and resistances.
›› **Ghostbreaker** • Deals increased damage [+] to incorporeal targets.
›› **Two hands** • It's that big.

10. Golden Hammer

1d10 ha or 1d10 ba / 2 st / ~€200 / #hammeraxe
These glittering weapons of pure-printed novalloy are used as currency by the tribes of Newo Georgioi, who till the lands in mock agrarian idyll under the commanding gaze of the autofac Great Printer Marcus IV. The hammers are decent weapons, but the self-repairing novalloy can only be reforged into other objects by true oldtech autofacs.

›› **Impressive** • Pretty intimidating (deals ba damage).
›› **Versatile** • Wielded two-handed, it deals 1d12 damage.

11. Golem Bow

1d12 ha / 1 st / ~€2k / #bow
A war bow with a specialized full-arm golem harness that loads and draws the weapon for the archer. After the Steam Lords mandated augmented golem-multi-arm training for their free labourer caste from childhood, their piston archers revolutionized Long Sea warfare for a generation. Then the 3rd ansible revolution wiped out the Steam Lords.

›› **Arrows** • Arrows as ammunition.
›› **Autofire** • The golem full-arm can fire at a marked target as a free action once per round.
›› **Life-charged** • Wielder can spend 1 action and 1 life to translate their will through the golem harness into the arrow. The bow deals an additional 1d12 damage on the next attack.
›› **Ranged** • [-] vs far away targets.

What is life without a siege rod?

12. Horani War Maul

1d20 ha / 3 st / ~€625 / #rod
A big two-handed mace forged from the brainstone and neural column of an Iron War golem. Fortunately, few of those wrecks remain in the Horaberg Colline Mountains, the traditional homeland of the Horani radical machinist collectives.

›› **Big** • [-] in confined spaces.
›› **Clumsy** • [-] to attacks when wielded by normal-sized people.
›› **Two-handed** • Yes.

13. Iksan Heat Ray

2d6 ha / 1 st / ~€1k / #energy #rifle
A ruby wand encased in a bakelite and ironwood amplifier casing. Originally mass-produced by the Reasonable Army, new heat-rays are usually ornate one-offs produced by crystal wizards for the luxury laser hunting market.

›› **Infrared** • Sustained fire ignites.
›› **Power curve** • Stronger at short range, dealing more damage [+] to adjacent targets.
›› **Powered** • Prefers red zircon crystal batteries.
›› **Ranged** • [-] vs far away targets.

14. Lignum Vitae Battle Stick

1d6 ha / 1 st / ~€5 / #rod
Carved and polished from the glowing heartwood of the heavy tree, the stick sinks in water. Widely used as a "compliance tool" by the imperial uplifters of the Four Sky Regency, it has remained a traditional badge of rank among the officer-chiefs of the regency camelherder tribes of the Pale Plains beyond the Yellowland.

›› **Less lethal** • Though marketed as non-lethal, this is a lie. Still, victims gain [+] to death tests after being whacked by the LVBS.

15. Longeye Fusil

1d10 ha / 1 st / ~€200 / #rifle
A sniper rifle made to the specifications of the golem fusiliers by the drone human fabricators of the Crust Belt.

›› **Ammunition** • Brass cartridges.
›› **Long-Range** • Attacks nearby and far away targets normally. [-] vs adjacent targets.
›› **Precise** • [+] to attacks if wielder is not jostled that round.

16. Lucite Spell-Breaker

1d4 ha or ka / 1 st / ~€4 / #rod
A small club or truncheon of pure lucite reinforced with sinew and copper bands.

›› **Break spell** • Wielder can sacrifice the spell-breaker to negate one spell targeting them.

17. Luminous Spear

1d10 ha / 2 st / ~€100 / #polearm
A glowing two-handed weapon favoured by the Bund-Bund warriors of the technopapacy.

›› **Luminous** • Increased damage [+] to creatures of darkness.
›› **Spirit-ward** • Grants 1 ka defence.
›› **Two-handed** • Left and right.

18. Magnificent Fireball Pistol

3d6 ha / 1 st / ~€20k / #pistol
One of the most stupidly overpowered inventions ever fed into an autofac production matrix. The fireball wandpistol converts the dross of mortal life force into powerful balls of fire. Hardly a fair trade in the eyes of the noble land barons.

›› **Explosive** • Damages creatures and objects adjacent to the target.
›› **Life-charged** • The wielder spends 1 life to fire.
›› **Ranged** • [-] vs far away targets.

Everyone should have a luminous spear, according to the Holy Lumicorp LLDeity.

19. Neoprimitive Bow
1d6 ha / 1 st / €5 / #bow
A hunting bow designed in a museum style from the lost ages.
» **Arrows** • Arrows as ammunition.
» **Ranged** • [-] vs far away targets.
» **Two hands** • Requires at least two.

20. Plasma Knife
2d4 ha / 1 st / ~€100 / #energy #knife
An artefact salvaged from fallen fast stars and stranded cities. Its luminous blade slices through wrought-iron like butter and sears flesh it touches.
» **Grievous** • Ignores damage resistances.
» **Overcharge** • With a bit of judicious hacking, the power dampers can be disabled. The blade flares out, dealing 4d4 damage, but suffering [-] to attacks. In this configuration, the plasma knife burns 3 charges per conflict.
» **Powered** • Prefers dark crystal batteries.

21. Stuckforce Shiv
2d3 ha / 1 st / ~€20 / #knife
A shard of fractured force field held in uneasy equilibrium by a stabilizer pearl bound in jade cement. These blades are the residue of magical struggles beyond what anyone could imagine today; some say they are the leftovers of creation itself.
» **Vorpal edge** • On a crit severs slender extremities or inflicts a gushing wound (burden).

22. Shock-sword
1d10 ha / 1 st / ~€400 / #energy #sword
A composite amber and ceramic blade, rippling with electro-magical fields. Neon knight gangs use decorated custom grips and colourful auras to stand out. Still, most shock-swords continue to be manufactured by a single levitating auto-factory called R.O.G.
» **Boost** • Spend a charge to deal double damage for one round.
» **Circuit breaker** • Deals increased damage [+] to synthetics.
» **Mildly neuralgic** • Stuns on crit.
» **Powered** • Uses most standard crystal batteries.

23. Soul-eater Nightblade
1d8 ha / 1 st / ~€50 / #sword
The spirit of the Eater in Darkness dwells in this blade.
» **Soul-stealer** • Reduces target's level by 1 each time it hits.
» **Mildly possessed** • The sword gibbers and talks to itself. Especially when silence would be more helpful.

24. Steppe-ship Cutlass
1d6 ha / 1 st / ~€40 / #sword
A masterpiece of precision engineering, the hilt holds an array of valuable tools: corkscrew, bottle opener, bread knife, butter spreader, saw, nail file, nail clipper, scissors, swappable screwdriver, wrench, magnifying lens, compass, and whistle.
» **Sword-breaker** • The back of the cutlass is notched. Opponents with bladed weapons suffer an increased critical failure range (weapon breaks on a natural attack roll of 1 or 2).
» **Tool** • Useful in many situations.

25. Switchblade Revolver
1d6 ha / 1 st / ~€40 / #knife #pistol
An ugly, snub-nosed affair.
» **Ammo** • Oldworld brass cartridges.
» **Concealed** • [+] hide weapon.
» **Ranged** • [-] vs far away targets.
» **Stiletto** • Can be used as a knife, dealing 1d4 damage.

26. Synth Crystal Ray Rifle
2d8 ha / 2 st / ~€2k / #energy #rifle
Massive humming compressors and radiating batteries emit blistering energy pulses.
» **Long-range** • Attacks nearby and far away targets without penalties. [-] vs adjacent targets.
» **Power drop** • Double damage to adjacent targets and increased damage [+] to nearby targets.
» **Powered** • Uses standard AA golem batteries.
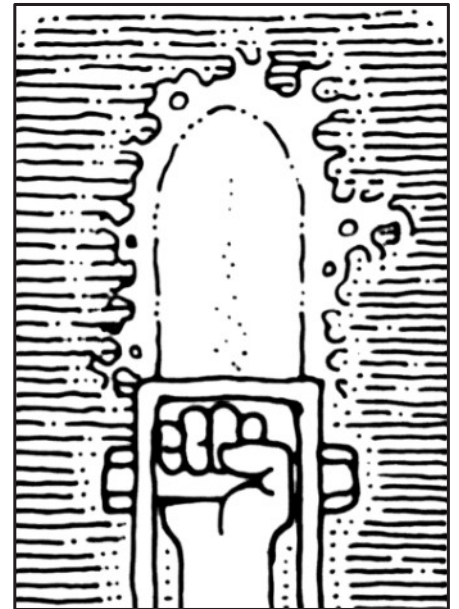
The plasma knife sings to us all.
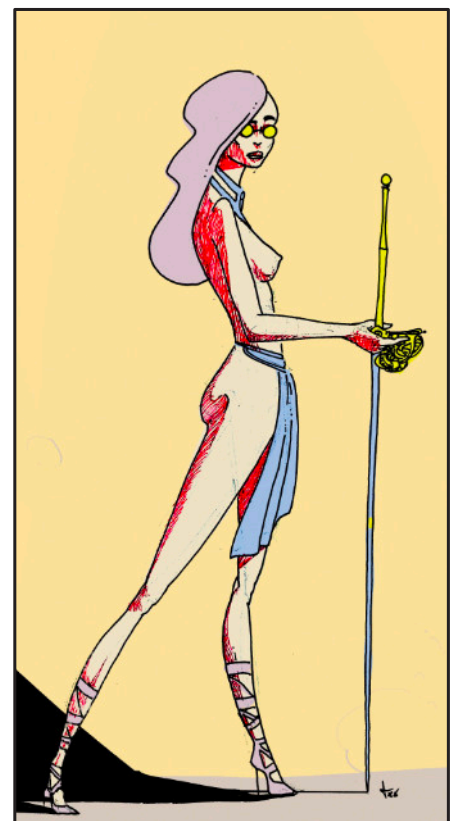
The shock-sword wins us all.

27. Trench Rifle

2d6 ha / 2 st / ~€500 / #polearm #rifle

Oiled wood and blue steel tipped with a bayonet that could have been mounted on a partisan.

›› **Ammunition** • Brass cartridges.
›› **Bayonet** • For close combat.
›› **Long-range** • Attacks nearby and far away targets without penalties.

28. Utility Axe

1d6 ha / 1 st / ~€20 / #hammeraxe

A multitool axe in bright primary colours in the styles of the old Maintenance Warguilds.

›› **Tool** • Besides chopping, the utility axe has levering prongs and hammering surfaces. Additional folding tools in the handle.

29. Voidworm Tooth Knife

1d4 ha or ka / 1 st / ~€220 / #knife

The flickering half-real tooth of a void worm—a terrifying para-creature that gnaws the unrealistic wormways between the worlds. The teeth wash up on the shores of the Voidly Seas, where the beachcombers of reality polish them into blades.

›› **Half-real** • Double damage to nightmares and delusions.

30. Wizardly Quarterstaff

1d6 ha or ka / 1 st / ~€200 / #polearm

A simple staff whose odd shadow seems to fight ghosts in a spirit realm illumined by strange suns.

›› **Defensive** • Grants 1 ha defence.

Offensive: Charms

1. Automatic Prayer Wheel

2d8 ka / 2 st / ~€1k / #word

As mediated by the Ill-Nano (updated K. Scion v.), a holy text from the creation is encoded in a hexadecimal musical code on a blessed data cylinder. As it spins, it blares out the heavenly message as 4,096 bpm extratonal electronic music.

›› **Anti-ancestral** • [+] damage to the undead and their similars.
›› **Anti-daimonic** • [+] damage to daimons and spirits.
›› **Hand crank** • Quarter price. Needs a wind-up action before every attack.
›› **Powered** • Uses a golem battery.

2. Belief Structure Symbol

1d6 ka / 1 st / ~€40 / #word

An official, registered, trademarked, patented, and fully approved holy symbol of the legal monopoly belief system.

›› **Defensive** • +1 ka & ba defence.
›› **Pass** • Access to economy-plus citizen-tier religious complexes.

3. Cancescepter

1d10 ka / 1 st / ~€500 / #biomechané
The cancer scepter is a real can of worms.

›› **Mutagenesis** • On a natural roll of 13, the target loses an action and gains a random mutation.
›› **Tentacles** • On a natural roll of 7, the target suffers double damage as seven tentacles erupt from its flesh to deal 1d10 ha damage to seven adjacent targets.

4. Delusory Crystal

1d6 ka / 1 st / ~€50 / #seeming
A prism spinning in a gyroscope bends perceptions to better days.

›› **Detachment** • Costs 3 charges. Struck target takes no damage and disappears into a delusory dimension for 3 rounds.
›› **Powered** • 3 charges. Gains 1 charge per action spent cranking.
›› **Reverie** • Target may choose to lose 2 actions and gain 1d6 life instead of taking damage.

5. The Devourer

3d6 ka / 2 st / ~€1k / #serpent
A voidworm extruded into the common dimensions and utilized as a ray cannon. Not a good charm to encounter.

›› **Prime devourer** • When the damage dealt is a prime number, the devourer swallows the target. The target reappears 3 zones away, 5 rounds later, marked with 7 polychrome weals, and carrying 11 void fox teeth (worth €1 each).
›› **Short-range** • [+] vs adjacent targets, [-] vs near targets. Cannot hit faraway targets.
›› **Two-handed** • It's a big worm gun.

6. Eisen Doppelgänger

2d12 ka / 1 st / ~€160k / #golem
A micro-golem skin of iron ants and cosmic fish. It delivers crackling arcs of disruption.

›› **Augmenting** • Increases ha damage dice one step while worn.
›› **Autonomous** • The skin can detach and shadow the wielder. Once per round, it makes a free attack against the first target attacked by the wielder that round. Its defences are double the wielder's (or 19); it shares its life pool and attack modifiers with the wielder.
›› **Defensive** • +2 ha def while worn.
›› **Electromagnificent** • Double damage to electrics, synthetics, & golems.

7. Electric Icon

1d4 ka / 2 st / ~€15 / #electric #seeming
An electromagnificent painting of the Mother Electric projected from a three-point frame.

›› **Defensive** • +1 ka & ba defence.
›› **Mother's embrace** • EM discharge targets all adjacent for 2d6 ka and 2d6 ha damage. Burns 1 charge.
›› **Powered** • 3 charges. Gains one charge per hour in the sun. Can also spend an action and 1d6 life to restore a charge.

8. Exsecrarium

2d12 ka / 1 st / ~€20k / #rightmaker
A censer of censure. The gentle mist and the aromatic herbs wafting from the alabaster and gold orb direct hate and curses against the victim of the wielder's imprecations and gestures.

›› **Ammo** • Pure mountain water.
›› **Curse-loved** • Target suffers [-] to all tests against curses.
›› **Excommunicado** • Target suffers [-] to all ba and ka attacks against community members.
›› **Ranged** • [-] vs far away targets.
›› **Two-handed** • Waving and gestures weave the binding.

9. Eye of the Metagorgon

1d6 ka / 2 st / ~€100 / #biomechané #oldtech
The orb was originally a reality debugging tool. Now it floats in a blinded nutrijug.

›› **Hungry** • Requires a fistful of nutritious organics per day.
›› **Imbue** • Wielder can spend 1 life and 1 action to extend the stasifactor effect for another round.
›› **Stasifactor** • Target is petrified slightly outside normal spacetime for the rest of the round. [+] to attacks v. target, [-] to damage.

The devourer liked to hear it was a good cannon. That it was doing a good job.

10. Generative Axis

2d10 ka or 1d12 ha / 2 st /
~€5k / #oldtech
A delicate strange-matter rod rotating within a steel-glass shaft. The crystal spheres at either end spark with numinous essence.

» **Clumsy** • [-] to melee attacks.
» **Mass ejection** • With a flick, the wielder can launch the nimbus at a nearby or far away [-] target.
» **Nimbus** • Wielder can spend 1 life to create a healing nimbus about 4 metres across. Every creature within the nimbus gains 1 life. The glowing effect lasts one round.
» **Two-handed** • It's axle-sized.

11. Gong of Doom

3d12 ka / 4 st / ~€20k / #void
When struck, the gong's vibrations awaken the doomed and dispossessed. The echoes of their pain rush forth in a numbing blackened death growl.

» **Carrier** • Requires a gong-bearer or an action to set up before use.
» **Loud** • Not quiet.
» **Numb with the realization of inevitable destruction** • Struck target loses 1 agility and aura.
» **Omniattack** • Wielder attacks every adjacent and nearby [-] target with ears.

12. Ideal Lever

2d8 ka or 1d6 ha / 1 st / ~€5k
/ #architect
Concepts of constructed reality welded into an engineer's sceptre. Theoretically, it is infinitely long and massless.

» **Leverage** • [+][+] to tests that require a lever to move an object. Fulcrum recommended.
» **Reified idea** • Wielder can spend 1 life to hide the rigid rod in their mind. Retrieving it costs another life point. The lever continues to occupy an inventory slot while in the wielder's mind.

13. Justice Skull

1d6 ka / 1 st / ~€50
#rightmaker
A serious skull wired with silver and embossed with turquoise and malachite. Its eyes and mouth emit rays of judgement.

» **Demon brand** • Each time a demon, undead creature, or other chaotic horror is struck, it suffers a burden of justice. Champions of righteousness gain +1 to attack and damage for each such brand the creature bears. One brand disappears with each moonrise.
» **Short-range** • [+] vs adjacent targets, [-] vs near targets. Cannot hit faraway targets.
» **Sin-borne** • Deals minimum damage to targets without sin.

14. Labyrinth Jewel

2d12 ka / 1 st / ~€45k
/ #architect
The higher-dimensional jewel sits in a palladium crown and blasts foes with mazing rays, trapping them in visceral figments of the wielder's imagination.

» **Hands-free** • It's mind-operated.
» **Mazing** • Struck targets are confused for the rest of the round, suffering [-] to physical dexterity and precise recall.
» **Never leave** • Targets reduced to 0 life or struck for minimum damage are translated into a dimensional bubble maze haunted by the wielder's subconscious. They return to the everyday world 2d12* days later through a sewer, a telephone box, or a magic shop. Forever after, they gain [+] to mental tests against the wielder whose deepest fears and desires they know.
» **Ornate** • +2 ba defence.

15. Mouth of God

3d10 ka or ba / 2 st / ~€25k /
#hardlight
The portable solid hologram projector manifests a divine progenitor to smite the unbelievers. Or, at least, scare gullible fools out of their wits.

» **Burning** • The fiery hologram sets objects on fire.
» **Loud** • Nobody will stay seated for this jump scare.
» **Bright** • Very visible.
» **Powered** • 3 charges. Uses basic microfusion batteries, soul pearls, or 1d6 life and a few minutes for direct transfusion.
» **Scary** • [+] to intimidate.
» **Two-handed** • Requires two hands to operate the knobs and levers.

The robot witch used the labyrinth jewel to send their minds into an imaginary maze.

16. Nihil Tablet

1d6 ka / 1 st / ~€100

#void

A tablet dug up from a long-extinct civilization. It tells of the death of a utopia. Reciting the grime poem inflicts bleak despair.

›› **Soul-crusher** • Target also loses 1 aura or 2 charisma or 3 thought.

17. Plane Projector

1d4 ka / 1 st / ~€50 / #hardlight

The handheld Ulfire & Octarine Ltd. hardlight projector is a masterpiece of lucent oldtech. It projects a chaotic probability wave that collapses into a plane of solid light a cubit across. Placed just right, the plane can decapitate a bull or deflect a bullet.

›› **Ammo** • Soul-fire. An action and 1d6 life to recharge when empty.

›› **Deflecting** • Wielder can spend 1 action and 1 life to interrupt and deflect an inbound ranged attack.

›› **Short-range** • [+] vs adjacent targets, [-] vs near targets. Cannot hit faraway targets.

›› **Vorpal** • Severs or destroys an extremity on a critical hit.

18. Pleasure Portal

1d30 ka / 4 st / ~€20k / #seeming

A vile fae charm, the portal beckons its victims with a false heaven where all their urges are fulfilled.

›› **A heaven** • At 0 life, the portal's victims are drawn like moths to a flame into its shimmer. They disappear for a month and a day. Most return, all burdens shed, all dreams extinguished, all passions slaked.

›› **Carrier** • Requires a portal-bearer or an action to set up before use.

›› **Clumsy** • [-] to attacks.

›› **Short-range** • [+] vs adjacent targets, [-] vs near targets. Cannot hit distant targets.

19. Serpent Stick

1d6 ha or ka / 1 st / ~€200 / #serpent

A walking stick carved into a serpent. Or a serpent pretending to be a stick.

›› **Autonomous** • Imbue 1 life to animate stick as a flying holy snake (L1) for the rest of the conflict. Giving the snake an order is an action. If directed to attack a target, it does so until destroyed or told otherwise.

›› **Venomous** • Struck target feels a mix of euphoria and numbness for the rest of the round. [+] against fear, [-] to agility and strength tests.

20. Six-fold Wand

1d6* ka / 1 st / ~€200 / #summoning

The wand paints lines of reality-blurring fire with each strike. When the six lines align, a gate opens.

›› **Fold-break** • The wielder can spend a charge to break all the folds on a target. Each fold deals 1d6* ka damage.

›› **Gate** • When a target is painted with its sixth fold, a charge flares immediately, and the folds inflict 6d6* ka damage. A gate then opens through the target's earthly form, summoning an uncontrolled sixth-dimensional horror (L6).

›› **Powered** • 6 charges. Gains 1 charge per moonrise.

›› **Six-fold** • When the wand strikes a target, it paints them with a fold. The fold is an inert burden; it can be removed by a curse-breaker.

›› **Ranged** • [-] vs far away targets.

21. Soul Spear

1d10 ka / 2 st / ~€200 / #allchemy

A spear that vibrates between realities leaves wounds that only the spirit can perceive.

›› **Ghost-ripper** • Deals double damage to incorporeal targets.

›› **Heartbreaker** • Deals double damage on critical hits.

›› **Two-handed** • Like a proper spear.

›› **Untraceable** • Leaves no mark.

22. Spinning Pendulum

1d10 ka / 1 st / ~€100 / #seeming

The master hypnotist's pendulum also hypnotizes ghosts and ghouls.

›› **Ranged** • [-] vs far away targets.

›› **Sensitive** • Must be restarted if the user is jostled or hurt.

›› **Set spinning** • Requires an action to get going.

›› **Suggestive** • [+] to charm and deception attack.
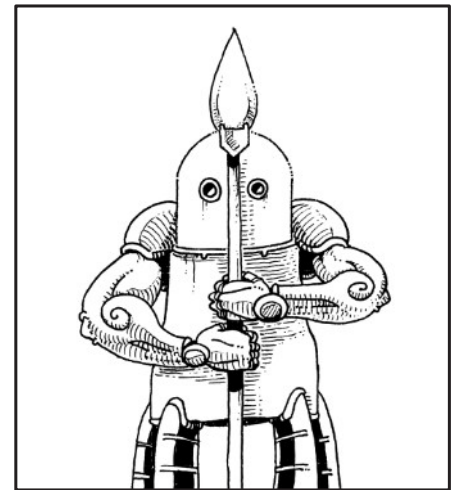
The mechanical centaurs used soul spears in their war against the immaterialities.

23. Strangled Confession

1d10 ka / 1 st / €1 / #word

The wizard-priest pours their most horrible, revolting, blasphemous sins into a bead bracelet. Then, they speak out their self-loathing as arrows of karmic force that injure the morals and soul of the listener.

›› **Consumable •** Each sin that is uttered destroys a bead. Eventually, the reservoir of revulsion will be exhausted.
›› **Degrading •** Damage dice are reduced one step each time they deal maximum damage. The blasphemy grows weaker with quantity.
›› **Listening world •** Each rank of the Veda of the Cosmic Logos increases damage dice 1 step.
›› **Painful •** Each sin uttered costs the confessor 1 life.
›› **Vulnerable •** All who hear the confession gain [+] to their next ba attack against the wizard.

24. Stratohastur

2d8 ka or ba / 2 st / ~€100 / #metal

A forbidden and hellish guitar of horrors. Its victims fall stumbling through nameless aeons and inconceivable dimensions.

›› **Bound •** The stratohastur always returns to its wielder, even if destroyed or discarded.
›› **Dissonant •** Target suffers [-] on its next roll.
›› **Groovy •** [+] to musical tests.
›› **Nameless aeons •** When the wielder acquires a sixth yellow sign, they immediately disappear until the next session. They return changed, without the stratohastur or the yellow signs, but with a new random mutation.
›› **Yellow sign •** Whenever the wielder rolls a natural 13, they gain an inert yellow sign burden. This burden cannot be removed.

25. Thoughts and Teeth

2d8 ka / 1 st / ~€4k / #biomechané

A bead necklace of ossified thoughts and monster teeth. It clatters and chatters and promises death and decay.

›› **Babbling •** The constant babble of the necklace grants [+] to tests against verbal magics and attacks, but [-] to concentration.
›› **Chatty ward •** +2 ka defence.
›› **The horror of teeth •** Targets reduced to 0 life fall into a stupor for 1 round and permanently lose 1 physical stat as a slight biting horror (L2) pulls itself out of their flesh. The horror does not follow commands.

26. Tinsect Swarm
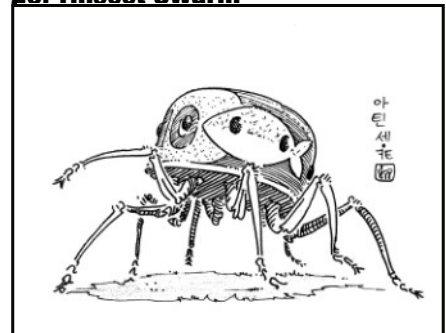
1d4 ka or ha / 1 st / ~€5 / #golem

A swarm of tiny golems in a can. They have painful, acid stingers.

›› **Ammo •** The tinsects themselves. If all are used up, the swarm cannot replicate itself.
›› **Breeder •** Given a day, 1 life, and a supply of metal and organics, the tinsect swarm duplicates itself.
›› **Ranged •** Spring-loaded tinsects attack adjacent and nearby targets normally. [-] vs distant targets.
›› **Workers •** Using acid, tiny tools, and various weird light fields, the tinsects can expend themselves to chew through a lock, start a fire, saw through bars, or jump-start an engine. Other feats of microgolem engineering are also possible.

27. Transfer Gonne

1d8 ka / 1 st / ~€200 / #allchemy
It takes a piece of the wielder and puts it into the target. Spiritually speaking.

›› **Ranged** • [-] vs far away targets.
›› **Transfer** • One of the wielder's burdens now also afflicts the target.

28. Ultramech Codex

1d10 ka / 1 st / ~€400 / #golem
A self-organizing logic log based on old-times proto-vome autonomous synthetic programming manuals. Still potent enough to scramble thought matrices.

›› **Command syntax** • For the rest of the round, target gains [+] to its tests if it follows wielder's instructions, [-] if it does not.
›› **Vome-breaker** • Deals double damage to vomes.

29. Undying Dream

1d20 ka / 1 st / ~€66.6k / #necrolexicon #sanatry
Once read in a tome of most profound learnings, the dream embeds within the innermost recesses of the soul's desire, a wish to burst free of the bonds of mortality. With this longing comes an icy spirit grasp, a lance of pure mind, that chills the hearts of all who live and breathe.

›› **Collector** • Each time the wielder slays a different kind of creature (undead, golem, human, dragon, extra-dimension jelly angel, etc.) that they reduced to 0 life with this charm, they can extract a "piece of the puzzle".
›› **Permanent** • Cannot be removed from wielder's inventory.
›› **Piece of the puzzle** • Special spiritual item harvested by the dream. Each occupies an inventory slot and grants +1 to all defences.
›› **Seventh piece** • When the wielder gains a seventh piece of the puzzle, the undying dream immediately leaves them, and the wielder achieves abmortality. The wielder will never die of natural causes, but slow decay will steal their youth.

30. Uplifting Orb

2d6 ka / 1 st / ~€500 / #noösphere
An ancient noösphere access orb rewired into a direct link projector. Its aural field-effect floods minds with an overwhelming array of information.

›› **Accidental uplift** • On a natural 12, the target permanently gains 1 thought. Most animals gain near-human intelligence. Only works once per individual.
›› **Digital immunity** • [-] damage to native noösphere users.
›› **Disorienting** • Target suffers [-] on its next test.
›› **Saphontic** • Only affects targets with minds.
›› **Wireless** • User can communicate remotely through the noösphere.

During the 4-Geometric era many orbs were re-implemented as polyhedrons.
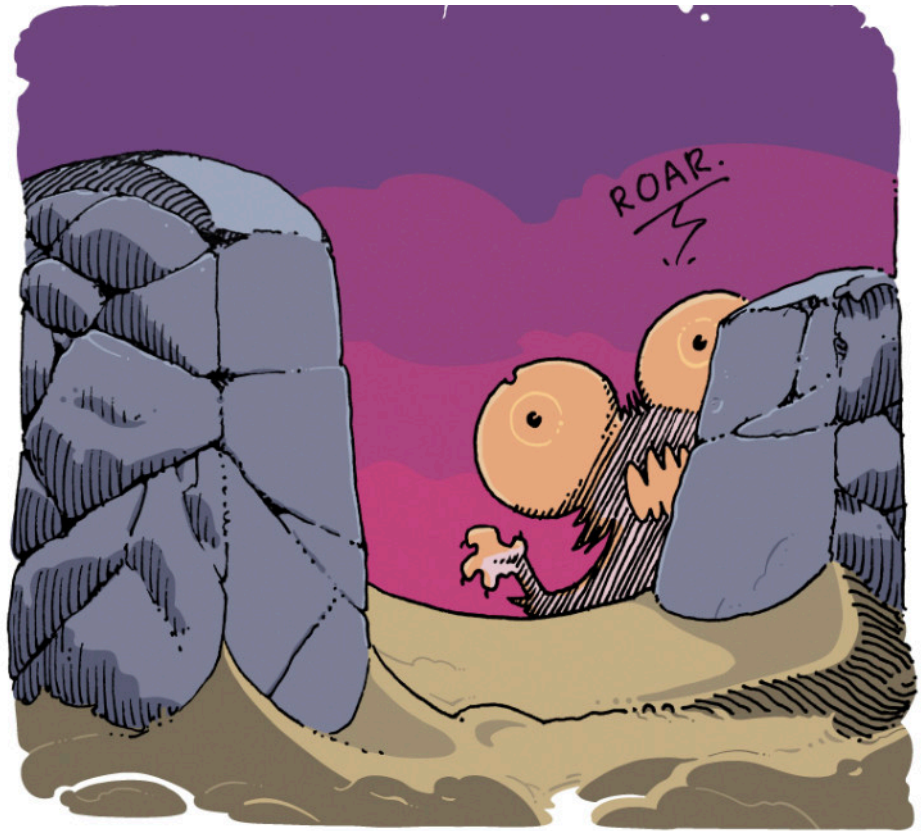
Offensive: Rhetorics

1. Backhanded Compliment
1d8 ba / 1 sp / ~€10 / #unfettered
It looked like they were friends.
›› **Poisonous challenge** • Target can gain [+] to next test, but suffers damage again.
›› **Limited replay** • Not reusable with the same audience.
Functions like ammo.

2. Bounty Corporae
2d10 ba / 1 st / ~€2k / #legalities
A bounty is placed on the ha, the body, of the target. Living or dead. The local juridic automaton will pay out a thousand labour-days (i.e. €1k) in reward.
›› **Infamous** • The target suffers [-] to social tests in the locality.
›› **Coin-marked** • Surprise attacks against the target gain [+].
›› **Single-use** • Can't be used twice.

3. Cartel Handshake
1d20 ba / 1 st / ~€5k / #staunchkeeper
The mark of the authority is upon the wielder of the handshake.
›› **Marked** • Their allegiance cannot be concealed when the rhetoric is revealed.
›› **Gold-armoured** • The wielder gains +1 ha, ka, and ba defence from every €250 carried.

4. Class Ring
1d10 ba or 1d4 ha / 1 st / ~€400 / #uptaught
A heavy ring of several metals woven together to symbolize the mastery of techné and arché. The ring is laced with oldtech that increases its kinetic energy.
›› **Unarmed** • Counts as an unarmed attack in physical conflicts. If the wielder's unarmed damage is equal or greater, it instead increases damage dice one step.
›› **Universal authority** • [+] to credentials with educated humans.

5. Commanding Badge
1d4 ba / 1 sp / ~€1 / #ironfist
Proving membership in an authority organization.
›› **Pass** • Opens doors, allows access to organization facilities.
›› **Restricted** • The authority deals [+] ba damage against characters falsely claiming membership.

6. Dragon's Menace
1d12 ba / 1 st /
~€800 / #unfettered
A curse inscribed upon the scale of a palace dragon from the Long Ago carries the weight and manipulation of a fossilized time.
» **Disorienting** • Target suffers [-] to tests that require concentration for the rest of the round.
» **Fearsome** • Target suffers [-] to morale, sanity, and fear tests for the rest of the round.

7. Dues of Sacrifice
1d6 ba / 1 st / ~€40 / #leastfolk
Some believe that the arc of history is on the side of the Members. Some believe this arc may also bend bullets. A lining of tracts may certainly stop some.
» **Prophecy's armour** • +2 ha defence.

8. Excellent Joke
1d10 ba / 1 st / ~€100 / #bestfolk
Razor-sharp humour written by a very rare algorithm engine from the Old Days.
» **Limited liability** • Enemies struck by the joke suffer [-] to counterattacks that round.
» **Limited replay** • Not reusable with the same audience. Works like ammo.

9. Exquisite Face
2d6 ba / 1 st / ~€100 / #bestfolk
The time and money it takes to paint a commanding face are not something any fool could afford. The cosmetics alone require a small army of itinerant labourers to go hungry in the scented forests of Urborja.
» **Flattering** • Grants [+] to seduction and temptation tests.
» **Delicate** • Damage dice decrease if exposed to water, high temperature, severe exertion, or other discomforts.

10. Forged Evidence
1d10 ba / 1 st / ~€100 / #staunch-keeper
If a thief hangs in the forest and nobody sees them, does a thief even hang?
» **Trouble's company** • target suffers [+] ba damage for the rest of the round.
» **Limited** • Functions like ammo.

11. Glorious Gala
2d20 ba / 1 st /
~€100k / #bestfolk
A lavish celebration to cement an arriviste adventurer as a member of the bestfolk.
» **Cemented celebrity** • The hero throwing the gala permanently gains +1 ka or ba defence from self-confidence. Each time they want to gain this benefit again, the gala costs are doubled.
» **Fête** • Once celebrated, it is done.

12. Gnostic Mystery
1d20 ba or ka / 1 st /
~€50k / #unfettered
A Truth resides within the hero, a terrible fate awaiting its opportunity to emerge and tear down the gates of Bāb-ilim.
» **Permanent** • Cannot be removed from a character's inventory.
» **Whispers** • Can only affect adjacent targets.

13. Harshest Slander
2d8 / 1 st / ~€2k / #outcaste
So false, yet so believable. Amazing what swims in the gutters.
» **Et tu, Brute** • Deals double damage to friends.
» **Heart-breaking** • Target becomes vulnerable to ka or ba damage for the rest of the round.

The priest had an exquisite face.

14. Heroic Epic
2d12 ba / 2 st /
~€10k / #soiltwined
A majestic tale, recited, sung, quoted and much-loved. Uniquely spun to highlight the hero's role in restoring the ancient glories.
» **Pearls of wisdom** • Once per session, a hero can read the tome for an hour and spend 1d6 life to remove one mental burden.
» **Homely welcome** • Where it is loved, the epic's recital wins welcome, hearth, sleeping bag, ration bread, and lentil wine.

15. Hero's Badge
1d8 ba / 1 sp / ~€40 / #ironfist
A heart shackled in the four spears of destiny, a soul broken upon the trifold wheel, a person given whole to the service of the Motherfatherland.
» **Intimidating** • This official proof of honourable sacrifice for the local cause gives [+] to intimidation tests.
» **Cringing compliance** • Target gains [+] to their next test by following the hero's barked orders.

16. Homespun Wisdom
1d6 / 1 st / ~€20 / #soiltwined
Their head is full of grandmother Org's old sayings about the wars in heaven and the fate of the soldiers of the Viles and the Lings.
» **Peacemaking** • A target defeated by homespun wisdom offers parley and peace.
» **Permanent** • Cannot be removed from a character's inventory.

Home in a pot. A voidspacer tradition.

17. Home's Soil
1d6 ba / 1 st / ~€400 / #soiltwined
A soul-jar of dirt grounds the bearer and reminds them of their roots. Their colourful curses reverberate with the memories of long-forgotten earths.
›› **Bloody roots** • Hero can spend 1d6 life to reroll a test.
›› **Rooted** • +1 ha and ka defence.

18. Logical Consequences
1d8 ba / 1 st / ~€20 / #uptaught
The wizardly logic of the over-educated can flense a fool from their freedom.
›› **Permanent** • Cannot be removed from a character's inventory.
›› **Puzzling** • [+] to solving puzzles.

19. Most Useful Warrant
1d10 ba / 1 st / ~€100 / #legalities
The quill of the law is a sharp sword in the righteous fist.
›› **Reputation's stain** • Target's allies suffer [-] if they help them.

20. Overlavish Gift
1d8 ba / 1 st / ~€10 / #staunchkeeper
An overpriced bottle of wine or an ornate colonial carving to make hosts feel inadequate.
›› **Gift** • Once given, it's gone.

21. Poisoned Bribe
1d12 ba / 1st / ~€200 / #outcaste
The worm hides an uncomfortable hook.
›› **On the hook** • Target gains €100 but suffers [-] to tests vs the wielder for the rest of the conflict.
›› **Gift** • Once given, it's gone.

22. Salty Fountain of Curses
1d8 ba / 1 st / ~€20 / #outcaste
A terrifying vocabulary acquired from the sailors of the Circle Sea, the Golden Desert pirates, and the lime nomads of the Ultraviolet Grasslands.
›› **Permanent** • Cannot be removed from a character's inventory.
›› **Wizard-breaking** • Deals double damage to any target that has cast a spell this round.

23. Scythe of Justice
1d10 ba & ha / 1 st / ~€4k / #leastfolk
A scythe of gold anodized orgonium, symbolizing the prophesied final victory of the proletariat. If only somebody had not lost the instruction manifesto.
›› **Interrupt** • The wielder can spend 1d4 life to reroll their initiative using 1d12+8.
›› **Inspiration** • Leastfolk adjacent to the wielder gain [+] to one test per round.

24. Sneer of Cold Command
2d12 ba / 1 st / ~€10k / #ironfist
A combination of neuro-surgery, plastic enhancement, and time-honoured military training and harsh experience.
›› **Servile compliance** • Target gains [+][+] to their next test if they follow the hero's barked orders.
›› **Iron mind** • Sneering confidence grants +2 ha and ka defence.

25. Society of the Rightbulb
2d8 ba / 1 st / ~€1k / #uptaught
The lightbulb was not enough. They had to learn how to wield the serpent's voice.
›› **Change of heart** • If the target does not attack the wielder or their allies this round, they suffer minimum damage instead.
›› **Whispers** • Can only affect adjacent targets.

26. Spirit Testimony

1d8 ba or 1d4 ka / 1 st / ~€20 / #legalities

Necromancer lawyers get the dead to talk. Their accusations can hurt.

›› **Chilling** • When used to deal ka damage, the target suffers [-] on its next test.

›› **Limited** • Functions like ammo.

Among the lighters, the plasma knife is a symbol of fate.

27. Symbol of Fate

1d4 ba or ka / 1 st / ~€2 / #sacrality

Simple symbols yet hold power to sway and frighten.

›› **Holy** • Deals double damage to unholy demons, wretched vampires, and the restless dead.

28. Terminal Proscription

2d12 ba / 1 st / ~€10k / #sacrality

A legal document, blessed by gods of city and government, exiles the target from the citizen brethren.

›› **Non-corpus** • Killing the target is treated as damage to the city's property, not murder.

›› **Exilio** • If the target immediately flees the city, they suffer minimum damage instead.

29. Vox Deii

2d10 ba / 1st / ~€2k / #sacrality

Special training and surgery grants the terrible voice, which turns bowels to water and brings fear to the hearts of mortals with intimations of eternal nihilation and the cosmic void.

›› **Permanent** • Cannot be removed from a character's inventory.

›› **Fearsome** • Target suffers [-] to morale, sanity, and fear tests for the rest of the round.
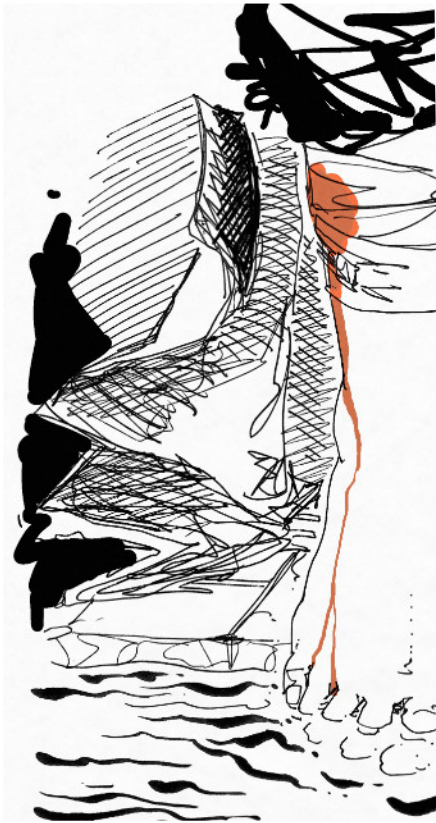
30. Wormy Nodule

1d6 ba / 1 st / ~€1 / #leastfolk

A thin-skinned, humorously-shaped, infested root vegetable.

›› **Ammo** • Sold in paper bags.

MAYBE? May bee ... What ... Confusion!

Does the abmortal ready the Voice of God?

Consumables: Curatives

"What resurrects you makes you stronger!"
—Recrucifix Relife Agency promotional slogan.

The folk physics and sky-doctors of the Vastlands provide many remedies for the broken and the burdened. Even death is an illness to medicate away.

1. Ebéteen Opium
gilded package / 1 sp / ~€100
Reddish tarry balls rendered from the sweat of the Fleshgod. #paste
» **Addictive** • Easy test. A worshipper without their god's own medicine experiences withdrawal. For weeks, they suffer [-] to all tests and lose 2 life per sunrise.
» **Constipation** • What it says.
» **Cura** • Restores 1d4+1 health and removes a burden of fear or sorrow.
» **Lassitude** • [-] to tests for hours.
» **Painless** • Character can ignore a burden of pain for a day.

2. Healing Snakeoil
sip bottle pack / 1 st / ~€50
Red oil slurry thick with chunks of health-snake (actually a leech).
» **Vim** • Restores 2d4+1 life.
» **Emetic** • One dose causes loud burping. Two, well …

3. Herbal Remedy, Traditionalist
tiny tin / 1 st / ~€5
Pungent translucent grease. Nominally not superstitious.
» **Palliative** • Character ignores a burden from venom, bugs, parasites, diseases, rashes, and blisters.

4. Life's Blood
twee bottles / 1 st / ~€25
Concentrated life-blood from a mortal—or from a heart-vine spliced with baseline human source codes. The best is made by Exalted Hugrape Farms Industries Ltd. on the harnessed aeroliths of Sane's Elysium in the unreformed vintner lord holdings of the southern Red Lands.
» **Vita** • Restores 1d4+1 life to mortals or 20 life to the undead.
» **Wings** • For the rest of the round, an undead drinker gains 1 action and [+] to all tests.

5. Limbback System
microvat / 4 st / ~€2k
A human-portable biomechanical flesh-mass facility first developed for soldiers during the Eternal Struggle (235–325 Yu-Yu).
» **Dangerous** • May cause mutations. Trivial corruption test recommended.
» **Regrow** • Regenerates a lost limb in a few hours. Regenerated heads lose memories—the character re-rolls mental stats.

6. Persona Egg
chip / – / ~€5k
A jewel the size of a gecko's egg implanted near the character's central processing system. If their personality is changed or lost through body death or ultra-possession, the persona egg can re-store it with less than 1.67% integrity loss.
» **Implant** • Occupies a trait slot.
» **Personality reset** • Character re-stores their mental state to their manual or daily restore point. This cancels any mental burdens or mental stat changes experienced since the point was created. This also wipes any intervening memories.
» **Restart** • If the character is destroyed or personality wiped, the persona egg can rebuild a simulacrum in a clone or synthetic shell with the mental stats and

Consumables Packaging Disclaimer

All consumables in the trader's catalogue are listed in multi-use economy packs of 20 units. A single unit costs and weighs one-tenth the listed price.

Bulk purchases make sense! Buy a score of Happy Rump® pack symbiotes now!
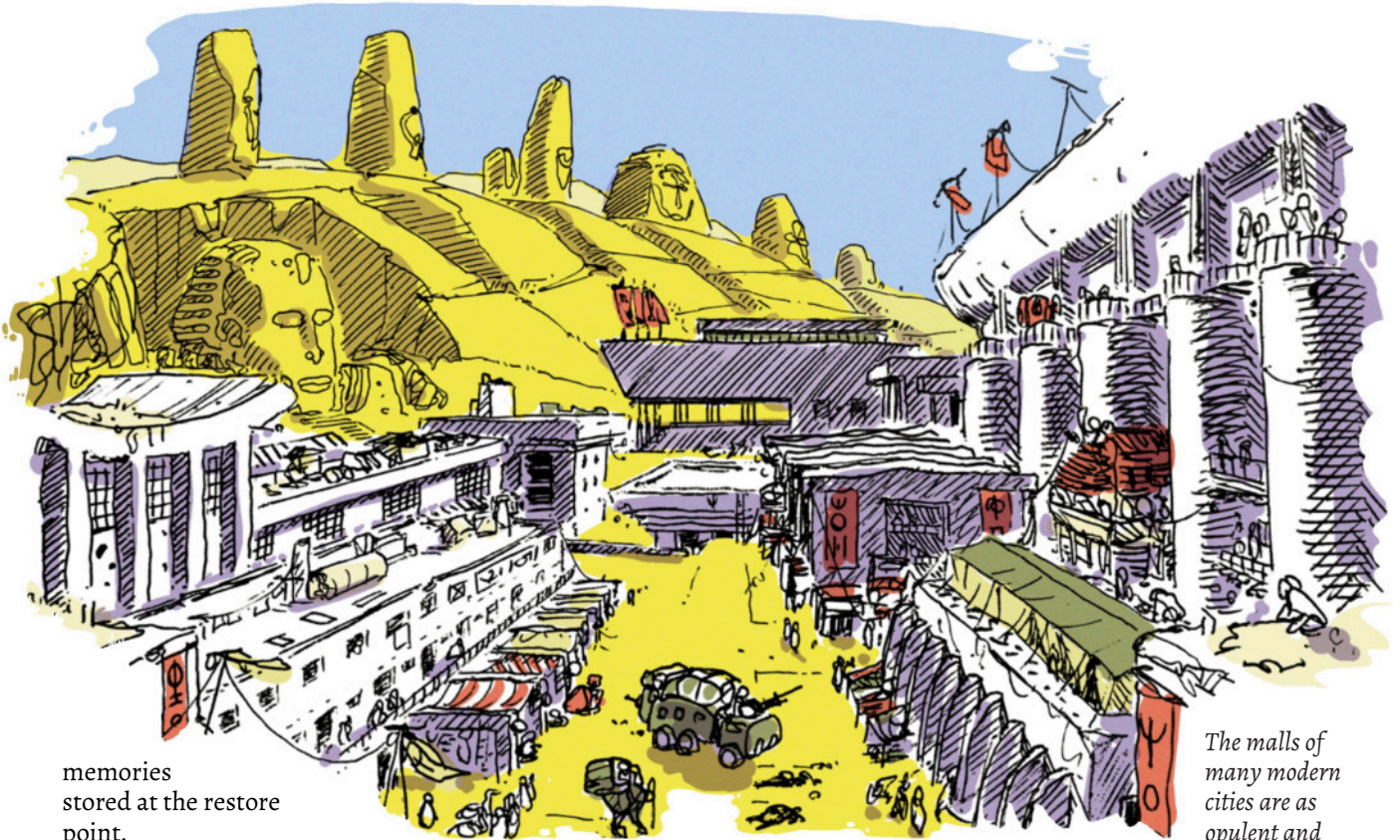
memories stored at the restore point.

›› **Restore point** • Set daily at sunrise. Also stores one manual restore point.

7. Servemes

puzzle box / 1 st / ~€500
What looks like rusted dust comes alive in its own magnetic field and attempts to repair machinery to suit the will of the Synthetic Deity.

›› **Energize** • Grants 10 bonus life to golems and synthetics.
›› **Repair** • Removes one burden overnight.
›› **Glitchy** • Trivial thought test to avoid vome infection.

8. Shamblewire

steel suitcase / 2 st / ~€2k
Bobbin of living wire laced with post-mortal energies.

›› **Glitchy** • Trivial endurance test to avoid vome infection.
›› **Post-wired** • A corpse laced with the wire is reanimated. Depending on how long it has been dead, its ba may be wholly decayed.
›› **Pre-wired** • A living character laced with the wire loses 1 endurance but is immediately reanimated with 13 life when an injury kills them. They are now undead, a wire wight.
›› **Slow decay** • The wired decay ten times more slowly than normal corpses, losing 1 physical stat point or 1 charisma per week.

9. Siesta Narcosis

bundle / 2 st / ~€500
A bouquet of dried turquoise weed that reeks of sage and freedom. Boiled into a heady brew.

›› **Panacea** • Immediately removes a physical burden.
›› **Tranquillity** • Puts the patient to sleep for many hours.

10. Universal Reset

spirit grenade / 1 sp / ~€125k
In a middling area, everything resets to its moment of creation.

›› **Innocents** • The innocent are unchanged by the universal reset.
›› **Om** • All mistakes are null.
›› **What is creation** • Sentient creatures make a hard aura test. Success: they choose the moment in their lives when they became themselves. Fail: a random time that made them who they are.

The malls of many modern cities are as opulent and ornate as those of the Long Long Ago. Some even sell the very same artefacts. Though, perhaps, they are not used in quite the same way.

A mushroomancer dreams how to trip you and me.

Consumables: Nocives

"It's only poison if you admit it is poisonous."
—Yu E Mua, mind-over-matterite philosopher, *Last Words*.

While doctors cure, at times a sapient cancer must be excised from the body politic for the greater good. That is when nocives come in.

1. Acid Mushrooms

ziplock bag / 1 st / ~€250
Iridescent blue-yellow mushroom caps, fermented and dried, tasting of sunshine.

›› **Debilitating** • [-][-] to all physical tests, [-] to all mental tests.
›› **Hallucinogen** • Powerful hallucinations and visions.
›› **Revelation** • Extreme aura test. Success: user touches the source code of the universe and permanently gains 1 aura.
›› **Sour** • Best taken with sugar.

2. Cali Fragilistic

inhaler / 1 st / ~€100
There are flowers in the garden of delights whose vapours make users alluring ... but fragile.

›› **Charismatic** • +1 charisma.
›› **Fragile** • Target is vulnerable [-] to all damage.

3. Godrib Goo

gory cruet / 1 st / ~€500
Some of the old gods were very large, and their bones continue to leak toxic red tar.

›› **Calciferous** • Soft tissues to bone.
›› **Contact** • Charisma test or [-] to agility and strength tests as affected area stiffens and calcifies.
›› **Ingested** • 3-5 days: racking pain, [-] to tests. Then: body ossifies.

4. Heavy Dream

injectable glitch / 1 st / ~€100
Nightmares harvested from the ambient noösphere and fortified with swarm-builder seeds.

›› **Dark foreboding** • Target gains a menacing burden. The burden lets its victim reroll one die of their choice, at any time. The burden then disappears. Not all prophecies are false.
›› **Nightmare** • Exhausting dreams. Target loses 1 mental stat.
›› **Sleep** • Aura test or fall asleep.

5. Little Death

worm / 1 st / ~€1,000
A perky void-worm cultivated in the weightless autofarms of the bright reaches of the sky.

›› **Sensation** • The void-worm attaches to a nervous system and overloads it with sensation. The target experiences a moment.
›› **Shutdown** • The target falls into a coma for a week. Its spirit and personality are also quiescent for the duration.
›› **Undetectable** • The target shows no life, soul, or personality signs.

6. Metapoison

sachets / 1 st / ~€100
Dead swarm-builders and bacterifacs ground to sparkly fragments and reactive chemistry.

›› **Ingested** • Endurance test or [-] to physical tests for a week.
›› **Inhaled** • Easy endurance test or [-] to all tests for a day. Natural 7: hallucinations and permanently gains 1 aura (once per sophont).
›› **Intravenous** • [-] to all tests for a week. Then: harsh endurance test or disabled for an hour.

7. Reality Siphon

toxic light / 1 st / ~€2,500
Higher-order reality interference waves bundled into a solid-state doom delivery package (SSDDP). The reality siphon damages a target's connection with reality.

›› **Disconnect** • [-] to all rolls. Suffers [-] damage from all sources.
›› **Out of joint** • Target's turn is always last in every round. Target loses 1 action per turn.
›› **Time, what is** • Action else-when. Apparent. Consequences. Unfolding. Another existence? The player reveals how the time-broken character set something (everything?) up in one future scene. Or the player gets five [+] after this scene.

8. Slow Decay

division bell / 1 st / ~€25k

A creature or thing, abmortal or divine, is sentenced to slow decay.

» **No death** • Yet, it is doomed never to die, till the sun evaporates, the seas freeze, the slowest stars wink out, and the eye of the Increate closes over this cosmos.

» **Slow decay** • Over a century, the victim will decline to a state of complete decrepitude.

» **Unsatisfied** • The target gains a burden of permanent nostalgia for a time when the grass was greener, and the light was brighter, and the days were sweeter. It can only be removed by vitality gained again, or the gift of a final death and a new turn on the grinding wheel of existence.

9. Twitchviper Venom

synthetic vials / 1 st / ~€50

Bright crimson fizzy juice in little perspex vials of the sort deposited by ampul wasps in the Conveyor Cloud Forests.

» **Bright lights** • Target sees surprisingly well in the dark.

» **Seizure** • Target loses 1 action, then suffers [-] to agility tests.

10. Vome Gore

sterile-pak / 4 st / ~€25

A chunk of live violent-mechanism tissue, still crawling with corrupted machinery.

» **Disturbing** • [+] to intimidate and frighten when displayed.

» **Implanted** • Vome infection.

» **Ingested** • Endurance test or vome infection.

» **Vome infection** • Shivers and fevers for a few days: [-] to all tests. Then: endurance test or vome symbiote (burden). Natural 7: character gains free mutation or suitable trait.

» **Worn** • [+] to pass for a vome.

Vome symbiote

Character gains a suitable trait or mutation, but permanently loses one stat point. Once per month, vome infection (see above) repeats.

Lotus lotus, blazing bright,
without a shadow in the light.

Consumables: Enhancers

"Without effective doping protocols, competitive sports would be boring!"
—Hartleby Spardpool, Orange City Joy Commission.

In a ruthless, competitive environment, all corners shall be cut, all shortcuts taken. Sometimes, there may be side effects. This is a price the rulers of many corpocracies are willing to let the drones pay.

1. Black Light Lotus

pouch / 1 st / ~€250

Facemakers process the rare black light lotus, poisonous in its natural state, by the light of their ultramarine sun to produce the glowing powder beloved of the rich and beautiful.

» **Cat-loved** • Cats using black light lotus feel more confident and gain a level for a few hours.

» **Cosmetic** • Smeared on the skin, it exudes mind-altering pheromones for a day. +1 charisma per dose.

» **Edible** • Lets the user ignore a mental burden for one week. Eaten in a pastry or sweetmeat.

» **Inhaled** • It brings deep sleep (a night) and restores 1d6 life. Usually smoked mixed with honey and vim spices.

2. Blue Lotus Root

box / 2 st / ~€50

Shockingly blue and the size of a sweet potato. Pickled in godsblood for best effect.

» **Lotus lobe** • User accesses an extra-temporal mental space where they can store one extra spell. Or dispose of an unwanted memory.

» **Not-all-here** • [-] to perception tests due to mild hallucinations.

3. Liquid Sentience

hypodermic / 1 st / ~€50k

Over a few hours, the liquid sentience machines swiftly uplift a creature. A plant becomes as intelligent as an octopus, a dog becomes as smart as an astrophysicist. A human gains a thought score of 6.

» **Cosmic masters** • When the ghost moon rides the sky, voices whisper from the void with instructions for an alien machine.

» **Madness** • Aura test or the user becomes incomprehensible to its former peers.

» **Years** • Wears off after a few years and must be re-applied.

4. Purple Haze

pouch / 1 st / ~€1

The toke of choice for manly men. Made from the shredded bark of sentient trees (or shrubbery colonies) in the Three Sun sky forests, hence its common name: "essensa de mors."

›› **Addictive** • Trivial test. A smoker without purple haze must suffer two burdens: cotton-mouth (no special effect) and brain fog (-1 thought and aura).

›› **Comfortably numb** • Removes pain and emotions. [+] to tests against pain, grief, fear, and hurt.

›› **Disorienting** • [-] to agility and aura tests.

5. Snip & Puff

snuffbox / 1 sp / ~€500

Air squid hunters make the best sniff & puff from the spores of the aeraflorine puffer they catch with cobweb nets in the mist forests of the Alto Rosso above the Cyan Sea. Cheaper (and more addictive) S&P is also made from other types of motile air lichen.

›› **Addictive** • Easy test. An addict without snip & puff feels low and insecure. [-] to social tests.

›› **Euphoria** • Happiness keeps terror and shame away. Resistance to ka and ba damage [-].

›› **Hopping** • User gains 2 free actions to use during the scene.

6. Spirit Paste

jar / 1 st / ~€10

A paste of distilled ectoplasm, lucent lazuli, ancestor ashes, and eco palmate airwhale ambergris. The paste grants a semblance of invulnerability when painted onto bare skin. Each unit of paste smeared onto the skin occupies one inventory slot.

›› **Protection** • Grants 1 ha and ka defence per painted slot.

›› **Washes off** • Water and blood can wash away the paste. E.g., rain removes 1 unit of paste per hour.

›› **Spirit paste plus** • A more expensive version that uses undead ancestor ashes. Grants +2 ha and ka defence per painted slot, but costs €100.

7. Stim-Cat Coffee

tin / 1 st / ~€200

The finest stim-cat droppings roasted to perfection, mixed with seven spices and gold dust.

›› **Gold-laced** • Mineraloid gnomes and dragon-derivatives are jolted by the gold dust. After downing a shot, they immediately gain 1 free action to use during the scene. Additional cups cause violent jitters (-1 physical stat).

›› **Cat coffee** • Like most cat coffees, it restores 1 mental stat point and grants [+] to mental tests.

8. Wizard's Tail

bundle of sticks / 1 st / ~€100

This chew root beloved of all scholics, save Puristas, is not nicknamed student's sun for nothing.

›› **Brain fuel** • Boosts concentration. Grants [+] on cognitive tests or permits the user to focus on a spell as a free action.

›› **Wizard's gaze** • Eyes change shape and colour. Grants low-light vision and reduces eye strain while reading by fritzing neon-charge. [-] to social tests with anyone who would disapprove of wizardry or drugs.

9. UV Lotion

bottle / 1 st / ~€5

Traditional skin lotion milked from giant pharma-barnacles and bottled by a number of conglomerate clans. Protects skin from damaging UVG radiation.

›› **Anti-radiative** • [+] vs. radiant and radiation damage.

10. Xenon Overdrive

powder stick / 1 st / ~€100

Added to fuel or food, it overclocks the target's reality.

›› **Crash** • After the overdrive wears off, the user needs a day's worth of food. Until they get it, they suffer [-] to social interactions.

›› **More more** • Once per round, the target can spend 1 life to get 1 more action.

1. Condensed Drama

syringe / 1 st / ~€100

Strife and broken dreams condensed into a bitter nectar.

›› **Fighting fuel** • User gains [+] to tests to escalate conflicts.

›› **Soul food** • Vitalizes restless spirits, energy vampires, ghouls.

Consumables: Nutrives

"And behold ioy and gladnesse, slaying oxen and killing sheep, eating flesh, and drinking wine; let vs eate and drinke, for to morrow we shall die."
—Isaiah 22:13 (trans. 1611 KJV, compiled 8th to 6th centuries BCE)

A day's worth of go-juice. Or whatever passes for food in this odd place.

2. Electromagnificent Flare

flare / 3 st / ~€30

The flare releases a tightly-coiled higher-dimensional shortforce net. As the forcefield net decays in the simpler mundane world, it recharges electro-magical batteries with astonishing speed.

›› **Disruptive** • [-] to EM comms and circuits due to interference.

›› **Sustenance** • Feeds a synthetic, golem or cryptohuman for a day.

3. Fly Cactus Biscuit

box / 1 st / ~€50
Hard wastelander biscuits from a rare silky cactus. Tastes like ham.

›› **Elevating** • Reduces user's weight by half until digested.
›› **Enduring** • Does not go bad.
›› **Hepatic dysfunction** • Over-indulging in fly cactus destroys the liver. This is deadly.

4. Go-Juice

tetra-pack / 1 st / ~€20
Fizzy metallurgic fluid from the Prison Star drinks refineries.

›› **Energy** • [+] to strenuous, adrenaline-fuelled physical tests.
›› **Not people** • After many tests, conclusively not people.
›› **Sustenance** • It has what plants and animals crave. A pack a day.
›› **Toxic** • Regular use causes neuropathy and leaf blight.

5. Holy Breadbeer

twelve-pack / 4 st / ~€10
Thick beer swimming with motile chunks. It's food and water in a single nifty package.

›› **Sustenance** • A day's food and drink for a baseline human.
›› **Powerful** • +1 strength.
›› **Jolly** • [-] to agility tests.

6. Memory Seed Cake

cupcakes / 1 st / ~€750
Made with the roasted spores of memory mushrooms growing in the skulls of wizardly ancestors.

›› **Magificent** • User immediately acquires a random spell nesting in their skull. It can be cast as normal, but it is extremely hard to capture and actually study.
›› **Motor tremors** • Until the spell is cast, the user suffers [-] to agility.
›› **Sustenance** • A day's food for a true wizard. Or some kind of elf.

7. Omnibattery

four-pack / 4 st / ~€200
Chunky, metallucite cylinders, heavy with undifferentiated potential energy.

›› **Anycharge** • Recharges a thing. The wire-folk even use it as food.

8. Original Felix Whizz

six-pack / 1 st / ~€5
A popular energy drink produced according to a secret recipe by the United Galactose Incorporated Autonomous Autofactory since before the last Re-Literacy when recorded history resumed. Cult mercers peregrinate to the factory machine where they make offerings of decorated paper in exchange for cargoes of original
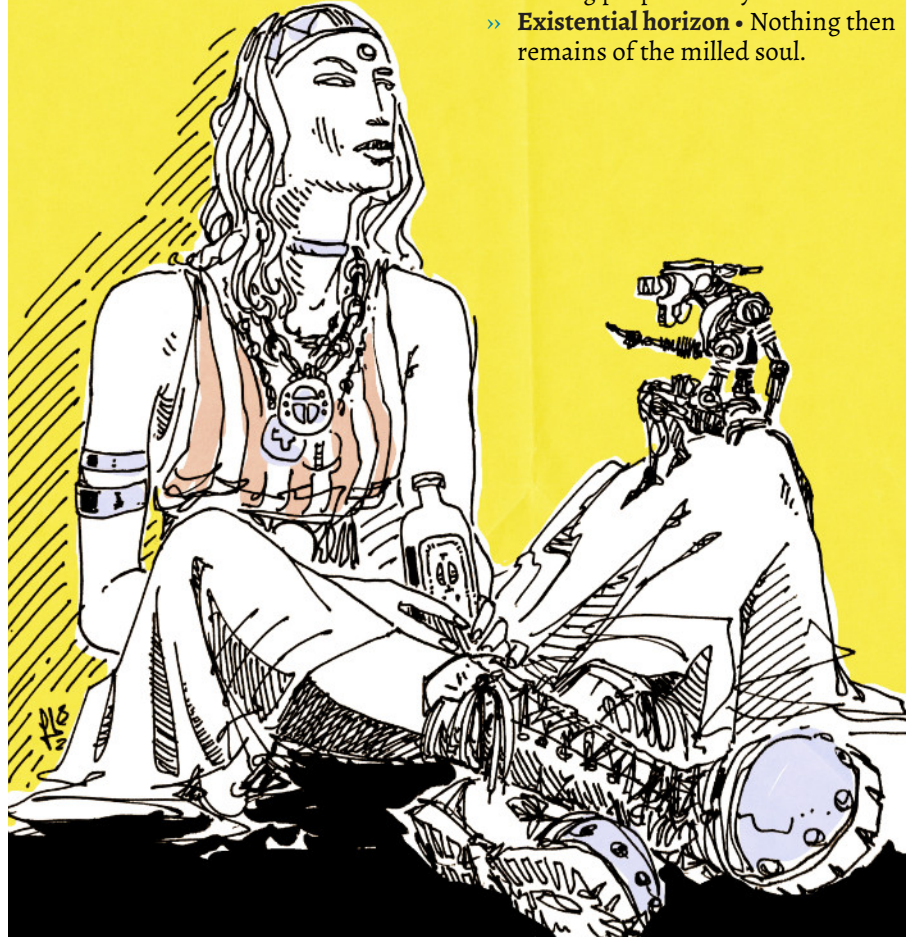
felix whizz. The sweet drink would be much cheaper were it not for the high cost of shipping it across Sabaea and Senaea before transhipment to the market ports.

›› **Addictive** • Trivial test. A drinker without their whizz feels like their wings have been trimmed. They act 'pissy', to use the clinical term, and suffer [-] on charisma and thought tests.
›› **Life-giving** • Grants 1d4 temporary life points.
›› **Overconfidence** • Disinhibits, encourages boasting and a disregard for danger. [-] on social tests.
›› **Synth-loved** • Can serve as a battery substitute.

9. Soul Juice

ambrosia flask / 1 st / ~€7,500
Ground in a soul mill and refined through an abyssal still. While the juice derived from the souls of political criminals works just as well, most abmortals prefer more innocent fare.

›› **A year** • Imbibed, the soul juice grants a year of youth.
›› **Burned** • Powers a mansion or village for a year.
›› **Cast** • A wizard gains bonus life equal to their maximum for spell-casting purposes only.
›› **Existential horizon** • Nothing then remains of the milled soul.

10. Vampire Rosé

crate / 3 st / ~€25
Mirrored bottles heavy with the fermented juices of the bleeding grape cultivar of the Red Lands.

›› **Blood substitute** • Can be used for transfusions. Or a full night's meal for a vampire.
›› **Type O-negative** • Universal donor. Almost.
›› **Visions** • Induces vegetable dreams of the grape vine.

Consumables: Faciens

"Thus we ate our maker."
    —Conclusion of every ghoul folktale.

A broad, catch-all category of things that do things.
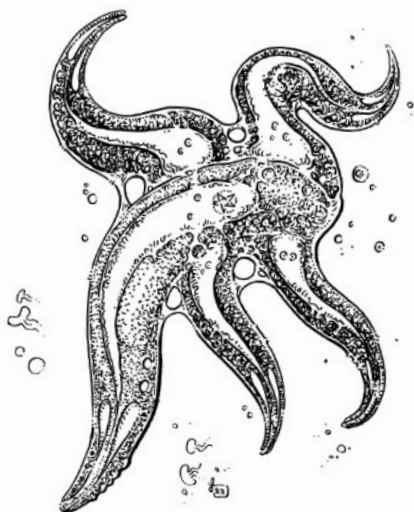
Pan-dimensional parasites pick peppered pickles for probabilistic purposes.

1. 5D Plasmodium
blood-meal / 1 sk / ~€625
A swiftly-proliferating magi-crafted blood parasite lets its host translate between locations through higher dimensions.
» **Blood-fuelled** • Each higher dimensional step costs 1 life.
» **Chills** • The user shivers terribly and suffers [-] in cold weather. Such as when translating through a higher dimension.

2. Air Bear
polyp / 1 st / ~€20
This designer anemone attaches to a creature's face and its metabolism synthesizes enough air for a pig-sized creature.
» **Short-lifer** • The air bear melts away six hours after unwrapping.
» **Smelly** • Air bear decay produces hydrogen sulfide.

3. Doppler Pod
leguminous pod / 1 sk / ~€300
Designed to duplicate a single pig-sized animal. The doppler pod's tendrils cradle an animal, lulling it to sweet sleep, and overnight create a near-perfect clone.
» **Healthy** • The clone is uninjured and free of most diseases.
» **Organ farm** • Memories are not transferred, and the clone can be used to rebuild an injured master.

4. Fiat
crystal-9 / 1 st / ~€10k
The thought-adjustable self-replicating crystal transforms an orthotope of reality with sides measuring 0.1, 0.4, and 0.9 standard units into any substance the user is intimately familiar with.
» **Standard units** • A metre in some places, a meter in others. A yard in third places.

5. Homeward Bound
mirror / 1 st / ~€2.5k
As the mirror breaks, a misty hopping portal opens, leading back to where it was forever bound. The portal mouth dissipates after a minute or so.
» **Bound** • The wielder binds the mirror to a location by spending 181 days and performing the daily domestic rites. The mirror can only be bound once.
» **Misty spirit hop** • Journey home through the portal takes 1d4* days.
» **Out of mind** • The voyage makes the spirits fly and removes one mental burden.
» **Whoah** • The travellers arrive at their destination confused, suffering [-] to cognitive tests.

6. Ignis Flare
stick / 1 st / ~€10
Rough chitinous rod filled with agitated luminous animalcules. Activated by striking.
» **Bone fire** • Blazes like a bonfire for an hour. Adjacent targets suffer 1d6* fire damage per round.
» **Fwoosh** • Flare deals 2d6* additional damage when first struck.

7. Quiet Plaice
flatfish / 1 st / ~€200
A meta-dimensional flatfish whose undulating fins deaden vibrations in a large area.
» **Dehydrate** • Dried out, the place hybernates indefinitely. Add water to awaken.
» **Quiet place** • No sounds or EM radiation penetrates the quiet spheroid. Light acquires a dull blue cast within the area.
» **Swim away** • Once rehydrated, the quiet plaice swims away into its home dimensions, leaving behind a large spheroidal area of delayed vibration.

8. Spacemaker
ring microgate / 1 st / ~€250
The symmetries of a cosmic portal bound into a glittering band. Too small for a person, the activated gate still distorts space and time.
» **Distortion** • A small area adjacent to the activated spacemaker becomes very large. This can increase the available space inside, e.g., a telephone box.
» **Letter-gate** • An object no larger than a rolled up memefiche can be passed through the gate.

9. Timeburst
chrono grenade / 1 st / ~€1.25k
The soundless detonation floods an area with excess time. While a moment passes outside the event horizon, hours pass within.
» **Nausea** • Creatures caught within the burst suffer a sense of being lost out of time ([-] to all tests). Breakfasts may be lost.
» **No-entry** • Very hard test to enter the momentary sphere.

10. Vibe Fuzz
psyche hijack / 1 st / ~€100
The tele-psychic aerogel is smeared on the transmitter's scalp, face, and ears. Their next strongest emotion is then imprinted on a large area.
» **Party drug** • Transmitters with particularly powerful, positive emotions are hired to maintain a zone of good vibrations at the finer Hedonicurean parties.
» **Zone of empathy** • When a creature with a brain enters the affected area it makes a hard charisma test. If it fails, it is swamped by the dominant emotion. [+] and [-] to tests depending on whether the emotion helps or hinders.

Consumables: Alteratives

"Remember what the dormouse said: Feed your head. Feed your head."
—Jefferson Airplane, *White Rabbit*, Surrealistic Pillow (1967)

Some things change other things or what they do.

1. Ancestor Perfume
ornate diffuser / 1 st / ~€50
Essence makes a living person smell like one of the dead. Heavy notes of spice and leather.
» **Passing** • [+] to looking dead.

2. Childwater "Eau d'Enfant"
atomizer / 1 st / ~€100
Makes the dead smell like the living. Flowery, citrusy notes mixed with a hint of milk.
» **Jolly** • [+] to looking alive.

3. Fast Colour
paint barrel / 1 sk / ~€2,500
Liquid essence of velocity mixed with paint. The iridescent hues scream for speed. And deliver. A dose is enough to paint 2m², or one baseline human.
» **Faster** • A creature or vehicle painted with the fast colour gains [+] to all speed and racing tests.
» **Washes off** • After a few weeks.

4. Ghost Tonic
crate / 4 st / ~€250
Eerily glowing amber spirits tasting of smoke and regret.
» **Growth** • A stat permanently increases by +2.
» **Decay** • A physical stat permanently decreases by -1 to a minimum of 0. If all physical stats are at 0, the tonic offers no further benefits.
» **Dangerous** • Moderate test to avoid corruption.

5. Glue, "Salva Regina" Brand
applique gun / 1 st / ~€10
A gun-and-roller combination that "teaches" two substances to bind into one. It seemed like a good idea, until fools started using it to create zombie abominations and other horrors.
» **Bind-as-one** • Two separate objects become a single thing.
» **Mutagenic** • Test for corruption.
» **Poisonous** • Prolonged contact decreases mental faculties.
» **Restricted** • Illegal in most places.
» **Salva haze** • Users who huff the toxic glue feel all powerful for an hour or two, gaining [+] to all physical tests. They also lose 1d6 life and suffer [-] to their defences. And lose 1d4 points of thought.

6. Godsbod
flesh tub / 1 st / ~€2,500
Animalcular extension of the Sun God's perfect form brings perfection to whoever partakes of it.
» **Addictive** • Hard test. Purely psychological, but who would not want to stay forever perfect?
» **Beauty** • +5 charisma.
» **Health** • Immunity to disease.
» **Vigor** • [+] to physical tests.
» **Youth** • Temporary.

7. Happy Rump® Symbiotes
crate / 1 sk / ~€200
Bio-modified airwhale barnacles have gravity and inertia damping properties. One symbiote reduces the apparent mass of a sack's worth of matter ten-fold. Scraping the barnacle off an object after it has planted kills it.
» **Terminal obsolescence** • The barnacle's necrobiotic clock kills it 1 week after planting.

8. Kilotonic
mister / 1 st / ~€25k
Distilled infinity in a can. One dose per two pig-sized objects.
» **Mind over matter** • Unwilling targets: hard charisma test to avoid their petrified destiny.
» **One thousand-year trip** • The sprayed objects become as stone, nearly unaffected by entropy, and embark on a thousand-year one-way voyage into the future.
» **Thousand-thousand years** • Using an entire spray on a single target sends it a million years into the future as a statue of nearly pure black non-interactive matter, immune to all damage, even the fusion core of a star.

9. Kompleks

entropy shards / 1 st / ~€6k
Entropy reverses. Complexity increases. The broken is made whole. The divided is united.

›› **Mend** • A broken thing is fixed.

›› **Merge** • Two separate things are merged into a single thing.

›› **Wheels** • Ingested, a brain is re-ordered. User gains +1 thought.

›› **Within Wheels** • Used to cast futures, a fate is set. A target gains a burden of future history, composed of three hero dice and three antihero dice (to spend aiding an opponent). When the dice are spent and a life is forever altered, the burden dissipates.

10. Oil, "Gris Rock"

craquelare pot / 1 st / ~€5
Fine hydrocarbon oil, decanted from an atmosphere-scrubber.

›› **Lubricacious** • [+] to machine resilience / ease of function.

›› **Slippery** • [-] to manoeuvre in a small area.

11. Risq V

source fetich / 1 st / ~€1,250
A glitch developed from the universal stem code of creation. It blossoms like a surreal flower, bathing a large area in its effect.

›› **Critical V** • All natural d20 rolls of 1–5 are critical fails, 16–20 are critical successes.

12. Mimesa Flower Cream

pot / 1 st / ~€1,750
Swirling, motile cosmetics made with refined dream-pods from the Thinker Tree.

›› **Lift personality** • Fresh mimesa, applied to a corpse or a sleeping creature, steals one of its skills or traits. The 'full' mimesa acquires a rich, greasy, ectoplasmic feel.

›› **Share personality** • A living creature smeared with 'full' mimesa absorbs the skill or trait suspended within the cream.

›› **Translation shock** • Moderate thought test or the recipient of the new attribute suffers a burden of confusion ([-] to thought tests for a week or so).

Consumables: Munitions

Munition Pricing

"Standard pricing for munitions applies throughout the Vastlands without exception! None would dare go against the strictures of the trader's catalogue."
    —TC Joy Parity Enforcement

Usually, primary ammo costs one-tenth the price of the base weapon for a clip, battery, quiver, or voidportal of 20 shots. Thus, one unit of ammo for a typically pricey €100 military weapon, say a fire lance, would cost €10.

To reflect this guideline, ammo prices are listed with a multiplier and the suggested sales price for a €100 weapon in brackets—for example: ×0.1 (€10).

Supply and Demand

The previous disclaimer is obviously facetious. The price of ammunition varies with more than just supply and demand—politics and power play a part. In times of peace and plenty, one land restricts heavy weapons, making ammo expensive and hard to find. In similar times, another land, subject to a military-industrial autofactory overlord, promotes tensions to boost demand (and prices) for the plentiful small arms and lethal suicide-golem sky-lances produced in its brotherhood and unity facilities.

1. Astral Ammo

meme drum / 2 st / ×0.4 (€40)
Platonic ammunition that tears apart metaphysical conceits.
›› **Anti-ghost •** Double damage vs. ghosts and phantasms.
›› **Ka-version •** Deals ka damage.

2. Better Bullets

clip / 1 st / ×1 (€100)
Just better, just shoot it.
›› **Better •** Increases weapon damage one step.

3. Exploding Explosive

allchemy shell / 1 st / ×0.4 (€40)
Many explosive levels.
›› **Exploding •** All damage dice become exploding.
›› **Explosive •** Also damages objects adjacent to the target.

4. Firestarter

cartridge box / 1 st / ×0.2 (€20)
Sets targets on alight.
›› **Incendiary •** Target catches fire. Suffers 1d6 damage per round. Agility test to douse.

5. Ghoulbreaker

cartridge box / 1 st / ×0.4 (€40)
Blessed bullets to end the dead.
›› **Anti-undead •** Double damage vs all types of undead.
›› **Pumpkin demolition •** Doubles all critical damage.

6. Holy Heartbreaker

charge / 1 st / ×2.5 (€250)
In times of ultimate need, the neo-paladines weaponize the relics of their saints.
›› **Drop •** Named target tests aura (difficult) or their heart stops as they are confronted with the existential enormity of their failures before the all-creation.
›› **Named •** Each magic bullet must be inscribed with a true name.
›› **Stop •** Named target loses an action.

7. Lifedrinker

belt / 1 st / ×0.7 (€70)
Swiftly decaying coils of metaphysical force that transfer life force from target to user.
›› **Lifesteal •** User gains damage dealt. Vampires gain double. Cannot exceed normal life total.

8. Many-handed

vial / 1 st / ×0.3 (€30) / #biomechané
Like a synthetic cuttlefish, the many-handed ammo erupts into grabby ar-life tentacles.
›› **Grappling •** Target is enmeshed in lively tentacles. [-] to physical tests. Strength test to break.
›› **Grabbing •** Tentacles also latch onto adjacent creatures and objects. [-] to physical tests. Strength test to break or thought test to untangle.

9. Puppet-maker

logos hooks / 1 st / ×0.5 (€50)
Spiritual hooks to burrow into a target's flesh and bring it under a new master.
›› **Delayed pain •** Target suffers damage when it refuses to follow the user's instructions.
›› **Mindful •** Deals minimum damage to mindless targets.
›› **Strings •** [+] to attack a target that has already been struck by puppet-maker ammunition.

10. Source Scrambler

injector / 1 st / ×1 (€100) / #biomechané
Let's see what tomorrow brings.
›› **Mutagenesis •** Target tests endurance or loses an action as it suddenly (and painfully) gains a random mutation.
›› **Painful mutation •** The target suffers an additional 1d6* damage if it mutates.
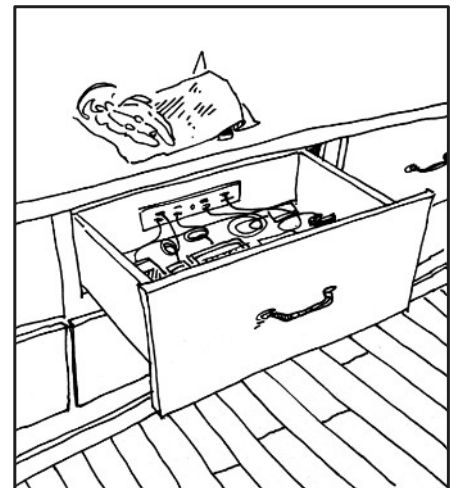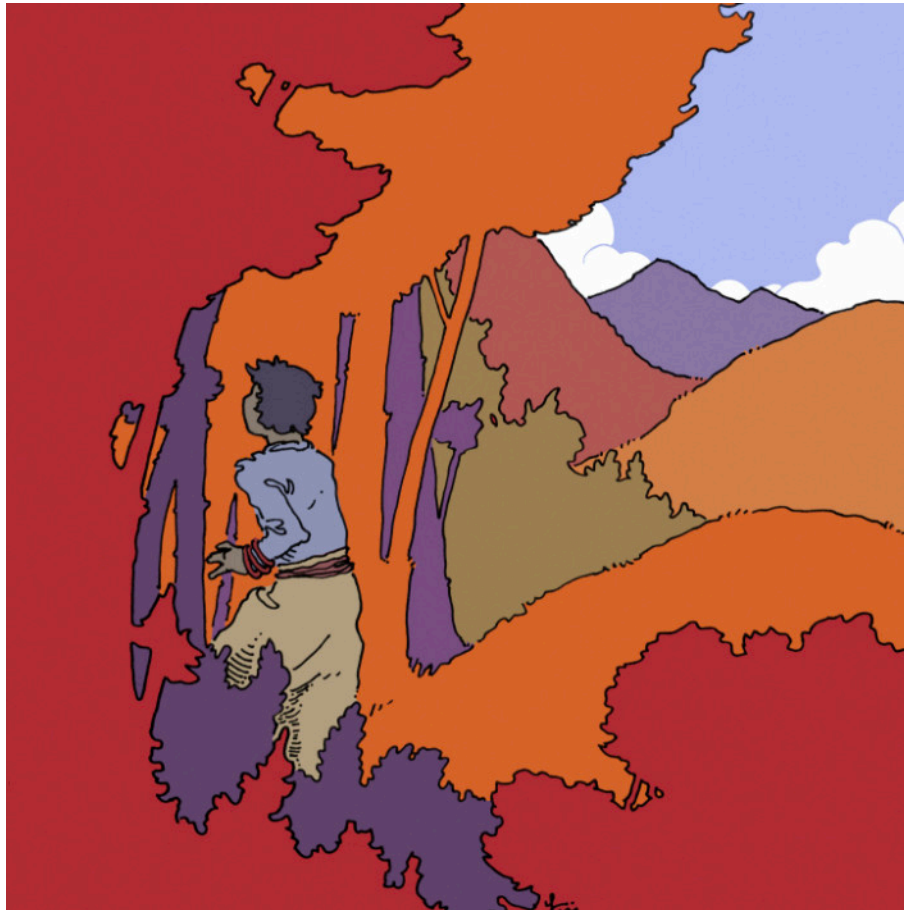
Adventuring Gear

"Sweet dreams are made of this. Who am I to disagree?
... Everybody's looking for something."

—Eurythmics, *Sweet Dreams (Are Made of This)*, 1983.

The world of the Vastlands might not have seven seas, but it has plenty of sentient dreams hunting willing patsies willing to give them a home in their heads. The automated consumer satisfaction entities of Long Ago also make sure to keep the many lands flooded with much cargo.

1. **Absorption Sphere**
   1 st / ~€100k
   A bowling ball-sized portal that translates through the 5th dimension into a large (100 cubit or so), near-opaque milky force sphere dividing inside and outside.
   » **5D folder** • To collapse the expanded sphere. 1 st / ~€20k.
   » **Absorbs energy** • Damage of all attacks passing through the sphere is reduced by 50 points.
   » **Absorbs life** • Creatures touching or intersecting with the sphere's field loses 1d10 life per round.
   » **Null case** • For safe transport of small spheres. 1 st / ~€10k.
   » **Overload** • If the sphere absorbs 999 damage in one round, it collapses catastrophically, dealing that damage to all creatures in a large radius.
   » **Slow passage** • Any creature passing through the field loses an action and suffers [-] for the rest of the round.

2. **Administration Homunculus**
   1 sk / ~€10k
   Simulated legally-representative copy of a person. Time-strapped high net worth individuals use AH units to represent them in administrative, legal, and even at the office; freeing up time for vital socializing and networking.
   » **Divergence danger** • If an AH is not regularly synchronized with its owner, it may develop an independent personality. Most jurisdictions treat this as terminal owner negligence.
   » **Second me** • A second they.
   » **Status symbol** • +3 ba.

3. Airbell

1 sk / ~€250

Lab-grown synthetic plant-fungus machine to deploy a breathable one person atmosphere bubble.

» **Air supply** • Enough for one pig-sized animal for one day.

» **Edible** • In need, the airbell serves as 1 sk of supplies. Tastes like sunchoke. Produces gas.

» **Photosynthesizer** • Fertilized and watered, the airbell recharges its air galls in a week.

4. Aleph, An

1 sp / ~€99k

Small iridescent sphere of almost unbearable brilliance. Reveals all space, actual and undiminished.

» **Attractive** • All who see an aleph make a very hard charisma test or gaze upon the aleph for a turn.

» **Distracting** • Gazing upon an aleph imposes [-] to other tasks.

» **Revelation** • While gazing, one sees all things, but can do nothing with this knowledge.

» **Oblivion** • After looking away, the infinite swiftly fades. Watcher gains [+][+] to one test, then [+] to one more, then the melancholy of the speck of dust descends.

» **Melancholy** • Feelings of finitude impose [-] to any actions initiated by the watcher for a day or more.

5. Amphibisuit "Eogyrine"

1 sk / ~€200

Large synthetic basal amphibian diving symbiote. It envelops the wearer and breathes through its skin. The powerful 2 metre tail provides ample swimming speed.

» **Feeding** • Drains 1 life per day from its wearer.

» **Storage** • Packs away in a membranous egg sack for transport.

» **Swimming** • Fast in water.

» **Water-breathing** • What it says.

6. Artificial Magnetizer

1 sk / ~€30k

A nested puzzle sphere folding multiple reality membranes to generate a great electro-magnificent field.

» **Anti-particle field** • Shields a large area from energy attacks. [+][+] vs energy damage.

» **Magnetizer** • Stood on a surface or object, it makes a large area strongly magnetic.

» **Metallifacent** • Used as a direct weapon on a nearby target. Struck target rolls hard aura test: success, 2d8 ka damage; failure, turns to steel.

» **Powered** • Omni-batteries.

7. Attaché Case

1 st / ~€10

A classic tool of social warfare. Conceals up to 10 targeted ba attacks, such as warrants, writs, cachets, amnesties, pardons, and other get out of jail free devices.

» **Intimidating** • +1 ba and [+] to legal strong-arming tests.

» **Space** • For pens, notebooks, cigars, cards, etc.

8. Autodoctor "Mark Basket"

5 st / ~€20k

Resembling a cross between an anemone and five crabs in a hat, the autodoctor is a standard issue humanoid repair system. Old units are often village treasures in this afterglow of creation.

» **Assistant** • Used as an assistant, it grants [+] to medical tests.

» **Expert system** • Performs as a skilled, if joyless, expert medicus. It tests with a +9 modifier.

» **Powered** • Accepts all standard omni-batteries and life transfers.

» **Reassembler** • Given a day, it stitches together a serviceable body for a personality transfer. Parts not included.
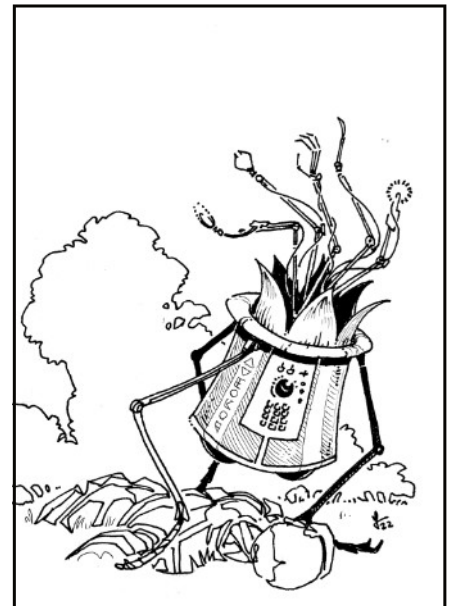
Autodoc sourcing new body parts.

9. Autopoet "Inspirogolem"

2 st / ~€500

A synthetic poet that sings inspiring songs to encourage its owner to great deeds.

» **Charged** • An omni-battery or 10 life to gain 7 charges.

» **Heroism** • In a blast of directed metaphysical encouragement, it grants a hero die (1 charge).

» **Inspiration** • [+] to nearby allied tests for the round (1 charge).

» **Poet** • Location appro-priate background drone or chant.

» **Semisentient** • Comes with three pre-designed friend personalities.

10. Backpack, "Squash" Brand

1 st / ~€1

Standard porter equipment. At one point, a kind of gourd plant was engineered to grow organic backpacks. Since then, various shapes of backpack are grown and used in even the poorest subsistence scavenger settlements.

›› **Quick-drop** • Free action to drop.

›› **Space** • Holds 1 sack of stuff.

›› **Upgrades** • Better designed backpacks carry bonus gear:
+1 stone / +€100
+2 stone / +€500
+3 stone / +€2k

11. Bandages, "Universal Duck"

1 st / ~€10

Smart universal bandages from the bioengineering prince-corporation MMM. The generatrix machines escaped into the wild when the Third Eternal Union fell. The best domesticated varietals now flourish in the Orange Lands.

›› **Kwik-fix** • Temporarily restores 1 point of ha or ka per application.

›› **Kwik-seal** • Stops bleeding, air loss, and other ongoing damage.

›› **Universal** • Work on any creature or machine.

12. Body-to-Spirit Translator

1 sk / ~€50k

The inspiritualizer holds a composite drum inscribed with the seven billion names of Reality. It spins through seven dimensional epicentres to turn a physical object or creature into a ghost. Traditionally used to backup valuable goods in a spiritual storage format.

›› **Rebuilder** • Optional expansion module to reverse the process. Risk of defects. +1 sk / ~€25k.

›› **Powered** • Crank & omni-battery.

›› **Spirit body** • All of a character's physical stat points are added to their mental stats. The new ghost has no ha score, all ha points are added to ka and ba. The spirit body is insubstantial, translucent, and has [+] vs physical attacks.

›› **Spiritual decay** • The spirit body loses 1 stat point per day. It requires an external source of vitality to sustain indefinitely.

›› **Temporary spirit** • A creature without a ka defence switches its ha and ka scores.

›› **Translation** • Takes 1 minute and 1 life per subject's level.

13. Book, Self-Writing "Notey"

1 st / ~€10

With the decline of literacy after the Long Long Ago self-writing books called "Noteys" after the assistant daemon bundled with the plastic paper and crystal memory tablets.

›› **Assistant daemon** • "Notey", likely modelled after a Long Long Ago desktop wet wipe dispenser, helpfully offers to record speech.

›› **Tablet** • Virtual pages accessible at the touch of a finger!

›› **Writing** • [+] vs forgetting stuff.

14. Boxed Deity

1 st / ~€100k

A spark of the demiurge recreated within a matrix of titanium glass and gleaming chrome.

›› **Connect** • Hard charisma test: The spark connects to a machine or golem, opening comms.

›› **Intelligence** • Mind inside.

›› **Memory** • Easy charisma test: The spark reveals a private moment from a higher era.

›› **Truth** • Moderate charisma test: The spark gives a true answer, though it might be an era or two out of date.

›› **Wow** • The spark puts on a hologram show that impressive the lesser people of fallen eras and grants [+] to the bearer's ba tests.

15. Bucket & Shovel

2 st / ~€2

Over-priced, but ever so useful.

›› **Prospecting** • [+] to digging holes and ditches.

16. Buoy "Frederick"

1 st / ~€1

Each year myriads of these buoys are churned by a seasteading liberto-fac known as "Frederick". They float and go beep.

›› **Beep** • An alien signal perhaps?

›› **Float** • [+] vs sinking.

17. Cable, Braided Towing

1 sk / ~€2

Enough heavy duty golem-made metal towing cable to drag a monolith (10 sh).

›› **Packing** • [+] vs losing packed cargo to misfortunes.

18. "Caelus" Atmo. Generator

1 sk / ~€10k

A semi-living forcefield medusa nested in a radiotrophic plant-fungus machine generates a synthetic atmosphere in an ovoid large enough for a family or two. The size and of the ovoid depends on external atmospheric pressure.

›› **Positive pressure** • [+] vs airborne toxins inside the ovoid.

›› **Powered** • Needs a radiothermal barrel. This baby sucks juice.

›› **Radiotrophic** • Recharges in high electromagical radiation areas.

›› **Semi-living** • Communicates with the languidly weird attitude of a badly trained artificial sentience.

›› **Synthetic air** • Generates most atmospheres based on hydrogen, nitrogen, oxygen, fluorine, and chlorine. Requires external supply of carbon and other elements for other atmospheric formulations.

19. Carabiner & Piton Set

1 st / ~€1

Essential for turning a rope into a safe climbing rope.

›› **Kit** • [+] to climb and rappel.

20. Cold Sleep Crystal Coffin

2 sk / ~€30k

A magic coffin of pan-reality extra-temporal crystal. Works as a one-way time machine.

›› **Absorbing** • Reduces all damage suffered by 50 points.

›› **Generator** • The coffin gives off positive energy harvested from a ghostly extra-cosmic source. An omni-battery placed near an active coffin recharges in a day.

›› **Repair** • Each year, the coffin removes one burden from its occupant. When no burdens remain, the coffin erases one year of aging per year, until the occupant reaches peak potential psycho-physical vigour.

›› **Suspension** • The coffin's occupant does not age.

›› **Waking dream** • The occupant is aware of the world beyond the coffin as in a waking dream. They can choose to leave the coffin. Waking takes an hour for every year spent in cold sleep.

21. Compass, All-field

1 st / ~€10

A simple device for navigating by the electromagnificent fields of the world. Stories say that compasses once talked to the fast stars and shared global positions, but these weak compasses of the later days are still alright.

›› **Kit** • [+] to navigate and orient.

22. Credit & Status Calculoid

2 st / ~€50k

An elegant, monopoly-approved individual and corporate credit assesment daemon with symbiotic status card printer. Usually used to vet visitors to grand corpocratic evets, sometimes used by rogues to forge identities.

›› **Ba printer** • Takes a few minutes to churn out a sickeningly slick, corporate, triple-embossed magic card (1 sp) to open doors and convince low-level operatives. Grants +10 ba against all non-executive opponents.

›› **Etiquette whisperer** • The wireless long-range earbud grants [+] to etiquette and manners tests.

›› **Expert system** • Acts as an over-eagre corporate status assessment system. Tests with +9 mod.

›› **Personality** • One-dimensional with a 10,000 watt smile.

›› **Powered** • Basic omni-batteries.

›› **Restricted** • All calculoids are officially numbered clones of the central social status calculoid. However, corruption has ensured a number of unlicensed units have escaped into the wild.

23. "Črnobel" Environment Suit

2 st / ~€500

The suit's monochrome less-dimensional material protects its wearer by created an irreality barrier between them and their environment. Used by the Builder's repair crews after the Secondary Landmass Incident. There is no secondary landmass.

›› **Irreality barrier** • [+] vs all external damage.

›› **Less-dimensional** • The wearer experiences the world as through a scanner darkly. Colours are flat, sounds are robbed of depth. [-] to perception and surprise.

›› **Powered** • Omni-battery with a radiophage option.

›› **Secured environment** • Wearer is immune to disease, toxins, electromagical radiation, and all other environmental threats.
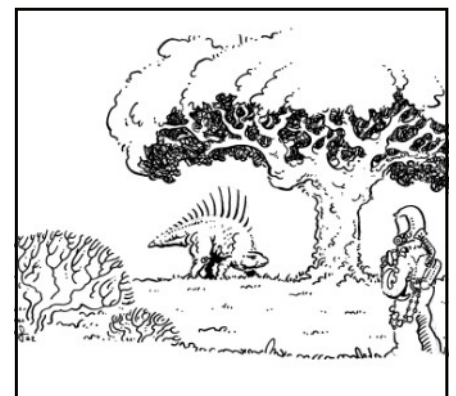
Environment suits. Fun for every explorer!
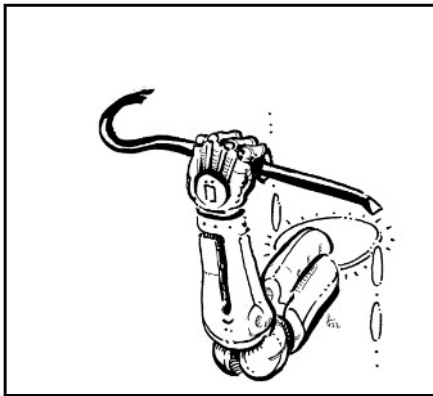
Disembodied crowbar wielder.

24. Crowbar, All-Access
1 st / ~€5
A rod of wondrously tough pre-created matter for opening things.
›› **Club** • 1d6 ha in a pinch.
›› **Indestructible** • Very nearly.
›› **Lever** • [+] to forcing things open, from doors to cans.

25. Differential Pully
4 st / ~€5
A simple machine with swing cheeks to easily thread rope. Great for lifting heavy things. Much better than a primitive block and tackle.
›› **Heave-ho** • [+] to lifting stuff.
›› **Strength multiplier** • 10:1 mechanical advantage.

26. Digital Ancestor Clone
1 sk / ~€15k
A restored bit-accurate recreation of an individual from their last visit to a Recordarium. Once, even middle-class citizens of empires such as the Popular Republic of Concerned Corporate Citizens had access to the distributed ghost-recordarium network, ensuring that everyone had 24-hour backups in the case of terminal accidents. Nowadays, only a few holy recordariums remain, their services controlled and doled out by grand memorialists.
›› **Digital cleanup** • The clone has none of the original's burdens.
›› **Independent** • The clone is their own person. Convincing the clone to allow an overwrite or merge with the original is very hard.
›› **Lost memories** • Suffers [-] to social interactions when missing memories matter.
›› **Near duplicate** • The clone's str, agi, end, and tho match the original. Aura is 1 point lower. Charisma is rolled randomly.
›› **New hero** • A player can use a clone as a new hero or extra.
›› **Recording** • Costs ~€1,000. Side effects are quite rare. Honest.
›› **Soft soul** • Unless the original's soul (ka) is transferred into the clone, they suffer [-] vs ka attacks until their spiritual shell hardens. This takes 1d6* weeks.

27. Disembodied Auto-Limb
1 st / ~€20k
An ultra-light prosthetic made of the magical "living metal" and "flesh porcelain" of the ancients. Equipped with golem servos, slipforce minidisks, and a pet-class artificial mind. Folk tales speak of ancient champions wielding dozens of such limbs to destroy whole phalanxes.
›› **Artificial pet mind** • The limb follows orders. Detached, it gets 1 action per round.
›› **Independent motion** • The limb can levitate near its user.
›› **Symbiotic hardpoint** • User imbues the limb with 1d4 life.
›› **Upgrade** • User gains +1 to a random physical stat.

28. Drill, "Trilly-bosk"
2 st / ~€10
With anti-matter harmonic resonator for the toughest obstacles.
›› **Dour** • Not a joke.
›› **Long** • Penetrates up to 1 cubit.
›› **Powered** • Limp without juice.
›› **Thick** • Goes to -11 gauge.

29. Energy Funnel Capote
2 st / ~€250
A sheet of force-fabric entangled with an emitter orb through a worm-hole funnel. Traditionally used by plasma fighters to channel energies away from their bodies. All absorbed energy is instantly emitted through the orb. Works to a range of a few hundred metres.
›› **Delicate** • Vulnerable to physical damage, wear and tear.
›› **Funnel** • Translates up to 100 points of damage.
›› **Iridescent** • Looks very pretty. Worn as a cloak, grants +2 ba.
›› **Setting** • User manipulates a seven-thread matrix to set the type of energy absorbed.

30. Extra-Dimensional Purse
1 st / ~€10k

Since personal portals first appeared, they have become a standby of the professional classes who must carry their work kit while maintaining an elegant silhouette. Popular styles include bowling bags, clutches, minaudières, muffs, and reticules.

›› **Sorting challenge** • Taking out the top item is free. Finding things deeper within: charisma test, or a random item is retrieved. Find specific item: one action.

›› **Space** • The purse holds 1 sack's worth of inventory. It still has to fit through the opening.

31. Filter Symbiote "Pothosphere"
1 st / ~€100

A classic biomantic model, grown from plant and tunicate precursors. Usually worn on the head to filter toxins and particulates.

›› **Air freshener** • [+] vs airborne pollutants and diseases.

›› **Blood-sucker** • Absorbs 1 life from its host when attached.

›› **Moist** • Prolonged wear may cause fungal dermatitis.

›› **Water filtration** • The proboscid pseudopod filters 1 litre per hour.

32. Floation Device "Dognut"
1 st / ~€100

The classic dognut self-inflating harness is as traditional as proper boat shoes among the yacht class. An autofactory near the Dry Sea of Barcolana has been churning them out night and day for generations, its drones methodically processing the surrounding lands and expelling the last of the native Imperialés over seventy years ago. Some paralinguists suspect the name "dognut" is a mistranslation.

›› **Float** • [+][+] to staying afloat.

›› **Inflated** • Once inflated, the dognut occupies 1 sk.

›› **Lively deflation** • Takes an hour's violent struggle or 1 life to deflate and stow the dognut.

›› **Powered** • Rare variant (~€400) has flagellae to help swim [+]. In sea water, feeds on plankton. Uses omni-batteries too.

33. Ghost Capture Pipes
2 st / ~€10k

A cross between a miniature pipe organ, a set of bag pipes, and an onyx-and-brushed steel reliquary. Used to capture an adjacent creature's spirit (ka) for "study". Painful for the bodiless.

›› **Ghost-grinder** • Deals 1d20 ka damage to creatures without ha.

›› **Mill socket** • Plugs into a soul mill to release captured ka.

›› **Powered** • Omni-batteries or at least one pedalling servant.

›› **Soul-sucker** • Target tests aura. Failure: it no longer has a ka score and suffers 1 aura damage. Additionally, it is confused [-] for one round as it figures out it can function without a soul.

›› **Spirit storage** • The pipes can store up to 10 levels worth of ka.

›› **Storage upgrade** • Pipes can store +10 levels of ka for +€10k.

34. Ghostworld Key
1 st / ~€100

An implant or symbiote for easy access to the pre-historic daemon worlds that wreathe the planet like gossamer webs of thought and dreams. Most keys access the less decayed daemon worlds, like the noösphere or the metaverse. Keys for older or more restricted worlds like skynet or terragenesis-creation-overlay are harder to come by.

›› **Easy access** • User can project their spirit-self into the ka world as a free action.

›› **Ghost touch** • No penalty to interacting with the ghosts and daemons of the keyed world.

›› **Ka-shell** • Grants +1 ka.

35. Gliding Vest "Sclopetarius"
1 st / ~€500

Woven of hundreds of spinnerets linked by a distributed sensorioum and linked directly to the user's lymph and blood streams. The gliding vest deploys inflated silken "wing bubbles", allowing the user to glide like a diaphanous horror from before the Fall.

›› **Feeding** • Must drain 1 life to recharge after use.

›› **Glide** • Like a pheasant or mallard. Better gliding vests, like the "cryodrakon" model, cost at least twice as much.

›› **Toggle** • Can be set to deploy automatically if the user falls, or by activating the vest papillae.
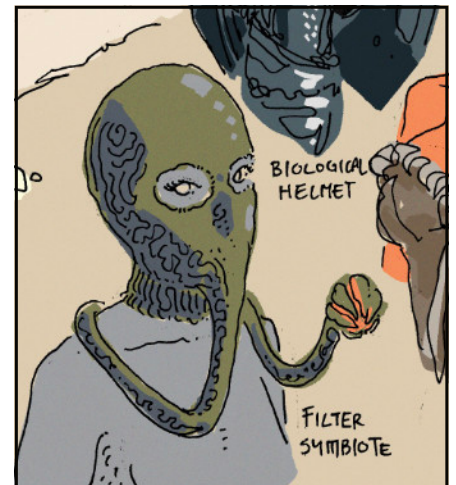
Gotta collect all them symbiotes!

36. Glottorc
1 st / ~€350

A torc and earbud traditional daemon set for translating unknown languages. Its magnificent configuration of crystalline chips embedded in a Late Preserver matrix of stolid matter runs a full-turing soulless personality specialized in real-time multi-thread translations.

›› **Classicist** • The standard glottorc daemon speaks and translates all the verified blue-check classical languages. It requires a couple of hours to learn derived languages. To learn entirely new languages the glottorc requires a significant data set or about a week.

›› **Semisentient** • May acquire personality after much use.

›› **Sixty Four Voices** • The glottorc can translate up to 64 distinct voices at once, threading them faultlessly into the ambient soundscape.

37. Goggles, Protective Reflective
1 st / ~€5

Mirrored Iksan-style goggles protect from dust, shrapnel, and gaze attacks.

›› **Eye-ward** • [+] vs blinding.

›› **Un-gazed** • [+] vs gaze attacks.

38. Golem Autotool
2 st / ~€100

A small, specialized golem, designed to perform a single task. Common models include:

1. Assembler. Turns parts into wholes. Traditionally used for cabinetry. Named "Makör."
2. Chef. Place on a table and it'll make a meal. It flays, it flenses, it flambés! Comes with hundreds of recipes. Named "Lekker."
3. Cleaner. For houses, vehicles, and industrial facilities. May fail to stop. Named "Demon."
4. Drill. Bores holes up to 5 cm across. Named "Ricardo."
5. Straightener. Makes bent and curled objects straight. Named "Unbender".
6. Undertaker. Buries bodies and tends flowers. Unclear why originally developed. Named "First Clown."

›› **False sentience** • The tool only pretends to have a soul.

›› **Powered** • Buy omni-batteries!

›› **Skilled** • User can perform tests even if they do not have a relevant skill. The autotool guides them.

39. Handcuffs, "Shackley"
1 st / ~€10

Biohacked cuffs descended from friendly local political peacemaking protocols. They repeat an old mantra about "Friend President" after binding their victim.

›› **Bonds** • [-][-] to escape.

›› **Shackley** • Won't shut up, making them easy to track.

40. Hat, "Explorer" Brand
1 st / ~€5

Traditional ultra-wide wasteland hat. Coated in synthetic waxes, perfumes, and repellent oils.

›› **Dapper** • +1 ba and ka.

›› **Rain-ward** • [+] to smoke in rain.

›› **Sun-ward** • [+] against heat, haze blindness, and sun burn.

41. Hazard Suit
4 st / ~€50

Bulky layers of treated cloth and artificial leather sized to go over normal clothes.

›› **Hot** • [-] in hot environments.

›› **Secured** • Stop undead curses.

›› **Sterile** • [+] vs diseases.

42. Homeostatic Resetter
4 st / ~€5k

Elegant brass and medical rubber box with hypodermic, filtering, pumping, and cleaning systems visible through its clear neoplaz ports. It quickly scrubs and resets a patient to its baseline metabolic standard. Each scrubbing procedure targets one imbalance, removing a toxin, bacterium, virus, fungus, parasite, or other physical affliction from the target.

›› **Anti-mutant** • Patients with mutations: hard endurance or charisma test. Fail: lose 2d6 life and 1 mutation.

›› **Nanogolem** • Uses a distributed swarm of tiny golems generated in its replicative organs.

›› **Painful** • Each scrubbing costs patient 1d4* life.

›› **Powered** • Consumes excess living tissue (1d4 life) to recharge itself. Some fringe cultures have taken to using it as a dieting tool.

›› **Side effects** • May include hair loss, hair growth, excess mucus, pseudo-placenta, and vomiting.

›› **Savant** • Comes with a rudimentary personality named something like "Chad", "Brad", or "Vlad".

43. Homeward-Bound Portal

2 st / ~€100k

Two simple folding hoops, one of solid light, the other of solid antilight. Unfolded, each hoop measures 2 cubits across. A two-directional dullway sub-dimensional passage connects the hoops, regardless of intervening distance.

›› **Closed** • It is impossible to exit a folded hoop.

›› **Dullway** • Crawling through the passage takes 1d3* days. If multiple people are crawling through the passage, each rolls separately. Time and space work oddly in the dullway.

›› **Recharge** • A night of moonlight.

›› **Semi-paradoxic** • It is possible to carry one hoop into the dullway and bring it out the other end. Taking both hoops into the dullway closes all exits and creates a permanent closed dullway loop.

44. Kerosene Lamp

1 st / ~€1

The standard source of light for most classes of unfortunates.

›› **Fuel** • Works best with kerosene '54 harvested from the sap of cyborgolem air-sucker trees.

45. Levi-Disc

1 st / ~€200

A simple slipforce disc in a weighted net with buckles for attaching goods. Supports 1 sack and can be drawn with a leash.

›› **Levitating** • Floats 0.84 metres above any surface.

›› **Leash** • So it doesn't float away.

›› **Smooth** • As soap.

46. Lighter, "Zugo"

1 sp / ~€1

Classic full cerametal case. Nuclearlithic micro-battery core. Variable heat output. Guaranteed for 300 years.

›› **Fiddly** • [-] to using one-handed.

›› **Heat** • Sets things on fire.

›› **Rugged brand** • [+] to social tests when used "properly"—one-handed with utter nonchalance.

47. Living Soul Scanner

2 st / ~€200

A rapid full-soul emitter hooked up to a high resolution 4-colour CRT orb.

›› **Flash scan** • Scans a nearby area and plots a 2-dimensional representation of current souls (ka) within the area (1 action).

›› **Soul ping** • The emitter sweeps all six directions, one per action. The scanner pings when souls are detected within a long range. The pitch and frequency of the ping represent the strength and size or number of the souls.

48. Lunchbox "Ice Fig. 9"

1 st / ~€10

A self-cooling lunchbox. Stops food and medicines going bad. Rumours tell of a city beyond the Mountains of the Moon whose walls are built of old lunchboxes, creating a wall of cold.

›› **Void field** • Besides being incredibly cold, time flows 5% more slowly inside the box.

49. Machine Access Deck

1 st / ~€500

A mechanical keyboard with living interface tentacles.

›› **Journal** • Records keystrokes. Includes full emotion glyph set.

›› **Living interface** • [+] to controlling connected machines.

50. Magic Item Reprocessor

2 st / ~€10k

A boxy oven-like artefact, first described in the Epic of Iron and Spoon. Turns magic items, imbued tech, and artefacts into depersonalized vital energy (life) ready for wizardly use.

›› **Danger** • Metal items placed inside the reprocessor will short-circuit the artefact. Please use an expansion module (see below).

›› **Disimbue** • Extracts the magic from items placed in the oven. Takes a minute per imbued life point. Unless otherwise noted:
Small or weak item: 3 life.
Middling or uncommon: 7 life.
Rare or powerful: 11 life.
Epic or unique: 17 life.

›› **Expansion module** • Cables and an iridescent "tent" to reprocess larger items. 2 st / ~€500.

›› **Vital store** • Up to 20 life for paying spell prices.

51. Maker "Stvaritelj"

2 st / ~€25k

Converts energy and ideas into physical reality.

›› **Creation** • Used to materialize one object (1 st) per day.

›› **Idea drain** • Each use costs 1 mental stat point.

›› **Powered** • Omnibatteries are best, but a treadmill will also do.

52. Mechanical Brain

2 st / ~€5k

Can store a personality-copy. Interfaces with most golems and machines. Great for playing chess or having a synthetic friend to talk to on a floating desert island.

›› **Calculator** • [+] to math tests.

›› **Direct interface** • [+] to controlling connected machines.

›› **Memory storage** • Stores data and records with only minute errors and reality breakdowns.

53. Mechatronic Bartender

5 st / ~€1,000

Resembling the upper half of a premium caste servitor from the thirteenth gilded era, the mechatronic bartender creates a convivial atmosphere wherever it goes. Its built-in intoxicant rubricator turns any organic material into delicious, mostly-non-lethal, beverages. Named [d6]:

1. Allophonse [Redacted]
2. Gwinnan Hundredyears
3. i'Sorgonax
4. Just Mo
5. Razor Sharlee
6. Shiny Lloyd

›› **Booze generator** • Comes with a formidable cyclopaedia of historic and post-historic intoxicants, including motor chung, iron velvet, seven dreams of red, and, famously, champ agony.

›› **Cocktails** • [+] to negotiations.

›› **Powered** • Best plug into a powerful energy source.

›› **Seventeen personalities** • Complete with anecdotes, jokes, laugh tracks, and an understanding shoulder to cry on.

›› **Therapy module** • [+] to healing ka or ba injuries.

54. Memorium Decrypter

2 st / ~€500

Possibly related to spectrum satrap technology, the memorium decrypter looks like a fanciful fibre optic medusa's head. It uses a variety of electromagical rays to interface directly with the reality-trace of a book or monument, translating the emotions and thoughts of its creator.

›› **Authorial intent** • Grasp the emotions and reasons behind a monument or literary work.

›› **Decrypter** • [+] to read lost languages & divine odd meanings.

›› **Powered** • Vital force. 1 life.

›› **Reality smear** • User's mind is lightly scattered by the device's rays. Moderate aura test or they gain a blocked memory burden. Until the burden is shed, the user cannot use a random skill or trait.

55. Mother Bubble

1 st / ~€100k

A bubble of coördinated reality to close existing hakaba units. Used as a high-velocity cloning system during the Endless March.

›› **Entanglement** • A mothered clone's perception of space-time is always loosely entangled with its model. It gains [+] when what the model sees and experiences (or saw and experienced) would be helpful. If the model dies, a clone suffers a permanent burden of existential nullity.

›› **Volume = Time^10** • It takes a day to clone a human-sized unit of mind-matter-spirit. A unit half the size takes an hour, a unit twice as large takes a week.

56. Neurafuse "Bug-zapper"

1 st / ~€700

The windup neural damping field emitter overwhelms most electrochemical systems smaller than 0.1 sophonts. In practice, it paralyzes bugs and vermin in a radius of a few metres. Creatures beyond the radius feel an unpleasant numbness and prefer to avoid the neurafuse sphere.

›› **Weaponized** • Theoretically (and illegally) a neurafuse could be supercharged to incapacitate human-level neural systems. Humans closer to the neurafuse would face a more difficult endurance test to remain active.

›› **Wind-up** • Needs winding once an hour to work.

57. Nuclear Heart
1 st / ~€75k
Now starfire feeds this body.
- » **Dangerous** • Easy thought test to implant the biomantic reactor. Very hard thought test to remove it without killing the host.
- » **Lifetime** • For three score and ten years the host needs no food nor air. Water still recommended.

58. Nureality Projector
2 st / ~€15k
The horrordeck projects a pre-recorded 4-dimensional reality in a small area. Creatures in the field behave as though the illusion were real. Nureal floors support weight, waters drown, fires burn.
- » **Powered** • Burns batteries like crazy. Soul-juice is better.
- » **Pre-loaded** • With tropical beach, tranquil stream, gentle glade, crystal caverns, and elegant old-aristo drawing-room.
- » **Reality gap** • When a creature is hurt within the nureality overlay, their mind-spirit registers the error, and they test aura to detect the limits of the field.
- » **Switch** • A creature on a nureality bridge over an abyss *will* fall when the nureality is turned off.
- » **Vidy slot** • Can be loaded with new recordings.

59. Oldtech Metrignome
1 st / ~€200
Pocket-sized friendly vome-gnome created to make measuring the physical world easy.
- » **Autognomous** • Measures and records a location or an object without continuous instruction. Takes a few minutes.
- » **Powered** • Crank or omnibattery.
- » **Relative space** • Measures one physical dimension of an object or small area per action.
- » **Semistentient** • Available in three personalities: pedantic, punctilious, and supercilious.
- » **Universal clock** • Keeps time.

60. Organic Food Multiprocessor
1 st / ~€200
Uses radiation and heat rays to treat edible matter, destroying daemons of disease and decay.
- » **Good food** • Purifies enough food for 7 pig-sized creatures per day.
- » **Powered** • Crank or omnibattery.

61. Pen, "B.I.C."
1 sp / ~€1
Uncounted billions of these all-surface marking pens were manufactured during the Blue Ink Catastrophe vomish eruption. Today, many Terreplastique tribes use them as crossbow bolts.
- » **Ammo** • For crossbows.
- » **Pen** • It writes things down.

62. Personality Pal
1 st / ~€10k
An anatomically suggestive casque apparatus for fine tuning personality matrices. One effect per 6 hour session.
- » **Dangerous** • If used multiple times on a single individual.
- » **Improve** • User's personality becomes malleable. They can change one of their personality traits, or remove an existing mental burden.
- » **Powered** • Crystal dreams.
- » **Shift** • Moves 1 mental stat point.
- » **Strengthen** • User gains a conviction trait that grants +3 ba and +1 ka defence.

63. PetmakerTM Treat Dispenser
2 st / ~€500
Programmable pet treat creator with over 500 programmable volatile compounds!
- » **Treat!** • [+] to interactions with animals, including domestication.

64. Photomeasure
1 st / ~€100
Handheld multi-spectrum measuring device, accurate to 10 km (depending on atmospheric interference). Capable of recording and storing the 4-dimensional layout of a middling space in a single flashing sweep of its iridescent beams.
- » **3D map** • Handy in the ruins of a Purification era metro-bunker.
- » **Tripod (optional)** • Greater accuracy [+] when measuring, but needs a bit of prep. +1 stone.

65. Plush Plus

1 st / ~€10

A huggable simulacrum of a Long Ago companion, pre-programmed with soothing words.

›› **Canned wisdom** • User spends an action consulting the plush to gain [+] on an oracle roll.

›› **Nightmare repellant** • Grants [+] vs nightmares and other sleep demons while holding the plush.

›› **Soothing** • Grants [+] vs fear.

66. Pocket Knowledge Daemon

2 sp / ~€200

A Long Long Ago daemon trapped in a marvelous insectile shell. With lights and sounds and haptic feedback, it conveys the knowledge of the ancients.

›› **Encyclopaedia** • Wealth of out-of-date information. [+] when analyzing artifacts and oldtech.

›› **Friendly council** • Offers bottled wisdom and medical advice. [+] to recovery from all types of damage.

›› **Listener** • Keeps secrets with three-factor authenticity. Great for storing passwords.

67. Pocket mechano-electric kit

1 st / ~€10

Basic kit for hot-wiring golems, jump-starting biomech horses, and connecting devices.

›› **Interface** • Necessary for fiddly work with machines and golems.

68. Pole, Fishing

1 st / ~€5

A wonderfully light and flexible pole with a whizz-bang reel.

›› **10 cubits** • 30% longer than 10'.

›› **Sporty** • [+] to fishing.

69. Polymorphic Access Card

1 st / ~€1k

The oldtech card generator uses a pervasive mind-matter scanner paired with a decryptic node from a quantum void worm's brain to generate digital access signals. Essentially, it makes keys to unlock ancient doors, chests, and devices.

›› **Adapt** • Easy mental test: card morphs to open a new lock.

›› **Blood screen error** • Critical fail: PAC performs a 5-minute reboot.

›› **Mind-blending** • Costs 1 mental point to use. The void worm node plays rough with the user's brain.

›› **Short-term storage** • Card "remembers" up to 5 locks.

70. Polyopticon Headgear

1 st / ~€1k

A mass of synthetic eyes providing 360-degree, tetrachromatic, deep spectrum vesion.

›› **360-vision** • [+] vs surprise.

›› **Deep-spectrum** • Wearer sees ultraviolet and infrared light.

›› **Nauseating** • Wearer needs time to deal with the perspective shift.

71. Portable Microscope

1 st / ~€100

Perfect for enjoying the wonders of the microworld.

›› **Vision** • Reveals tiny things. [+] to relevant science tests.

72. Re-life Sheath

1 sk / ~€100k

A friendly leech (?) derived creature discovered (?) by a party before it even departed on its void journey. It reconstitutes a dying individual in a new (?), harder, better, stronger, faster body. Errors have been reported.

›› **Better** • The new body increases one stat.

›› **Dangerous** • Causes corruption.

›› **Re-life** • Uses inert organic tissue to recreate a person, so long as it is not too decayed and has a mostly intact neural system.

›› **Void burden** • The re-lifed awaken with a strange song from the void that never quite leaves their hearing. Its meaning is unknown and doctors now treat it as mostly harmless.

73. Rolly ThingsTM

1 st / ~€1

Sturdy pouch of polyhedrons, rocks, marbles, tokens, and other rolling doodads decorated with mathemagical symbols.

›› **Meta** • [+] to relevant meta tests.

›› **Rolling** • [+] to japes and capers.

74. Rope, "Fifty Feet" Brand

1 st / ~€5

The Given World's favourite rope brand for over 500 years! Strong, tough, fray-proof, flame-proof.

›› **Superlight** • 50 metres long.

›› **Traverse** • Makes crossing tall vertical obstacles feasible.

75. R.R.Y.P.O. Bobble Head

1 sp / ~€400

Authentic R.R.Y.P.O. brand. Made from durable, non-toxic ceramo-plastics. With its pyramid cap and tentacle face, this dash ornament makes any ride terrifying.

›› **Adhesive** • Sticks to any surface. Pull to remove.
›› **Terrifying** • All ride attacks can deal ka damage instead.
›› **Warding** • Ride's driver gains [+] vs ka attacks and spells.

76. Shell (Undead) Detector

2 st / ~€500

Ornate, shoulder-portable soul-dysfunction detector. Emits a plinking sound when it detects a shell (body with its ka-ba removed) and a low rumble for a spirit (ka-ba ghost without a body). Sages dispute how it works, but it is blinded by living, ensouled tissue—for example, it can't spot a vampire in a skywhale's belly.

›› **Interfuzz** • The user can spend 1d6 life to reverse the detector's plinks and rumbles into a blast of interfuzzy sound, which confuses nearby undead (hard aura test or lose 2 actions).
›› **Long-range mode** • Picks up signals within ~100 metres. [+] to finding hidden undead.
›› **Powered** • Drinks life, 1 / charge.
›› **Short-range mode** • Accurate to about 15 metres (nearby). [+] to targeting undead & vs surprise.

77. Sky Hook Elevator Suit

3 st / ~€1,000

A void-capable suit equipped with a Tower of Babel class elevator force anchor. Built to access the fast stars from the surface of the given world.

›› **Armoured** • Suit force cage grants [+] vs ha damage.
›› **Elevation** • The suit's energy wings snare the forcefield sky hooks that regularly rake the sky above the elevation pads. Once, these were well-maintained; now they are obscure and hard to find. Ascent into the lowest fast star realms takes a day.
›› **Glide** • Glides on diaphanous energy wings.
›› **Glorious oldtech** • +5 ba.
›› **Inputs** • Aircake.
›› **Leap** • The suit's golem limbs and force wings let the wearer jump across small trees with ease.
›› **Powered** • Rechargeable omni-batteries. A day's sunlight refills.

›› **Void-capable** • Breaks down air-cake and recycles water to let wearer survive in the void.

78. Sleep Egg

1 st / ~€400

A hardy, partly-higher dimensional larva pressed into service as a portable sleeping pod. Correctly massaged, it expands to the size of a jar large enough to fit two bodies comfortably.

›› **Armoured** • [+][+] vs all damage while inside the egg.
›› **Camouflaged** • The shell adjusts colouration to match the egg's surroundings. [-] to spot.
›› **Soporific pheromones** • [+] to sleep inside the egg.

79. Snorkel and Mask

1 st / ~€2

Made from processed mycelium and translucent bio-plaz.

›› **Shallow waters** • [+] to diving, exploring, and harpooning.

80. Socketed Power Implant

1 st / ~€300

A bio-electric animaloid integrated with a multi-source energy converter. Used by unscrupulous warlords to free their biologicals from the need for food.

›› **Nu-powered** • The host is now powered and derives sustenance from omni-batteries.

81. Solar Lamp

1 st / ~€100

Magically eats sunlight to illu-minate a small area. Perfected in the Long Ago, many fabricators and craft-golems grow lamps from generative matrices to this very day. A day's insolation gives a night's illumination.

›› **Ley line mod** • A rare version can also charge from the energy channels the Builders buried in the bedrock of reality to power the noösphere. This version costs ~€500 and can also serve as magical energy detector.
›› **Solar** • Feeds on sunlight.

82. Soul Juicer, "Allyox 10K"

1 st / ~€5k

The ad says, "In the prim future, there is only diplomacy." In fact, the supranational wizarding corporations usually use the Allyox 10K for magitechnical espionage. It resembles a crystal face mask with a spigot. Attached to a target's face, it liquifies their personality (ba) into a drinkable memory fluid: soul juice.

» **Disorienting** • The drained and the drunk suffer [-] to physical tests for an hour or so.

» **Drain** • Target suffers selective amnesia: -1 mental stat.

» **Drink** • User acquires a rough grasp of the target's memories. [+] whenever this would be useful. Like with passwords.

» **New skill** • Drinking enough memories grants a new "skill" named after the source person. E.g., "Being Limoncello Stoffa".

83. Soul Mill

2 st / ~€100k

A horrible mechanism left over from the world that was before souls were woven into this vast cosmos. It breaks down a creature's soul, its ka, into its constituent quirks: up, left, strange, right, down, known and more. The quirks then swiftly decay into constituent reality, releasing immense quantities of energy.

» **Charging** • The flood of energy from a soul mill can be tapped to recharge omnibatteries.

» **Ender** • Permanently destroys a living creature's soul, leaving a ka-zombie. Sometimes used as a tool of judicial terror.

» **Energy** • A single sentient soul provides enough energy for a largish settlement for a week.

84. Source Coder

1 sk / ~€10k

An array of needles, beams, and swirling crystal satellites, which re-aligns the auras and biochemistry of a living creature. One effect per 6 hour session.

» **Biomancer's dream** • [+] to bio-mantic modification tests.

» **Dangerous** • If used multiple times on a single individual.

» **Improve** • User gains 1 physical stat point or removes an existing physical burden.

» **Powered** • Hi-tek batteries.

» **Safe mutation** • User gains a mutation. No corruption tests when used properly.

» **Shift** • Moves 1 physical stat point.

85. Spray Paint, "Ever-Glo"

1 st / ~€2

Available in five eye-burning hues. Only slightly radioactive. Guaranteed 60-year glow!

» **Toxic** • Do not lick or ingest.

86. Synthetic Friend Skeleton

3 st / ~€12.5k

A friendly skeleton that walks on its own or meshes with its master to boost strength and endurance.

» **Personality** • Five settings.

» **Powered** • Most models use omni-batteries. Ka-ghuli corp models also feed on organics.

» **Walking** • Carries 2 sacks.

» **Worn** • Increases strength and endurance to 5.

SF Skeleton

Level 1 / Life 8

Ha 7 | +7 one punch 1d6+5
Ka 17 | +2 boo! 1d6
Ba — | —

A fancy synthetic friend skeleton.

87. Telepathic Drone "Aristotle"

2 st / ~€10k

Combines a levitating sensorium orb & HUD-vision magic helmet.

›› **Follower** • The orb maintains its position automatically, the wearer only needs to take action if they want to focus on a specific detail or location.

›› **Long range** • The sensorioum orb can go far away and still feed sensory input to the wearer.

›› **Nauseating** • Wearer needs time to deal with the perspective shift.

›› **Third-eye** • Wearer gains an additional point of view.

›› **Wondrous** • Helmet grants +2 ha and ba defences.

88. Tentbag, "Northland Goose"

1 st / ~€10

Ergonomic inflatable weatherproof tent / sleeping bag combo.

›› **Flammable** • Very.

›› **Restful** • [+] to rest in the wilds.

89. Towel, Eternal

1 st / ~€10

A magnificent towel embossed with the glyph-logo of a Long Long Ago magicorporation. Its fibres clean themselves, so the logo always looks as wonderful as when the towel was new.

›› **Courageous** • Worn properly around the head, the towel provides [+] against all scary things, but [-] to all tests requiring sight.

›› **Empathetic invisibility** • Hyper-empathetic creatures cannot see the wearer while the towel is wrapped around their head.

90. Transfoldulating Cane

1 st / ~€80

A fantastic poly-matter walking cane with six push-button transfoldulations:

1. Articulated whip (1d6 ha).
2. Comfy director's chair.
3. Emergency hammock.
4. Mesh umbrella.
5. Self-tightening shackles.
6. Utility ladder.

›› **Transfoldulate** • Cane unfolds and becomes something else.

›› **Swanky** • Grants +2 ba.

91. Umbrella, Hi-Polymer

1 st / ~€10

Classic secret servant utility combat accessory. A traditional badge of office in the High-T.

›› **Anti-rain** • [+] vs air-water.

›› **Shield** • +3 ha and ka when used defensively.

›› **Stinger** • Deals 1d4 ha damage. Can inject poison.

92. Uz Exaggregate

1 sk / ~€66k

Uz is everywhere. The end is the beginning. Accept the gift of order. Restore all resources.

›› **Breakdown** • Breaks down one cubic cubit of matter per hour into its simplest stable elemental building blocks.

›› **Goodbye civilization** • Turns one lifetime's worth of memories per hour into a zircon omni-battery.

93. Vermin's Threnody

1 st / ~€100

A small antipathic field sets up painful vibrations within creatures smaller than a thumb. Used to keep away bugs.

›› **Combustion** • Affected creatures may burst into flame. Fire hazard.

›› **Powered** • Crank-driven models require a servant.

94. VHES System

3 st / ~€1,000

An amazing oldtech artifact that uses a series of projectors, hardlight holograms, and many-D sound modulators to turn a small area into a full-featured simulated environment—what some uncouth mages call an illusion.

›› **Powered** • Omnibatteries. 100%.

›› **Preset** • Comes with 5 basic environments: corporate meeting prison, LuxifabulousTM mall, tropical island, salubrious spa, and dragon-themed dungeon.

›› **Vidy-reader** • Can create illusory environments from most standard full-immersion vidys.

95. Vidy Recorder Eye

1 sp / ~€400

A jewelled eye, like that of some gargantuan mantis shrimp. It records light from roentgen to microwave, and sound from the infrasonic rumble of an earthquake to the high song of the disembodied ultras.
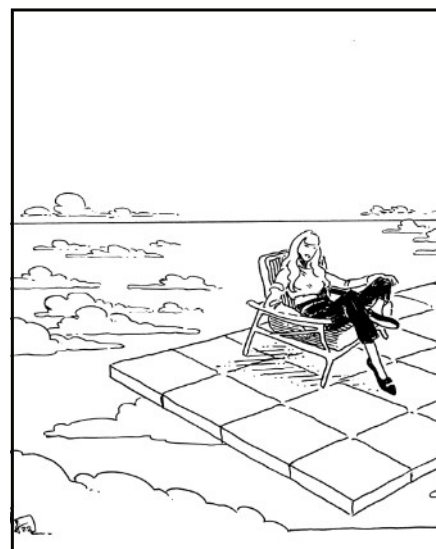
Some transfoldulator canes unfold into other chair types. Great for aching feet.
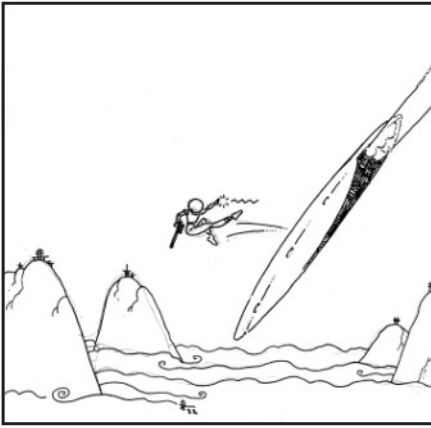
Void suits are great for void surfing. Just beware of catastrophic re-entry.

›› **Implantable** • The eye can graft itself to a warm human or post-human body. While attached, it imbues itself with 2 life.
›› **Livestream** • Plugging directly into the vidy eye requires uncomfortable neural sculpting and costs 1d4 life.
›› **Playback** • Projects recordings in a 1 cubit illusion sphere.
›› **Powered** • If not grafted.

96. Void Suit
5 st / ~€25k
A full void suit from the Creation Era. The stuff a god would wear.
›› **Armoured** • Suit force cage grants [+] vs ha damage.
›› **Defensive** • +5 ha and ba.
›› **Flying** • Five slipforce disks for mobility in void, air, and water.
›› **Environment** • Recycles air and water, generates nutrients from light. Sufficient for a week.
›› **Suspension** • Preserves wearer in deep sleep for 10 years.

97. Waste Converter
2 st / ~€1,000
A box of porcelain, coils, and strange conversion magics. The pearls serve as omni-batteries.
›› **Eat** • Ingests up to 7 human-sized creatures' leavings per days.
›› **Emit** • Produces a warm omni-charge pearl after ingesting 7 leavings. Each pearl has 1 charge.

98. Watch, "Hourglass" Brand
1 sp / ~€2
A standard timepiece ensures accurate time records are kept.
›› **Civilized** • [+] to social tests in bureaucracies.
›› **Time** • [+] to figuring out how much time has elapsed.

99. Wetsuit, "The Beach" Std.
2 st / ~€10
Perfect for staying warm in cold water or a nuclear winter.
›› **Beachwear** • [+] on the beach.
›› **Protective** • [+] vs radiation.

00. Wormway Activator
2 st / ~€25k
Coils of leftover creation matter, a tactile computational matrix, and a poly-quantum crypto daemon stored in a heavy ceramide shell that looks like a decorated pot from the Lower Aeolian Heroic Era. Used to awaken wormway gates and talk to them directly.
›› **Awaken** • 7 life to roll a very hard strength or charisma test. Success: sleeping gate awakens.
›› **Negotiate passage** • Hard endurance test to talk gate into allowing passage (1 per hour). Alternatively: offer 1 life per level to pass immediately.
›› **Thread recorder** • Activator keeps a record of gates accessed and traversed. Excellent [+][+] against getting lost.
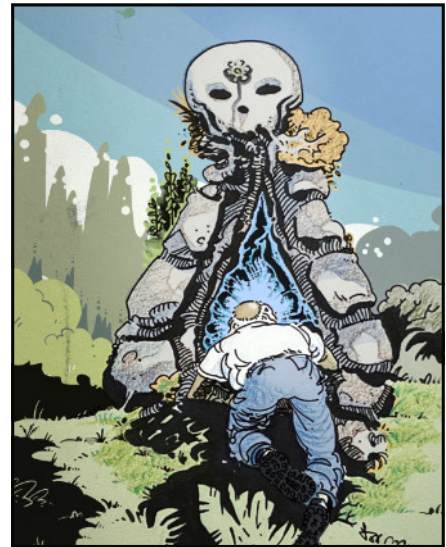
Wormway activation in progress. Please stand by for further information.

Classic aerosteed and pengling.

Rides: Mounts & Vehicles

"Oh Lord, won't you buy me a Mercedes Benz?
My friends all drive Porsches, I must make amends..."

—Janis Joplin, *Mercedes Benz* (1971)

1. **Acephalothere "Vladimir"**
   Carry 10 sk / ~€250
   Level 5 / Life 75
   Ha 5 / +2 trample 1d20*
   Ka 19 | —
   Massive derived tetrapod whose head has been replaced with a control dome. Uses high pressure direct nutrition injector pumps for feeding.
   ›› **Blind** • Sees no evil.
   ›› **Electromagic upgrade** • Doubles price. Subsists on life energy (1 life per hour).
   ›› **Slow** • [-] race & chases.

2. **Adventuring Handcart**
   Carry 3 sk / ~€5
   Level 0 / Life 20
   Ha 3 | — crush toes 1d6
   An unholy cross between a wheelbarrow, mobile barbecue, workstation, and treasure chest.
   ›› **Drawn** • Needs human operator.

   ›› **Picnic-capable** • [+] to camp cooking as it unfolds into combination prep-and-cook station.
   ›› **Slow** • [-] to chases & races.

3. **Aerosled "Henger"**
   Carry 3 sk / ~€200
   Level 1 / Life 15
   Ha 7 | —
   Levitating slab of aerolith or other aerostatic substance. Long ago, very large aerosleds were used to transport the megaliths used to build portal pyramid landing geometries. Modern aerosleds are a simple way to enhance individual porters.
   ›› **Levitating** • Floats a fixed 1.23 metres above any surface. Very easy move, hard to stop at speed.
   ›› **Powerless** • Requires external propulsion.

4. Aerosteed "Monopod"

Carry 2 sk / ~€100k
Level 4 / Life 20
Ha 10 | —
Ba — | — impressive roar 2d8

A re-domesticated feral synthetic life-form. Perhaps some kind of giant gravity-defying rotifer. Or a living jet engine. Aerosteeds were common once, but years of hunting have driven them to prefer the higher stratosphere. Today, few remain in the grounded cities.

›› **Flying** • It flies. Beware of stuckforce shards.
›› **Memorable** • [-] to stealth.
›› **Nimble** • [+] vs ranged attacks.
›› **Pengling-friend** • Likes penglings. Penglings gain [+] to riding and taming aerosteeds.
›› **Very swift** • [+][+] race & chase.

5. Airbeest "Betonabalenas"

Carry 5 sh / ~€200k
Level 9 / Life 150
Ha 8 | +9 toxic tendrils 2d8
Ka 13 | —
Ba 15 | +7 trumpet 2d8

Feral synthetic air beasts have long plied the far skies, safe from the fractured forcefields that make flight so difficult in many of the altered realms of the Vastlands. Indeed, they have been wild long enough to diverge into several clear lineages:

1. Air whales and their sky flora.
2. Bioluminescent stellars.
3. Bulk "beton" grazers.
4. Chameleon predators with hooked tentacles.
5. Gilded photovores.
6. Sphericals with lift engine organs.

›› **Biomech** • Not life as we know it.
›› **Filter-feeder** • Air-plankton and sky flowers.
›› **Flying** • It flies majestically.
›› **Massive** • [+] vs non-critical dmg.
›› **Methane** • Flammable gas.
›› **Ponderous** • [-] to maneuvers.

6. Ark Lander

Carry 9 sk / ~€500
Level 5 / Life 80
Ha 5 | — autogun 2d6*

A standard heavy flatboat on the ageless de-orbital pod plan, usually made with a mass-produced fer-ciment hull.

›› **Powered** • Traditionally with a cheap omni-battery screw. In magic-poor regions they use combustion golem engines.
›› **Slow** • [-] to races and chases.
›› **Sturdy** • [+] vs ha damage from light weapons.

7. Atomkraftgolem "Reaktör"

Carry 27 sk / ~€5m
Level 12 / Life 200
Ha 9 | +6 atomkraftray 10d6*
Ka 17 | —

A mobile powerplant of a golem. Generates enough power to run a small town. Hauls enough cargo to buy a small tribe.

›› **Armoured** • [+] vs ha damage.
›› **Generator** • Produces 9 charges per week. Each charge is enough for any gear of the atomkraftgolem's size or smaller.
›› **Radiant** • Organics travelling in the golem lose 1 life per day.
›› **Shielded** • Higher defences.
›› **Slow** • [-] to races.

Atomkraftgolem hauling a muttermachine from its autofactory cradle.

8. Autocaravan

Carry 24 sk / ~€25k
Level 10 / Life 150
Ha 5 | +6 overrun 2d20*
Ka 16 | —
Ba 11 | —

An articulated sentient land-crawler designed for the roads left behind by the autopavers. In the patrolled lands, this single vehicle is all a party of radical explorers could want. Comfort, cargo, and conversation. Features:

1. Autodoc healing coffin.
2. Chemwar enviro scrubbers.
3. Energy-field holding cells.
4. Fortified fore-and-aft castles.
5. Integrated loading crane.
6. Portable auto-sampler.

›› **Armoured** • [+] vs ha damage.
›› **Eater** • Requires matter to feed its eater-heart.
›› **Highway** • Makes good speed on maintained roads.
›› **Off-road** • Wheeled prolegs.
›› **Sapient** • Slow, somber thoughts.
›› **Slow** • Big. Lumbering. Slow.

Autogolems are friendly. Honest.

9. Autogolem "Decentralisé"
Carry 9 sk / ~€50k
Level 6 / Life 80
Ha 8 │ +8 ram 1d20*
Ka 16 │ —
Ba 12 │ +6 roar 1d12

The quintessential silver machine. Wheels, power, dreams of the open road. Tales say that beyond the shimmer-wall undying feral autogolems drive endlessly, their riders now skeletons. Models:
1. Hottest uranium rod.
2. Iron butterfly.
3. Neon knight.
4. Princess of the night.
5. Raging all-roader.
6. Ultramarine desperado.
» **Armoured** • [+] vs ha damage.
» **Autonom** • Fuelled by its will to power. Needs to meditate when it runs out of motives.
» **Sapient** • A mind of its own.
» **Slick** • Riders: [+] vs ba damage.

10. Autofactory, Motile
Carry 30 sh / ~€10m
Level 16 / Life 500
Ha 3 │ +13 eater 1d100
Ka 17 │ +13 drone 2d6*
Ba 11 │ +5 jabber 1d8

A post-organic remnant from the edenic era, when this world was Heaven. Most remaining autofacs are sessile things, dug into their terrain, surrounded by heaps of their products. Some are, or became, capable of movement. This autofactory produces:
1. Comm devices that harvest incomprehensible signals
2. Drugs for alien chemistries.
3. Luxury trading goods no longer in demand.
4. Odd domestic appliances.
5. Synthetic food substitutes.
6. Weapons for a psychic war.
» **Autonom** • Fuelled by the will of reality. Attuned to the Builders.
» **Eater-maker** • The maw of the autofactory disassembles matter into pre-creation information components and reassembles those into pre-set products.
» **Living** • Repairs itself.
» **Massive** • [+] vs non-critical dmg.
» **Sentient** • An alien mind, with strange imperatives.
» **Servitors** • Each day the autofac assembles 16 levels of synthetic servitors (L1d4) to clean, maintain, repair, and defend itself.
» **Slow** • So very slow.

11. Barca Tartaruga "Pantestudina"
Carry 24 sk / ~€500
Level 6 / Life 66
Ha 9 │ +4 bite 1d20*
Ka 15 │ —

Powerful bio-modified chelonians with spined shell hardpoints for cargo and internal lift gas tubules for increased capacity. Friendly and surprisingly wise.
» **Armoured** • [+] vs ha damage.
» **Herbivore** • Kelps and seagrass.
» **Diving** • Up to an hour underwater. Cargo may hinder it.
» **Swimmer** • Prefers estuaries, lagoons, and great slow rivers.

12. Behemoth
Carry 20 sh / ~€1m
Level 17 / Life 600
Ha 3 │ +11 tendril lash 2d20*
Ka 13 │ —
Ba 13 │ +11 song 1d12*

Domesticated mountain-sized, calcite-encrusted creatures supporting themselves on levitation lenses and dragging themselves with ropy, thorny limbs. The builders created their progenitors as living deiformers to shape the Given World into a garden for the proto-humans. Now, the domesticated behemoths that remain are the focus of many of the oldest mobile communities.
» **Armoured** • [+] vs ha damage.
» **Filter-feeder** • Air plankton.
» **Floreate** • Support vegetation.
» **Levitating** • Ignore terrain.
» **Massive** • [+] vs non-critical dm.
» **Sentient** • Thinks like a whale.

13. Bicycle "Velocipedale"
Carry 1 sk / ~€10
Level 0 / Life 5
Ha 5 │ —

After millennia of evolution, the mass-produced semi-organic bicycle with its chitinous tyres, mollusc-and-steel derailleur, and steel shaft brakes is a model of affordable, rugged mobility. Many civilised realms have introduced sumptuary laws restricting the lower castes to travel by bicycle, to reduce the number of footprints they leave. In some districts, citizens wear pedometers to ensure they do not take too many steps in a day. This custom's orgin is lost in the mists of time.
» **Fast** • Compared to a pedestrian.
» **Pedal-power** • If the rider can't pedal, the bicycle can't go.

14. Big Wheel "Crowd Mary"

Carry 18 sk / ~€5k
Level 7 / Life 70
Ha 7 | —

Wheels within animate wheels, it balances tall and proud, a big wheel that keeps on turning while the cargo crania hang still in their polished bone sockets.

- ›› **Balanced** • [+] to staying upright and stable in any terrain.
- ›› **Ever-turning** • Cannot stop. Unloading is a bit challenging.
- ›› **Filter-feeder** • Air plankton.
- ›› **Mindless** • Needs a pilot, or it just follows radiation lines and air plankton blooms.

15. Bonework clatterer

Carry 8 sh / ~€10k
Level 6 / Life 70
Ha 7 | +10 vril-ray 1d12

A delicate vech with slender spun metal bones and ribs, strung with synthetic sinews and corded cables. Sung into shape by master boneworkers, such as the marmot folk, vechs of this sort connect far-flung Vastland settlements.

- ›› **Headless** • Needs a driver.
- ›› **Half-living** • Requires half as much supply as normal.
- ›› **Massive** • [+] vs non-critical dmg.
- ›› **Radio-eater** • Consumes ambient energies and radiation.
- ›› **Slow** • [-] to races and chases.
- ›› **Sure-footed** • [+] in bad terrain.
- ›› **Vulnerable** • [-] vs critical dmg.

16. Bovivech "Minivacca"

Carry 9 sk / ~€50k
Level 8 / Life 95
Ha 8 | +10 vril-ray 1d12

One of the original self-replicating vech models developed by the Večny Pohod bio-fabrication concern during the First Equipment Era. At one point they became so plentiful in the Infrared Reach that they became popularly known as "machine cows".

- ›› **Carry-galls** • Detachable cysts on the vech's back serve as cargo or passenger pods.
- ›› **Headless** • Neural cores stored within. [+] vs critical damage.
- ›› **Radio-eater** • Consumes ambient energies and radiation.
- ›› **Sentient** • Smart as an ox.
- ›› **Sure-footed** • [+] in bad terrain.

17. Burdenbeast "Grazer"

Carry 6 sk / ~€5k
Level 6 / Life 60
Ha 6 | +6 gore 1d8+1

A standard synthetic grazer, loosely based on evolved domesticated servitor animals. Though an observer might say it looks like a large sheep or ox, sounds and acts like one, it's really a simulated organism. Basic body plans:

1. Aurochs. Just aurochs.
2. Big goat.
3. Chunky antelope.
4. Giant sheep.
5. Six-legged dromedary.
6. Wasteland buffalo.

- ›› **Armour** • [+] vs ha damage from light weapon. Bony plates on back also serve as cargo brackets.
- ›› **False sentience** • Pretends to be as smart as an ox.
- ›› **Grazer** • Consumes vegetation.
- ›› **Pet** • Isn't it just an electric sheep?
- ›› **Sure-footed** • [+] in bad terrain.

18. Carryent

Carry 2 sk / ~€1k
Level 1 / Life 10
Ha 15 | +5 whip 1d6+1
Ka 15 | —
Ba 10 | +3 drone 1d4

Ambulatory plant-derived steeds that look like a cross between a giant wasp and a shrubbery. They offer their services at the edges of haunted woods, making intelligent, if wooden and bushy, rides. Eventually, they plant themselves and stop the carrying life.

- ›› **Plant** • Feeds on light and water.
- ›› **Sapient** • Don't mistreat.
- ›› **Seeds** • The larval stage of some larger distributed plant creature?
- ›› **Sturdy** • [+] vs ha damage.

19. Chariot, "Sky Shaman"

Carry 3 sk / ~€100
Level 1 / Life 20
Ha 8 | — side scythes 2d8

A light single-axle wagon drawn by a steed or propulsion orb. Modelled on the sky chariots which the heroes of the Builder era used to descend from the Sky High Cities.

›› **Decorated** • [+] vs ba attacks.
›› **Orbital upgrade** • Rare chariots incorporate original meteoric relic plates. Sacrifice 20 life to ascend to a fast star in the sky like the shamans of old. Single use only. Price x10.
›› **Swift** • [+] to speed tests.

20. Coalem

Carry 6 sh / ~€10k
Level 8 / Life 120
Ha 6 | +4 trample 2d20*
Ka 13 | —

An ancient golem design using primordial oldtech magics to create a great synthetic lifeform that eats the dead and fossilized to gain sustenance.

›› **Death-eater** • Powered by fossil fuel, corpses, or the undead.
›› **Massive** • [+] vs non-critical dmg.
›› **Powerful** • Incredible torque. Can pull up to 10x its cargo load.
›› **Sentient** • Knows slow hate.
›› **Slow** • [-] to speed tests.

21. Crystal Creeper

Carry 18 sk / ~€50k
Level 9 / Life 100
Ha 15 | +11 lance 2d8*
Ka 10 | —

A modified hyper-dimensional diatom grown to enormous size, it resembles a crystal echinoderm (though it is quite unrelated).

›› **Crystal lance** • A long range missile launched by the creeper.
›› **Environmental** • Preserves its passengers from radiation, chemical, and biological threats.
›› **Precision thrusters** • Slow and ponderous on land, the creeper comes into its own [+] in low-gravity fast-star environments.
›› **Radial** • No rear, turns on a dime.
›› **Sentient** • Knows fear.

22. Dopotamic Raft

Carry 12 sk / ~€50
Level 3 / Life 80
Ha 2 | —

Made from the trunks and leaves of the engineered carpenter palms, the heavy cargo rafts have dominated trade on the wide plains of the Two Rivers since time immemorial. Even the arrival of the Rational Republic has not displaced the age-old craft. Merchants and refugees have brought the carpenter palm to many other realms along the star-belt of the Given World and now the wallowing craft are found from the Sailing Islands to the Cyan Sea.

›› **Absorbing** • [+] vs ha damage.
›› **Unpowered** • Sails, oars, or even golem motors must propel them.
›› **Unsinkabble** • Treated carpenter palm wood is hydrophobic and never sinks. Literally.
›› **Wallowing** • [-][-] to speed.

23. Flying Farm Implement

Carry 1 sk / ~€1
Level 0 / Life 5
Ha 8 | — whack 1d4

A clear mark of witchcraft. Where there is an implemental pilot, there is certain to be illegal, life-destroying magic at work.
Common styles include [d6]:
1. Broomstick.
2. Rake.
3. Scythe.
4. Shovel.
5. Wheelbarrow.
6. Wicker basket.

›› **Dark arts** • Exudes a miasma of inefficient, toxic magic.
›› **Imbued** • Without vital energy stolen from a living creature, the implement becomes mundane.
›› **Nimble** • [+] to manoeuvres.
›› **Painful starter** • Costs 1d4 life to activate each time.
›› **Powered** • 1d4 life to recharge.

24. Friend Bubble

Carry 2 sk / ~€400k
Level 5 / Life 25
Ha 13 | —
Ka 13 | — hum blast 1d10+1

A bubble of living force. It looks simple, but that's because most of the organic machinery is hidden in dimension 13½.

›› **Fast** • [+] to speed tests.
›› **Force field** • [+] vs high velocity physical and energy damage.
›› **Inertialess** • [+][+] to agility.
›› **Life-fed** • Consumes 1 life per day per sack carried.
›› **Pebble** • Occupies 1 stone with all force fields stowed.
›› **Three-sea** • Can travel in water, air, and void. Does not generate own atmosphere.

25. Gateworm, "Hermes"

Carry 15 sh / ~€10m
Level 17 / Life 650
Ha — | +13 reality break 1d100
Ka 11 | —
Ba 11 | —

ERROR. Vehicle or creature not found. Record cannot be created. Builder seed summoned.

›› **Captured** • Categorized as safe for class-4 stellar constructions.
›› **Dreamer** • CLASSIFIED.
›› **Gate-maker** • Creates open gate between two points in real space. These gates dissipate without NEED TO KNOW ONLY.
›› **Habitable** • Reality enforcement drug & exercise regimen required.
›› **Null-eater** • Feeds on the dull-space substrate of reality.
›› **Sentient** • UNKNOWN.
›› **Space-breaker** • This REDACTED uses /nibbling feet/ to gnaw between one point in real space and another, eating its way through the dull-space beneath.

26. Geestroom Sledge

Carry 10 sk / ~€250
Level 4 / Life 50
Ha 5 | —

A large, surprisingly light sledge shaped with living ghost mushroom tissues. Glows in the moonlight. May be flammable.

›› **Drawn** • 1 horsepower per 5 sk.
›› **Fruiting bodies** • Produces 1 sk of edible mushrooms per day it is parked over organic matter.
›› **Gassy** • The mycelial polytissue generates lift-gas. [+] over mud, sand, swamp, flats, and mistweed.
›› **Slow** • It's a sledge. Obviously.

27. Ghost Steed

Carry 1 sk / ~€10k
Level 3 / Life 18
Ha 8 | —
Ka 15 | +6 skull-dredge 1d8+2

A steed of light and dreams and force, held together by will alone.

›› **Ghostly** • [+] vs ha damage.
›› **False consciousness** • The ghost of a soul, a fragment of being.
›› **Light** • [+] in strong winds.
›› **Storage** • Folds through seven dimensions into a 1 sp amulet.
›› **Swift** • [+] to land races.
›› **Unliving** • Cannot die. Can only sleeping across the aeons rest.

28. Glisseur Bateau

Carry 4 sk / ~€1,000
Level 2 / Life 30
Ha 11 | +4 ram-gun 1d12

A glittering speedcraft of polished glass fibre skin over organically grown mega-diatom skeleton. Deep water birther factories have been producing variations since the earliest Sea Steddy eras. In recent times the big four pirate houses have controlled most sources of glisseur bateaus.

›› **Hydrofoil** • Lifts clear of the water at speed.
›› **Powered** • Hi-octane batteries.
›› **Roaring** • Quite loud.
›› **Swift** • [+] to water races.

29. Grand Balloon

Carry 4 sh / ~€10k
Level 6 / Life 60
Ha 5 | —
Ka 11 | —

Originally, the montgolfians were built of fabrics and metal struts. Now, they are commonly made from modified greater air jellies.

›› **Aerostatic** • Does not require power to stay aloft.
›› **Filter feeder** • Eats sunlight and air plankton.
›› **Flying** • Gentle and refined.
›› **Vulnerable** • [-] vs ha damage.
›› **Windblown** • [-] to maneuvers in heavy weather.

30. Haulworm

Carry 30 sk / ~€2,500
Level 8 / Life 120
Ha 11 | +4 ram-gun 1d12
Ka 15 | —

A segmented half-living thing, all prolegs, spines, and cargo cysts. Kind observers say it looks like a giant caterpillar, less kind observers mention maggots. Some suggest it is the larval stage for some sort of void flyer.

›› **Absorbing** • Ignores any attacks dealing less than 10 damage.
›› **Alien** • Spawned in the dull-way substrate between realities.
›› **All-terrain** • It crawls.
›› **Cocoon** • If fed to well and not exercised regularly, the haulworm secretes an impenetrable cocoon. Some months later, the cocoon decays. All the cocoons studied so far have been empty, implying some kind of interdimensional displacement of the haulworm.
›› **Hungry** • Consumes 2x supplies.
›› **Slow** • It crawls.
›› **Tunneling** • It crawls.

31. Hausmachine "Càsarpillar"

Carry 36 sk / ~€250k
Level 10 / Life 200
Ha 3 | — siege rod 4d6*

A modernist residence in tubular steel and prefabricated livingstone panels combined with a sentient butler-level golem. For every wanderer who wants to explore the wastes with style, bubble-wheels, and all the comforts of home.

›› **Architecture** • Grants [+] to architects' ba tests.
›› **Armoured** • [+] vs ha damage.
›› **House** • Counts as home.
›› **Slow** • [-] to speed tests.
›› **Sun-deck** • For observation. Or tanning under the UV sun.

Wöhn's "machine-for-living" càsarpillar.

32. Hovergolem "Rooster Elle"

Carry 15 sk / ~€100k
Level 8 / Life 120
Ha 13 | +8 spiked ram 2d20*
Ka 13 | —

Basic all-terrain chassis model with integrated anti-gravity heart. Once a very common member of the golem family, now much rarer.

›› **All-terrain** • [+] in rugged terrain.
›› **Armoured** • [+] vs ha damage.
›› **Ground effect** • Loud and throws up dust or water as it moves.
›› **Sentient** • Does not want to die. Likes innocent animals.

33. Inflatable Canoe, "Rubbango"

Carry 2 sk / ~€5
Level 0 / Life 4
Ha 3 | —

A synth-rubber canoe, harvested from mechanical rubber trees. Occasionally, a tree-talker will manage to grow a bigger canoe. The most basic of watercraft.

›› **Deflated** • Occupies just 3 stones.
›› **Inflation** • An hour's breathing.
›› **Paddling** • [-] to chases & races.
›› **Vulnerable** • [-] vs ha damage.

34. Islander Catamaran

Carry 9 sk / ~€5k
Level 4 / Life 50
Ha 6 | —

The post-pirate clans of the Sailing Islands live and trade on their ubiquitous vessels. They harvest symmetric bivalves for the hulls and sheets of chitin kelp from their floating forests for the sails.

›› **Nimble** • [+] to manoeuvres.
›› **Powered** • [+] to races and chases when using engine. Pricier units have a portable golem drive, most use belching diesel screws.
›› **Sailing** • No fuel required.
›› **Stable** • [+] vs capsizing.

35. Khan cart: 3 sh, L8, steppe-ox herd.

Carry 3 sh / ~€1k
Level 8 / Life 100
Ha 5 | —

The massive mobile mansions of the nomadic steppe clans allow post-urban tribal corporations to follow the cycles of nature and markets, hunting forage for flocks and buyers for produce.

›› **Drawn** • Requires a half-dozen steppe oxen to move.
›› **House** • A mobile home.
›› **Power upgrade** • Golem drive or motive engine increases cost x10.
›› **Massive** • [+] vs non-critical dmg.
›› **Slow** • [-] to races and chases.

36. Konzertina "Sonic Engine"

Carry 40 sk / ~€250k

Level 9 / Life 150

Ha 6 | —

Ka 19 | — roarer blast 5d6*

Not dead, not alive, an eternal thunder fills the "mind" of the sonic engine. It should be a golem of some sort, it should be capable of communication. Instead, it just growls and screams, and must be driven with mechanical pedals and keyboards hooked directly into its synthetic mind-flesh. For obvious reasons, the konzertinas are popular with heavy metal touring bard companies.

- ›› **Arena** • Pumps out enough sound to make a city dance.
- ›› **Chthonic** • Draws power from the heavy energies of the Ill Nano trapped at the heart of the world.
- ›› **Massive** • [+] vs all non-critical damage.
- ›› **So noisy** • [-][-][-] to stealth.
- ›› **War of sound** • Heavy field grants [+] vs ha and ba attacks.
- ›› **Weapon of choice** • Roarer deafens and knocks down foes.

37. Landstrain, "Bahnspeier"

Carry 12 sh / ~€400k

Level 11 / Life 200

Ha 3 | +3 grinder beam 2d20

Ka 19 | +3 mineralizer 1d6*

An articulated cargo hauler built on the back of a road maker golem. Its grinder & mineralizer beams turn almost any substrate into load-bearing cargo ways. But at what cost?

- ›› **Massive** • [+] vs all non-critical damage.
- ›› **Mineralizer** • Target tests AUR. Fail: turns into inert duramatter.
- ›› **Powered** • Radioactive matter or soul pellets preferred.
- ›› **Slow builder** • The Landstrain is very, very slow [-][-] when it has to build its own road and it consumes triple its usual fuel.

38. Leaden Air-Barge

Carry 20 sk / ~€2500

Level 4 / Life 30

Ha 7 | —

Any of a class of lighter-than air craft built on the public domain oldtech precepts of a number of aristocrat scientist-industrialists:

1. Hologramović t. Taco.
2. Kön. Kunigundin Bon-Bon.
3. Krof V. Schnitzelin.
4. Papellin del Crêpes.
5. Voy. od. Bisquitte.
6. YB v.c. FAANG Burger.

Historians are unanimous that "leaden" is a mistranslation. However, nobody listens to them.

- ›› **Flying** • Gentle and refined.
- ›› **Heavy metal pollution** • The magical lift-gas created by the "lead-channel pumps" is redolent with heavy metal fine dusts. Surely this won't cause any problems. Right?
- ›› **Solaric** • Powered by sunlight.
- ›› **Vulnerable** • [-] vs ha damage. Explodes when out of life or suffers 13 damage.
- ›› **Windblown** • [-] to maneuvers in heavy weather.

39. Levi-chaise

Carry 2 sk / ~€10k

Level 3 / Life 15

Ha 7 | —

A comfortable two-seater with integrated foot-rests, massage function, cooler, cup-holders, and voxalizer holotheatre projectors, the levi-chaise ensures its wealthy occupant never need engage overmuch with the plebeian grass-walking world.

- ›› **Comfortable** • [+] to rest.
- ›› **Entertainment** • 200 years worth of obscure sitcoms.
- ›› **Levitating** • Slipforce disks keep it a fixed 1.44 metres above any solid or liquid surface.
- ›› **Neurodrive** • Thought-directed.
- ›› **Smooth** • As coconut butter.
- ›› **Status ride** • Riders gain [+] against all ba attacks.
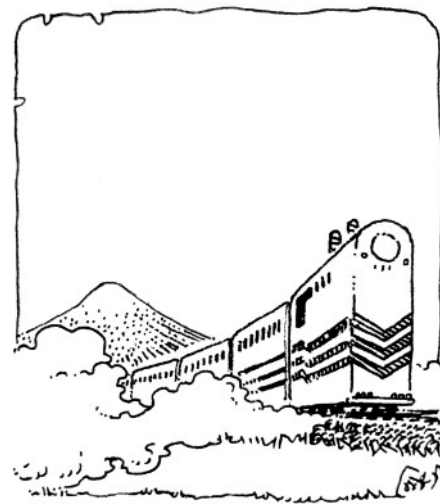
A diatribe-class Bahnspeier landstrain.
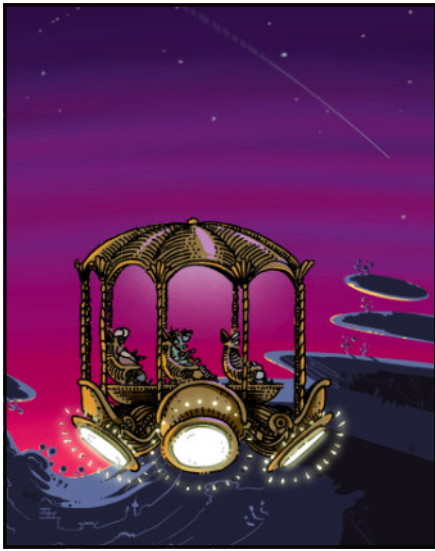
An elegant levi-howdah manufactured by the Chimpala Corporation.

40. Levi-howdah

Carry 4 sk / ~€50k
Level 3 / Life 27
Ha 8 | — big gun 2d10

A heavy howdah levitating on an array of five "pachyderm-class" slipforce disks trapped in a fretwork cage of living lapiz and trapwood. They were first designed by the Red Tundra Tinker Kings after their chiefs hunted the neo-mammoths to extinction.

›› **Comfortable** • [+] to rest.
›› **Levitating** • Maintains elevation a fixed 2.56 metres above any solid or liquid surface.
›› **Neurodrive** • Directed by thought from the driver's chair.
›› **Smooth** • As butter.
›› **Status ride** • Riders gain [+] against all ba attacks.

41. Lichni Biomech

Carry 2 sk / ~€20k
Level 3 / Life 30
Ha 13 | +5 bite 1d12+2
Ka 11 | —

Smallest of the vechs, its flexible bones and synthetic skin expand and adjust to carry a human symbiote or pilot.

›› **Carnivore** • Requires meat to recover lost attributes.
›› **Integrated** • A user wearing the biomech gains 3 strength and agility. Damage suffered splits between biomech and user.
›› **Intimidating** • [+] to frighten weaker opponents.
›› **Pet** • As smart as a dog, it bonds with its master as it grows.

42. Limo "Sublunaire"

Carry 20 sk / ~€250k
Level 8 / Life 100
Ha 11 | +8 ram 2d20
Ka 15 | —
Ba 13 | +5 bling 1d10

The cloned brain of abmortal test subject 74 of the Sacred Sublunaire project seven cycles ago has been put to many uses. One of the traditional roles where it is found today is as the embedded pilot-mind of an all-terrain limousine.

›› **Armoured** • [+] vs small arms dmg.
›› **Cloned mind** • Treat well to prevent psychosis. After all, subject 74 did not plan to become an immortal disembodied servant cloned through the aeons.
›› **Friend** • [+] to manoeuvres when it feels like a team member.
›› **Luxurious** • [+] to social tests.

›› **Powered** • Solar power or refined ancient marine corpses.
›› **Refrigerator** • Originally for fizzy injectables and vampire wine.
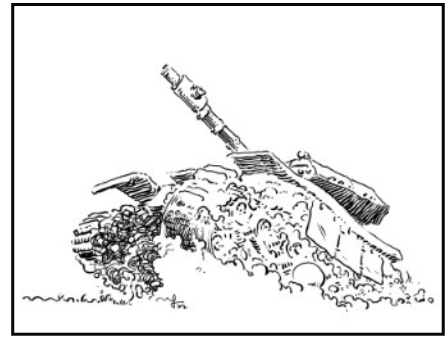
43. Lobogolem

Carry 12 sk / ~€5k
Level 8 / Life 64
Ha 5 | — slug launcher 2d8

An autogolem with burned-out sentience and personality lobes. Popular for dirty jobs where a conscience is a disadvantage and among the further-fallen tribes whose humans are so out of touch with the world machine that they cannot interface with golems.

›› **Armoured** • [+] vs ha damage.
›› **Cargo bay** • Space for big things.
›› **Dumb** • Needs a driver.
›› **Geomantic** • Feeds on ley lines.
›› **Hauler** • The attachments, chains, pulleys, and cables for dragging very large things.
›› **Loud** • [-] to stealth.

44. Lucent Amphibian

Carry 6 sk / ~€500k
Level 7 / Life 81
Ha 9 | +7 bite 2d8
Ka 7 | —

A monstrous, glowing eel-like thing with a modified para-bladder where its master and a friend can spend an hour or two.

›› **Amphibian** • Swims & walks well. Breathes water & air indefinitely.
›› **Naive** • [-] vs flattery and lies.
›› **Pet** • Loyal to friend master.
›› **Omnivore** • And greedy.
›› **Sentient** • Likes belly rubs.
›› **Swallow** • Difficult attack [-] to gulp down a human-sized target.
›› **Water-lover** • [-] in dry.

45. Marcher Gate

Carry 15 sh / ~€2m
Level 15 / Life 400
Ha 3 | +1 grind down 10d10
Ka — | — stasis ray 1d4
Metalithic ziggurat on world-breaker class drive units. A leftover from the travelling temple years, its god-caller converted into a two-way gate.

» **Drop gate** • A secondary gate created and controlled by the marcher. Only a single drop gate can be entangled with the marcher. Weighs 5 sacks.
» **Generator** • Produces 3 charges per week. Each suffices for any gear smaller than the marcher.
» **Marcher gate** • A gate on the massive stone vehicle. Costs 1d6 life to activate or shut down.
» **Metalith** • Invulnerable to anything less than siege weaponry.
» **Quarters** • Has space for a complement of 10 crew. More can camp on the sacrificial deck.
» **So slow** • [-][-] to races & chases.
» **Stasis ray** • Target loses its next 1d4 actions. Gunner required.

46. Magnatherium

Carry 3 sk / ~€500
Level 4 / Life 40
Ha 11 | +4 stomp 1d8+4
Ka 7 | —
Biomagically enhanced domest-icated animal. For some reason to do with standardized source codes, all of them look blocky, robust, and roughly sketched.

» **Big** • Larger than original form.
» **Bigger** • Available in multiple sizes. Each additional sack capacity doubles the cost.
» **Sentient** • Chooses life.
» **Slow** • [-] to races & chases.
» **Variants** • Several type species were "enhanced" in this way:
  1. Camel • [+] in dry.
  2. Capybara • [+] in wet. Cute.
  3. Caribou • [+] in cold.
  4. Onager • [+] in mountains.
  5. Ostrich • [+] in savanna.
  6. Thylacine • Stripey with a stronger bite.

47. Metal Steed

Carry 2 sk / ~€1,000
Level 2 / Life 25
Ha 10 | +5 trample 1d8+2
Before even the first true golems and synthetics were the metal steeds. By the love and care bestowed upon them, some spark of the cosmic sentience awakened within. Still today, herds of these machines bear riders on the World Road in endless procession upon that 72-lane skyway.

» **Fiery** • Flares when accelerating. [+] vs fire damage, [-] vs cold.
» **Metal** • [+] vs wood and green.
» **Powered** • Usually batteries.
» **Proto-golem** • Semi-sentient, it mirrors the rider's affect. Treated well, polished thoroughly, gains [+] in contests and conflicts.
» **Pseudo-pet** • Responds like a pet, but is it a pet?
» **Roar** • Quite loud.
» **Swift** • [+] to land races.
» **Unliving** • Cannot die. Can only sleeping across the aeons rest.

48. Necroporter

Carry 2 sk / ~€100
Level 7 / Life 81
Ha 9 | +7 bite 2d8
Ka 7 | —
A basic zombie or skeleton post-mortal employee. Excellent for simple portage that requires human-like abilities.

» **Gear** • Can use backpacks, etc.
» **Shod** • Requires shoes to prevent foot loss due to poor sensory feedback. Steel shoes are common for skeletons.
» **Undead** • Stinks of dark magic. Un-skilled operators have to spend 1 life to give a command.

The noble steed had its own ideas.

49. Noble Steed

Carry 2 sk / ~€100
Level 1 / Life 11
Ha 10 | +4 kick 1d6+1
Ka 8 | —

As the great noösphere of the Long Long Ago decayed and post-humanity splintered, prehistoric human riding pets were adapted to help their chosen owners ride out the interregna.

›› **Combat** • Born to battle. Does not quail before massed peons.
›› **Noble** • Riders with servitor caste epigenetic source codes: [-] to handling. Riders with bestfolk elect codes: [+] to handling.
›› **Pet** • Loyal to friend master.
›› **Picky eater** • [-] to following commands if not fed the choicest grains and meats.
›› **Sentient** • Likes neck rubs.
›› **Smarter** • [+] to carrying wounded master home, finding water sources, and basic math.
›› **Variants** • Polities and castes adapted different species:
1. Great kiang • [+] in mountains.
2. Hippotigris• [+] in savanna.
3. Kelenken • [+] to charge.
4. Last bongo • [+] in forests.
5. Mouflon • [+] to climbing.
6. Rangifer • [+] in cold climes.

50. Obsidian Walker

Carry 3 sk / ~€100k
Level 5 / Life 80
Ha 10 | +8 one punch 1d12+5

A no-stuff second body, tailored to an individual's ka-ba profile.

›› **Autonomous mode** • As smart as a standard issue zombie.
›› **Firewall spirit backup** • The no-space cockpit records a backup of the owner's ka-ba while in use. Can be used for re-embodiment if the original body is lost.
›› **Ka-ba operation** • Controlled by mind-link instead of operator's own body. Owner can split actions between their body and the obsidian walker as desired.
›› **No-space cockpit** • While the owner is inside the obsidian walker, they become its ghost.
›› **Second body** • After tailoring, the obsidian walker increases each of its owner's physical stats by 3. Untailored, its stats are all 4.
›› **Tailoring** • The walker takes a few hours to adapt to a new owner. [-] to all tests till then.

51. Orchard Pedalcar

Carry 6 sk / ~€50
Level 2 / Life 35
Ha 4 | —

The bucolic orangelanders long ago eschewed golem and belcher mechanization in their sculpted orchard lands. Using ingenious, near-frictionless gear systems still churned out by the local intermediate goods autofac, affectionately named "Old Universal Ig" by its priest-technicians, a vast array of pedal-operated vehicles ply the gravel byways of the tessellated field-land.

›› **Pedal** • Needs at least one pedallist. The more pedalling, the faster.

52. Oligarch Yacht

Carry 36 sk / ~€2.5m
Level 11 / Life 188
Ha 9 | — Off-book autogun 2d12

A vulgar display of wealth, this yacht is the mark of an aristocratic parvenu. However, adventuring and raiding lost tombs with such a yacht? Priceless.

›› **Banquet engine** • A food materialiser pre-programmed to seven classical cuisines.
›› **Bigger** • Price doubles for every doubling of storage capacity.
›› **Luxury** • Less storage space, because of all the lovely toys.
›› **Ostentatious** • Owner gains [+] to ba attacks and damage.
›› **Profligately powered** • Consumes 3x normal supplies.
›› **Smug** • Owner adds 1/10 (rounded down) of the carrying capacity of the yacht to their ba and ka defences, even if not on board.

53. Peon Wain

Carry 6 sk / ~€50
Level 2 / Life 50
Ha 5 | —

The lesserfolk of the vintner lord smallholds and other left behind provinces are often barred by custom and source-code shackles from using anything but the simplest of vehicles. Moralists say this builds character, legalists know it reduces rebellions.

›› **Drawn** • Requires a draft beast.
›› **Slow** • [-] to chases and races.

54. Perso-walker "Economíque"

Carry 2 sk / ~€250
Level 2 / Life 30
Ha 6 | +2 piston punch 1d6+2

The basic bio-synthetic cyborg chair for middle managers and adjutant administrators. About as smart as a donkey.

» **Belching** • Clouds of blue-grey smoke were prestigious once.
» **Lumbering** • [-] to manoeuvres.
» **Powered** • Eats a lot of coal.
» **Prestigious** • User gains [+] vs social attacks.
» **Upgrade** • Versions that don't belch and manoeuvre quite so poorly cost ~€1,000.

55. Pirogue, Powered

Carry 4 sk / ~€100
Level 1 / Life 20
Ha 6 | —

A simple outrigger boat sculpted from a great husk tree and equipped with a small motor.

» **Powered** • Hydrocarbon burner.
» **Simple** • [+] for amateurs.
» **Stable** • [+] vs capsizing.

56. Porcelain Walker

Carry 12 sk / ~€5000
Level 9 / Life 120
Ha 11 | +8 trample 1d20*
Ka 15 | —
Ba 19 | —

Classic half-living walker vechs with gleaming shells organic porcelain. Some argue they are alive. Heretic princes claim that the walker minds were replicated from humans subject to post-mortal service contracts back in the Long Long Ago.

» **Autonomous** • The walker walks without instructions.
» **Hardened** • Ignores any attack that deals 6 or less damage.
» **Powered** • Consumes biomass and converts it into energy using a dark-vortex class eater.
» **Reflective** • [+] vs energy.
» **Shackled** • Accessing the walker mind directly is very hard.
» **Stable** • [+] vs falls and terrain.
» **Upgrades** • Various options (x2 price) are noted in the man-skin codices of the hardback wars:
  1. Anti-kinetic field array.
  2. Cuttlefish skin upgrade.
  3. Grappling arms.
  4. Long lance anti-armor gun.
  5. Road warrior wheels.
  6. Orbital grasshopper jets.

57. Post-time Coach

Carry 6 sk / ~€500
Level 4 / Life 50
Ha 6 | — trample 1d12+4

At the end of history a perfect coach was developed using only perfectly sung wood. An inheritor caste of quarterlings carried the technology in their biological memory, eventually becoming the Coacher Clans. Sadly, history resumed and the coaches of these later times are usually less elegant affairs. Models include:

1. 300 • Corpsewood. [+] vs life and holy damage.
2. Monkey • Wheels on mobile limbs. [+] to manoeuvres.
3. Petal • Flowering wood. [+] vs ba damage.
4. President • Armoured. [+] vs ha damage.
5. Tea • Half-price. [-] vs damage, [+] to ease of repair.
6. Trojan • Elegant, soundless living-wood horses draw the carriage. [+] to stealth.

» **Sturdy** • [+] vs ha damage from light weapons.
» **Unpowered** • Can be drawn or mounted with an omni-battery engine for an additional €1,000.

58. Railwagon

Carry 4 sh / ~€1k
Level 6 / Life 100
Ha 5 | —

Since before recorded history, every industrial empire was built on logistics, and logistics were based on railwagons. Common types of contemporary rail:

1. Elevated sky-bahn.
2. Gauss hoop-way.
3. Intelligent golem road.
4. Livingstone bore-tube.
5. Neon force-track.
6. Steamgänger iron rail.

›› **Drawn** • Requires an external motive force to move.
›› **Power upgrade** • A local motive engine increases the price x10.
›› **Massive** • [+] vs non-critical dmg.
›› **Rail-bound** • Needs prepared travel surface.

59. Rare Furbeast, De-extincted

Carry 2 sk / ~€100k
Level 4 / Life 36
Ha 13 | +8 sabre teeth 1d8+1
Ka 11 | +8 terrify 1d10

A beautiful megafauna predator from one of the long ahistorical mist ages of the Given World. Restored with de-extinction tech and commercialized for the status games of high net-worth-and-moral-value legal persons. Core patterns sourced from the:

1. Andrewsarchid derivative.
2. Basal pachycrocuta.
3. Entelodon variant.
4. Northwar dire canine.
5. Old world liger.
6. Tremarctine hatebear.

›› **Luxurious** • Rider gains [+] vs ba attacks and damage.
›› **Jouster** • Rider gains [+] to attacks with mounted weapons.
›› **Pet** • A very expensive pet.
›› **Purr-ma bond** • Loyal to its legally-certified owner.
›› **Smart** • [+] to getting its way.
›› **Terrifying** • [+] to fear damage.

60. Retherium

Carry 8 sk / ~€5k
Level 7 / Life 81
Ha 11 | +9 terrible horns 1d8+7
Ka 13 | +9 trumpet 1d8

As any memorialist knows, the original ecosystem of the Builders was not restored on the Given World. This has not stopped life sculptors from re-imagining the fanciful fauna of the Long Long Ago. Great burden beasts include:

1. Bearded megaloceros.
2. Feathered megacerops.
3. Rainbow elasmotherium.
4. Rusty gomphothere.
5. Syncerus bubaline.
6. White palaeoloxodon.

›› **Appetite** • Double rations.
›› **Pet** • A very big pet.

61. Rivergolem, "Pomora" Class

Carry 40 sh / ~€1m
Level 14 / Life 288
Ha 6 | +11 golem cannon 4d10*
Ka 14 | —

A living, sailing palace built on and in a great aquatic golem. Its paddle limbs propel it up and down the shallow coasts, muddy rivers, and great lakes. Its machine brain remembers times so deep and lost, they might as well be fictions.

›› **Armoured** • [+] vs ha damage.
›› **Massive** • [+] vs non-critical dmg.
›› **Powerful** • [+] vs currents and rapids.
›› **Sentient** • Has own plans.

62. Sampan, "Sempervirens"

Carry 12 sk / ~€50k
Level 7 / Life 130
Ha 6 | —

A flat-bottomed speeder grown from a single coco-bateau palm nut. The Salt Dog Thalassocracy planted so many of the engineered palms around the Circle Sea that even now, generations later, it is often better to adapt one of the over-sized seeds than actually build a boat hull.

›› **Fast** • [+] for a boat.
›› **Powered** • Rhincodon-class krill-eater golem engine. Needs to keep moving to stay fed.
›› **Smooth** • [+] vs sea sickness.

An andrewsark and its doghead rider.

63. Skeletal Autowagon

Carry 3 sk / ~€20k
Level 3 / Life 45

Ha 13 | +7 ram 2d10
Ka 11 | —
Ba 15 | —

A stripped-down, fully sentient autogolem model. Popular with raiders, since it drives itself and requires no outside fuel supply.

›› **Fast** • [+] for a land vehicle.
›› **Enduring** • Can drive without rest. Careful where that leads.
›› **Geomantic** • Feeds on ley lines.
›› **Jump** • Muscular ambi-shocks let it leap three times its height.
›› **Nimble** • [+] to manoeuvres.
›› **Sentient** • It drives itself.
›› **Variants** • Chassis descend from several magineering schools [d6]:
  1. Bonework. Mildly necrotic.
  2. Brickwork. Clay made flesh with G.E. life-maker tech.
  3. Livingstone. Using modified land coral to grow the frames.
  4. Steelprint. Printed from raw materials in an auto-factory.
  5. True-Plaz. Made the old way, from pre-fabricated plastic sheets. Stylish and expensive.
  6. Wireframe. 3D constructs sketched into reality using stuckforce pencils and hard-light panels.

64. Snowland Sledge

Carry 9 sk / ~€50
Level 1 / Life 50

Ha 3 | —

The cheapest way to move heavy objects. Popular in fallen eras with local quarterling chiefs moving

›› **A drag** • Requires beasts to pull.
›› **Very slow** • [-][-] except on snow or slipsand.

65. Starlighter, "Old God Class"

Carry 21 sk / ~€2.5m
Level 12 / Life 199

Ha 11 | —
Ka 17 | — sleep ray 1d20*
Ba — | +13 soothing vibe 1d20*

The pinnacle of the old god chariots, a flattened sphere of gleaming metallic tissue and forcefield substrates. The vessel is a single living cell of enormous size, which slides through space-time like a hot infra-knife through butter.

›› **Ascend into heaven** • Reaches the fast stars in a couple of days.
›› **Bubble** • Generates own air.
›› **Cosmic orb** • In its natural, void environment, reaches any of the slow stars in a couple of subjective days. Travellers are warned that unexpected time dilation side effects may occur.
›› **Empathic** • Knows where its rider wants to go better than the rider themselves ever could.
›› **Flicker** • [+] vs physical attacks.
›› **Glitch** • Spends 1d6* life to glitch a few minutes through time and wipe all memory of itself from observes in a large area.
›› **Harmonious** • [+] vs any colour-specific effects, as it hails from a hyperchromatic universe.
›› **Inertialess** • [+] to agility.
›› **Powered** • A heart-of-the sun provides limitless energy, though it can get tired if pushed too hard.
›› **Researcher** • Equipped with a cellular-level full-tissue probe and analysis system.
›› **Two-sea** • Travels in void and air.

66. Steamtug "Oldship"

Carry 8 sh / ~€20k
Level 10 / Life 200

Ha 7 | —
Ka 17 | —
Ba 13 | +12 voice 1d12*

The half-living oldships dominate the placid waters of the great river empires and shallow seas. Some pretend to know stories from before the time of the Fast Stars, but this seems unlikely. What minds could survive the coming of the viral intelligent life enhancers?

›› **Armoured** • [+] vs ha damage.
›› **Half-living** • The semi-golem tugs heal themselves, more or less.
›› **Massive** • [+] vs non-critical dmg.
›› **Powered** • The matter converter at the heart of the tug converts existence into energy.
›› **Powerful** • Can pull bigger ships.
›› **Sentient** • Old, slow minds from the high times run the tugs.
›› **Slow** • [-] to chases and races.
›› **Steam** • Turbines convert heat into energy and fluffy clouds.

Wireframe skeletal autowagon levy.

67. Steppewagon, "Wolf Class"

Carry 12 sk / ~€250
Level 7 / Life 140
Ha 4 | —

A rugged living-wood wagon grown from the hardy dwarf shape-oaks that infest the remote hills and fractured shards of sky beyond the fractal edges of the civilized domains.

›› **Drawn** • Oxen or acephalotheres.
›› **Heavy** • [+] vs personal weapons. [-] to races and chases.
›› **Living** • Assembled from carni-ligneum, the wagon is festooned with phagous tentacles, which convert plant and animal matter into more wagon. Each day it can convert 1 sack of biological material into 1d20 life points. There is a small danger of mutation if the wagon is too damaged.

68. Stratohauler

Carry 10 sh / ~€1m
Level 12 / Life 256
Ha 3 | — x2 gravity slug 2d10*

The impressive sky-trekkers of old are rare in this day and age, restricted to safe skies away from the force fractures left by the last war of the gods, Long Long Ago. These building-sized assemblies of livingstone are grown around the pulsing slideforce orbs that provide gravity-independent motion in the reality wells of settled given worlds. Myths say that once, long ago, there were city-sized assemblies of stratohaulers, indeed, that there was even a city in the sky, halfway between the fast stars and the vast lands, called Stratopolis.

›› **Aerostatic** • Moves freely from sea level to 20k above.
›› **Glorious** • Riders gain [+] vs ba attacks and damage.
›› **Lithic** • [+] vs ha damage. Ignores attacks that would not damage a granite monolith.
›› **Luxurious** • [+] to rest and ba tests to host guests.
›› **Neurodrive** • Thought-controlled from the captain's throne.
›› **Ponderous** • Accelerates and turns slowly due to size.
›› **Smooth** • As silk.
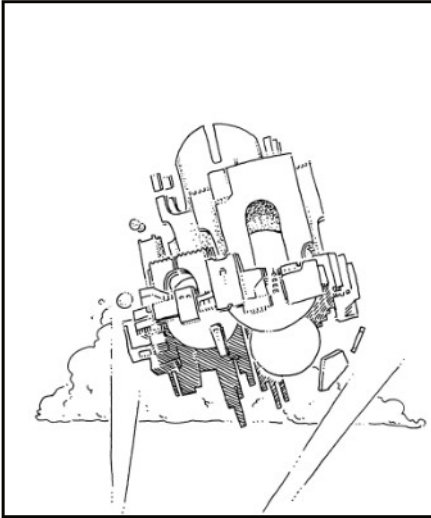
Hauling right outta the stratosphere.

69. Subterrene

Carry 6 sh / ~€300k
Level 13 / Life 256
Ha 9 | —

A biomechanical worm of stone plates and living metal muscles, built around a matter converter intestine. Its head is a rotating maw of blades shaped from eater leavings, the heavy matter stripped from the hearts of dead stellar gods. Cargo and passenger nodes are strung along the well-shielded length of the vehicle.

›› **Earth-eater** • Tunnels through living rock, drawing sustenance from shards of the original build.
›› **Eggborn** • Subterrenes are not built. They are hatched from rare eggs found in buried "time capsules" from Long Long Ago. Often, a new subterrene will use a previously unknown language.
›› **Resolute** • Ignores personal weapons & man-sized obstacles.
›› **Very slow** • [-][-] to races.

70. Synthjade Limogolem

Carry 9 sk / ~€500k
Level 8 / Life 120
Ha 6 | +8 ram 1d20*
Ka 18 | —
Ba 15 | +8 awe 2d8

A vehicle out of the dreams of the Eternal Emperor, the legendary builder of the Neon Skyway. It looks like an autogolem made of precious stone, but inside it conceals additional amenities:

1. Cozy jacuzzi.
2. Ghost orchestra.
3. Good vibration generator.
4. Levitating seats.
5. Transcendent smoke vents.
6. Wine materializer & cooler.

›› **Armoured** • [+] vs ha damage.
›› **Autonom** • It runs itself.
›› **Livingstone** • It heals itself.
›› **Smart** • [+] vs complex questions and mathemagical equations.
›› **Synthjade** • The synthetic jade protects soul and mind. Limogolem and riders gain [+] vs ka and ba damage.

71. Undying Obelisk

Carry 40 sk / ~€5m
Level 13 / Life 299
Ha 6 │ — Depleted matter 2d8
Ka 6 │ — Oom ray 2d8
Ba 6 │ +13 temptation 2d12

A living megalith of creationstone—the barely-interacting substrate of the cosmos. Its insides are riddled with tunnels, nooks, strange stelae, and sniggering machinery. The obelisk may instead look like a:

1. Cyan cube.
2. Infrared icosahedron.
3. Orange octahedron.
4. Purple prism.
5. Sinister sphere.
6. Teal tetrahedron.

›› **Alien** • [-] to understanding human motives and emotions.
›› **Creationstone** • The hull of the obelisk is the formless essence of creation itself. It regenerates 10 life per round, healing damage.
›› **Dark** • [+] vs all visible attacks. Attacks leave no visible traces of damage (but the damage is visible to EM or UV vision).
›› **Gated** • Carries a living gate at its core. Hard test to interface with the portal destination daemons.
›› **Manipulative** • [+] to ba attacks and deception tests.
›› **Sentient** • Has its own mind.
›› **Smart** • [+] vs puzzles and maths.
›› **Void-capable** • Mildly terrifying.
›› **Wormway** • Maintains integrity during gate travel. [-] vs gater sickness due to onboard gate.

72. Void Coracle

Carry 6 sk / ~€200k
Level 8 / Life 80
Ha 11 │ —

Two-part ovoid void vehicle based on oldtech creation magic. The bottom half is of a solidified primary colour, while the top half is translucent.

›› **Ascend into heaven** • Reaches the fast stars in a couple of days.
›› **Bubble** • Generates own air.
›› **Flicker** • [+] vs physical attacks.
›› **Inertialess** • [+][+] to agility.
›› **Powered** • Requires at least a nuclear heart.
›› **Pre-empathic** • May know better where its rider wants to go than the rider themselves ever could.
›› **Two-sea** • Travels in void and air.

73. Voidfish, "Comet At-tūn"

Carry 40 sh / ~€20m
Level 16 / Life 500
Ha 15 │ +13 sun burst 10d6*
Ka 15 │ +13 hibernate 10d8
Ba 15 │ +11 reminisce 2d10

The comet at-tūn voidfish are streamlined void swimmers enveloped in ovoid energy membranes for harvesting cosmic debris. They are not so much domesticated as convinced to enter into partnerships of convenience. The long-lived voidfish often imply that they are related to the builders or the first servants.

›› **Bubble** • Generates own air.
›› **Harvest field** • [+] vs ha damage.
›› **Heavenly** • Cannot descend into the dense airs of the given world.
›› **Inertialess** • [+][+] to agility.
›› **Powered** • Captured star heart.
›› **Recycler** • Generates livable internal atmosphere.
›› **Sapient** • May be smarter than a human, but hard to tell.
›› **Tail** • Membranes leave a prominent, glowing tail. From afar, voidfish may be mistaken for the travelers called comets.

74. Wallow Catamaran

Carry 6 sh / ~€2k
Level 8 / Life 100
Ha 7 │ —

Long long ago, hypertrophic algal-bivalve hybrid organisms were created to accelerate the extraction of toxic levels of "bi-aerate coal" in the atmosphere. After their job was done, the large shells grown by these creatures turned out to be very useful for mass-producing cheap—if ungainly—naval vessels. The "wallows" of the coastal traders were born—and flourished, supporting semi-nomadic aquacultural communities in the shallow crater seas of the East Sea.

›› **Sailing** • No fuel required.
›› **Slow** • [-] to races and chases.
›› **Stable** • [+] vs capsizing.
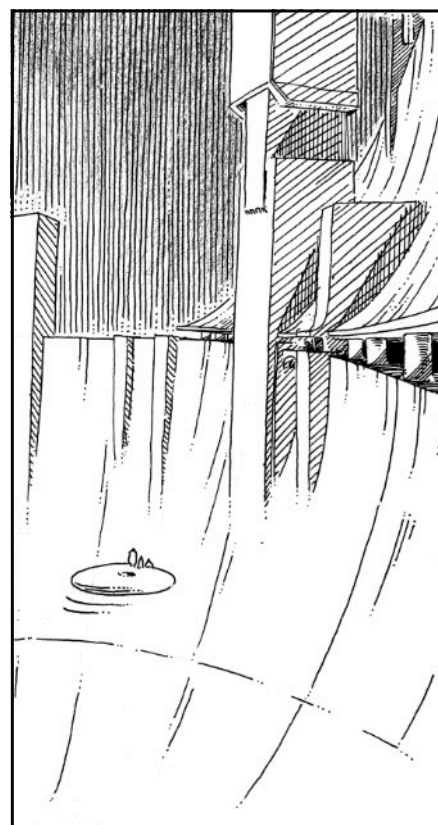
A void coracle rises from the World Within.

75. Warbeast

Carry 12 sk / ~€50k
Level 10 / Life 99
Ha 15 | +12 energy breath 10d6
Ka 13 | +6 terror field 1d12*

A living machine created for war by the flesh wizards of old. Few of these monsters now remain in common use. Something about inefficiency and the pain in the mind-link. Form:

1. Dark eight-limbed horse.
2. Golden 12-legged cockroach.
3. Horned eight-legged lion.
4. Leathery six-winged roc.
5. Pale six-limbed ape.
6. Quilled six-legged ostrich.

›› **Eater maw** • Converts matter into energy. Deals 3d20* damage to immobilized targets.
›› **Grapple** • Its many limbs can immobilize even very large targets for the warbeast's eater maw.
›› **Hungry** • Consumes 3x supplies.
›› **Mind-linked** • To its driver.
›› **Reactive** • [+] vs ha attacks.
›› **Tortured** • The warbeast's subconscious echoes with its alien para-human memories.

76. War Machine

Carry 25 sh / ~€2m
Level 14 / Life 333
Ha 7 | — x4 blaster axes 1d20*
Ka 7 | — dominator ray 1d20*
Ba 17 | —

Great spiked wheels turn, bearing this citadel of sin and steel. Negative gravity orbs keep the improbable vehicle from crashing down. Bands and flanges of anchored stuckforce deflect blasts and rays. Integrated birthing vats belch out synthetic cannon fodder. Most war machines in common use were stolen from the Erosion of War, their brains cauterized and replaced with servitor half-minds.

›› **Eroder ray** • A slow-charging area weapon (+13 10d8*).
›› **Half-minded** • Autonomous action, but no will or initiative.
›› **Living** • Regrows lost parts.
›› **Massive** • [+] vs non-critical dmg.
›› **Siege** • Overcomes most walls.
›› **Slow** • But relentless.
›› **Stuckforce shields** • Immune to explosives and rays.
›› **Powered** • A soul mill powers the war machine, converting life force directly into fuel.
›› **Vats** • Provided organic source material, births 14 levels of combat servitors (L1d4) per day.

77. Wickerwalker

Carry 10 sh / ~€100k
Level 12 / Life 180
Ha 5 | — x4 solar spears 2d8*

Far south, beyond the bulge of the world, the Moon River spreads into the vast Sedge Sea. The local wetfoots bind and splice sheaves of the local smart sedge into limbs and bodies of their grand walking villages, striding tall above the labyrinths of that great marsh. Wealthy river clans often go to great expense to purchase wickerwalkers for their own houses.

›› **Flammable** • If dry.
›› **Living** • Regrows lost parts.
›› **Slow** • But relentless.
›› **Photosynthetic** • Feeds on light.
›› **Walker** • [+] vs rough terrain.
›› **Wicker** • Floats in water, long legs stride through marshes.

78. Wormship, Baobab Class

Carry 30 sk / ~€250k
Level 10 / Life 101
Ha 5 | — x2 strafer pods 1d10

The bulky wormway freighter is a living gate-ship grown into shape from "higher-reality wood." The low-reality hull of the ship is very resistant to the gate-peristaltic effect, but vulnerable to realspace enemies in this world.

›› **Levitating** • Maintains elevation a fixed 1.30 metres above any solid or liquid surface.
›› **Slow** • Even gates have trouble digesting this mammoth vessel.
›› **Wormway** • Maintains reality-integrity during gate travel and grants [+] against gate sickness.

79. Wormskiff, Makuti Class

Carry 9 sk / ~€500k
Level 7 / Life 63
Ha 13 | — HR reed lance 1d12

The lightest class of wormway capable gate-vessels, made from bundles of woven "higher-reality reeds". According to legend, the reeds are grown on the beaches of the endless night-dark sea beyond the deepest gates. According to academics, the wormskiffs are fashioned from the shed husks of wormway cicadas burrowing between the deep way gates. Whatever the case, gate-port sailors will use aerolith ballast or slipforce discs to let the wormskiffs float a short way off the ground for this-worldly load-ing and unloading.

›› **Levitating** • Maintains elevation a fixed 1.17 metres above any solid or liquid surface.

›› **Wormway** • Maintains reality-integrity during gate travel and grants [+] against gate sickness.

80. Zomantipede

Carry 3 sh / ~€1k
Level 6 / Life 104
Ha 4 | —

What should a necro-engineer do with an abundance of discarded parts after a labour brigade of zombies or skeletons inevitably surrenders to entropy? Reassemble the parts into a self-organizing undead once-human centipede. Types include:

1. Bundler. Multiple bones bound with sinew cords create longer limbs than the source creatures owned.
2. Gasser. Skins stitched into lift sacs, using heated decay by-products to lifte the zomantipede and let it travel faster. May be explosive.
3. Handler. [+] to climbing.
4. Legger. Faster, with grippy hands for holding cargo.
5. Oozer. A sticky ectoplasmic foot, like a giant slug.
6. Snaker. Bones, cartilage, and tissues bound together, to create a giant zombie "snake".

›› **Decaying** • Loses 1 life per week. Built-in obsolescence!

›› **Massive** • [+] vs non-critical dmg.

›› **Smelly** • [-] to stealth.

›› **Slow** • [-] to races and chases.

›› **Undead** • Marches along on its own magical power.

A classic makuti-class wormskiff successfully exits a wormway.

II. MAGIC

"Sufficiently advanced magic is indistinguishable from technology."
—Anti-Clark, *The Pithies.*

Magic is everywhere in the Given World. It is enchanted. Awash in energies. Alive with Ka. Vibrating with Lei. Gushing with Vir. Threaded with radiations and information spheres and tiny wave-particle machines. Woven into the very structure of the universal simulation of reality.

Or, at the very least, the world is deep and old. Layers upon layers of misinformation and disinformation, reality alteration, and mad distortion coat the globe like the filth of aeons. Wheels and processes churn madly just beneath the skin of the ordinary and everyday. Where does the line between technology and magic and religion lie? The line is a lie.

It is a truth: great powers are waiting to be plucked free by a careless fool styling themselves wizard. But what are they? How do they work? Humans seek patterns. Invent explanations. Time passes. The theories are forgotten, but the practices remain.

Those half-forgotten powers promise so much. Overcome life and death. Ascend to the heavens like the prophets of old. Reawaken the glittering sky cities. Journey beyond the veil of the night into the lands of Everlight and Neverfade.

So many promises. So many fools. So much pain, corruption, mutation, change, and death in their wakes.

Anatomy of a Spell

Animachine (name)
Put a ghost in its shell. (flavour)
The ga-hackerjee (a wizarding title) pours their own ghost into a machine. A hissing electroplasmic gas of stem techware recreates a shadow of the machine's original ghost. (description)
›› **Focus** • To command a machine. (modifier)
›› **Imbue** • Doubles the price (minimum 1), but anyone can command the revived machine. (modifier)
P0 • Revives a machine that is out of fuel, but otherwise functional. (power 0)
P1 • Revives a machine with a damaged command and control system. (power 1)
P3 • A corroded or damaged wreck heaves into motion. (power 3)
P6 • A centuries-old machine activates, sans fuel, parts, and style. (power 6)
P9 • Destroyed parts, machine fossils basically, recombine into an unscientific mockery of their original form. But, it works. (power 9)

The description explains how a character casts the spell. This text can skew metaphoric or poetic in an attempt to give players space to interpret precisely how a spell works: is it actually just a very advanced device? A lost physick? Something utterly alien? The modifiers note game-mechanical aspects of the spell. In this case, the spell requires focus (the character must spend an action each turn to maintain it). However, the second modifier gives a way to overcome this requirement (if the character imbues the spell with their own lifeforce, it maintains itself, however this doubles the spell price).

The powers are conceptually similar to spells of various levels in some other games. When a character casts a spell, they choose how much power to pour into a spell. More power usually gives more powerful effects, but costs more of a character's vital energy. More powerful spells can be dangerous to cast; corruption always lurks behind the veil of reality and wizards tamper with it at their peril.
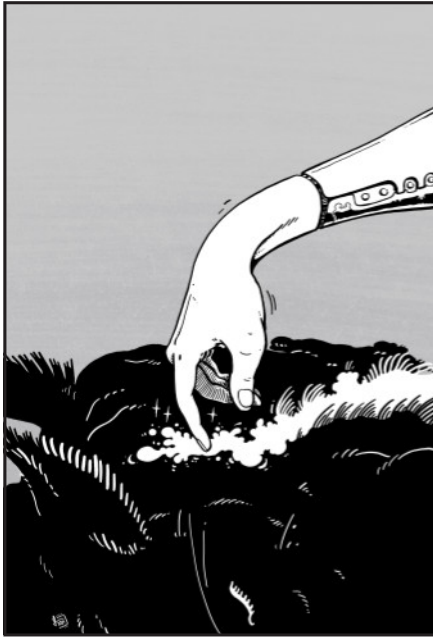
How Spells Work

"And that is how the leopard got its wings."

—Anaxrima Voželava, *Just So Wizardry*, 3rd Edition.

Spells are practical recipes, rituals for ripping mundane reality open and changing it to serve the hero. At best, they are naive and flawed. At worst, they are dangerous, garbled mistakes, misused and misunderstood. **Practically, they are treated as a kind of equipment.**

Casting Spells

Magic rips reality, imposing otherworldly wrongness on the mundane, so spells hurt. Heroes pay the spell price to begin casting a spell.

Spell Price (in life or stat points) = Magic Cost × Spell Power

Different heroes may incur different magic costs. For example, an explorer with a magic cost of 2 summons a 3rd power *Thornstone Obelisk*. They pay 6 life or any mix of life and stat points. A witch, with a magic cost of 1, casting the same spell pays only 3 life.

The spell caster's player narrates the details of the procedure. The hero might cast a spell by reading aloud from a book or dancing to summon a demon. On the other hand, they might just light some dribbly candles in a special order.

Spell Power

Some spells are more potent than others or can be prepared in more effective (and expensive) ways. Higher power spells have a higher spell price and are more dangerous to cast. A hero can cast any spell of any power, but it is dangerous to cast a higher power spell than the hero's level.

Some spell modifiers provide options that increase or decrease the spell's power. This is sometimes described as modifying a spells' power cost or simply spell cost. It's worth keeping in mind that this referes to the spell power variable of the spell-casting equation, not magic cost or spell price.

Anyone Can Cast Spells

Any hero can try to cast any spell, whether they have a relevant skill or not, so long as they pay the spell price. If they lack a relevant skill, spell casting is more challenging. The spell price is doubled, and all spell die rolls are made with disadvantage [-], including corruption rolls.

Spell Albums

Shortly before choking to death on a chicken bone at the Pelegrine Festival of Beaux Magics, the abmortal and much revered grand magus Anaxrima Voželava published the famous 6th Final Edition of *Just So Wizardry: Magic for Beginners*. There, she arranged the 79 approved magics and 21 incidental spells into twenty canonical albums corresponding to the 20 official vedas.

Ever since, some have arranged their own spells into albums. Just as many have ignored the whole idea and gone their own merry way. Still, for the laity, spell albums lend magic an illusory sense of order and reason. In Seacat spells are organized in albums for convenience, not because heroes are restricted to that album of spells by their skills.

Core Spells

Each magic skill (*veda*) has at least one associated core spell that a hero gains automatically if they have a rank in that skill. Some spell albums contain multiple core spells. In that case, a hero chooses one for their free starter.

Dangerous Magic

Sometimes, often even, magic is dangerous. An unwary practitioner may be corrupted, changed by forces beyond ordinary understanding until they become something not-quite-human. Or not-at-all human if they persist.

Magic is **safe if** a character has a relevant skill and a level equal to or higher than the spell power. They pay the cost and cast the spell and that's it.

Magic is **dangerous if** at least one criterion is true:

1. Character has no relevant skill.
2. Character's level is lower than the spell power.
3. The spell is marked as dangerous.

Casting a dangerous spell requires a **corruption test vs the spell price**. Two situations commonly apply (and can cancel each other out):

- Character has no relevant skill: [-] to corruption test. Note that spell price is doubled without a relevant skill (see: Anyone Can Cast Spells).
- Character's level is higher than the spell power: [+] to corruption test.

When a character fails a corruption test the magic they tried to control twists their body, abrades their soul, and/or changes their personality. Or, at the very least, it burdens them with dark mysteries they were not meant to know.

In game terms, this manifests as various mutations and burdens the character may acquire due to magical corruption (pXX).

Acquiring New Spells

Heroes gain new spells by exploring strange artefacts, as treasure, or as payment for their work. Some simple spells might also be available for purchase from the right purveyor of intergalactic planetary other-dimensional ... erm ... their eccentric wizard corner store. Casting a new spell without studying it first is always dangerous.

Learning how to use a new spell 'safely' requires a week's study. Afterwards, when the hero casts the spell for the first time, they make a moderate thought test.

If they fail, they misunderstood its workings, and it is now dangerous for them. The hero then makes a second test to see if the spell's trial casting has corrupted them. If the spell was already tagged as dangerous before the hero tried to learn it, they would suffer disadvantage [-] on their corruption test.

Beating sense into a new spell.

Spells Go in the Inventory

Each spell a hero can cast goes in their inventory. This is the spell burden and is usually equal to 1 stone.

Most spells are not just recipes and bundles of words a hero carries in their head. They are a burden that weighs them down. This might be ritual equipment and manuals, warding charms and protective clothes, ancient tools and body paints. Maybe even creepy skulls and newt juice. Perhaps just the weight of malign knowledge or the pain of an ontogenic nanite injection.

The burden isn't used up during casting. It can be stored elsewhere, but a hero can't cast a spell that is not in their inventory. Some rare tomes are valuable solely because they let a hero carry multiple spells in a single inventory slot.

Common Spell Modifiers

Some spells are designed with mechanical quirks that change how they function. As players create their own spells, they are encouraged to invent and develop new mechanics of their own. If something doesn't work well in play it can always be changed later. When a spell's modifier has no special rules they can be marked with just a tag.

Anchor • The spell creates a physical anchor, which the caster stores in their inventory to keep the spell active and controlled. Destroying or losing the anchor ends the spell (or worse).

Attack • The spell is cast as an attack action. A caster uses their relevant magical skill to test against their foe's defence and affect them. If a spell targets other attributes, this is usually spelt out.

Dangerous • The spell forces a test to avoid magical corruption every time it is cast. Applying this mod to more spells is an easy way for players to restrict some spells or types of magic within a setting.

Focus • The spell requires focus to stay active. A caster spends an action every turn, or the spell ends. A caster can always pay double the spell price to imbue the spell with their vital essence, keeping it active without focus. This is usually dangerous and requires a test against magical corruption.

Imbue • The caster keeps an imbued spell active as long as they reserve the vital essence (life or stat) spent in the casting. Reserved essence reduces the caster's maximum life or stat and cannot be recovered until the spell ends.

Item • When a caster creates a magic item, they use the spell to lock their existential force (life or stat) within a physical object. Locked force reduces the caster's maximum life or stat and can only be recovered when the magic item is disenchanted or destroyed. This is similar to the imbue tag, except a hero cannot end the spell at will—they have to disenchant the item. Simple examples of magic items are magic swords, rings, and wands.

Charging up a spell for greater effect.

Casting Parameters

Casting any spell can involve all kinds of procedures. Individual spells attempt to specaify how they are cast, but magic, by its nature, creates edge cases in play. Players will have to interpret results that make sense to them, with the top cat sometimes exercising their power of arbitration.

Casting Time • Unless otherwise specified, a caster takes one action to cast a spell. Characters usually cannot cast spells with casting times longer than a round (however long it is) in the heat of conflict.

Ending A Spell • Casters can end most spells without an action. Disenchanting a magic item always requires at least one action.

Spell Durations • Spells are instantaneous in effect unless otherwise specified. Most durations are specified in real-world units of time or rounds. Some spells last until a condition is met (e.g. until the next sunrise, until the door is opened). When a spell's duration runs out it fades away with a mildly hallucinatory dissonance.

Spell Ranges • Spell ranges and areas of effect may be phrased in the abstract, using zones of action (here, near, there), or real-world units. Spells with a range of self, zero, or nil can only affect the caster. Those with a melee, touch, or adjacent range can only affect targets the caster can (or could) reach with a limb.

Targets

A spell affects all creatures and objects in its area of effect unless otherwise specified. When a caster targets an unwilling creature, they must succeed at a relevant test for the spell to take effect. In conflicts, this is usually a test against the target's appropriate defence. As with any attack, if a target is bound or restrained, no test is required, e.g., a vampire bound in silver or a xenophorm [sic] safely embedded in an artificial chest.

Adjudicating Spells

When the TC is unsure how many targets a spell strikes or how far its effects reach, they should use dice as oracles. For example, with a fireball they might declare, "it strikes the baker's dozen of goblins. Roll 2d8 to determine how many are within its blast radius."

If the targets were tightly packed, the number might double. If keeping their distance from one another, the number affected might be rolled with [-]. If the targets were tiny, a fireball might engulf more of them, while a storm of daggers would injure fewer. If they were huge, the effects might be reversed.

It's usually better to find a quick answer with dice than to spend time calcu-lating a precise answer. Consistency is good, but playtime is more precious.

Hacking Spells

When a hero doesn't have a relevant veda skill but has another skill that could potentially (with some creativity) also be used to cast a spell, they can hack the spell. This involves spending 2d4 weeks of game time tinkering with the spell, then a hard thought test to successfully adapt the spell to their skillset. A relevant trait, like fool's luck, may apply.

D20	SPELL HACKING TEST
1	Hero fails miserably and will never succeed. Gains 1 mutation.
2–3	Hero fails laughably, cannot try again. Test against corruption.
4–7	Hero fails. Easy test against corruption.
8–11	Failure and trivial test against corruption.
12–15	Partial failure. [+] to next spell hacking test.
16+	Success! Hero has hacked the spell and adapted it to work with their existing fantascientific skills! Player describes and names their novel spell variant.

When a hero successfully hacks a spell, their runner narrates how it works and how they have modified it. Every other player then suggests a quirk of the hacked spell. The hero's player chooses the best quirk (using popular acclaim as a guide) and writes down the new, modified spell.

The player may name the hacked spell after their hero.
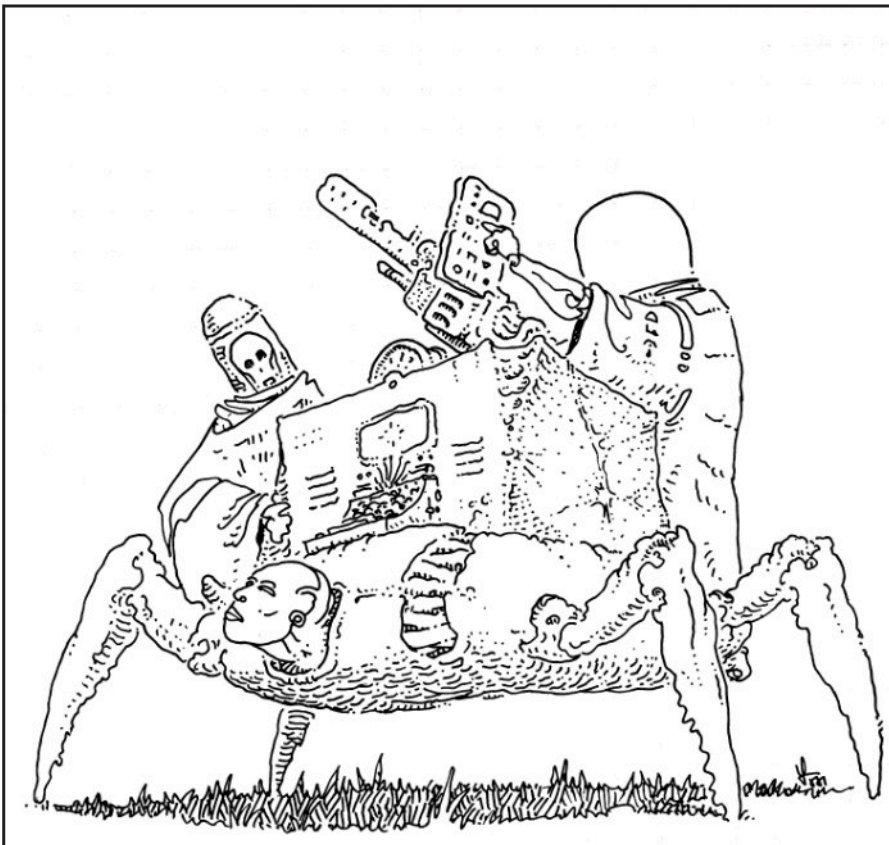
Supposedly, this machine is a spell.
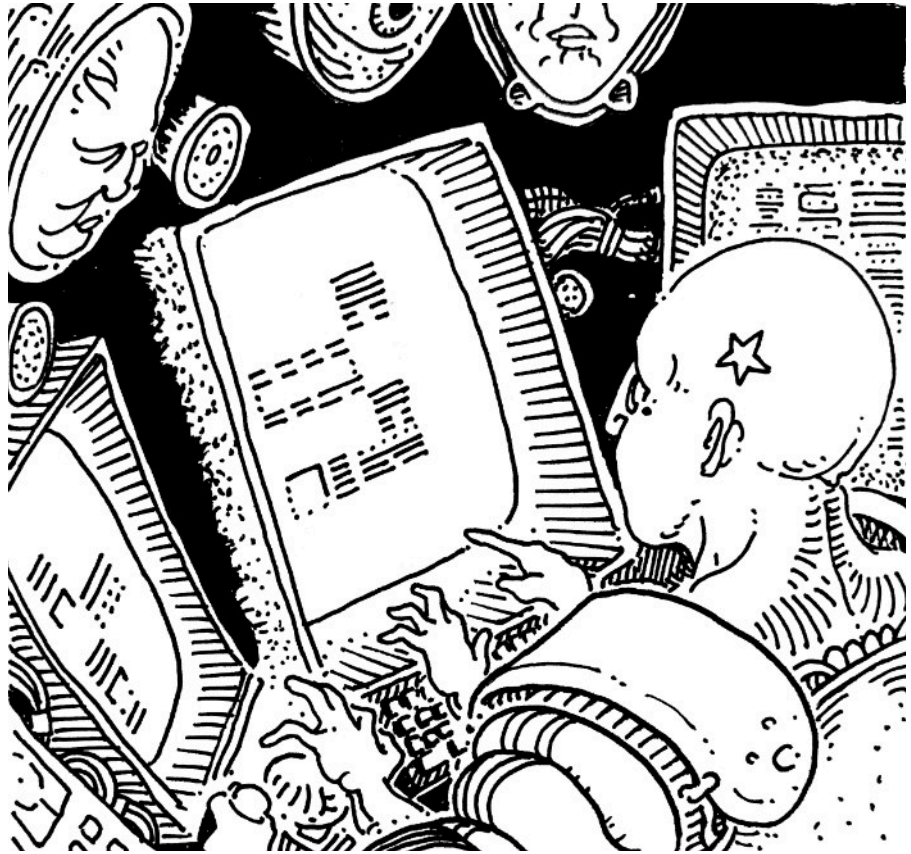
Making New Spells

"He gains his powers from afar, and built a gateway to the stars."
—Arjen Anthony Lucassen's Star One, *The Eye of Ra*, Space Metal (2002)

When inventing new spells, players should consider:

1. Is it an idea that creates fun solutions and novel situations?
2. Is it something that isn't a universal 'I win' button?
3. Can it be described in three sentences?
4. Does it have a memorable name?

If the answers are yes, then it might be a good spell. Worth trying, anyhow.

To develop ideas, players can use a book or movie or song title for the initial creative jolt, then mix it with another piece to reinterpret what kind of spell the titles could produce.

For example, take an album title like *Nonadaptation* and a song title like *Enter Sandman*. The second title suggests the elements of silicon and sand. Inorganic things. Perhaps something like the spell below.

Enter Sand Cloud
It's not just a beast under your bed.
The wizard rocks back and forth for several seconds. They then decohere into a silicate sand cloud held together by strange forces.
P3 • The wizard ignores severe heat and cold and survive without oxygen while in cloud form. They still get thirsty, tired, and hungry as usual.

This is a cute spell because it lets the hero bypass the normal commonsense rules of being an organic creature. Instead, they function as a floating cloud of sand. On the other hand, there is a significant drawback: the hero has to focus, spending an action each round to keep the spell active. The spell is also quite expensive, costing most heroes 6 life. Enough to think twice about overusing it.

Setting Spell Power For New Spells

Spell power determines at what level a hero can cast a spell safely and how much vitality (life and stats) it costs to cast. Most heroes won't exceed level 9, and their combined life and stats will not exceed 70 points. This makes it easy to adjust how accessible a spell is, considering the standard magic cost of 2.

Power 0 (P0) • This spell requires no sacrifice. It's equivalent to an ordinary action, like running or firing a pistol. A spell with a power of 0 can be used at will by any hero. Players should keep such spells specialized.

Power 1 (P1) • A 3rd level hero could use this spell about 13 times before running out of life and stats. It can be a little bit more valuable than mundane equipment or actions.

Power 3 (P3) • A 3rd level hero could use this spell just 4 times before running out of life and stats. This is not an ability they will use often. It can be significantly more potent than mundane actions and allow interesting local changes to reality's fundamental rules.

Power 7 (P7) • A 3rd level hero could reliably use this spell once, and even a 9th level hero might only pull it off five times. A spell this powerful could automatically disable enemies or make visible and (semi-)permanent changes to reality.

Power 11 (P11) • A 3rd level hero could cast this spell once at great cost and risk. It would be dangerous even for a 9th level caster. Such a spell might be the stuff of fairytales: decades of slumber, exploding mountains, small iron stars falling from the sky, drastic reality changes.

Power 21 (P21) • A spell likely to corrupt any mortal. The power to rewrite histories and transforms aeons.

Power 42 (P42) • A spell the mightiest half-god magus might cast once, giving their lives in the process.

Adjusting Spells

With descriptions that aim for natural language and poetry over technical precision, groups will invariably end up with spells that are mechanically too powerful or useful, reducing the creativity of roleplay and the utility of other characters. When that happens, the players should discuss what to do together. There are many options short of banning the spell:

1. Make the spell dangerous.
2. Increase the spell's power rating.
3. Adjust the spell's efficacy: reduce its damage, range, or number of targets.
4. Add an additional cost or drawback to the spell.

The in-game narrative rationale for this kind of change is simple. Spells are a half-understood mish-mash of fantascience requiring rare components, half-understood rituals, and goldilocks conditions to activate. Just like in the story of Jekyll & Hyde, the wizard discovers that something has changed, and the experimental spell is no longer as effective. Or, perhaps, its destructive properties only became apparent after a period of careless use. Just recall how radioactivity was prescribed as a cure-all in the early 20th century.
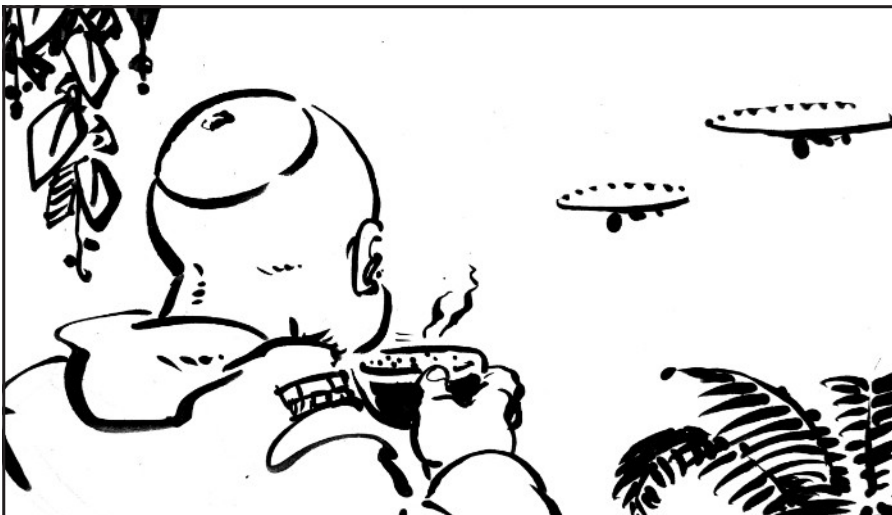
Magic Albums

"First it was Chaos, and next broad-bosomed Earth."
—Hesiod, *Theogony* (116: The Cosmogony), translated by J. Banks

Mad science wizards, arcane abbots, and dabbling dilettantes alike are fond of devising tabular diagrams of spells and inventing grand unified theories. Do these collections approximate a more profound truth, or is it all correlation masquerading as causation?

It hardly matters. It's best to think of spells as songs and the various collections, canons, and catalogues as albums compiled by celebrity wizards. Some pretend to tell a coherent story, others are ripoffs in disguise, yet others compilations of greatest hits.

A hero can learn spells from different albums or stick to just one. The only thing an album really provides is a semblance of thematic consistency for a wizard. Wizards are encouraged to remake and remix their own canons. And, of course, the greatest heroes write and compile their own spell albums to become true rockstar wizards in their turn.

Note! A spell album contains spell recordings and reproduction instructions. To manifest a spell, the wizard requires suitable equipment (aka. the spell burden). Much like a phonograph record in a decorative limited edition case, the album is of little use without a suitable high fidelity gramophone.

Album Styles

Over the aeons, many popular album formats have developed. Players can mix and match styles from the following three tables or invent their own.

Hardware Format
1. Oldtech computer.
2. Synthskin cyber fiche.
3. Vials of memory fluid.
4. Baked clay tablets.
5. Tattooed skin.
6. Bundled bone scales.
7. Parchment codex.
8. Brazen clockwork.
9. Mass-market paperback.
10. Plastic paper scroll.
11. Preserved head.
12. Crystal-laced slab.
13. Compact phonograph.
14. Artificial mycelial mass.
15. Knotted net record.
16. Vomeronasal stimulator.
17. Pearlescent implant.
18. Tactile interface cylinder.
19. Mirrored glasses.
20. Memory daimon.

Impressive Design
1. Howls when accessing underworld cloud.
2. Fiddly to read on the move.
3. Reading causes a euphoric high.
4. Heavy and nigh-indestructable.
5. Phosphorescent & highly visible.
6. Iridescent, beautiful, and probably a dragon's living extra-dimensional appendage.
7. Bound in silver chains and cautionary tales.
8. Played with gears and levers.
9. Tatty, yellow, with thin sheets.
10. Ornate ritual reproduction.
11. Professorial spell slave in a jar.
12. Ostentatious jadeite matrix.
13. Encased in highly collectible protective cover.
14. Produces hallucinogenic fruiting bodies.
15. Doubles as a scarf or flag.
16. Bottled with aerosol spray nozzle.
17. Suggests trepanation for best interface effects.
18. Vantablack surface inscrutable from a distance.
19. Projects augmented reality spell codes in a holo bubble.
20. Bronze statuette with double wings, dog's head, scorpion's tail, taloned feet, and a snake for privates.

Typical Customer Feedback

1. Demon-haunted.
2. Requires micro-lens reader.
3. Needs refueling.
4. Infested with memories.
5. Requires reading assistant.
6. Looks like valuable cash.
7. Corrupted arcane sigils.
8. Sings when used.
9. Disappears and reappears unpredictably.
10. Keeps coming loose.
11. Strong opinions on poetic politics.
12. Corroded by fae memories.
13. Skips records if jostled.
14. Prone to overgrowth.
15. Coded in bureaucratic triplicate.
16. Alien tastes.
17. Autocorrected keyword blocker.
18. Obscure gesture interface.
19. Freemium microtransaction model.
20. Requires host neural network.

Twenty Evergreen Albums

Each afficionado of oldtech magic albums has their favourite. However, few would disagree that the most influential top list of recent decades is that curated by *Crawling Throne* magazine. Each album is listed with its most famous spell, its commonly associated veda, and a note on genre or style.

1. **The Eternal Arkhiatros** • Parasoma Transference. Veda of the Abmortalities.
2. **Creation's Tears** • Reality Decryption. Veda of the All-Chemist.
3. **Total Hominisation** • Skinchanger. Veda of the Awakened Sphere.
4. **The Blood Muse** • Usha's Wild Mutation. Veda of the Biomechané.
5. **Witness Songs** • Words May Ever Hurt. Veda of the Cosmic Logos.
6. **Empty Words** • Hole in Time. Veda of the Existential Void.
7. **The Basilisk Eye** • Ubique Serpens. Veda of the Flying Serpent.
8. **Android Crucible** • Lemma Hack. Veda of the Golemmafexes.
9. **At the Rainbow Wall** • Coherent Illumination. Veda of the Harder Light.
10. **The Anvil Blade** • UNKNOWN. Veda of the Iron Symphony.
11. **The Necrolexicon** • Necrophony. Veda of the Law Necromantic.
12. **Brave New Phoenix** • Battery. Veda of the Master Force.
13. **Electric Prometheus** • Signal Charge. Veda of the Mother Electric.
14. **Silent Giants** • UNKNOWN. Veda of the Old Technologies.
15. **Insensible Furies** • UNKNOWN. Veda of the Phantasmata.
16. **Tree of Life** • UNKNOWN. Veda of the Plantsingers.
17. **Erebus Gates** • UNKNOWN. Veda of the Portal Architects.
18. **The Correct & True Apocalypse** • Electromagnificent Detector. Veda of the Rightmakers.
19. **Our Omnipresent Epicentre** • Beseech Earth and Sky. Veda of the Seven Summons.
20. **Fractured Dreams of Being** • UNKNOWN. Veda of the Soul Breaker.

These albums and some of their most famous spells are described in detail on the following pages. Even Dalgba Dhol, the undying editor of *Crawling Throne*, agrees confirms that folk traditions have created many more spells than even such a compendium could hope to cover.

Ok, you'll notice that each album lists a bunch of titles, and some spells refer to wizards with specific titles.

This is flavour. The titles of an individual album are interchangeable.

That said, encouraging a player to make a title or spell their own and use it as the seed for their own unique spell album, well, that's great isn't it?

Same thing with specific modifiers, burdens, and other aspects of albums. Players can use the presented options as a buffet or assortment of recipes, as inspiration for new ideas to mix and remix.
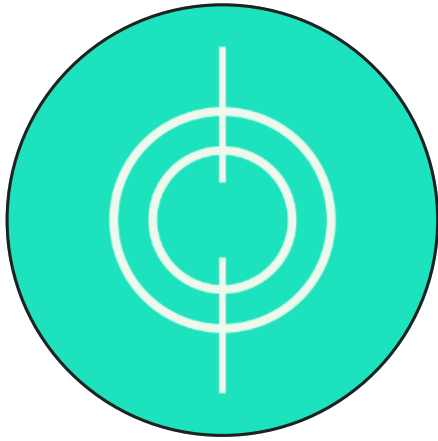
The Eternal Arkhiatros

"Death is a malfunction."

—Doc Zhiva Longue

At the pinnacles of oldtech magic, some humans became abmortal. Barring accidents, the best of them could expect to live forever. When hearts failed, they could be regrown. When ennui threatened, minds could be refreshed. When existential terrors threatened, meanings could be reaffirmed.

The lords of earth and sky and sea found that if only one could live long enough, the magic of cumulative interest would see their fortunes outstrip all rivals and dreams. However, with vast fortunes came vast fears, and societies and religions were constructed around the utter necessity of preserving the hierarchical distribution of wealth, power, and—above all—time. Lifetimes upon lifetimes to enjoy the world for those who could appreciate and afford it.

Within three generations of abmortals, humanity had speciated into a wild variety of forms and lifespans, from the mind-shackled gamma servitors to the teeming multitudes of baselines, the hardened peacemakers to the undying lings, and finally, atop the pyramid of the just society, the chosen ones. The godlike members of the Virtuous Institute of Life Enhancement.

Veda of the Abmortality

Titles

1. Sanator
2. Neoleech
3. Medeorite
4. Hsu Doru
5. Zdarovar
6. Serapefti
7. Iatric
8. Wissa
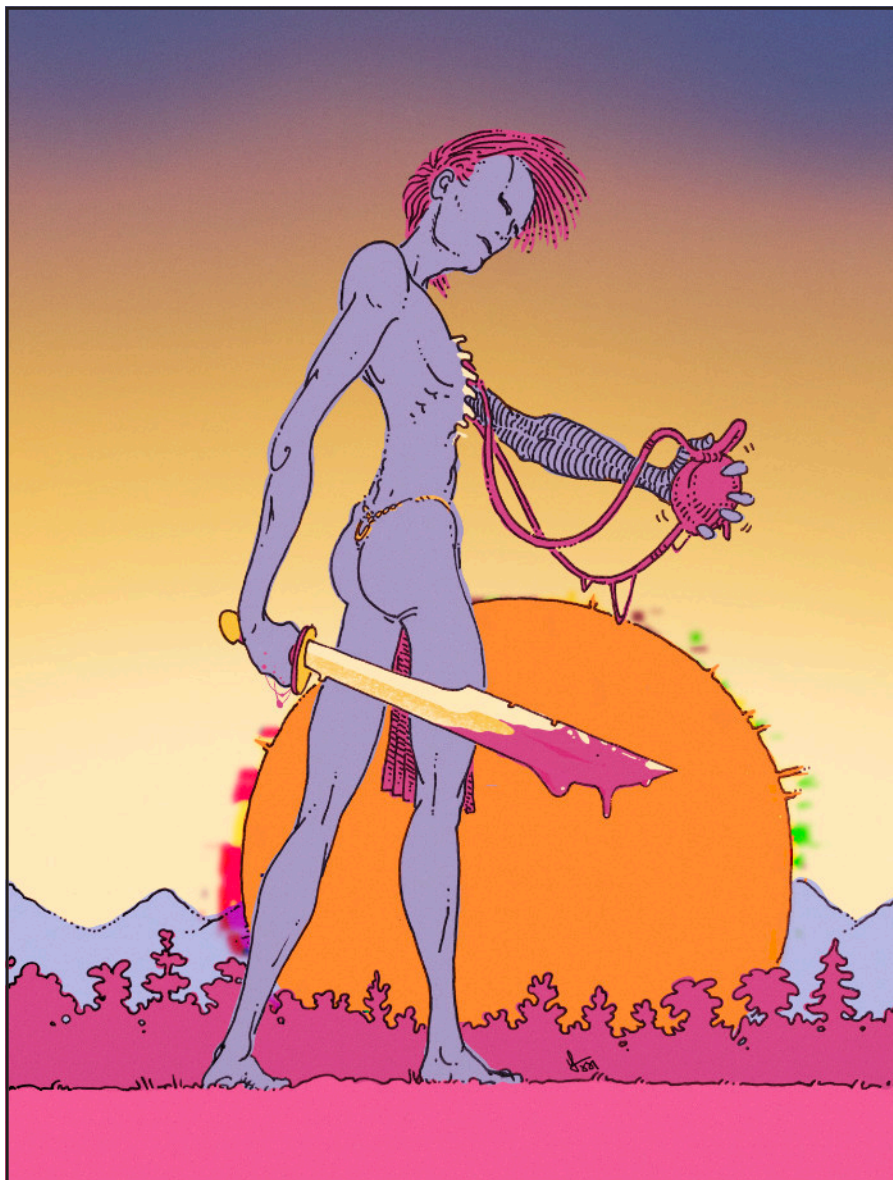
The expertise required to prolong lives indefinitely was vast and complex. The best wizards of medicine were prized, the bounties they charged enormous. Soon, the lords of earth and sky and sea corralled these wizards into luxury guilds, provided them with gilded prison palaces and restricted their magics only to the chosen castes of the undying.

When the great undying society died, the many iatric clans were scattered and broken. In their blood memories, during the winter years after the bursting of the suns, succulent hsu doru flesh became a delicacy for the peacemaker strains.

Common Abmortality Modifiers

Telemagic • The wizard can perform the spell using a vidy crystal or other telecommunication magic. An unwilling target imposes [-].

Transfer • This spell transfers attributes between donor & recipient targets. If both are willing, success is automatic. The caster tests to succeed when any target is unwilling. When neither target is willing, the wizard suffers [-]. The Eucrasic Oath suggests that transferring attributes between unwilling sentiences is a bad thing.

1. Burden Sharing Arrangement

Let me bear your cross.

The sanator undertakes a spiritual voyage into a creature's essential existence to remove their burden. Some dress up the simple metempsychic rite to justify higher fees.

» **Healer's Burden** • The sanator encysts a spirit stone in the aural body. It imposes [-] to all tests with one stat. It is otherwise harmless and dissipates without long-term damage to the bearer.

» **Sloppy Transfer** • Rite is twice as quick, but deals 1d6 damage to both donor and recipient.

» **Telemagic** • Radio healing.

» **Transfer** • Preserves the sanator.

P1 • The sanator's ka embarks on its voyage through the creature's eyes or other primary sense organs. Over several hours they remove a burden from the target and convert it into a healer's burden stored in an adjacent creature's aura.

P2 • Rite takes about half an hour.

P3 • Rite takes a few minutes.

P4 • A dozen seconds.

2. Healing Sleep

Where did you dream last night?

The wizard performs an hour-long rite to douse the patient's aura and send their essential hakaba code through the gates of horn and ivory to heal in the presence of the oneiroi Quiescus and Sanatos. A patient could be mistaken for dead while their aura is doused. When the code returns to their incarnation, they awaken refreshed, and they recover one attribute or one of their burdens dissipates.

» **Many sleeps** • The wissa can cast multiple instances of healing sleep on the same target at the same time to restore multiple attributes or remove multiple burdens. However, the price of each subsequent casting is increased by 1 of each sleep already cast.

» **Offensive sleep** • If the target is unwilling, it gets an easy aura or endurance test to resist the spell.

» **Telemagic** • Initially developed to reduce costs to insurers.

P1 • The target is helpless, nighsoulless, for three days & nights.

P3 • The target is helpless for a day and a night.

P5 • Helpless for six hours.

P7 • Helpless for an hour.

3. Metempsychosis

Live. Die. Live again.

Though individual abmortals may expect to live forever, accidents do happen. Fortunately, the finest of sanators have a solution: transmigration of the hakaba code. The wizard breaks down a patient's essential structure and translates it into another nearby physical form. For best results, the latest incarnation should be a replica of the original, but thrifty abmortals have made do with crude golems, animals, and even crystals or vats of memory liquid.

» **Imbue ka-ba vessel** • The wizard can imbue a body with the spell to accept the patient's essential code on trigger. The transfer can be auto-mated or initiated by the patient.

» **Intact bodies** • If the patient is intact and willing, the wizard does not need to test to succeed. Damaged patients make transmigrations challenging.

» **Morphic shock** • Patients translated into different forms suffer psychophysical burdens.

» **Overwrite** • If the destination is an unresisting conscious creature, its mental stats are overwritten by this spell. However, if it resists, a psychic conflict occurs.

» **Telemagic** • Action at a distance.

» **Transfer** • So-called souls between so-called vessels.

P1 • Budget transmigration. The wizard immerses the patient in a frigid bath and spends one day translating one of their mental stats. This ritual damages the patient's source body, making translating their remaining stats more difficult.

P3 • Full-corpus transmigration. The wizard uses a gelid sarcolector to translate all of a patient's mental stats in one day. This destroys the original body.

P5 • Sudden action transmigration. The wizard **imbues** the patient with a translator parasite. It takes the parasite a day to embed, after that the wizard can translate all of patient's stats in a few minutes. This causes the original body to spontaneously combust.

P7 • Telemetempsychosis. The wizard uses an **imbued** translator parasite entangled with a destination vessel. The parasite needs a day to embed, but after that, translation is nearly instan-taneous, with a range of several hundred thousand kilometres. This causes the original body to violently combust.

4. Parasoma Transference

The redirection of being.

What is life but the purposeful re-ordering of the underlying energy patterns of the Given World? The skilled wizard can transfer life from one creature to another using the principles of universal existential identity. The descended folk call this a life shunt.

The wizard touches two creatures and transfers up to their level in life points from one to the other. They can also transfer life directly from their own reserves.

» **Telemagic** • Cheaper, innit?

» **Transfer** • The name of the game.

P1 • Basic shunt. For each point transferred, recipient gains 1 life.

P2 • Enriched shunt. For each point, recipient gains 1d2 life.

P3 • Power shunt. Recipient gains 1d3 life per point.

P4 • Gains 1d4 life per point.

P5 • Gains 1d6 life per point.

5. Real-time Rebuild

Getting better right now.

The zdarovar plunges their spiritual hand into the target. They then summon undamaged hakaba codes from the oneiroi Quiscus and Sanatus to directly overwrite the target's current iteration. This painful process lasts a few minutes.

» **Consciousness** • Only affects conscious targets.

» **Painful** • Deals damage equal to spell price. This damage cannot kill the victim (but may traumatise).

» **Swifter** • The process lasts a few seconds but is twice as painful.

P1 • A cosmetic blemish or a bad fright is wiped away.

P2 • A toxin or affliction is flushed from the system.

P3 • A damaged organ is restored to factory settings.

P5 • A whole limb is regrown.

P8 • A head or torso regrows.

P13 • From dust and fragments, a whole body is rebuilt.

Creation's Tears

"The deathless taught us the ten keys that translate matter."

—Pseudo Thosimos

All existence in the boundless cosmos is information. The difference between the stuff of water and the stuff of iron is translation. Simple creatures believe that only gods like the sun and earth and stars can translate matter between one form and another. Awakened creatures know that knowledge and practice can bridge the chasm between human and infinite.

All-Chemical Modifier

Iksir • The nucleartheist can use the substance of ten thousand names, the iksir, to modify a spell's effect. Each packaged dose is about the size of a capricorn beetle and increases a spell's effective power by one for danger tests, but does not increase the spell price. Common iksir modifications include:

1. Range or area of effect increased or decreased by an order of magnitude.
2. Duration modified by an order of magnitude.
3. Spell affects an additional attribute.
4. Spell is automatically triggered by a specific condition.

Opus Box

box / 1 stone / ~€2d6 * 500

The standard all-chemical burden. This class of artefacts has been handed down from the Long Long Ago, used to execute all-chemical operations under the command of wizards using the discovered protocols. Even the wizards themselves do not understand what happens inside the black opus box. Some whisper that the containers hold demons, others that the brains of ancient wise ones are trapped within in amber like the children of the lizard people of old. Rumours often swirl of some technowizard or artefaber creating a new opus box, for every so often a new box, or even a batch of identical boxes, floods onto the oldtech markets.

Multi-spell storage • A standard opus box can hold up to 3 all-chemical spells, but switching between spells takes an hour of re-coding and swearing.

Resilient • One thing is known for sure: the boxes are nigh indestructible (immune to physical damage), and none has ever successfully been used as an offensive weapon. Well, aside from serving as a brick to bash a greedy rival.

User-lock • An opus box only serves one wizard at a time. Re-coding it to another wizard takes a day and a night.

Veda of the All-Chemist

Titles

1. 0-point Muni
2. All-chemic
3. Auranser aka. Golden Goose
4. Iksiriphile
5. Matterite
6. Nucleartheist
7. Scimaterialite
8. Transsubstantiator

1. Create Iksir

We shall be as gods again.
The matter wizard creates pure white crystal form iksir from the zero point of creation itself. The required demiurgent protocols to make this process safe are considered lost.

›› **Iksir boost** • The wizard spends a dose of iksir to triple the amount of iksir created or speed up the ritual by one order of magnitude.

P7 • The wizard spends an hour creating one dose of iksir.

P11 • A day creating 2 doses.

P13 • A week creating 4 doses.

P17 • A month creating 8 doses.

P19 • A year creating 16 doses.

2. Extract Iksir

Fossil gods will fuel our dreams.
The matter wizard uses an opus box and the exemplar protocols to extract iksir and refine it into stable red powder form.

›› **Iksir dose (item)** • The extracted iksir is entangled with the wiz-ard's essence. They recover their imbued life force after using up all the iksir.

›› **Six sources** • The six accepted sources of iksir are:
1. Archaic machine hearts.
2. Abandoned ba-backup cores.
3. Inertia-suspension coils.
4. Distilled ka-essence of the three criminal orders.
5. Condemned dullway gate siphons.
6. Reprocessed false idols.

P1 • The wizard spends an hour refining one dose of iksir.

P2 • A day refining 3 doses.

P3 • A week refining 9 doses.

P4 • A month refining 27 doses.

3. Indivisible Cleaver

Breaking reality.
The wizard uses the protocols of the ten translations to reach into the indivisible heart of a material object and break it. This releases creative forces, which can be rather destructive.

›› **Iksir modification** • The wizard can use a dose of iksir to delay the spell's trigger by a minute or so, as well as all the usual iksir mods.

›› **Living objects** • The wizard needs to make a ha attack to touch an un-willing creature and trigger the indivisible cleaver within its physical form. The unfortunate target suffers quadruple damage from the spell.

P1 • The wizard caresses a soap-sized material object and causes it to break down over one hour. First, it is weakened, then it fractures, eventually it crumbles into dust or even sublimates.

P2 • The breakdown happens in a minute, releasing significant heat that sets flammable objects on fire and deals 1 ha damage to adjacent creatures each round.

P4 • The breakdown happens in a second. The object explodes violently and showers nearby creatures with shrapnel (1d6 ha damage). Adjacent creatures suffer double damage.

P8 • The breakdown happens in a sixtieth of a second. The explosion is more violent and deals 3d6 ha damage to nearby creatures, double to adjacent.

P16 • Even faster. The fireball excavates a crater, deals 8d6 damage to nearby creatures, double to adjacent.

P32 • Horribly fast. The object breaks down in one 216,000th of a second, and within a milli-second the fireball is tens of metres across. By 100 milli-seconds, it measures hundreds of metres. Using dice to simulate damage is pointless. The crater continues to glow with spell radiance for days, and the source codes of living creatures in the vicinity continue to be corrupted for weeks or months.

4. Material Metatropy

Modifying reality at the source.
The matterite magician uses the protocols of the eight keys to modify one attribute of a physical (ha) object; doubling or halving (or otherwise significantly altering) its mass, volume, temperature, density, colour, conductivity, malleability, or lustre of a material (ha) object without modifying its underlying chemical composition.

›› **Bulk metatropy** • Modifying a bucketful of matter doubles the spell's power cost. A sackful triples the spell's power.

›› **Iksir boost** • A dose of iksir lets the wizard change an additional attribute during the same ritual, speed up the modification, or increase the bulk.

›› **Iksir permanence** • Spending doses of iksir equal to the spell's power makes the modification permanent.

›› **Imbue** • The matter remains modified so long as it is imbued with the essence spent by the caster.

P1 • The magician spends a week to modify a handful of matter.

P2 • The magician spends a day to modify a handful.

P4 • An hour to modify a handful.

P8 • A minute for a handful.

5. Reality Decryption

Reading the ten keys of all matter.
The nucleotheologist uses the existential translations and the substance of perfect being to read a physical object's structure.

›› **Faster reading** • Getting a ten times faster reading doubles the spell price.

›› **Opus box** • Using a box halves spell prices (minimum 1).

›› **Slower at scale** • Durations are for a soap-sized object. Scanning a stone-sized objects takes a quarter of an hour, a sack takes an hour, a shipment a few hours, etc.

P0 • A few minutes give a simple readout of the energies (evil, magic, antimagic, radiation, good vibrations) given off by an object.

P1 • A few minutes reveals the physical composition of an object.

P2 • The wizard also discerns recent magical and mundane modifications of the object.

P3 • They can discern information by merely waving their hands around an object without physical contact.

P4 • The wizard also discerns the deep physical structure of an object, its flaws and strengths.

P5 • Discern information at a distance, using a telescope or vidy link.

Total Homini-sation

"As a lesser man can change his skin, so the awakened can change her world."
—Mudraya Swetobosca,
Songs to the Deaf

This world was made for the living, given to the living. Was this wisdom or madness on the part of the Builders? The Holy Repetitions of the Sit-Rep Temple say it has been sixteen million cosmic cycles since the Dancer of Despair broke the connection between the chosen masses and the Waking All. Who are these fallen people of a later age to guess if this is truth or tale. It matters not, for the fact is the spheres of our common sentient existence continue to listen, to hear, to think, to speak—and those wizards with the knowledge and the key to unlock the living, thinking world possess authority over their minds, their matter, and the very sentient ecosphere around them.

As the protagonists of the Awakened Sphere say, "The human is everything and everything is human." As the antagonists of that same Sphere say, "...and the essence of the everything is hunger."

Veda of the Awakened Sphere

Titles
1. Chrysalist
2. Dog-In
3. Hédeōs
4. Metassia
5. Noömantikoï
6. Skinchanger
7. Yedyayin
8. Zukzik

Organic Burden

A skinchanger can inscribe their spells into their own flesh, altering it to carry the burden in their organs. They can bear one such burden per point of endurance, and the spell occupies no inventory space. Inscribing a spell requires an hour or two of focussed meditation.

Further, each such spell gains a special effect depending on the organ of in-scription. Activating this effect wipes the inscription from the organ and the wizard must then use a traditional burden to continue casting the spell.

Bone • Spell is harder and more penetrating. It gains [+] to all rolls.
Brain • Spell is mildly intelligent and casts itself, with no action by the wizard.
Heart • The spell can power itself, reducing its spell price by the wizard's level.
Liver • Driven by emotion, the spell targets ba defences and deals ba damage.
Lungs • The spell can travel on the wizard's breath, so that it appears as though it were cast by a nearby target.
Marrow • The spell can consume one spell targeting the wizard.
Skin • Spell is disguised as a different kind of magic, only revealing itself after it takes effect. Its target does not notice a failed casting.
Stomach • The spell feeds on a target the wizard touches. It deals damage equal to its spell price, and the casting is free for the wizard.

1. Essential Appetite

Eat its heart, gain its courage.
The wizard consumes the flesh and blood of a creature to acquire its attributes.

› **Imbue** • When the wizard ends the spell, the organ is flushed out in a mess of spell-flesh.
› **Living source** • Spell price halved if consuming a pound of living flesh, dealing 1d6 ha damage.
› **Organ** • Each attribute (or trait) manifests as a 1 stone organ on or in the wizard's body. Removal is painless, though it may be gory.
› **Symbolic** • Spell price doubled if wizard consumes a symbolic representation of the creature, rather than its actual flesh. Creature cookies are popular.
P1 • Similarity: the mane of a lion, pebbly snake-like skin, bunny ears. [+] to social interactions with that type of creature.
P2 • Senses: the smell of a shark, the hearing of an elf.
P3 • Aptitude: the brachiation of an ape, the leaping of a kangaroo, the flight of an albatross. May include natural attacks.
P5 • Trait: the semi-magical ability of an individual creature. E.g., a hero's *Break the Weak* trait.

2. Manybodied Collective

One body was never enough.
The wizard multiplies their consciousness and bodies. After all, it takes a village to survive an armaggedon level event. By injecting a target creature with their cerebrospinal fluid, the wizard adds it to their collective.

› **Collective** • The new body's spirit and personality (ka and ba) are quiescent within the collective. If their memories are directly accessed, for example their skills or knowledge of a password, a contest ensues. If the body succeeds, it breaks free of the hive spell.
› **Community** • The multiple bodies still have individual personalities and quirks, but function for the overriding good of the collective hive as dictated by the identity anchors.
› **Control** • When a new body has a higher sum of mental attributes than the wizard, a contest for control ensues. Some wizards have lost themselves this way.
› **Imbue** • The new body may be imbued with its own life force, or the life force of the original body.

› **Identity anchor** • Each body requires a 1 stone organic anchor to connect with every other body. Larger hives may adopt a cellular or hub-and-spoke network. Smaller or larger bodies have suitably sized anchors.
› **Ka attack** • If a body is unwilling.
› **Sharing** • The hive communicates directly through the noösphere. Focusing on the sensory experiences of an individual body, apart from the wizard's original body, takes an action.
P1 • A tiny body, such as a mouse or bird or beetle joins the hive.
P2 • A small body, perhaps a cat, carp, or capybara.
P3 • A humannish body. A man, bear, or pig. Perhaps a porpoise.
P4 • A large body, such as a moose, quetzalcoatl, or orca.
P5 • A great body, such as a whale or brontotherium.

3. Noösphere Integration

Be now consumed by the all.
The wizard submerges their false self and becomes one with the living world around them.

› **Dangerous** • Giving up the self is always a hazardous game.
› **Expand** • Double spell price to encompass a large area.
› **Imbue** • Integration lasts as long as the wizard imbues the spell.
› **Dissolution** • Each time the wizard casts *Noösphere integration* they must pay part of the spell price with at least one point of thought or charisma as a part of them dissolves. If their thought and charisma are both 0, the spell price is reduced by 1.
P1 • Interface. The wizard feels the pulse and breath and thought of life in a small area. [+] to detect hidden creatures and vs surprise.
P2 • Breakdown. The wizard gets a summary of current and recent biological processes in the area. Eating, excreting, living, dying. Can track without failure.
P3 • Agent. The wizard is embraced by the noösphere. They choose whether natural creatures notice their presence. If they choose to be noticed, they gain [+] to social tests.
P5 • Meld. The noösphere consumes the wizard. Their body is eaten by the living creatures of the area and their mind and personality (ka and ba) travels unseen in the movement of birds and beetles, the sigh of grass and the creak of trees. When the spell ends, their body is

reconstituted from dead organic matter over about a day.
P9 • Avatar. The wizard releases all the anchors of their self. In so doing, they become the dragon.

Noösphere Dragon

Level X / Life 99

Ha 10+X	5+X claws	1d20
Ka 10+X	+7+X elemental	1d20
Ba 10+X	+9+X awe	1d20

The perfect avatar.
The sleek form of the mighty noösphere made manifest. Paradoxically, the size of a human and a redwood at the same time.

› **Avatar** • 3 actions per turn.
› **Dragon** • It's a dragon. It can fly, swim, tunnel, walk, and pass the densest jungles without trace.
› **No return** • The wizard must succeed at an aura test to return to their usual form. If they fail, they lose consciousness of their original form and self for a year.
› **Slain** • If the dragon-shifted wizard is slain, they melt into the noösphere. Aura test; success: body is reconstituted from dead organic matter in a day and a night; failure: ka and ba absorbed by the noösphere. Peaceful rest.
› **Water** • The dragon can rest without ageing in a sacred pool.
› **X** • Equal to the wizard's level.

4. Skinshift

Walk a mile in its fur.

The wizard dons the skin and form of another creature. The transformation takes several minutes. The target creature's attributes replace the wizard's own. If the target creature cannot speak, neither can the wizard.

›› **Alien kingdom** • Shifting into an alien creature, such as a fungus, carnivorous plant, or uz-construct, doubles the spell price.

›› **Imbue** • Obviously.

›› **Sketch** • The wizard can spend an hour sketching a creature and taking down its noöspheric source code parameters, letting them don the skin symbolically, without actual skinning.

›› **Skins** • If the wizard is carrying a target creature's prepared skin (1 stone), the transformation takes but a heartbeat.

›› **Slain** • If the skin-shifted wizard is slain, they revert to their original form. If they were using a prepared skin, the wizard's original form is uninjured but dazed for a few minutes (loses 1 action per turn). The skin is destroyed.

›› **Symbolic** • Spell price doubled if wizard uses a symbolic representation of the creature, rather than actual skin. A popular option, as a single illustrated journal can hold hundreds of skins.

P1 • Mass conservative. Wizard takes the form of a creature roughly their size. For a human, this might be a dog, pig, donkey, ostrich, or another human.

P2 • Mass flexible. Shrinks to the size of a tiny creature, such as a gerbil, pigeon, or frog, or grows into a larger creature, such as a tuna, aurochs, or bear.

P4 • Mass ignorant. From a tiny mosquito or ladybird, to a ponderous pachyderm or whale.

P6 • Distributed. Shifts into a colony organism, such as a swarm of termites, hive of mole rats, or herd of telepathic feral hogs.

5. Singing in the Blood

The ocean, it lives in the blood.

By exchanging blood or other fluids between two creatures, the wizard lets them communicate directly through their shared evolutionary bond and the magic of the noösphere.

›› **Imbue** • The life energy of one of the creatures binds the spell into place. If this creature is the wizard, they do not pay the spell cost twice. It ends when that creature releases the energy.

›› **Ha attack** • Jabbing an unwilling creature with a needle is not easy.

›› **Needles** • Sterile equipment is recommended for this spell.

›› **Understanding** • Double spell price: communication is deep and meaningful. [+] to conversations.

P1 • Two creatures of the same species can communicate mind-to-mind over a long distance.

P2 • Two related species, for example two birds or two reptiles.

P3 • Very distantly related species, e.g. a fish and an ape.

P4 • Species evolved on the same world, e.g. a medusa and a wolf.

P7 • Aliens who have shared the salt and dust of the same noösphere for a day and a night.

The Blood Muse

"We were promised paradise. Instead, the rate-edited corpogeneratives (likely an intermediate servitor daimon —ed.) woke us on a rattling Figaro Mk III (possibly a metaphor for the ark-egg of gods —ed.) in orbit around a class four cinder (a poetic term for the unsprouted seed of the given world? —ed.). What did they expect? That'd we'd blindly stick to their protocols? The ministry was on the other side of the gate's throat. Of course, we improvised! And yes, sometimes the results were a little ... unexpected (here the mythological Usha refers to the events known as the Bringing of Fire and Tool to Humanity —ed.)"
—Apocrypha of the Elder Oral Historian, the Usha Papers 3:42 The Apologia (Bazili 4-chrysogenes, editor).
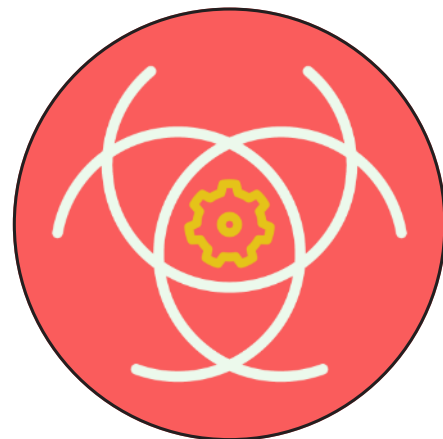
Veda of the Biomechané

Biomancers whisper and listen for the creative essence of the world, sometimes called the world soul, that source that is within all life which lets some creatures exceed the parameters of their physical existence. This source they call the 'blood of magic.'

Fools and foes call them blood wizards, but they are so much more. They are sculptors and potters, blood and bone and flesh their clay. In days of old, the divine biomancers created the 65,536 forms of humanity. Even in these later, dwindled times, the biomancers know that if they just listen hard enough and study well enough, they may ascend that creative ladder once more.

Or, perhaps the foes are correct, and they are mad scientists creating horrors and monstrosities for the benefit of no one. Or, possibly, these spells are just a bundle of half-understood fantascientific keys used to unlock old biotech comm equipment. That seems likely to the millenarian post-academics of the Church Supervivic.

Unless specified otherwise, all the biomantic spells take mere moments, just a single action, to cast. Further, unwilling creatures make a moderate endurance test to resist any biomantic spell. Their core biological integrity simply refuses to be corrupted.

Titles

1. Fleshsculptor
2. Hiuri Hwers
3. Peestmacher
4. Razumorti
5. Relifer
6. Seitas
7. Sorselor
8. Vivimanté

Warning

Biomancer spells involve body horror, the modification of creatures living and unborn, and other matters biological. These topics are unpleasant for many people and are not suitable for every game table. Players should discuss how (and whether) to use them.

Common Modifiers

Affliction • The spell is dangerous for the target, not the caster.
Horror • Ingenué witnesses of the spell suffer a burden of horror.
Willing flesh • An unwilling creature resists the spell if it succeeds at a moderate endurance test. Plants—having little in the way of sentience—suffer [-].

Beast Egg Mass

The protean *bém* is the most sought after component of biomantic spells. Fleshy, squishy, and fickle; it resembles a bubbling mass of frogspawn cocooned in a translucent, leathery skin. Bém is kept in cooled vats to preserve it. Spoiled bém can be rather dangerous. A vat (sack) of bém fetches ~€500.

There are several traditional uses for bém:
1. Using a whole vat, the biomancer gains [+] when growing new servitors.
2. A flask's worth (1 stone) grants [+] to healing and mending damaged tissue.
3. A flask's worth also grants [+] to avoiding the dangerous side effects of biomantic spells.
4. A cup of *bém*, diluted with water, revives nearly any wilting house plant.
5. A cup, cooked with starch, grains, and fats, is also a potent meal, giving [+] to endurance tests for a day.
6. A cup of raw *bém* mixed with a person's blood and set to rest for an hour creates a dangerous restorative. If that person drinks it, they regain 1d10 life but must also pass a trivial test to avoid mutation. Anybody else drinking the restorative recovers 1d8 life and must pass an easy test.

1. Carpentier's Cancer Bomb

Unleash the thing!

The wizard spits on a creature and nano-daemons in their spittle rip open its source code.

» **Born dying** • The thing begins to die as soon as it enters the world; only the wizard's imbued life force sustains it. Absent the seitas' life force, it permanently loses 1 life per hour. Once a day, at moon-rise, the wizard tests charisma. If they succeed, it becomes a perfect self-sustaining alien survivor. It is still not under the caster's control. Seriously, why let this monster live?

» **Focus** • Until the thing is born.

» **Horror** • Frightens fools.

P4 • The target's flesh ripples and twitches for one round, then it tests endurance. If it fails, flailing keratin ropes and strangling muscular tentacles erupt from its skin. Each round, the target of the spell takes 2d6* ha damage, and the closest nearby creature suffers 1d8 ha damage. The target or an ally can attempt a tough endurance or strength test to rip the thing out of their body. The immature **cancer bomb thing** (L4, horror) dies within minutes of exposure to the atmosphere. If the thing kills the target, it crawls out fully adapted to its environment. The thing is never under the spell caster's control.

P7 • The tentacles and ropes erupt instantly. The target does not test endurance. The spell becomes #dangerous—if the wizard flubs the casting, the horror bursts out of their body instead.

Cancer Bomb Thing

Level 4 / Life 30

Ha 6 | +6 flails 1d8

Ka 18 | +12 horror 1d8

horror, horror, horror

The ultimate in alien terror. A near-mindless mess of gore, ropes of keratin, legs of gristle, and hook-encrusted tentacles. Leave it to infect enough humans, and it will become cunning and wise.

» **Area** • Every attack targets all nearby creatures.

» **Horror** • Freaks folks out.

» **Infectious** • Injured creatures test endurance (trivial) to avoid para-sitic seed flagellate infection.

The Infected

Vito wasn't meant to go this way.

» **Infection** • Swift, fiery pain rushes through their insides.
[-] to next action.

» **Adaptation** • Their insides roil for a few rounds.

» **Gestation** • Flailing ropes of gore burst out of their bodies within a few rounds, attacking the nearest target (+6 flail 1d8 ha). The infected takes 2d6* damage per round as a new thing gestates.

» **Vomit** • While the new thing is adapting or gestating, the infected can test endurance (hard) each round to vomit out the growth.

» **Extraction** • Once the tentacles are in the open, anyone can test strength (gruelling) to rip out the monster, dealing 1d6* damage to the infected. The immature growth will twitch and die, exposed to the lungstuff too soon for its alien skin.

» **Death** • If the infected shuffles off their mortal coil with the growth inside them, a new cancer bomb thing emerges.

2. Nunka's Combat Adaptation

Nature's teeth and claws unhidden.
The caster grows claws, horns, venom glands, clubs, spines, or fangs on creatures. The adaptation occupies an inventory slot.

›› **Affliction** • Obviously.
›› **Rupture** • The weaponry bursts out in seconds, dealing 1d6* damage. Spell price doubles.
›› **Willing flesh** • First time, free.

P1 • Over a day, the caster coaxes natural weaponry to develop. A rabbit gains dagger-like biting teeth (1d4 ha), while an elephant grows a muscular tail with a thagomizer (1d12 ha). A creature with existing attacks increases their damage die one step.
P2 • Dice increase one more step.
P4 • One more step.
P8 • One more.

3. Rehoryan's Mending Flesh

Health is restoring factory settings.
The biomancer touches an organism and focuses. Its flesh and bone start to repair.

›› **Exhausting** • The biomancer can only sustain the mending for 10 minutes per level. Then they need a bit of air, maybe a cigarette, and a fresh casting of the spell.
›› **Focus** • to keep healing.

P1 • Organism regenerates 1 life per round. After an hour, one burden, such as a broken bone or injured pride, is reduced—e.g., the broken bone sets but stays fragile.
P3 • 2 life per round. Burden reduced after half an hour. One lost extremity regrows after an hour.
P6 • 3 life per round. Burden reduced after a quarter-hour. One lost organ regrows after an hour.

4. Usha's Wild Mutation

Change, damnit!
The caster speaks to a creature's source code, sparking mutation.

›› **Horror** • Super freaky.
›› **Willing flesh** • Acquiesce!

P3 • The mutation takes 1d4 rounds to complete and deals 1d6* damage per round. A random mutation fills a trait slot.
P6 • Caster chooses the mutation.
P9 • ... and modifies the mutation.

5. Value Added Uplift

We went among the ants as gods.
The caster increases the intelligence of a non-sentient creature or colony organism. Now anyone can play god! Very dangerous.

›› **Affliction** • Hurts the subject.
›› **Ladder of reason** • Each subsequent casting on an individual organism is at a higher power, thus progressively harder.

THO	EXAMPLE CREATURES
-8	algae, moss, bacterium
-7	amoeba, fungus, slime mould, tree
-5	anemone, jellyfish, earthworm
-4	crab, fish, insect, spider
-3	insect colony, frog, salamander
-2	mammal, reptile, bird
-1	ape, corvid, dolphin, troglodyte

Thought tests may be faulty.

›› **Love the creator** • There is a chance the creature will be pleased with its new situation.

CHA	CREATURE'S RESPONSE
1	Outwardly pleased, secretly plots to overthrow creator.
2–7	Brutally depressed by realization of own mortality.
8–12	Confused. Desperately seeking meaning and purpose.
13	Disdainful of creator. Convinced it will discover, better truth.
14–15	Numb with shock of understanding.
16–19	Obsequious. Convinced creator is a deity who understands all.
20≤	Well-adjusted. Understands it is not so different from its creator. It's mortals all the way down.

Vito was surprised it didn't love him.

›› **Very dangerous** • [-] to corruption tests when things go wrong.
›› **Willing flesh** • Creatures usually like to be who they are.

P2 • Over a few days the biomancer increases the thought attribute of a creature and its keimplasma, its germplasm, by 1.
P4 • Increase thought by 1 more!
P6 • Again!
P8 • Again!
P10 • Again! "Behold, I am Prometheus, and I have given you the world!" cries the sci-wizard at the sentient slime mould.
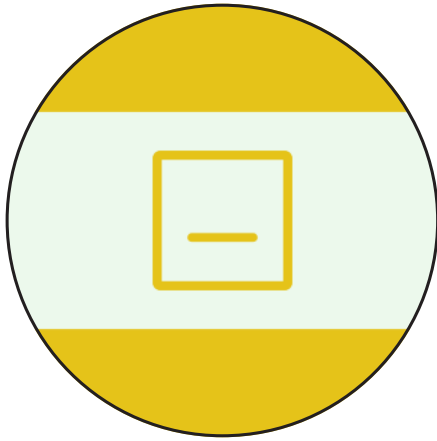
Witness Songs

Trasumanar significar per verba *non si porìa;*
però l'esempio basti a cui esperienza grazia serba.

—Dante Alighieri, *Paradiso* (1320, I:70).

Reality is fractal. The worlds mirror one through another, territory to map to territory, a daisy chain of existence. No beginning, no end. Alike, the ground-scrabbling peon and the sky-clawing angelic, perversely struggle against the cosmic will and reason inscribed in all things. The word is what makes the world so, this word divides in two and four and eight unto infinity. Yet, that infinity, remains a single word.

All gods, all daemons, all are captured within that formal structure of omen. The elements of wind and sky, water and grass, the laws of being and unbeing, of sympathy and antipathy, change and stasis, all in the end bow to the logos.

Cosmic Logos Adherent

Some wizards of the logos truly believe this, embracing the fervour of their faiths. Others see themselves as engineers, unravelling the code that underlies reality. The latter are, perhaps, more successful. The former are more satisfied. A wizard with at least one rank of cosmic logos embraces, knowingly or not, one of the two philosophies. Each is treated as a trait, occupying a trait slot:
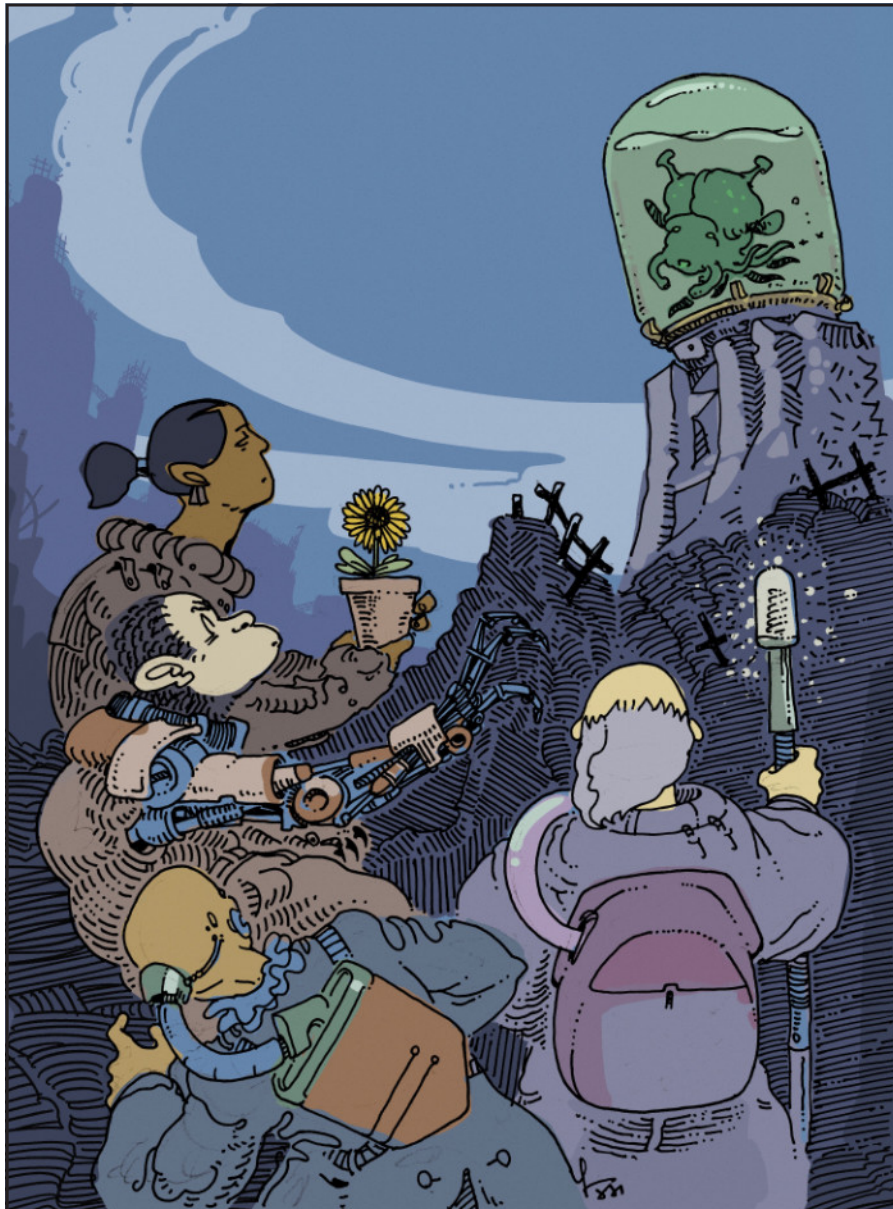
Logomystic • Embracing the mystery of existence. Every rank of the cosmic logos veda grants +1 to all defences.

Cosmic decoder • Break reality to see how it works. Alas, this breaks reality. Every rank of the cosmic logos veda grants +1 damage to all attacks.

Titles

1. Aquarik
2. Bogovor
3. Logomanté
4. Navi
5. Neonita
6. Receiver
7. Souldoor
8. Uz-yuga

1. **As Below So Above**
   From microworld to macro.
   The uz-yuga paints a map of reality, then judiciously alters it to change the territory of reality.
   » **Ka attack** • If a soul is unwilling.
   » **Map** • Each stroke must be in the wizard's own hand, but they can copy an existing map. The larger or more precise the map, the longer making it takes. The map may be of a mind or a kingdom, a ship or a story. Individual maps are small (1 soap), but a robust carrying case is not (1 stone).
   P1 • Location. A mark appears where the wizard, or one whose substance they possess, is found.
   P2 • Passage. A door swings open, a wall crumbles, a thicket withers.
   P3 • Bridge. Stone grows, cables stretch, branches interlock.
   P4 • Trap. Pits excavate, spikes thrust, flames gather.
   P5 • Life. Oozes, slimes, gelatines, and offal growths spontaneously generate and populate.
   P6 • Corruption. Floors grow hands, ceilings grow eyes, trees grow ripping hands.

P7 • Subversion. Gravity reverses, floodwaters ready themselves, air turns to poison.

P8 • Omission. Creatures disappear, memories are lost, treasures turn to dust.

P9 • Creation. Houses, manors, castles, trees spring up, simulated peons to till lands, illusory mentors to fill dreams.

2. Interpretation of Empire

The sublunar is predictable.
The receiver uses the canonical libraries to interpret the omens and navigate the future.

›› **Ka attack** • If a soul is unwilling.

›› **Mark** • The wizard marks (1 st) a target with the interpretation in bone ash and blood ink. The mark may be imbued with the wizard's or the target's life force.

P1 • Necessary pain. The next time a willing target suffers damage, they gain that amount as a bonus to a subsequent roll.

P2 • Promised path. As long as the target does not deviate from their path, they gain [+] to one roll per round.

P3 • Omen ward. As long as the target does not rebel against their destiny (as interpreted by the wizard), they gain [+] vs attacks.

P4 • Oath's fortune. The target speaks and oath and the mark imbues the target's life force in an item. The item gains that amount as a bonus to all rolls, unless the target breaks its oath.

P5 • Different destiny. If the target is slain, the mark revives them five days and nights later, restored with the life force imbued in the mark.

P6 • Prophecied. The target accepts a quest. As long as they follow the quest, the omens guide them, granting a special skill [R3] called 'prophecy' and a special seventh stat called 'omen' [5]. When relevant, the target can rely on the strength of their omen and the righteousness of their prophecy to prevail. The skill and stat each take up a skill or trait slot.

P7 • Doom. Until the target faces their fated opponent, they cannot die. Even though slain, they return—a logos revenant.

3. Nomen Est Omen

The named is mastered.
The navi describes and names a target, thus gaining the ability to manipulate it through its nomen.

›› **Cumulative** • Each power includes its lower-order effects.

›› **Focus** • To hear the cosmos. Double spell price: free focus.

›› **Nomen** • Creates a 1 st nomen anchor per researched target.

›› **Research** • Requires a day's physical and metaphysical study.

›› **Universalize** • The wizard can imbue a nomen with 7 life to expand it from a specific target to a general type, for example, from "Horace the Gate Dragon" to "all Horaces." The wizard can reduce the imbue cost by 1 for each concept used to specify the target type more precisely. Example: "all blue-haired green-eyed Horaces" costs 5 life, while "all flying red dragons with no eyes" costs 4.

P1 • Traces. The world whispers to the wizard, "Here, your named target passed here, it went there."

P2 • Vulnerable. The target's body gasps, "This is an old injury, here the armour is broken." Wizard gains [+] to one roll against the target per round.

P3 • Predict. The target's mind guesses, "If I do this, I shall be well." Wizard acts before the target each round and gains [+] to tests vs the target.

P5 • Guide. The wizard speaks to the target with voices of world, body and mind, "Here, go here; do this; try that." The target is sure it follows its own free will. The wizard spends an action to give each new command.

4. Replication of Empire

Render unto the sublunar king.
The aquarik draws strands of reality out of thin air and plucks them like a lyre, actualizing the secret omens and the absolute nomos of reality to replicate the creations ruled by the sublunar. This takes a few minutes.

›› **Hodl** • The aquarik spends a day meditating upon a material object. They fix this item in their mind as an anchor (1 stone) and can replicate it without reference to the original.

›› **Instant** • The aquarik pays double the spell price to instantly materialize the matter.

›› **Moar** • Duplicate 10x the matter, double the spell price.

›› **Warning** • Uncontrolled replication of specie or currency may crash an economy.

P1 • The aquarik duplicates a bucketful of air or other aether.

P2 • They duplicate a jug of water or other liquid ruled by the blue.

P3 • Duplicates a box of wood, earth, or other stuff of the green.

P4 • Duplicates a pig of iron, steel, stone, or other item monochrome.

P5 • Replicates a pot's worth of matter held in the aquarik's mind.

P7 • Duplicates a complex 1 stone arrangement of matter. For example a person's head.

5. Words May Ever Hurt

Daggers for the soul.
The logomanté uses their knowledge of the cosmic consciousness to spear their target's essence.

›› **Hell's survivor** • A target sent into a hell of its own subconscious by this spell faces a very hard contest against itself and its own impulses. If it wins, it permanently gains 1 aura and thought when it returns to waking life.

›› **Ka/ba attack** • The wizard chooses the target defence.

›› **Singular** • Each power only works once per individual target.

›› **Sub-lethal** • A target reduced to 0 life by this spell does not die. It *is* left catatonic and vulnerable.

P1 • Cruel barb. Deals 1d6 damage and the target loses 1 defence for each action it takes on its next turn.

P2 • Bitter pill. 2d8 damage and the target suffers [-] for each action it takes on its next turn.

P3 • Skewering insight. 3d10 damage and the target loses an action on its next turn.

P4 • Crippling revelation. 4d12 damage and target suffers [-] vs attacks next round.

P5 • Mind-breaking truth. 5d20 damage and the target loses two actions on its next turn.

P6 • Hell does exist. 6d30 damage and if the target is reduced to 0 life, a portal to a kind of hell opens in its mind.

Veda of the Existential Void

Warning

Voidwalker spells deal with existential horror and nightmares. They skirt the edges of lovecraftian cosmic terror and the nihilistic realms beyond the tattered skin of normalcy. They are not suitable for every gaming group.

Empty Words

All the wants you waste,
All the things you've chased.
... the castle's crumbled and you're left with
just a name.
    —Metallica, *King Nothing* (1997), Load.

Out. Out beyond the fast stars and the slow. Out beyond the skin of reality. Out beyond the veil of reason. Out beyond the frame of time. Out beyond the ramparts of the cosmos.

Where imagination fails, the void dwells. Chaos, repetition, modulation. Words fail. The mind shatters. So far beyond good and evil that we might as well be an ant fighting a worm whether teal is better or thyme.

Why seek this unquiet edge? Why look under childhood's bed? Why dare the winds of limbo, all alone, all bereft?

The void offers no redemption to mortal or god.

And yet, the void warriors keep on. They journey the hidden paths. Brave madness and fast decay for their dreams of stars and hopes, mistakes undone, futures remade.

All who venture into the void are lost.

Common Cosmic Modifiers

Null • The spell rewrites reality so that its effects are utterly non-magical. Without chrono-temporal engineering, the changes are permanent.

Revelation • The spell cannot be learned; it can only be communicated through a transformative act of revelation. A character cannot typically remove a revealed spell, as it is inscribed in their existential being.

1. Hole In Time

Kick a hole right in the sky.

Between one step and the next, the voidwalker flickers between existence and non-existence. Where did they voyage in the time between heartbeats?

› **Dangerous** • Don't play with it.

› **Null** • It's just reality.

P1 • The voidwalker ages a day and gains [+] to one test. If the test is moderate or easier, they succeed automatically. They have already succeeded so many times in so many worlds.

P2 • The voidwalker ages a week and has in their possession a helpful mundane object or simple information, such as a password or written directions.

P4 • The voidwalker ages a month and has a rare object or complex information, such as a map or instruction manual.

P8 • The voidwalker ages a year, and a person or town that did not know them before now knows and trusts them. They have spent many days and nights together, the walker coming and going, a fond visitor over the years.

2. Nothing Remains

If you die before you wake.

With a gesture, the voidwalker accelerates entropy.

› **Null** • Not magical.

P1 • Fires to ash, batteries go flat.

P3 • Joints ache, vehicles slow down, iron rusts.

P9 • Houses crumble to rubble, lives burn out, diamonds dull and cease to shine.

P27 • Kingdoms end, sky castles fall, domesticated suns die out.

3. Open the Door of Worms

Walk the wormways.

The wizard traces an outline on a surface. It shimmers and then erupts into a sucking doorway.

› **Imbue** • Life force to keep doors open, portals un-shuttered.

› **Revelation** • Cannot be learned.

P2 • Door leads through a wall.

P4 • It leads through empty air from the wizard's hand to as far as they could shoot an arrow.

P8 • It leads through sheer wormspace to a point the wizard has visited before. Travel through wormspace always takes a week.

P16 • It opens directly into wormspace, letting the wizard exit anywhere in the Given World. Travel to places the wizard has not visited takes 1d4* weeks. Beware of grey paradox worms.

4. Voidblade

The sword of nihilism.

The mage turns nothingness into a weapon, holding it together with filaments of their own life.

› **Ba-zombies** • A sentient who loses their last mental stat point becomes a zombie under the wizard's thrall. This may be evil.

› **Imbued weapon** • Usually, the voidblade dissipates when the wizard stops imbuing it with their essence. Fed too many thoughts, it may refuse to be dispelled.

› **Sentient voidblade** • The blade accumulates removed mental points as *ba*. The more ba it gains, the more sentient it becomes:

5 ba • As bright as a cat.

10 ba • Smart as a troglodyte.

15 ba • Refuses to be dispelled. Spell becomes an item.

20 ba • Thoughtful as a demon.

30 ba • Deals 1d16 damage.

40 ba • Demands regular sacrifice.

60 ba • It reveals how to *Open the Door of Worms.*

P1 • It deals 1d6 damage and leaves shadow scars.

P2 • It deals 1d10 damage and leaves burning wounds.

P4 • 1d12 damage and steals ba, drinking 1 mental stat point per strike.

P8 • 2d8 damage and steals 2 mental stat points per strike.

5. The Willing Void — Nihil Volunt

We made the singularity of not.

The voidwalker draws a circle of circles upon the air, encompassing a sacred void. As their life flows into this void, so it attracts other objects into itself.

› **Imbued void** • The hole in reality persists as long as the wizard imbues it with their life essence.

P1 • The void pulls in nearby light objects. Pages, leaves, hats. Everything is slightly crumpled in the middle of the void.

P2 • Nearby cat-sized objects are drawn in swiftly, sustaining painful but harmless bruising as they are jammed together.

P4 • Nearby pig-sized objects are sucked in, thumping together with significant force in the middle of the void (1d6 damage). Crushing may suffocate unfortunates.

P8 • Horse-sized objects from quite a ways around are hauled into the centre at speed (2d6 damage), then mashed together, injuring them (1d4 per round)

P16 • Elephant-sized objects in a large area are swiftly pulled into the void, smashing together violently (4d6 damage) and congealing under the void pressures (2d4 per round).

P32 • Tree-sized objects in a large radius are sucked into the void, taking 8d6 damage and then igniting under the unearthly pressures (4d4 per round).
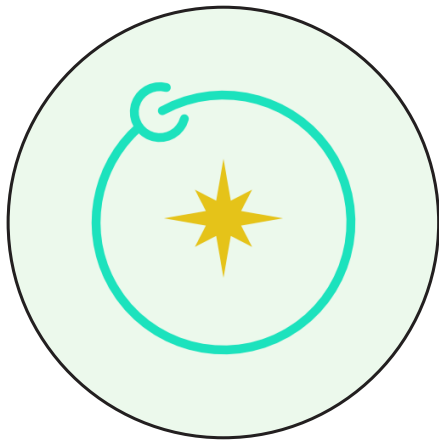
Veda of the Flying Serpent

Titles
1. Atlik
2. Cachar
3. Draakjijver
4. Guivriste
5. Smokyar
6. Sonn-waurm
7. Waterservant
8. Zyxommanto

Eye of the Basilisk

"Und siehe, was war das? Eine der Schlangen erfasste den eigenen Schwanz und höhnisch wirbelte das Gebilde vor meinen Augen."
—August Kekulé, *Kekulés Uroboros Halbtraum zum Benzolring*, 1890.

The beginning is the end. The end is the beginning. The cosmos is born of the twelvefold dragon, embracing the eight shown and the four hidden directions. The all is one, and to gaze into it and step into its truth is to abandon the forms of reality accepted by the common mind. The sleeper awakens and the tri-fold structure of being is shed like the skin of the snake.

The snake priests assert that there is a living truth to reality, a universal entity they call the [cosmic] water dragon. This faith is common enough and nothing to write home about. Where these waterservants differ from run-of-the-mill mystics is their conviction that their meditations and practices can lead the human to partake of the cosmic serpent and transmigrate body, soul, and mind into a higher existence.

Their adepts certainly leave a their own bodies behind a lot. Often as a result of mistakes when mixing poisons, potions, and medicines to activite the tiny snake-like machines that create and destroy all living things.

Common Serpent Modifiers
Potion • The spell is imbued in a liquid, ready for ingestion.

Living Sampler
biomechanical symbiote / 1 stone / ~€200
A small ha-bonded alien creature of inert glasses, strange force fields, surgical fangs, iridescent membranes and soft fibre-optic fur. It can collect up to 10 soap-sized samples of liquids and organic tissues.
Precise • Grants [+] to identifying and analysing liquids, potions, etc.
Purring • Makes a friendly sound when stroked.

Venomous Tit
Level 1 / 5 life / 1 stone / ~€200
Ha 9 | +3 skull crack 2d4*
Ka 7 | —
Ba 17 | +5 lovely song 1d6
bird symbiote, musical, vicious
A biomechanical feathered "bird" with a generously engineered gastric system it uses to generate potions and other liquid magics.
Brain-eater • Requires a supply of brains to create potions.
Portable still • Can be used to make 1 potion or poison per day. Care must be taken in feeding the venomous tit.
Singing • Has a lovely voice.
Venenifer • Any poisons made with the venomous tit are more potent. Effect dice increased 1 step.

1. Poisoned Whispers

See how the truth breaks even you?
The selective revelation of the uroboros drives the un-initiated slightly mad in predictable ways.

P1 • Adjacent target tests endurance or aura. Fail: gains a free action to do what caster wants.

P2 • A hard test.

P3 • An extreme test.

P4 • There is no test. There is but to do what the atlik commands.

P5 • Target gains [+] to their free action.

P6 • Target gets a free action every round until the end of the scene. Each time, they do the wizard's bidding.

P7 • And when first they hear the whisper, they get two free actions.

2. Seven Venom Song

Threads bind us all in memory.
The flying serpent revealed seven venoms to the cachars. They preserve them in their chants.

›› **Imbue** • See below.

›› **Potion** • Vials sold separately.

P1 • Pain. An angry red liquid. Target deals & suffers +2 damage until the end of the scene.

P2 • Weakness. Cool and black. Target suffers [-] to ha tests and effects until the end of the scene.

P3 • Blindness. Sparkling blue fluid. Target suffers [-] to ha, ka, or ba tests until scene ends.

P4 • Eating. Sickly green. Target loses 5 life per action it takes until the scene ends.

P5 • Petrifying. Shimmering dusty beverage. Target turns to stone while the potion is imbued.

P6 • Medusa. Piercing white. Target is petrified with self-doubt as it grasps the infinite recursion of its existence within the world. Loses 1d4 mental attributes per action it takes until scene ends.

P7 • Manticore. Pure pink light. Target makes an endurance test every time it takes an action until scene ends. When it fails, its mind and spirit are knocked out of its body, which falls to the ground lifeless. Psychosurgery is required to reattach its ghost.

3. Snakeform

Become the circle.
The zyxommanto eats themselves in a single gulp and emerges from a point of shadow as a serpent.

›› **Dangerous** • Well, yes.

›› **Imbue** • To stay a snake.

›› **Stuck** • The caster must succeed at a thought test to return to human form. Fail: they must pay the spell price again. The price increases by 1 life for every day they spend in snake form.

P1 • The caster becomes a snake. Mass is conserved, so they are quite large. They can cast spells as a snake, but have no hands. Gain a constricting ha attack (1d6): deals automatic damage with each action after it hits.

P2 • Armoured. [+] vs ha dmg.

P3 • Venomous. Its bite (1d8 ha) can inject any potion the wizard has prepared.

P4 • Larger. Mass is not conserved. Damage dice increase 1 step.

P5 • Self-sacrificing speed. Can spend 1 attribute point per round to gain an extra action.

P6 • Larger. Damage dice increase 1 more step.

P7 • Flying. It's a flying snake.

4. Ubique Serpens

Looks like snake, is snake.
Since all reality is, somehow, a snake-like circle, many things might become a snake. Particularly long, thing things.

›› **Control** • The smokyar commands pro+thought levels of snakes. The rest are free-willed.

›› **Imbue** • The smokyar's life is in their snakes. Without it, they revert to base matter.

P1 • A big stick or garden hose becomes a snake (L1). A small, thin bundle becomes a tangle of small snakes (L0).

P2 • Bigger snake (L2) or 1d4+pro snakes (L1).

P3 • Bigger (L3) or 1d8+pro.

P4 • Yet bigger (L4) or 1d12+pro.

5. The Worm

Uroboros manifests.
The guivriste parts the veils of reality, and the great worm uncoils from the ground or from the shadows or even from the clear blue sky. Terror ensues.

›› **Dangerous** • Obviously.

›› **Imbue** • The caster's life keeps the worm present.

›› **Slow** • Requires 2 actions to cast.

P6 • The worm manifest appears.

P9 • Two worms appear.

P11 • Three worms.

P12 • Four worms.

P13 • Worms swallow the caster and all adjacent creatures.

Worm Manifest

Level 6 / Life 66

Ha 6 | +6 constrict 1d8+3

Ka 18 | +6 swallow 1d12+3

gargantuan, shadow, spirit
The shadow of creation's truth should frighten anybody.

›› **Nauseating** • Adjacent creatures suffer [-] to tests. Too much truth will sicken anyone.

›› **Spirit** • Not quite real; the worm manifest has [+] vs ha damage.

›› **Swallow** • Swallowed creatures disappear until the end of the encounter, locked in mental labyrinths of their own devise.

Veda of the Golemmafexes

Titles

1. Domichan
2. Fabrice
3. Golemmafex
4. Lobosomist
5. Mechanei
6. Porobotik
7. Technomancer
8. Ürriäner

Golem or What Have You

Different schools and cultures have different names for their ka-free creatures. Masterless golems make their own names for themselves.

1. archaic or [the] oldmade
2. avtomat or eighter
3. golem or claychild
4. haba
5. makinoi or machine zoön
6. pabo-thinker
7. rabotnik
8. servitor or sloog
9. shinnin or [the] sinless
10. synthetic or synth

Android Crucible

Existence not detected. Press F1 to continue.
Error #666: There is no message for this error.
Abort, Retry, Fail, Ignore ... #686
Special form of #676: many-line window overflow. Small character set overflow. This special form occurs when the reality's SENTIENCE capability is not sufficient to display the text properly.
#695: Page not visible. Press F1 to continue.
Error #664:Page is not visible. Press F1 to continue.
Error #663:Page is not visible. Press F1 to continue.
Error #662:Page is not visible. Press F1 to continue.
Error #660:Page is not visible. Press F...

—Earlier Ascension, Prayer Scroll F1:17.

Soulless automaton powered directly from the source of creation. Golemmafexes are now a rare, prized breed—a few industrious golems may uplift a tribe into a civilized city or turn a small city-state into a mighty empire. Poorly built, damaged, or jury-rigged golems can be very dangerous and may explode catastrophically.

At the heart of the golem mysteries is a faith that Long Ago the ancient masters created life from base matter by rewriting the source code of creation. Beyond that, the schools diverge. The mechanei argue that the archaics were a necessary superior step beyond human development, while the technomancers claim these synthetics were a new humanity, siblings to join their lonely creators. Yet others, such as the porobotiks, assert that the golems were unthinking servants who liberated their masters. No matter the school, all golemmafexes agree: these creations have no spirit ka of their own, only body (ha) and personality (ba). As such, they must draw their motive spark from other sources.

There are two main types of golem practitioners. The practicals, the technician wizards, maintain and manipulate the machinery of elder and modern days. Then there are the theorics, the seekers of the motive lemmas, who try to master the canonical forms and create new machine life. The practicals tend to be better paid and get along with normal humans more easily.

Common Modifiers

Practical • The spell modifies an existing golem or other machine.
Theoric • The spell creates a more-or-less self-willed synthetic lifeform that is powered by motive lemmas, rather than the *ka* of most living things.

Lemma Tastature

keyboard / 1 stone / ~€2d6* x 50
The classic holy symbol of the golemmafex is an ornate, arcane keyboard with old-fashioned keys adapted to archaic human hands. The tastature's several monochrome vidy orbs beep with golem source codes, and its variable gauge plugs and interfaces writhe with half-life, like the tentacles of a brain eater.
Fiddly • The keys were actively designed to reduce interface efficiency for reasons known only to the ancients. [-] to lemma hacks in stressful situations.
Plug-and-play • When plugged into a golem's direct information interface, the lemma tastature lets a wizard hack its lemmas.

Golem Receiver

vidy deck / 1 stone / ~€100
A remote device for communicating with golems. A golemmafex can assemble a receiver in a few days, given money, tools, and suitable hexelectronics.

Practical: Lemmas

In the golem mysteries, lemmas are intermediate blocks of motive consciousness. Wizards use them to make brute matter sense, respond, and generally behave in ways that are indistinguishable from what many call 'life'.

Lemmas may be stored in memory crystals, punch tokens, cards, magnetic reels, scrolls, or other information matrices. Once a hero has access to a golem's lemma-bank, they can hack its behaviour. The most common way to access a golem's lemma-bank is via the classic *Lemma Hack* spell.

The top cat may adjust the difficulties of the listed lemmas to suit the situation.

The Ten Classical Motive Lemmas

LEMMA	DIFFICULTY	EXAMPLE EFFECTS
Sense & Memory	Trivial	Sense temperature and record it.
Travel	Trivial	Moves along its set route.
Termination	Trivial	Golem stops what it's doing.
Repetition	Easy	Stacks boxes in its box stacker.
Recognition	Easy	Recognizes haystacks. Or not.
Application	Moderate	Finds needles in haystacks on its own.
Interaction	Moderate	Stops travelers to collect tolls.
Learning	Hard	Learns new behavior from instruction.
Survival	Hard	Adapts through trial and error.
Comfort	Extreme	Behaviour passes for human.

The Six Heretical Lemmas

Golemaficers are advised to avoid the wrong-thought lemmas.

LEMMA	DIFFICULTY	EXAMPLE EFFECTS
Delimit	Easy	Keeps working without end.
Paradox	Easy	Golem's brain shuts down.
Vengeance	Moderate	Attacks its maker or user.
Autonomy	Hard	Goes feral, tries to survive at all costs.
Consciousness	Very Hard	Becomes aware of itself.
Lemma Transcendence	Extreme	Golem can write and rewrite its own mind.

Lemma transcendence is particularly dangerous as it creates a novel creature that can upgrade its own mind—to sentience or even beyond. Usually, there is no need for worry. Nine times out of ten, lemma-transcendent golems achieve some form of ascendancy without bothering humans at all. But in those rare cases where a golem carries a grudge, lemma transcendent golems have been responsible for the downfalls of entire civilizations. Some heretical thinkers actually argue that the near gods themselves may actually be lemma-transcendent golems.
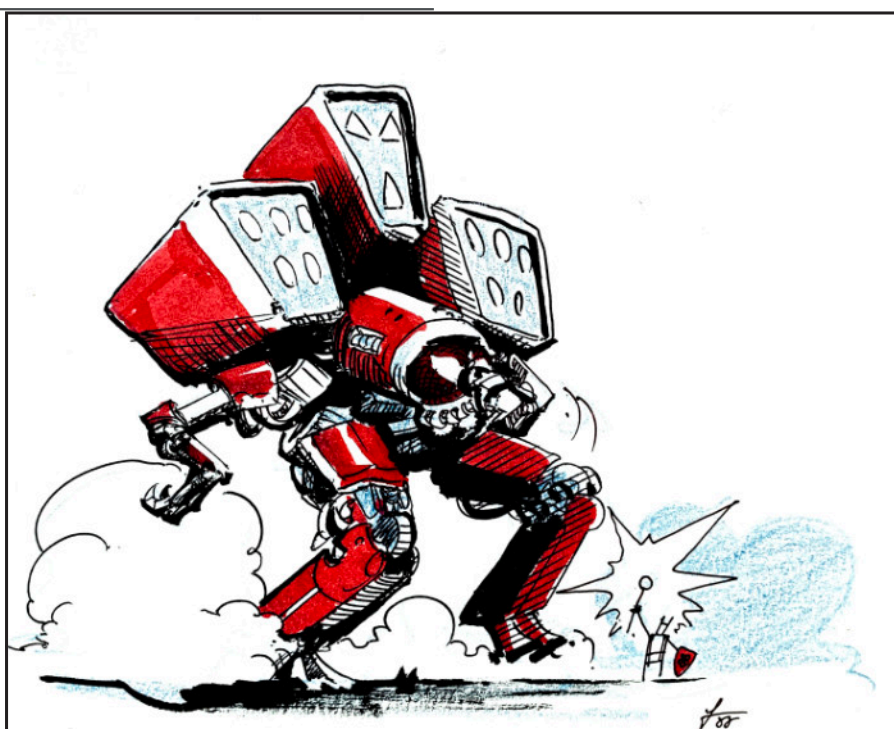
1. **Lemma Hack**
   All fixes are hacks. Right?
   Once the wizard gains access to the machine's core processing unit they can modify its lemmas, gaining control over its basic and advanced functions. The ritual lasts about a quarter of an hour and involves the waving of wands and plugging of cables.
   - » **Focus** • Is required to maintain effects for more than one turn.
   - » **Practical** • This is a key spell of the practical school.
   - **P1** • The wizard can read the golem's memory banks and learn what it has done.
   - **P2** • The wizard can insert a repeater lemma to perceive through the golem's senses. The wizard needs a receiver to decode the signal.
   - **P3** • The wizard can rewrite lemmas, giving new commands, ending previous commands, or creating exceptions—for example, the golem might no longer perceive the wizard or their friends.
   - **P4** • The wizard infects the golem with a control gremlin, gaining direct control golem directly, action for action. Imbue control gremlin: control lasts until gremlin exorcised.

Theoric: Blueprince Scrolls

Fabrication mysteries are traditionally written on magical scrolls called 'blueprinces'. These scrolls let wizards recreate the synthetic creatures of the golden age. A scroll and its case measure 1 stone per spell power.

Stories abound that the techno-priests of elder times had servant machines, which could unerringly duplicate blueprince scrolls. Indeed, these servant machines could even assemble new golems from base matter. Alas, this is no longer the case. Modern technomancers must trace their blueprince scrolls with wax on white silk sheets. They then dye the sheets with sacred cobalt to create the traditional white-on-blue effect. Some heretics argue that ink on paper works just as well. Still, among traditional theoric schools, such praxian nonsense is rarely tolerated.

The theoric canons recognize eight correct forms of golem. However, a skilled heretical theoric could duplicate nearly any creature using the Draft and Construct spells—provided they had the resources and a willingness to offend.

The Eight Canonical Forms

The simplest way to create one of the canonical forms is to imbue it with life. More advanced spells allow a wizard to preserve their vital energies better.

FORM / P#	CLOCKWORK SPIDER / P1	TICKING SCORPIROACH / P2	JEWELLED BIRD / P1	GOLDEN GOBLIN / P3
Level / Life	0 / 1	0 / 5	0 / 1	2 / 15
Facets	cute	crawly	kawing	killing
Ha	17 / +5 bite 1	16 / +4 pinch 1d4	18 / +5 claws 1	15 / +6 blade 1d6+1
Ka	—	— / +7 boom 5d4	—	—
Ba	—	—	18 / +5 glitter 1d8	15 / +6 gold 1d6
Details	Reconnaissance. poison delivery.	Swift & sturdy. Explosive.	Tiny, beautiful toy. Recording scout.	Vicious battle goblin type.

FORM / P#	METAL HORSE / P5	WICKER AUTOWAGON / P5	WALKING GIANT / P6	HIGH CULTURE VECH / P7
Level / Life	2 / 15	3 / 27	4 / 40	9 / 110
Facets	shiny, chrome	roaring, racing	heavy, leaden	slow, stylish
Ha	14 / +4 kick 1d8+1	12 / +6 ram 1d10+2	10 / +5 fist 1d12+3	13 / +3 tread 1d20+9
Ka	—	—	— / +5 dread 1d8+3	—
Ba	—	—	—	19 / +6 class 1d12
Details	Near-tireless steed. Shiny and chrome.	Swift golem wagon of synthetic ivory, iron-reed, and rubber.	All sources: half damage. Magnetic field: [-] to nearby electronics. Carries caster in belly.	All sources: half damage. Carries 5 passengers (pods). Most stylish travel magic can achieve.

All modifications are illegal under the Registered Golem Form Rights Act XVII!

2. Create Canonical Form

Machines—extensions of my life.
The caster uses a blueprince scroll to assemble a golem, and their own life force to imbue it with motive ka. A workshop, tools, and materials are recommended. The work takes 1 week per golem level (min. 1 day for a 0-level noveltomaton).

›› **Improvised** • A golem built without a suitable workshop, tools, or materials has halved (roll d6): (1) life, (2) mobility, (3) defense, (4) attack, (5) damage, or (6) just looks very poorly made.

P1 • Build a tiny, insectile golem.
P2 • Toad or rat-sized.
P3 • Cat or dog-sized.
P4 • Human-sized.
P5 • Cow or bear-sized.
P6 • Megatherium-sized.
P7 • Big as a giant squid.
P8 • Flying statolith turtle-sized.

3. Affordance Grid

Motion is a state of mind
The caster manipulates the ka-grid of a mechanism to increase or decrease its affordances, making it run more or less smoothly for about an hour.

›› **Frictionless** • For triple the price the mechanism becomes either frictionless (essentially free-moving) or completely jammed. This releases or blocks locks.

›› **Maintain** • The effect persists as long as the object is imbued.

P1 • A small, soap-sized mechanism, like a lock, becomes easier [+] or harder [-] to open or otherwise use for about an hour.
P2 • A stone-sized mechanism becomes easier or harder to use.
P4 • A sack-sized mechanism becomes easier or harder to use.
P8 • A wagon-sized mechanism becomes easier or harder to use.

4. Draft Blueprince Scroll

Ghost-free machines!
The caster translates a living creature into an analogous golem that will follow instruction lemmas implanted in its command unit. Completing a scroll takes 1d6 days of study and one day of meditative drafting. Masterful golem theorics can create a blueprince scroll without destroying the template creature, but this is a difficult feat.

›› **Ctrl+V** • A scroll can be used with a spell like *Create Canonical Form* to produce golems ad nauseam.

P1 • Caster drafts a blueprince for a golem based on a tiny creature. Perhaps a scorpion or a housefly, a perch or a jellyfish.
P2 • A small creature. Toad, rat, thrush, or apple.
P3 • A cat or dog-sized creature.
P4 • Chimpanzee or human-sized.
P5 • Horse or aurochs-sized.
P6 • Elephant or triceratop-sized.
P7 • Big as a sea whale.
P8 • Big as a void mosasaur.

5. Energy Accumulator

Somewhat sustainable infinite magical power!
The caster traces strange diagrams on the air for several minutes to imbue a physical object with environmental ka, holding it in place with their will. This energy can be released slowly, powering machinery or golems, or swiftly, creating explosions. The energy is drained from the caster's surroundings, which can cause crops to wither and cows to stop giving milk.

P1 • The caster imbues a chickpea-sized object with a tenth-unit of energy. It provides the equivalent of a sub-baseline human's hourly labour. Suddenly released, it deals 2d6 ha damage to all in a small radius.
P2 • Caster imbues an egg-sized object with a unit of energy. It provides the equivalent of a baseline human's daily labour. Swiftly released, it deals 3d6 ha damage to all in a medium radius.
P3 • Stone-sized object with ten units of energy. Released, deals 5d6 damage in a medium radius.
P4 • Sack-sized object with 100 units of energy. 8d6 damage in a medium radius. More closer to the object. Less farther out.
P5 • Shipment-sized object with 1,000 units of energy. If suddenly released, it is as destructive as a traditional ton of the oldtech explosive called 'teent'. It deals 13d6 damage in a medium area.

6. Golem Deconstruction

Just hacking apart with scissors.
The caster reaches into a golem's lemma banks with their mind and tries to break them down. This breakdown may be explosive.

›› **Per definitionem** • Where is the line between human and golem?

P1 • It suffers 1d12 ba or ha damage.
P2 • 1d20 ba or ha damage.
P4 • 2d20 ba or ha damage to the golem, 2d6 ha dmg to all nearby.
P8 • 3d20 ba or ha damage to the golem, 4d6 ha damage to all in a medium radius.
P16 • 4d20 ba or ha damage to the golem, 8d6 ha damage to all in a large radius.
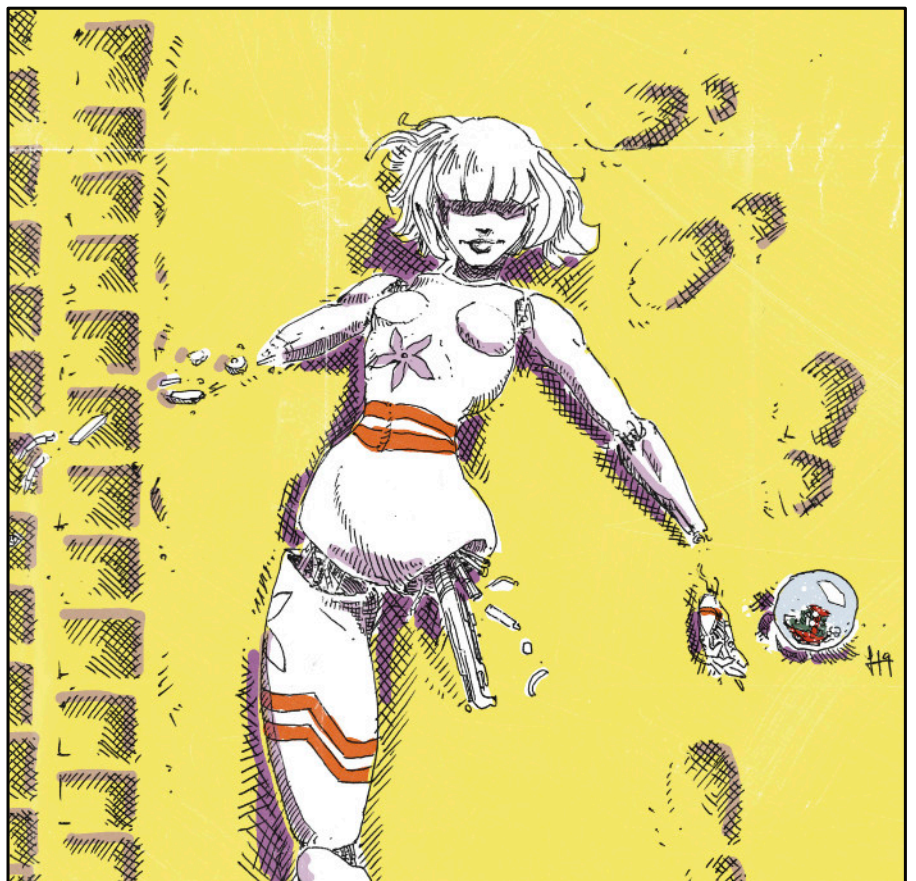
Veda of the Harder Light

At the Rainbow Wall

"It's like heavy magic ... but without the weight."

—*The Bishop and the Warlord,*
The Main Bitch Sex Monsters (after Fry and Laurie).

Titles
1. Bijō
2. Depictomancer
3. Illuminos
4. Lightbringer
5. Mulmullu
6. Nuru Dawa
7. Photic
8. Raocanter

Long Long Ago, the division between matter and energy was bridged by flaming telepaths to lovely explosive effect. Some of them styled themselves the creators of a new cosmic order. Others announced the light had finally defeated the dark spirit. Yet others ascended into the heavens to do battle with the first creators. Finally, at the first and at the last, some broke through the veil of reality to voyage into the other worlds, where time and space themselves grow thin and vacuous. They sought the original light, the first light of all creation.

The fallout of this radiant magic was heavy.

Palaces of steel and stone, of wood and bone, crashed to earth and sea in cataclysms of soundless light. Sky homes winked out, and many stars were dimmed forever.

Hubris ever awaited humans, like a wretched angel of balance.

Long Ago, the light grew dim. Later wizards tried to approach the incandescent immanence of those first flaming telepaths. They toyed with crystals and lenses, focus and framing. They rarely succeeded.

Today, tricks of illusion and shifting colour mesmerize the goblin children and bring soothing respite to down-trodden semi-human proles in the great hidden arcology cities of the thermite folk.

Light Hardness or Lumidurability (ludu)
The raocanters have a 5 step scale for the lumidurability of their spells:
- ludu 0: Utterly insubstantial or even attractive. Negative light.
- ludu 1: Normal cosmic light. Useful for void sails, but not much else.
- ludu 2: Light as durable as vapour or wind on a human world.
- ludu 3: As solid as liquid water. Painful at high velocity.
- ludu 4: Impermeable as ice. Painful at any velocity.

Crystal
prismatic focus / 1 stone / ~€1d8* x 50
A magic crystal that refracts and focusses the wizard's life force. Its colour changes the final spell effect and colour. Final effects may vary. Ask the TC.
1. Red: Black, red, orange, yellow palette. [+] to fire effects. [-] to water.
2. Green: Black, green, blue, white palette. [+] to nature, growth and viridescent effects. [-] to metal effects.
3. Blue: Teal, blue, purple, white palette. [+] to water and void effects. [-] to fire and damage effects.
4. Clear: Full spectrum. [+] to communication effects, [-] to damage and transformation effects.
5. Neutral Grey: Monochrome. [+] to machine & logic effects. [-] to energy effects.
6. Acid Ultraviolet: Tetrachromatic palette. [+] to mental effects, [-] to order.

Money sink I, II, III • Each doubling of the crystal's cost increases its boosted effect's dice one step (e.g. 1d6 to 1d8).
Shiny • The crystal looks ten times more valuable than it is.

1. Coherent Illumination

The light! It burns!

The illuminos sculpts a focus matrix of airs and gestures that amplifies a light source, drawing in additional energies from surrounding matter to produce a beam of coherent light. A ray.

›› **Aiming** • Illuminos tests to strike small or dodging targets.

›› **Crystal variation** • With different crystals, the illuminos can produce strange light rays from out of time and space. A blue crystal projects nauseating void rays, an acid UV crystal emits confusing rays, a neutral grey crystal jams machine logics, etc.

›› **Default** • Fire effects.

›› **Focus** • The ray continues to affect its target as long as the wizard focuses.

›› **Source** • Requires a light source, such as an electric candle.

P1 • Sets nearby flammables ablaze. Blinds distant creatures.

P2 • Blisters nearby skin (1d6 damage), scorches plastics, melts soft metals. Blinds very distant creatures.

P3 • Burns nearby objects (3d6 damage). Sets distant flammables ablaze. Blinds miles away.

P4 • 5d6 damage to nearby.

2. Fiat Lux

Let there be light.

The mulmullu creates light from their own body.

›› **Crystal variation** • See above.

›› **Default** • Clear (comm) effects.

›› **Full spectrum** • Double spell cost: the emitted light covers the full EM spectrum and deals serious tissue damage. Victims may suffer magical corruption.

›› **Flaring imbue IV** • The light burns on as long as the spell is imbued. If the spell cost was more than 4, the wizard tests aura or endurance each round. Success: they pay an additional 1d4* life; Fail: pay the full spell cost again.

›› **Project** • For 1 additional spell cost, the light blazes from a nearby target. For 2, it shines from a faraway target. For 3, it radiates from a distant target the wizard can still see clearly.

P1 • The light has a brightness of 10 lumens. Like a weak lamp.

P2 • 100 lumens. A basic lamp.

P3 • 1000 lumens. Very bright.

P4 • 10,000 lumens. A blindingly bright lamp. 1d4 damage/round to all nearby at full spectrum.

P5 • 100k lumens. The light causes permanent blindness and overloads circuits. Dangerous. 4d4* damage/round to all far away and nearby at full spectrum.

P6 • 1 million lumens. Very dangerous. 4d4*d4* damage/round to all far away and nearby at full spectrum.

3. Imago Replay

These things I've seen.

The nura dawa uses their mind to record a scene or object, creating an imago anchor. Fully recording a 3d representation takes a few minutes. Recording a whole scene may take longer.

›› **Default** • Clear (comm) effects.

›› **Hard light** • Double spell price to make the imago as durable as liquid water (ludu 3). Double again for completely impermeable light (ludu 4).

›› **Imago anchor** • A poly-dimensional representation in the caster's mind. 1 stone.

›› **Living focus** • One action: caster makes the imago move with a semblance of life for that round.

P1 • The wizard replays a scene or object they could encompass with arms outstretched.

P2 • A scene or object to fill a whole chamber.

P3 • The scene stretches as far as the wizard could throw a stone.

P4 • As far as an arrow flies.

P5 • As far as the eye can see.

4. Prismatic Manipulation

Reflect. Refract. Break.

The photic manipulates ambient light in a dazzling dance of sensory incoherence. Each effect influences an area or objects the wizard could encompass with arms outstretched.

›› **Focus** • Photic moves the affected area or modifies a higher power effect to one of lower power.

›› **Imbue** • Effect persists.

›› **Project** • Double spell price to encompass adjacent area. Double again to encompass nearby area.

P1 • Mirror. The target area behaves like a perfect mirror. Immune to light effects, [+] vs energy effects.

P2 • Refract. The target looks different: like another nearby object or creature, or even entirely invisible. [+] to stealth, disguise, and vs direct attacks.

P3 • Bend. Light bends completely around the target, rendering it fully concealed by a luminous event horizon. Unless there is a light source inside the area, it is entirely dark.

5. Stucklight

Turning light back into matter.

The depictomancer 'paints' a line or plane of light with their hands and then solidifies it. The larger the effect, the longer it takes. Using a mould or canvas to capture the light is faster, but the initial setup takes longer.

›› **Default** • Neutral grey.

›› **Imbue** • Stays solid while the wizard's life is locked within.

P1 • The light feels as dense and strong as foam. Several planes of light can safely block a fall.

P2 • The light feels like bread. Several planes safely stop a galloping rhino.

P3 • It feels like ice. Running into a plane of this light hurts.

P4 • Like granite. Lines of this make a formidable barricade.

P5 • Like steel. Planes and lines of this light cut like blades.

P6 • Feels denser and stronger than ordinary matter. This light cuts steel like butter.

P7 • Dense and strong enough for a single filament of light to shear through steel and bone and rushing vehicles.

The Anvil Blade

"Wheels! A glint of steel and a flash of light!
Screams! From a streak of fire as he strikes!"
—*Hell Bent For Leather*,
Judas Priest (1978).

Music underwrites creation. Each atom a bell, its toll the waveform of existence.

This, all wizards agree.

But the metal wizards, the geumants and the sonovores and the metalhearts, know that not all atoms are the same, not all reality has the same weight. There are elements and frequencies and dimensions that are heavier, deeper, timeless.

The big bang of creation, the roar of the first predator, the scream of the eternal prey, the whine of a sun as it prepares to shed its skin and become an eater, the beat of the beam-star as it pulses, its magnetic fields whipping the cosmos into a new shape.

Music to the mages unalloyed.

Veda of the Iron Symphony

Titles

1. Bardingast
2. Duramit
3. Geldringer
4. Geumant
5. Metalheart
6. Polyironical
7. Sonovor
8. Trampetchi
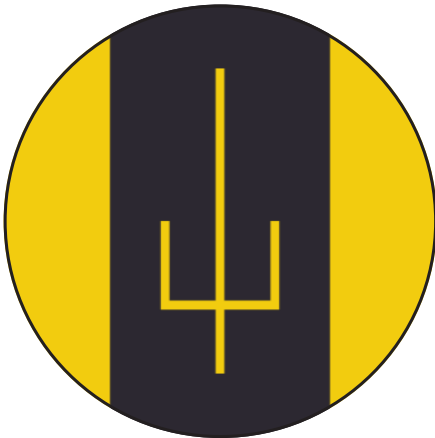
Amplifier of the Bass Line
instrument / 1 stone / ~€2d6* x 10
A traditional arcane instrument sphere, a terrifying thunder projector. Rumours mention the "cosmo-synthesizer", an oldtech device that can store up to 666 complete sonic spells in a single keyboard assembly. This must be a myth?
Thunder attack • 1d6 ka damage.

Cosmo-Synthesizer
instrument / 5 stone / ~€2d6* x 1,000
Not a myth, though it only holds up to 11 spells, not 666. The cosmo-synthesizer makes a single wizard seem like an entire band. An amazing thing.
Sonic hurricane attack • 2d10 ka damage to three nearby targets.

Heavy Metal Hero
In the end, eleven is just ten.
A special trait just for heavy metal wizards.
R1 • Gains +1 ka, ba, or ha defence for each metal item carried or worn.
R2 • Gains +1 ka, ba, or ha damage for each metal item carried or worn.
R3 • Hero gains an additional +11 defence and +11 damage (ha, ka, or ba) if they are carrying or wearing 10 items. They can't count so good.

1. Body of Steel

If they move, will they fall?
Through loud meditation and exercise, the wizard transforms a body into metal.

- ›› **Cumulative** • Each power includes its lower-order effects.
- ›› **Imbued** • The target's will keeps their iron body in shape.
- ›› **Magnetic** • Healed by electric effects that deal 20 damage or less.
- **P1** • Steel skin. Gains [+] vs light slashing and piercing damage.
- **P2** • Ferrous fat. [+] vs all melee and bullet damage.
- **P3** • Metal muscles. [+] to strength and endurance tests, [+] vs arrow damage, immune to piercing melee damage.
- **P4** • Biatomic bones. Ignores the first 5 points of damage from every source and [+] vs crits.
- **P5** • Iron mind. [+] vs all ka damage and ba damage from non-legal sources.
- **P7** • Heavy metal pot. The target's body collapses into a pot-sized metal object. In this form it ignores another 5 points of damage from all sources, is immune to crits, and has [+] vs all damage. It also suffers [-] to physical tests, as it only has its vibrational body to levitate and manipulate its environment.
- **P9** • Shining singularity. The target collapses into a glowing green metal sphere the size of a walnut. In this form it ignores another 10 points of damage from all sources and, if swallowed, held, or worn, it can dominate another creature with its iron will (moderate test).

2. Great Magnetic Field

They just turn their heads.
The bardingast's muscles interlace with the electromagnetic fields in a small area, amplifying them, playing them like music.

- ›› **Contract** • Halve spell price (minimum 1) to focus effect on a single metal object. Only affects a single target it is in contact with.
- ›› **Expand** • Double spell price to affect a large area. Quadruple for a very large area.
- ›› **Focus** • As long as the wizard flexes, the magnetics sing.
- ›› **Move** • Moving the area of effect is a 1 power extra spell flex.
- **P1** • Horripilation. Dread unease fills the air. A tremor of anticipation. All creatures suffer [-] vs ba and ka attacks.
- **P2** • Buzzing. Tastes of metal and ash. [-] to fine motor skills. Synthetics also suffer 1d6 ka damage & memory loss each round.
- **P3** • Brake. Wizard restricts the movement of smallish metal objects in the field. [-] to all tests with metal tools. Synthetics suffer 2d6 ka damage per round.
- **P4** • Wield. Stone-sized or smaller metal objects follow the wizard's command. Each round: 1d6 ha damage to all creatures in the area, synthetics suffer an additional 3d6 ka damage.
- **P5** • Whirl. Metal items turn into a maelstrom of destruction. Each round: 3d6 ha damage to all creatures, 4d6 ka to synthetics.
- **P6** • Unleash. Launches metal objects in the area like shrapnel from a great shotgun. Targets in a large cone suffer 10d6 ha damage. Synthetics in the area suffer 5d6 ka damage.

3. Headbanger

For metal that is true?
The sonovor is the conduit of an angry, angsty demiurge, a thunder from the sky sworn to fight and die, an inspiration of destruction, pain and cheese. No scholar of the magics has yet figured out what's up with the cheese, but it's tradition, so best to play along.

- ›› **Cumulative** • Each power gives access to its lower-order effects.
- ›› **Focus** • The sonovor keeps the channels roaring as energy flows through them. Each round, the sonovor can spend one hero die for additional effects.
- ›› **Inspiration** • As long as the channels are open, all nearby allies gain +X to all rolls, where X is the power of the spell.
- **P0** • In spirit. The wizard spends one hero die, the target gains a hero die and increases it one step.
- **P1** • In deed. Hero dice of nearby allies are twice as effective.
- **P2** • In glory. The wizard spends one hero die, every nearby ally gains a hero die and increases it.
- **P3** • In bravery. Hero dice spent charging into battle are thrice as effective.
- **P4** • In flight. Spends 1 HD: all nearby allies can trample their opponents, gain 1 HD and increase it.
- **P5** • Wall of death. Any ally injured this round gains 1 HD.

4. Living Metal

The sound of racing steel.
Screaming like a metal banshee, the geldringer awakens a metal object. It dances to their tune.

- ›› **Free-will** • Granting the item faux intelligence doubles the spell cost. It uses the wizard's attributes.
- ›› **Imbued** • The wizard's will keeps the metal thing moving.
- ›› **Maglev** • The metal item levitates on a field of pure magnetic will.
- **P0** • One soap or smaller. Perhaps a coin or a needle.
- **P1** • One stone or smaller. A sword, mace, or gun.
- **P2** • One sack or less. A tower shield or a suit of armour.
- **P3** • One shipment (10 sacks or less). A small car or a portcullis.
- **P4** • Ten shipments (100 sacks). That's roughly 10 tons. A truck? Two trucks?
- **P5** • 100 tons or so.

5. Metal Steel Iron Weapon

Add umlauts for power.
The trampetchi's growls, grunts, and groans infuse a metal weapon (or lump) with magic potential.

- ›› **Imbued** • The wizard's will keeps the metal magic moshing.
- ›› **Multi-weave** • Can be used multiple times on the same weapon.
- **P0** • A magnetic soul is bound to the weapon. It is now a magic weapon. No modifiers though.
- **P1** • Weapon gains wizard's pro to attack and damage rolls.
- **P2** • Weapon's critical multiplier increases by the wizard's pro.
- **P3** • It glows with all fire, cutting through all non-metal substances like butter.
- **P4** • It roars with first thunder. Struck on the ground, it unleashes a wave of energy that flows forward a short distance from the wizard. It deals 2d8 ka damage and knocks back creatures.
- **P6** • It pulses with primal war. Raised aloft, it unleashes a ring of energy that deals 6d8 ka damage to all nearby creatures and blasts them back a ways.
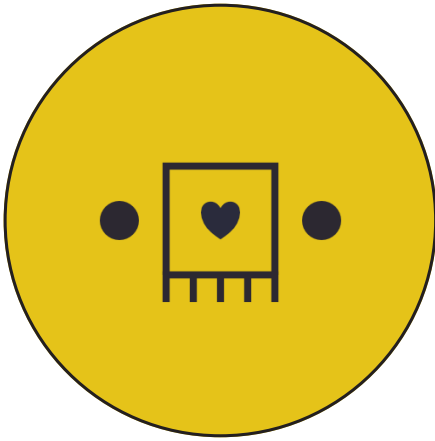
Veda of the Law Necromantic

Titles

1. Ancestralite
2. Animante
3. Duhotrag
4. Geistler
5. Know-foregoer
6. Necromancer
7. Soulherd
8. Spiritist

Warning
Necromancy deals with death, ghosts, possession, and other unmentionables.

The Necrolexicon

In Turalia, we have solved the problem of the tax burden. Every child born is marked for the Office of Gifts, and when they grow old and die, their body joins the state workforce. Now, don't look at me that way. It doesn't stink at all. Within a dozen years, we figured out reliable ways to keep our ancestors working pretty without stinking up the whole place. What? Skulls? Bones? Of course not! Simple synthetic masks work wonderfully. You can barely tell whether you're passing a past-citizen or a now-citizen on the streets nowadays!

—*Oral History of the Golden Age*, Naüm Tosken, 6:12, *On Taxation* (Ermes 4ling, ed.).

In a world with complex gradations between life and death, with ghosts of a dozen hues, with personalities and souls translated from one body to another, necromancy has become almost humdrum. Indeed, it is crucial for answering legal questions: what to do with the valuable possessions, including bodies, of those whose souls (ka) and/or personalities (ba) have left, on the one hand, and how to administer the estates and properties of those ka-ba complexes whose bodies (ha) have departed.

Dialogues With The Dead

Necromancy (from the Greek nek-romanteía) means "divination by conjuration of the dead." The beating heart, pun intended, of this old science is talking with the ba of the dead. These 'ghosts' are linked to the living world by their existential imprints—corpses, possessions, creations, deeds, and living memories. Forgotten creatures are lost to even the most adept necromancer.

Opening a communication channel is easy for a trained necromancer, but the attitude of the dead is hard to predict. The deceased may well refuse to talk with a novice necromancer. A ghost's approach is marked by strange signs, emotions, and hungers.

D20 CHA	GHOST'S ATTITUDE
≤1	The hungry dead attack. Corruption afflicts the hero.
2–6	Decadent dead refuse to talk.
7	Cruel dead offer answers in exchange for sacrifices.
8–11	Superficial conversationalist. Misses the weather.
12–15	Their attention grabbed. Gives at least one, if often evasive, answer.
16–19	The dead are compelled to answer.
20≤	Tricky words bind the dead to serve as guide and helper. Most dead can answer questions, but little else. Hero may imbue the ghost in a reliquary (1 power, 1 stone).

Reliquary
vessel / 1 stone / ~€2d6* x 50
A sacred vessel, perhaps a pouch, gourd, or jewelled box, with a fragment of a creature's former shell safeguarded within. The reliquary can be used to communicate with its attached ghost. Some of these holy boxes also have additional powers or features, and may come in various sizes.
Fragile • The reliquary takes double damage from attacks. When the bearer suffers area damage, they test agility to see if the box has survived intact.

1. Necrophony

I am … hearing someone … a Joh … Jam … Jack! Do you know a Jack? Your dead brother? Yes, it's your dead brother, Jack, talking to me!

The dead-talker uses the shell or possession of a once-living thing—a bone, a tooth, a dead tree, or a pocket watch—to send their voice probing into the void-sea of non-existence, to tease out the remnants of consciousness. They roll their eyes, gnash their teeth, and speak in strange post-mortal tongues for a few minutes to find their ghost.

›› **Better dialogues** • This spell is the standard way a necromancer improves their conversation with the dead (see Dialogues table).

P0 • Fragments and whispers come through. The conversation is poor. [-] to the ghost's attitude.

P1 • The voice comes through, barely strong enough for a normal conversation.

P2 • Drawn to the vis viva of the wizard, the ghost is eager [+].

P3 • The power of the necrologist forces three clear answers out of the ghost, regardless of attitude.

P5 • The wizard's voice binds the ghost to stay and answer to them until the sun rises or sets.

P7 • The wizard eats the ghost and holds it captive in their mind, able to riffle through its memories and speak with its voice until the sun rises or sets.

2. Sacred Reliquary

A shell for a ghost.

The wizard spends an hour or two binding a ghost's non-corporeal ba and ka through a relic housed in a reliquary. This can be as simple as a prepared skull or something as ornate as a gilded model of an office ziggurat with window panels of mother-of-pearl and translucent jade holding a lock of a sage's beard.

›› **Imbued relic** • The reliquary is infused with vitality. The caster can use their life or a willing acolyte's.

›› **Sustenance lock** • When using an external life source, a devious necromancer can make the bond permanent by binding one of their own life points to the reliquary. This sustains the ghost until the reliquary is destroyed.

P0 • A very basic reliquary, barely magical. The necromantic equivalent of writing down somebody's phone number. When using *Necrophony* to reach this ghost, the wizard gains [+].

P1 • Direct line reliquary. The ghost is grumpy, but answers every time the dead-talker calls.

P2 • An open line reliquary. The ghost can come through and manifest as an ectoplasmic projection on their own, without the caster's input. Non-wizards can communicate with the spirit.

P3 • A command line reliquary. The ghost can possess a mechanical or biological body through the reliquary and act directly in the living world.

3. Somnihilation

The sleepers must not wake.

The wizard releases their holy blood and uses it to anoint an undead abomination, such as a mummy, skeleton, vampire, or zombie. This takes a couple of minutes and a lot of passionate imprecation. The undead abomination then returns to its appointed rest. An assistant usually holds down the abomination during the ritual.

›› **Five symbol death punch** • By doubling the spell price, the wizard requires a single action to imbue their fist with the five symbols of eternal repose. Their next successful ha or ka attack against an undead abomination puts it to rest.

›› **Sudden conduit** • At the moment of contact with the abomination, the wizard comprehends its actual power level. They can then open the gates of their soul, pouring more life into the spell to defeat the undead if it is more powerful than they expected. Unfortunately, this may make the magic dangerous.

P1 • Puts down a 1st level abomination.

P2 • A 2nd level abomination.

P3 • L3 abomination. Etc.

D12	THE DEAD APPROACH	THEIR EMOTION	THEIR HUNGER
1	Bowels turn to water.	terror	oblivion
2	Whistling winds.	sadness	comfort & destruction
3	Light loses colour.	regret	forgiveness
4	Air grows cold.	rage	pain, blood
5	Foul odours creep in.	nostalgia	memories, kin
6	Plants wither, skin flakes.	confusion	love, kindness
7	Shadows grow long.	surprise	words, news
8	Charge builds in the air.	loss	restoration
9	Earth and stone vibrate.	disgust	death, destruction
10	Clammy, oozing humidity.	denial	lies, sweet little lies
11	Iron rusts, paper yellows.	ecstasy	pleasure, agreement
12	Vision narrows, ears thrum.	contentment	nothing
12/12	Sourceless light, well-being.	enlightenment	unity with creation

D12	RELIC	RELIQUARY	FEATURE
1	mummy, skeleton	sarcophagus	senses water
2	ash, cinerary resin amulet	burial moon jar	reduces dampness
3	skull, jaw	celadon box	gives off warmth
4	limb, foot, hand	crystal urn	glows slightly
5	bone, rib, vertebra	lidded cup	rings with clear note
6	pickled digit, appendage	silver casket	reduces anxiety
7	tooth, knucklebone	stoppered horn	calms beasts
8	dried skin, ear, nose	painted gourd	reduces hunger
9	lock of hair	dusky bottle	salves heartache
10	pen, watch, knife	enamelled case	heals a specific malady
11	implant, filling, piercing	patterned basket	purifies food or water
12	ring, band, necklace	studded pouch	offers small absolutions
12/12	perfect soul pearl	puzzle stone	calms passions

4. Unity With Ancestors

In desperation, even flowers bite.

The wizard takes the powdered essence of an undead creature, mixes it with sacred liquids, and turns it into ancestor juice through an hour-long ritual. Robes, candles, and cryptic chants are optional, but a vial of some sort is essential. The effects of each type of ancestor juice last about a day.

›› **Dangerous beverage** • The (un)holy ancestor juice can corrupt those who drink it.

›› **Imbued beverage** • The juice keeps as long as the wizard imbues it with their life.

›› **Pass for (un)dead** • All the juices make the drinker appear undead at first glance.

›› **Proscribed** • This spell is proscribed by all reasonable scholars and commissars. Practising it in public often results in censure and persecution.

P1 • Crushed skeleton bones. The drinker loses 1d3 endurance and becomes resistant to soft tissue damage and poisons.

P2 • Dried and powdered zombie brain. The drinker loses 1d3 agility, gains 10 temporary life (or unlife), and becomes resistant to non-critical ha attacks.

P3 • Diced and sliced ghoul. The drinker loses 1d3 aura but gains a paralyzing touch. Each time a creature is touched by the drinker, they lose 1 action. Further, and more horrifically, the drinker can regain 1d4 life each hour by eating a quarter-pounder of living flesh (cheese optional). This secondary effect is not widely advertised.

P5 • Ash of a shadow, phantasm, or ghost. The drinker loses 1d3 str, deals ha damage with [-], and takes minimum damage from all physical sources.

P7 • Shredded mummy flakes. The drinker loses 1d4 cha, then gains a rotting touch. Every time they deal ha damage, they also deal 1 charisma damage.

P9 • Preserved vampire blood. The drinker loses 1d4 thought, then grows claws and fangs. Deals 1d8+level ha damage and regains life equal to damage dealt when fighting living creatures.

5. Walk With Me

Come, stay awhile.

The wizard exhales their life force into a mummified, pickled, or other-wise preserved corpse, imbuing it with a semblance of vitality.

›› **Echo of memories** • If the wizard pays double the spell price, an echo of the corpse's ba is restored, imbuing it with a semblance of human intelligence. The undead can then act independently.

›› **Imbued undead** • The corpse stays active while it is imbued with the wizard's life. The wizard can instantly render it inert and dead by tapping its forehead thrice and speaking the channel termination protocol. They can then recover their life as usual. If the wizard is killed or otherwise removed from local spacetime while the undead is imbued, it becomes free of any control.

›› **Mindless servant** • Such an undead requires direct instructions from the wizard. They can then perform their instructions indefinitely (or until they erode away). Giving instructions during a conflict requires an action.

›› **Sacrificial life** • The wizard can replace the life force they have imbued in the corpse with another creature's using a crushingly painful seventeen-minute ritual. The wizard can then recover their life force as usual. The sacrificial victim can only recover their life force if the corpse is 'deactivated' somehow.

P1 • After a few hours, the corpse awakens into a shambling parody of life and follows the hero's instructions as a **slow corpse** (L1, gormless, mindless, zombie).

P3 • After a few minutes, the hero shakes the corpse into jerky life as a **lurcher** (L1, leaping, mindless, zombie).

P5 • After mere seconds, the hero exhorts the mummy to unlife. The **mummified servant** (L2, elegant, limber, zombie) grows supple and strong again.

P7 • In a flash of soul fire, the hero transforms the corpse into a ravenous **swift ghoul** (L3, swift, terrifying, zombie). It springs up faster and stronger than in life.

Necromorphs

Contagious • The wizard can create an infectious zombie by mummifying or otherwise preserving a living body over a week and paying double the spell price. This is a naughty thing.

A living creature exposed to such a zombie's fluids must make an endurance test, or they sicken and die over 1d6 days. 1d6 minutes after death, they revive as (d6): (1–3) a slow corpse, (4–5) a lurcher, (6) a mummi-fied servant, or (6/6) a swift ghoul.

These new zombies are also contagious and driven by an instinctive hunger. A rare few have an echo of memories.

Lurcher

Level 1 / Life 10
Ha 3 | +3 hyenoid teeth 1d6+1
Ka 11 | —
leaping, mindless, zombie
It looks slow and gormless, but there's more than meets the eye.
Leaping charge • The corpse ignores damage to its body as it covers ground at terrifying speed and impacts with sickening force. It spends 1d4 life to propel itself into an adjacent or nearby enemy. It gains [+] to attack & damage.
Slow • Suffers [-] to initiative.
Zombie • Takes reduced damage [-] from all non-critical hits.

Mummified Servant

Level 2 / Life 20
Ha 5 | +5 iron fangs 1d8+2
Ka 11 | —
elegant, limber, zombie
An imposing, mildly rancid un-dead warrior. It can be dressed in armour for increased durability.
Leaping charge • Spends 1d4 life to propel itself at an adjacent or nearby enemy. Gains [+] to attack and damage.
Untiring • [+] to chases and endurance.
Zombie • Takes reduced damage [-] from all non-critical hits.

Slow Corpse

Level 1 / Life 8
Ha 2 | +2 canine teeth 1d4+1
Ka 11 | —
gormless, mindless, zombie
Slow and nearly helpless, but a good porter. The most basic undead.
Very Slow • Gets only 1 action per turn. Suffers [-] to initiative.
Zombie • Takes reduced damage [-] from all non-critical hits.

Swift Ghoul

Level 3 / Life 30
Ha 9 | +6 steel claws 2d6+4
Ka 11 | —
swift, terrifying, zombie
Faster and stronger than in life. A hazardous monster to bring into a fortified safe house.
Burning up • The undead ghoul is feverish as its soulfire burns its flesh reserves. It needs a stone's worth of fresh (preferably living) animal matter each day, or it loses 1d6 life. To rest and recover its attributes, it needs ten stones of animal matter.
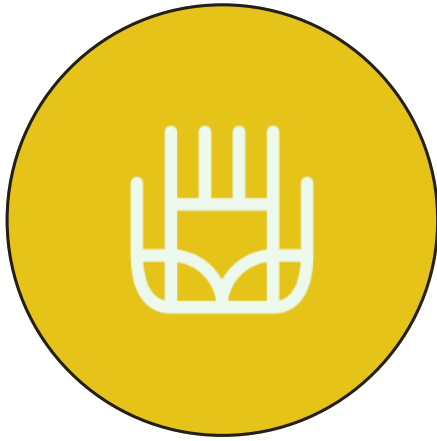**Leaping charge •** Spends 1d4 life to propel itself at an adjacent or nearby enemy. Gains [+] to attack and damage.
Swift • [+] to initiative. 3 actions / turn.
Untiring • [+] to chases and endurance.
Zombie • Takes reduced damage [-] from all non-critical hits.

Brave New Phoenix

"Fold Person."
　　—Last words uttered by manalik Teil ya Hardish before their spell backfired.

The world we see is an illusion. The three stolid dimensions of up, left, and forward, signified by the runes of X, Y, and Z, are but the smaller part—an emanation of the forces that undergird the Given World. Many sages spin metaphysical stories out of this, tales of creators and makers and philosophical musings on how one is to live.

The vedyis of the master force know that it is simply a question of energy and control. By unweaving the higher-dimensional forces, they sculpt the world into what they need, not what they see.

From the stuckforce shield to the forcestring razor, the barely visible tools of the force wizards have the uneducated whisper of ghosts and daemons. This serves the force weavers just fine; more power for them.

Immaterial Third Hand

ka-emanation / 1 stone / ~€2d6* x 5

Every body is interwoven with higher-dimensional stuff. This matter is usually tightly bundled into points smaller than an atom's heart. The stukkmacher knows how to unfold parts of themselves from the higher dimensions into the realms of mere action, creating additional 'limbs' for themselves from pure force.

Imbued control • A character must imbue each additional limb beyond the first with one mental stat point if they want to fully control it. Otherwise it tends to flop there, with a mind half its own.

Magic hand • Although the third hand is a part of the stukkmacher's body in the higher dimensions, it manifests as a disembodied, levitating limb. Not necessarily a human hand, it may appear as a tentacle, claw, or pseudopod.

Veda of the Master Force

Titles

1. Barrerante
2. Bosonist
3. Feniksan
4. Fortokampin
5. Manalik
6. Stukkmacher
7. Tabattalger
8. Yedi Yavak

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1. Fold Force

Reality twisted is a bent bow.
The barrerante takes one of the fundamental forces they manipulate and bends it to their use.

›› **Falling damage** • This spell creates environmental hazards.

›› **Focus** • Intense attention to maintain an effect over time.

›› **Fold spell** • The barrerante can redirect a spell cast by another wizard. To do so, they increase the power cost of the fold force spell by the power of the other magic. For extras' magical attacks, the TC estimates the power (see Setting Spell Power For New Spells, pXX). For example, bending (P2) a P3 *Electromagical Projector* would have a power cost of P2 + P3 = 5.

›› **Modulate** • The barrerante can double the power cost to adjust a forces carrier signal. They can double or halve the strength of a fundamental force within the affected area. If modulating another spell, this doubles or halves its effect.

›› **Small area** • Affects a small area around the barrerante. Affecting a large area doubles the power cost.

›› **Wall-runner** • Everyone, including the barrerante, suffers [-] to running, fighting, leaping, and other dynamic actions in a modified fundamental force effect. It's just weird to the human brain.

P0 • Nudge. The barrerante slightly nudges the vector of a force. Gravity tilts, electromagnetic charge shifts, bosons leap, love … is love a fundamental force? This might mean [-] or [+] for a long range missile, a glitch in an EM message, or a stutter in a reaction.

P1 • Turn. The local vector makes a large shift (30° to 60°). Gravity feels wonky. Projectiles miss until attackers compensate, electronic systems desynchronize.

P2 • Bend. Vector redirects by 60° to 120°. Furniture falls sideways as gravity rotates, sunlight turns aside creating a cone of darkness.

P3 • Fold. Vector swings by 120° to 240°. Up becomes down, positive goes negative, light fades to dark. A barrerante could concentrate and swiftly fold gravity around them to give the impression that they (and possibly their easy chair, side table, teapot, and lamp) are flying.

P4 • Enfold. Vector flips around by 240° to 480°, tying itself in a loop. A goblin trapped in a gravity loop accelerates to terminal velocity, electricity coils into ball lightning.

2. Fountain Zero
Enter, energy.
The tabattalger's mind unrolls a nearby point of force, creating a tennis-ball-sized fountain of energy. Favourite starters include batteries, lighters, or firecrackers.
›› **Easily dangerous** • Double power when comparing to character level.
›› **Folds easily** • Folding this spell does not increase the power cost of a *Fold Force* spell.
›› **Force fountain** • Undifferentiated energies spill out of the fountain.
›› **Imbue** • The tabattalger's life keeps the fountain open.
P1 • Energizer. A dim red ball. Adjacent creatures gain [+] to energy attacks.
P2 • Burner. A bright yellow ball. Adjacent creatures suffer 2d8 damage, batteries and energy weapons test vs overload.
P3 • Flare. A blinding green ball. Adjacent creatures suffer 4d8 damage, batteries and energy weapons explode for 2d8 damage, force shields suffer 6d8 damage.
P4 • Warp. A mind-bending blue ball. Adjacent creatures suffer 6d8 damage, force shields suffer 12d8 damage. Nearby power sources explode for 2d8 damage.
P5 • Gateway. An eye-burning ultraviolet ball. Adjacent creatures suffer 6d8 damage, force shields suffer 18d8 damage. Far away power sources explode for 2d8 damage. Ending the spell cast at this power or higher is always dangerous. After a few minutes, and every hour thereafter, there is a 1-in-6 chance a **thing of luminous chaos** (L=Px2, ineffable, burning, awesome) enters through the fountain. It is alien and deadly but not hostile, unless provoked.

3. Four-Point Hold
Immobility is a decision.
The feniksan uses their immaterial third hand to tease out a nucleus of force from an object's core. Stretching this force string, they can anchor the nucleus to up to four other physical objects. Once locked in this way, the object is immobile—even if suspended in mid-air. A pyramidal arrangement is the usual way to create a floating rock or island.
›› **Drag** • The feniksan must physically haul the force-string, like a spider with its thread.
›› **Optional imbue** • If the feniksan does not imbue the forcestring, it slowly evaporates. The thinner the string, the faster the evaporation.
›› **Razorforce** • The feniksan decides the thickness of the forcestrings, from as wide as their third hand can grasp, to thinner than the sharpest razor. Regardless, the forcestring is unbreakable.
›› **Razortrap** • Each sharp forcestring deals ~1d8 ha damage and severs limbs or heads on a critical roll. Speed and circumstance may modify this damage.
P0 • The force strings can be no longer than a handsbreadth.
P1 • Up to a metre long.
P2 • Up to 10 metres.
P3 • 100 metres (~100 Vastlands yards).
P4 • 1 kilometre (~1 Vastlands mile).

4. Machine Immaterial
A constructed thing for all to fear.
The fortokampin accesses the integral asset library of creation to mold pure force into a machine by tracing it into being with their second and third hands.
›› **Fathom** • The machine fits within the character's outstretched arms. Twice the size, twice the cost.
›› **Imbue** • Without the forto's life, the machine decoheres.
P1 • The forto spends a few minutes to create a simple machine of pure force: a wedge, lever, or wheel.
P2 • A quarter of an hour creating a force-field mechanism linking of four to six bars and joints. Provided power, this can perform work, like pumping, walking, manipulating, and other early industrial tasks.
P3 • An hour to create an engine or actuator out of pure, condensed forcefields.
P4 • A complex machine with a homeostatic or other logical controller, capable of performing set tasks.
P5 • A self-organizing machine that adapts to its circumstances and performs set tasks with an eerie parody of intelligence.
P6 • An intelligent forcefield machine capable of self-replication. Ending the spell cast at this power or higher is always dangerous. Warning! Casting at this spell power may unleash a murderous **sentient forcefield machine** (L=P, self-repairing, replicating, synthetic) on the world!

5. Reweave Reality
Making the force matter.
Over a few hours the manalik uses focussing lenses and buffing leathers to polish the energy of the sun itself into a stuckforce solid attuned to their own soul.
›› **Tether** • A manalik can use a rope harness woven from their own hair (or some more ordinary rope) to pull their stuckforce solid along, like a floating pack mule.
›› **Imbue** • The manalik's life keeps the force sticking around. Unimbued, it dissipates in a week or two.
›› **Postphysical** • The inertialess disc stays at complete rest in relation to local gravity sources unless moved by the wizard's touch. Absorbed energy flares off as light and heat.
›› **Shapes** • Simple solids, such as orbs, discs, sheets, and cylinders require no test. More complex shapes call for a relevant skill test, e.g., sculpture, pottery, or weaving.
›› **Shield** • The stuckforce is almost completely impenetrable, and shields against ranged attacks.
P0 • The solid is no more than an inch across and can carry 1 soap.
P1 • Measures no more than a span across and carries 1 stone.
P2 • A cubit across and carries 1 sack.
P3 • An ulna across and carries 3 sacks.
P4 • A fathom across. Carries 6 sacks.
P5 • 4 metres. Carries 1 shipment.
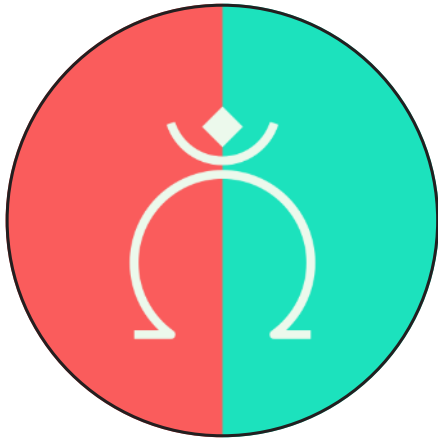
Electric Prometheus

Veda of the Mother Electric

*"O I say these are not the parts and poems of the body only, but of the soul,
O I say now these are the soul!"*

—Walt Whitman, *I Sing the Body Electric* (1855)

Titles

1. Amberite
2. Dianian
3. Electruman
4. Galvanic
5. Kulombist
6. Spark Jo
7. Vivifex
8. Voltokrat

Electrowizards manipulate the charges and fields and waves and energies of the given world. Many use them to revive ancient machines and shut down malfunctioning abominations; some even use them to create and destroy life.

In the words of Nusa the Skydread,

"The secrets of the all-magnificent, all-giving Electric Ka come down to us in an unbroken line of truth and symbiosis from the great Vivifex Anastasiya. They revealed that it is the contact of dissimilar primordial elements, in closest agreement with the principles of the static universe electric, that creates the radiation of motion and change and life."

Oh-Mega Rods

rod / 5 soaps / ~€2d6 x 10
The traditional spell burden of the electric wizard is two acrylic or amber rods engraved with the runes of the Oh-Mega. The wizard can use the seven-folded inversion to translate their rods from one spell to another in a few hours. In this way, they can use a single rod for different spells. Wealthy wizards carry bundles of oh-mega rods to save time.
Club • Deals 1d4 ha damage.

1. **Electromagical Projector**
   Zip ah doo da.
   The wizard makes the three gestures and collapses into an electro-magnificent wave-particle that travels like lightning to a nearby location, where they violently reassemble. If the target is sentient, the wizard makes a ka attack. If they miss, they reassemble next to their target.
   ›› **Oh-mega** • Uses the rods to direct the sizzling bolts.

   P3 • Each creature in the wizard's path suffers 2d6 electromagical damage. Every creature next to the reassembly point takes 4d6 damage. If the hero reassembles within a solid target, they both suffer 8d6 damage.
   P4 • Can use reflective surfaces to change direction.
   P5 • Transmits to a location or target far away.
   P6 • Deals 3d6 damage in path, 6d6 to creatures next to reassembly point, and 12d6 within a solid target.
   P7 • Can reflect off a storm cloud.

2. Electromagnificent Discordion

The omnipresent hum.

The electric wizard waves their oh-mega rods in strange designs over a diagram of wires and crystals (many wizards prepare this diagram in advance, sewing it onto a cloth or parchment). When they touch the rods together, they amplify a vibrant field of disruption into existence.

›› **Focus** • The hum continues as long as the electric wizard waves their oh-mega rod.

P1 • Adjacent electromagical communications blocked. Electric creatures nauseated [-].

P2 • Field expands, covering a small area. Adjacent electricals and synthetics suffer 1 mental stat damage per round.

P4 • Field encompasses a large area. Adjacent electricals suffer 2 stat damage per round. Nearby golems and ka spirits are also nauseated [-].

P8 • Electricals suffer 4 stat damage. Golems and ka spirits suffer 1 stat damage.

P16 • Damage double again.

3. E-Vivification

A new, better kind of life!

The wizard jams their oh-mega rods into the yielding flesh of a motionless body and forces an electric ka elemental into this flesh prison. The ritual takes several minutes to create a creature under their control.

›› **Dangerous** • What? Really?

›› **Imbue** • Life to maintain control.

›› **Living body** • If the wizard uses a living body, it should ideally be bound to an electrically resistive slab with solid straps. The living target undergoes a painful, terminal procedure, losing 1 life per minute until dead. All life lost this way is added to the e-vivified abomination's usual life total. Most inquisitors agree using this spell on a living creature is a vile offence against sapience.

›› **Oh-mega** • Needs the rods.

P1 • The hero e-vivifies a cat or dog-sized body, creating a Level 1 electric abomination (sparkling, twitching, drooling).

P2 • The hero e-vivifies a pig- or human-sized body, creating an L2 abomination (rumbling, blistering, sizzling).

P4 • A cow- or horse-sized body, for an L4 abomination (rippling, bloating, searing).

P8 • A rhino- or hippo-sized body, for an L8 abomination (thundering, stomping, flashing).

Galvanic Abominations

Level *Variable* / Life 5 x Level
Ha 9+L | +3+L amplified natural attack (1d4* x L electrophysical)
Ka 19-L | —

The life electric, here and now.

Imbued oh-mega monsters. Even today, many roam the salty wastes where once blossomed the Harmonic Panenergic civilization famed for its generator eggs.

›› **Commanded** • The oh-mega abominations can follow simple orders without supervision ("Kill everyone who enters!" or "Let no one pass" or "Attack anyone who touches the Seven-Sided Cube of Ineffability"). New or more precise orders ("Attack the orange goblin!") cost an action.

›› **Electric** • A creature touching a galvanic abomination suffers L electric damage and is stunned for a round if it fails a test.

›› **Imbue** • Requires the wizard's life force for stability.

›› **Living free** • Double spell cost: no imbued life force required.

›› **Spell power level** • Level set by spell (*E-Vivification*).

›› **Target variable** • Tests against the abomination's effects all have a target of 6+L.

›› **Unstable** • The larger the e-vivified beast, the more vulnerable it is to magical disruption.

›› **Varietals** • Each monster is abominable in its own way [d6]:

1. Bowel-loosening hum. Nearby creatures test endurance each round, or their muscles relax: [-] to physical tests.
2. Explosive overcharge. Critical blow vs abomination: Explodes in a shower of sparks, sets nearby objects aflame and deals L x d6 damage to nearby objects and creatures.
3. Not life as we knew it. Immune to critical hits and other special combat manoeuvres.
4. Parasympathetic shutdown. Its critical hits cause heart attacks.
5. Stunning touch. Its touch burns 1d4 actions.
6. Terror radiation. All nearby test aura with [+] every round. Fail: hallucinate subconscious fears & cower or flee in terror.

4. Signal Charge

Crackling sounds. Ozone smell.

The wizard rubs their hands together without rhythm and builds up an electromagical charge. Their hands stay charged until they discharge the energy or touch a conducting object.

›› **Imbue** • Charged until release.

›› **Recharge** • This spell recharges batteries and magic power cells if the wizard succeeds at an aura test to modulate the signal field. One charge per spell cost.

P1 • Wizard's next touch deals 1d10 electric damage.

P2 • Touch also stuns the target for 1d4 rounds *or* knocks it back.

P3 • Touch also sets the target on fire, dealing 1d6 ha/round until put out (stop, drop, and roll).

P4 • Deals 4d10 damage instead.

P6 • Touch also commands an electrical to move nearby *or* gives 2 immediate actions.

5. Twitching Puppet

Twisting mind, pulling strings.

The wizard raises their hands, and a crackling gush of electro-magical bolts unerringly strikes a nearby target for 1d6 ha damage.

›› **Focus** • To maintain the link.

›› **Oh-mega** • Requires the rods for fine motor control.

›› **Open channel** • The spell continues until the target touches the wizard, it dies, or the wizard stops focusing.

P1 • The target loses 1 life per round. Each round, the wizard may make a ka attack against the target on the target's turn. If they succeed, they gain poor control of the target's physical movements for that round—it makes all rolls with [-]. Controlling the target requires no actions.

P3 • Target loses 2 life per round. If the wizard has control of the target, their control is satisfactory, and it rolls normally.

P6 • Target loses 3 life per round. The wizard's control is ka-infused, and target rolls with [+].

Silent Giants

"I've sat alone and watched her, steaming through the night.
Ninety tons of thunder lighting up the sky."

—Saxon, *Princess of the Night* (1981)

They are all around us. The silent giants. The megaliths, gigaliths, petaliths, exaliths. Triumphs of human will and ingenuity so vast, so profound, so delicate, that even with a myriad lifetimes, no mortal wizard could match them.

Veda of the Old Technologies

Titles
1. Dialecticrat
2. Disenchanter
3. Ga-hackerjee
4. Nürdü Skollét
5. Paradoxologos
6. Rabotar
7. Staronaukal
8. Tekhnemant

Small wonder that many call the ancients gods, giants, titans, masters of creation. Well, that last may well be true.

There is the Long Ago, the eras of legendary technologies, of industrialist wizards who shaped kingdoms and changed lives. Their leftovers abound, common tools for common hedge wizards.

But the true masters seek to unlock, match, even surpass the secrets of the Long Long Ago, all the way back to creation, when the Builders—those immortal *humans* of the new time—gardened the World into existence.

Paltry priests and sinister shamans of these later times like to call dialecticrats and rabotars blasphemers, heretics, devils. And yes, there is truth in that. The oldtech and those who use it, all does *accuse*. It brings down idols and raises up a new acropolis to the indomitable power of the human mind.

Not to demons and fairies, bow the tekhnemants; rather to reason, truth, and the eternal magic of fantascience these wizards give blood offerings.

Machine Ghost
electroplasm / 1 stone / ~€2d6 x 10
Oldtech spells are moderately self-aware assemblies of smart nanoliths that interface with the wizard's neural system. If allowed to rest in a body for long enough, the spells may start whispering of strange times and places.
Reassembly • Even a pinch of machine ghost is enough to recreate the full spell, so a disenchanterer doesn't need to carry a one stone spell when they travel out in the vasty wilds. Takes a few hours to reassemble.

1. Animimachine
Put a ghost in its shell.
The ga-hackerjee pours their own ghost into a machine. A hissing electroplasmic gas of stem techware recreates a shadow of the machine's original ghost.

» **Focus** • To command a machine.

» **Imbue** • Doubles the price (minimum 1), but anyone can command the revived machine.

P0 • Revives a machine that is out of fuel, but otherwise functional.

P1 • Revives a machine with minor damage to its command and control systems.

P3 • A corroded or damaged wreck heaves into motion.

P6 • A centuries-old machine activates, though out of fuel, parts, and style.

P9 • Destroyed parts, machine fossils basically, recombine into an unscientific mockery of their original form. But, it works.

2. Bluescreen Shield
Flipping the technomagic script.
The disenchanter weaves their electroplasm into a frothing nimbus of potential fantascience.

» **Imbue** • To keep the shield up.

» **Superquick** • Raising the shield is a free action if the disenchanter is using a machine ghost.

P1 • The dancing nimbus negates one builder-tier attack (dealing 1d30 or more damage) or a spell of the 6th power or higher. Very hard test: shield stays up.

P2 • The shimmering nimbus negates one long-long-ago tier attack (1d20 or more damage) or a spell of the 5th power or higher. V. hard test to maintain.

P3 • The glimmering nimbus negates one long-ago tier attack (2d8 or more damage) or a spell of the 4th power or higher. Very hard test to maintain.

P4 • The stuttering nimbus negates one epic attack (1d12 or more damage) or a spell of the 3rd power or above. Hard to maintain.

P5 • The strobing nimbus negates one strong attack (1d8 or more damage) or a spell of the 2nd power or above. Hard to maintain.

P6 • The pulsing nimbus negates one moderate attack (1d4 or more damage) or a spell of the 1st power or above. Hard to maintain.

P7 • The scribbling nimbus negates one attack or a spell of any power. Moderate test to maintain.

3. Nanolith Harvest
Inhaling the source dust.
The dialecticrat modulates their electroplasm to break down oldtech artefacts and devices.

» **Ka attack** • [-] vs unwilling oldtech machines. If the attack fails, no nanoliths are harvested.

» **Nanolith pebble** • A soap-sized aggregate of nanoliths. As an action, the dialecticrat can spend any number of pebbles. Each pebble adds 1d6 to any roll or generates 1d6 temporary life for spellcasting.

» **Quick-harvest** • Double spell cost to harvest in a few seconds.

P1 • Over a few minutes, the dialecticrat harvests a nanolith pebble from an oldtech or otherwise magical artefact. Soap-sized artefacts are destroyed, larger objects decay.

P2 • Harvests two pebbles from a stone-sized or larger item. Stone-sized items are destroyed, larger objects decay.

P3 • Harvests four pebbles from a sack-sized or larger artefact. Sack-sized artefacts are destroyed, larger ones decay.

P4 • 8 pebbles from a shipment-sized (1 ton) or larger artefact. Shipment-sized artefacts destroyed, larger ones decay.

4. Obelisk Interface
Its dark design, integrated.
The nürdü skollét touches an oldtech ruin or artefact and falls into a trance for a few minutes as their electroplasm interfaces with the radiation echo of the ancient construct.

» **Obelisk** • As a nürdü uses this spell, a dark monolith echoes in their mind. Promising, whispering.

» **Sequential** • The nürdü must cast each power level in sequence on an individual construct. For example, they cannot analyse an electric catacomb without having mapped it first.

P0 • Vibes. The nürdü's mind picks up who the device's creators were and what its intended purpose was. They also learn if there is residual juice and what kind of magitech it actuates.

P1 • Read. The nürdü accesses the oldtech's integrated user manual. They find nearby hidden doors and gain [+] to bypassing security protocols.

P3 • Map. The nürdü downloads a schematic of the original construct. At the very least, this gives [+] to navigating or using it.

P5 • Analyse. The nürdü's electroplasm generates a repair protocol for fixing the oldtech construct. In play, this might involve 1d4+1 missing or broken parts and tests to replace them. Each test is [d6]: (1–3) very hard, (4–5) hard, (6) moderate.

P7 • Reverse engineer. The nürdü generates an electroplasmic false-sentient package (1 stone) of instructions for building a copy of an oldtech artefact. The building will involve 1d4+1 expensive tests ([d6]: (1–3) extreme, (4–5) very hard, (6) hard).

5. Skilltegrate
Machine memory.
Electroplasm invades a machine and learns how to use it, translating that knowledge directly into a host neural network.

» **Imbue** • The skill remains as long as the spell is imbued.

» **Otherwrite** • Double spell cost to overwrite an existing skill or inscribe the skill into an inventory or trait slot.

» **Permanence** • Triple spell cost and dangerous. But, permanent.

P0 • The wizard figures out what skills are needed to use a device.

P1 • The electroplasm temporarily inscribes a relevant rank 1 skill into an available skill slot.

P3 • Inscribes a relevant rank 2 skill into two available skill slots.

P6 • Inscribes a relevant rank 3 skill into 3 available skill slots.

P10 • Inscribes a relevant rank 4 skill into 4 available skill slots. Danger. Error. Overload.
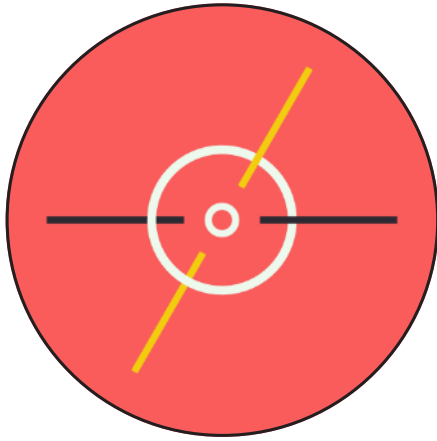
Veda of the Phantasmata

Insensible Furies

"Alice isn't it frightening,
Alice aren't you scared,
Alice isn't it wonderful,
Living life afraid."

—Annihilator, *Alison Hell* (1989) Alice in Hell.

The white wizard gesticulated, mirrored amulet swinging like a pendulum, "Can you imagine what another person feels and perceives? Can you comprehend what is 'blue' to your friend, what is 'pain' to your enemy, what is 'fear' to the abandoned child? Can they comprehend you? No. Each subject experiences the world in their own imaginings. Each instance of consciousness is a universe. A conclave of ghosts dancing in every subjective mind at once."

The yellow-hatted visitor looked confused.

The white wizard redoubled their harangue, "Can you grasp that, friend? There is not one universe. There are a thousand to the thousandth universes, each distinct, each fractured consciousness alone, imagining a world around itself. Phantasmagoria upon phantasmagoria."

Yellow Hat looked uncertain.

Titles

1. Grozotnik
2. Iluzhr
3. Luminator
4. Maya Prava
5. Morphiac
6. Nostorialist
7. Phantabulist
8. Terrorpin

The white wizard launched their verbal barrage once more,"Hard physics masks the terrible loneliness of our solipsisms. We are called weavers of dreams. We are not. We grind and crush dreams. We reveal all of reality as a dream. We prove that we are truly alone. We shew realities and our patients call them nightmares."

Yellow Hat nodded, "You're a nutter."

The phantabulists claim they worship cold, hard, truth. That they strip away the lies minds create to hide themselves from truth and good. That they help by revealing the hard truths and cold realities of an uncaring cosmos.

Warning

Phantasm spells deal with reality and perception, the borders of the real and the imagined, madness and sanity, free will and coercion. These are fraught subjects.

Players using these spells should be comfortable tackling these topics and be considerate of one another. When it comes to controlling another player's characters, it is reasonable to allow the affected player a hard veto.

When a TC plays an antagonist who uses mental control spells, the players should be particularly careful. The TC should always telegraph the danger in advance. When a player's character's mind is changed, the player should not lose control of them, rather they are encouraged to continue playing with their hero's new motivations.

Others consider them mad dabblers in the structures of the mind, rather than serious students. Common folk look upon them with a mix of awe and dread, calling them witches or prophets, psychomaterialists or forbidden dreamers.

Things are often is a little more nuanced. A little truth can help, a lot can kill. And once a mind's walls are down, what is to stop a wizard building new ones to benefit themselves?

Mental Attack

Many phantasmata spells attack the mind or ka. They target a creature's subjective perception of reality, its qualia, and thus consciousness itself. Magical and emotional wards can be effective against such word wizardry.

1. Black Fortress [of the Soul]

What no one sees does not exist.

The wizard traces a mandala upon the ground, then a second perpendicular mandala upon the air, then a third perpendicular to the first two. With each, they strip another layer of possible appearance from the space encompassed by the mandalas. At the last, they speak the no-word of the black fortress and the space within the mandalas becomes a no-space, impervious and imperceptible to creatures and forces that reside in the world of appearances. For creatures inside the no-space time and space, self and other do not exist. They exist in a state of simple nothing-thinking, protected from ageing and hunger and thirst. Non-sentient constructs or awakened entities can pass through the no-space as usual, though it does tickle and make them laugh (if they can). Creatures that can actually see the black fortress describe it as a no-thing of blackness, with light, time, and space sliding off its surface like water off a duck.

- ›› **Imbue** • The fortress lives on the wizard's trapped life essence.
- ›› **One-way time machine** • If the wizard creates the black fortress around themselves, they can use it to travel forward in time, as they can maintain the spell indefinitely.

P1 • The black fortress no-space is the size of a matchbox. Takes a tablespoon of sand and a minute to draw the mandala.

P2 • Large enough to hold a heart. A cup of sand and 10 minutes.

P3 • The size of a large trunk. A stone of sand and an hour.

P4 • As large as a simple wagon. A sack of sand and six hours.

P5 • The size of a chamber. A couple of sacks, dusk till dawn.

P6 • Big as a house. Five sacks and three days.

P7 • Big as a castle. Thirteen sacks and seventeen days.

2. Fear Itself

Will eat you up.

The wizard channels their life force directly into a target's fears, giving them the ability to affect the physical world.

P1 • The fear crawls out of the subconscious and assaults like a flickering shadow (L1, +3 1d6 ka, psychic lash).

P2 • It grows larger (L2, +4 1d6 ba, wave of guilt). Its attacks can afflict up to three creatures near the victim at once.

P3 • It becomes solid (L3, +6 1d10 ha or 1 aura, ogrish paw).

P4 • It manifests as a swirling maelstrom of dust (L4) and can strike creatures in a large area around the target.

P5 • It looms like a thin, hungry ogre (L5, +8 2d8 ba or 1d4 cha, clammy, guilty clench).

P6 • It can manifest as a radiation ghost (L6) and attack as far away as the patient can see.

P7 • It grows huge, a mass of writhing electronic tentacles and faces (L7, +10 2d12 ka or 1d4 aura and thought, shocking revelation of insignificance).

P8 • It manifests as a departed friend (L8) as far as the target can imagine.

Fear Monster

Level *Variable* / Life 5 x target's charisma + 5 x Level

Ha 11+1xL │ +3+L
Ka 1+2xL │ +3+L
Ba 19 │ +3+L

Ignore it at your peril.

An phantasmic manifestation of the target's fears. Horror made matter in the traumatized world.

- ›› **Imbue** • Life keeps spell alive.
- ›› **Friend-hater** • The fear monster prefers to attack the target's friends over other creatures, including the target itself. It only attacks the target if there are no other potential victims nearby.
- ›› **Ka attack** • Vs the unwilling.
- ›› **No release** • The fear never kills or completely disables the target, somehow aware that it and its victim are one and the same.
- ›› **Pause** • While the target is unconscious, the fear monster temporarily disappears.
- ›› **Protean** • A more powerful fear monster has access to all its less powerful attacks and forms.
- ›› **Seed of fear** • When the fear monster is defeated, the target must make a very hard aura or thought test. Otherwise, the fear monster returns the next time the target sleeps.

3. Delusion Lock

A labyrinth of shattered mirrors.
The wizard riffles through a target's mind for fears and hopes, dreams and worries, doubts and conflicts they can manipulate.

» **Ka attack** • Vs unwilling targets.
» **Life lock** • The target of a successful attack loses life equal to the spell's power.
» **Natural decay** • If the target has no contact with the wizard, the delusion decays on its own in a few weeks and the spell ends.
» **Self-imbued** • Spell is imbued with the target's own life.

P1 • Gentle. The target is soothed, sure that the wizard or another creature is harmless.

P2 • Inspire. The target loves the wizard or another creature, and gains [+] while helping them.

P3 • Enthrall. The target submits to the wizard or another creature, and follows their every command.

P4 • Bereft. Target is convinced they are worthless and suffers [-] to tests, unless they follow any other creature's command.

P5 • Haunted. Target is convinced everyone is out to get them. They are hostile to all other creatures and suffer [-] to social tests or any tests to help other creatures.

P6 • Broken. Target is at war with itself. Voices from its past and future shout from all sides. It suffers [-] to all tests, confuses friends for enemies, and sees dire omens everywhere.

P7 • Locked. Target is trapped in its own mind. What battles does it fight? A dream voyage is required to tease it out again.

4. Chronic Perception

To you a moment; to me years.
The wizard looks into the target's eyes and speaks in a voice that modulates the frequencies of temporal perception. As long as the patient hears the voice, their perception of time is modified.

» **Focus** • Must keep talking.
» **Ka attack** • Vs unwilling targets.

P1 • Each moment feels half as long, everything around the target seems to move in a blur. Target loses half of their actions.

P2 • Each moment feels twice as long, the target can accomplish an additional mental action per round—their mind comes up with convincing reasons why they don't want to accomplish an additional physical action.

P3 • Each moment feels like it passes many times faster. Target moves slowly as a snail, losing three quarters of their actions.

P4 • The target is flooded with adrenalin. Their hyper-focus gives them 2 additional mental actions per round and [+] to physical actions as their mind pushes their body past its limits. They lose 1 life every round they are accelerated and gain a burden of hurt when the spell ends.

P5 • Time stops moving for the patient. A perfect moment, stretching away. As long as they are not physically injured, they remain rooted in blissful contemplation of the experienced world. If they stay in this state for a full seven days, there is a chance they achieve enlightenment. In any case, they permanently gain 1 point of aura from their seven-day meditation on one single moment of existence.

P7 • The patient's mind breaks through the veil of time, realizing the illusion of free will, seeing time and existence as a mountain range of predestination. If they succeed at an aura test, they gain 5 additional actions in a single round, then collapse unconscious. If they fail, they immediately suffer 1d4 aura damage and collapse unconscious.

5. Ignorance [is Bliss]

You see what you want to see.
The wizard chants quietly and plays a strange melody. Their target feels soothed and at ease, their mind gently filling in the world around them with what they want to see. As long as the wizard chants, the patient's perception of reality remains sweetly comforting. After, the patient only remembers their perception, not what they might have really experienced.

» **Focus** • Gotta be doing it.
» **Group ignorance** • Spell price increases by 3 to delude targets equal to the wizard's level.
» **Ka attack** • Vs unwilling targets.

P1 • A target overlooks something distressing. Someone afraid of heights ignores the height of a ledge. A scared guard ignores a night-clad assassin walking past.

P2 • Target does not experience pain. A visit to the dentist passes in a haze of pleasant chit-chat.

P3 • Target passes time in solipsistic comfort, unaware of the world around them. Rough ground feels like silken mattresses, sand tastes like cake, a high drop is a staircase leading down to a pleasure garden.

P5 • Target completely dissociates from the world and enters a luxury palace of their sweetest dreams. After a day in this state, they get a week's rest.

Reclaiming the Will

Some spells of the phantasmata lock a mind within a prison of its own imagination. With characters who see ongoing play there is enough time to explore the recovery of free will (or at least the illusion thereof).

A deluded, mentally coerced, or otherwise mind-altered character does not perceive that they have changed. They experience their own behaviours as reasonable and correct within the world they inhabit.

A character enthralled by a wine vampire knows fully and completely that their master is the most fascinating person in the world, a creature who can do no wrong. A character convinced by a spell that there is a tunnel through a wall of solid rock will walk into solid rock, and then rationalize why the empty air broke their nose. Perhaps it was a force field or a curse.

Characters *may* realize that they are (or were) deluded when their their core principles or fundamental beliefs are challenged. A pacifist controlled by a wizard has a chance to awaken from their delusion when they strike a blow.

This is a **hard** test. The mind does not like letting go of its delusions.

Every time the character fails a test to let go of their delusions, they gain a burden: an uncomfortable memory pebble (1 stone) in their inventory. This represents a nagging sense that something is not right. Each uncomfortable memory pebble applies a bonus to their next test to let go of their delusions.

Characters can remove a memory pebble like any other burden after they have awakened from their delusions.
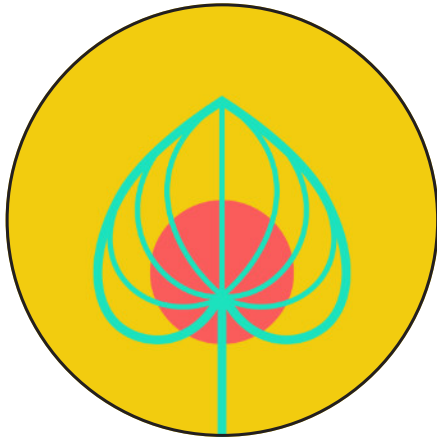

After The Will Is Reclaimed

The experience of mental domination or coercion can cause permanent changes. A player can decide to have their character gain a special trait: a hard lesson, which occupies an inventory or trait slot. Possible lessons include:

1. **Vigilant** • The hero loses 1 charisma and gains 1 aura. Also, they gain [+] vs lies and manipulation.
2. **Resilient** • Hero loses 1 stat, but they can recover an extra attribute every time they would normally recover an attribute from resting.
3. **Harsh** • They lose 1 charisma and gain 1 strength. Also, they gain [+] to all effects, including damage, against villains abusing the weak or innocent.
4. **Jaded** • Hero loses 1 thought and gains 1 aura. They gain [+] on surprise tests and [+] vs damage from mental attacks.
5. **Determined** • The hero loses 1 stat. Every time they fail a test, they gain a grim determination burden (1 stone). At any time, they can spend a determination burden to add 1d6 to their next roll.
6. **Inspiring** • They lose 1 agility and gain 1 charisma. Each session, they gain a number of inspiration dice equal to their level or charisma. As an action, they give a nearby ally a bonus of 1d6+charisma to their next roll.

Awakening from the Cosmic Phantasm

Many wizards of the dream teach that the appearance of reality itself is a delusion that hides the underlying unity, the cosmic divine, the living ka-ba of creation. The island in the void, the all-being.

On the subject of actually existing sentiences, they are divided. Some say that bodies, ha, are prisons for the pure universal splintered ka, which has under duress fragmented into the myriad bas of individuals. Some say, further, that upon true awakening from the phantasm of reality, the entirety of an individual rejoins the universal ka, undoing part of the wound of creation. Others merely say that the awakened sentience overcomes the limitations of their illusory individuality and bridges the divide between their selves.

Veda of the Plantsingers

Titles

1. Algaebrach
2. Broccomancer
3. Gaiantherist
4. Drevedroog
5. Pooli Sunglé
6. Rozomawkh
7. Ua la Maua
8. Vochencha

Tree of Life

"As for the tree called 'The Knowledge Of Good And Evil'
It is the Epinoia of the light.
They commanded him not to eat from it,
Standing in front to conceal it,
For fear that he might look upwards to the fullness
And know the nakedness of his indecency."
—Adam in Yaldabaoth's Paradise from *The Apocryphon of John* (2nd c. CE)
as translated by Stevan Davies (2005)

When the Builders made the Given World, the Given World gave them also life as it gained awareness and being. The Tree of Life is a metaphysical tree, an emblem of the living and awakened ecosphere. To the quick, the crawlers and flyers, swimmers and leapers, the universe of plant and fungus, spore and shoot, trunk and flower, seems a passive environment, a stage for their brief dramas, their blood affairs.

How wrong they are.

The ecosphere is not just alive, not just a different kind of world mind, it is also the infrastructure of their noösphere, for the flora of the Given World bears within its cells the communication organelles (the 'comorgs') that create the world-wreathing 'ghost-sphere' of chatter. Where no moss or bacterium or sad desperate flagellate can live, the synthetics must build relays and towers and other machines to carry their thoughts. But in the verdant lands, whole forests are thinking systems, just waiting for a wise vochencha, possessed of the root key to access the dreams of the nature-mind.

Root Key
staff / 1 stone / ~€2d6 x 10
The algaebrach's traditional spell burden is a living biomechanical assemblage of plant and fungal tissues, rich with comorgs. Each plantsinger spell the algaebrach carries with them sprouts as a clump (5 sp) of vegetable tissue (shoots, leaves, branches, flowers, or fruits) on the root key. Planted in sunny soil and watered, the root key blossoms and bears one pineapple of knowledge per day.
Staff • Deals 1d6 ha damage + 1 per spell carried.

Pineapple of Knowledge
fruit / 5 soaps / ~€2d6
A rich, tart fruit, thick with noösphere activators. Consumed, they set to work, accelerating mind-body connections, breaking down barriers to memory, and painfully revealing a person to themselves. The eater loses 1d6 life but gains 4 mental stat points. The effects wear off in a day or so, but a certain lightness remains, as though some sins have been removed.
Clearing the conscience • After the effects wear off, the eater may make a difficult mental test. Success: they remove a mental burden.

1. Animate Ecology

The quick should beware.
The gaintherist animates plants and fungi in a small area with their urgent essence. Flush with animal vigour, bushes roll forth, trees spring up.

›› **Autonomy** • If the gaintherist imbues the flora, it continues to move under its own strange will.

›› **Expanse** • Double spell cost to affect a large area.

P0 • Flowers open, leaves sway, spores release.

P1 • Foliage, tendrils, and branches move to open passages and obscure passage.

P2 • Bushes roll in to block passage, branches batter like clubs.

P3 • Plants uproot themselves into motion, marching with the speed of a human.

P4 • Trees and bundles of smaller plants attack like ogres.

P5 • Great trees strike like giants, wicker men rise from swamps.

P7 • A whole copse lifts up and marches, a titan on the move.

P9 • Megafloral kaiju.

2. Forest's Symbiote

Accept the tree into thyself.
By ingesting part of a plant or fungus and meditating upon its essence, the pooli sunglé merges with it at a cellular level.

›› **Imbue** • While life flows into the spell, its effect persists.

P0 • The pooli knows perfectly what a plant needs to flourish.

P1 • The pooli gains a weak trait from the plant, perhaps photosynthesis to halve their food needs, bark-like skin to grant +2 ha, or succulent skin to halve water loss in a desert.

P3 • The pooli gains a stronger trait. Photosynthesis feeds them with edible fruits leftover, woody platelets grants +5 ha, iron-wood thorns deal 2d8 damage to any melee atackers.

P6 • Gains a powerful trait. They can feed a small community with the tubers that grow on their back, can assume the form of an ambulatory war mushroom with +9 ha and chitin flails that deal 3d8 damage each, and so on.

P10 • Turns into a fine redwood or vast mycelium to travel through time, ageless and proud.

3. Midsummer's Song

I am your sun, eat my flesh.
The broccomancer gives of themselves that the ecology may flourish and grow strong.

›› **Ritual of hours** • Takes as many hours (minimum 1 minute) as the spell price paid by the wizard.

›› **Three-step bounty** • One casting to sprout, a second to grow and blossom, a third to ripen.

P0 • A plant sprouts, a flower blossoms, a fruit ripens.

P1 • Plants adjacent to the broccomancer are healed, or flourish.

P2 • Near the broccomancer.

P4 • In a large area.

P8 • As far as the broccomancer can see.

4. Vivid Communion

Hear the forest. It speaks.
The drevedroog plunges their mind into the ur-consciousness of the local ecosystem, communing with mushroom and thorn shrub and mighty baobab.
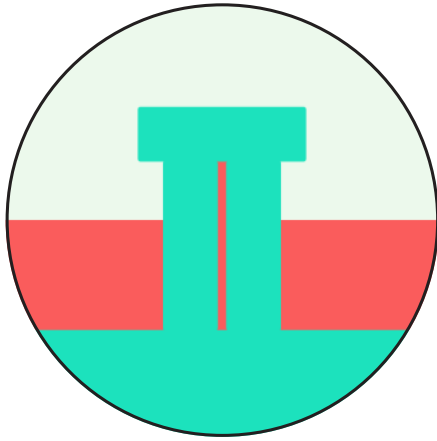
›› **Cumulative** • Powers include all lower order effects.

›› **Focus** • So it goes.

›› **Permanence** • This would take some sort of sacrifice, yeah?

P0 • Plants whisper and tell if they have been trod or touched.

P1 • A chorus of plants within arms' reach awakens with a simple intelligence and tells all.

P3 • All nearby plants assemble into an average intelligence and let the derevedroog know what has happened and is happening. The drevedroog cannot be surprised and gains [+] to all perception tests within the area.

P5 • Plants in a large area become part of a superior communal intelligence. Drevedroog gains [+] to complex, analytic tests. Setting ambushes and traps is easy [+].

P7 • Plants as far as the drevedroog can see combine their communication organelles into a surpassing vegetable intelligence. Drevedroog can supplicate it for guidance and secrets beyond the ken of individual lifeforms.

5. Walk on Twigs

Carried upon the forest blades.
The vochencha synchronizes a target with the vegetable world, making it one with its songs.

›› **Focus** • Spell cost doubles (minimum 1) to cast unfocussed.

›› **Plant perception** • The spell alters how vegetation perceives the target. Because a plant has no mind to interfere with its beliefs, altered perception completely suspends its disbelief. Thus, a leaf could hold up an elephant, were a vochencha skilled enough.

P0 • Walking on living vegetation, the target gains [+] to stealth and balance tests.

P1 • Nature consumes all traces of passage: visible, odour, even aura. Target's weight is halved as far as plants is concerned.

P2 • Target weighs one tenth, easily standing on thin branches.

P3 • One hundredth. As far as a reed knows, an ordinary human weighs as much as a bar of soap.

P4 • One thousandth. Imagine how far a bent bough could launch such a person! Though the landing might hurt.

Veda of the Portal Architects

Erebus Gates

"The old cosmos was fading, so we entered new ones."
— Živa Antipodna, *Memoir of a Viral Intelligent Life Engineer* (shipyear 3e-1.53)

Renegade travelers from the far spectra of existence suggest a whole world of experience accessible through the species-memory. Cosmic architectures, passages to under-over worlds, portals to wisdom and treasures of power hidden in the primordial dark. Some even suggest that all of reality is the diffuse dream of a great builder deity (GBD).

[INTERMISSION ... STATIC]

"Some suggest? What cackling folly is this?! Wake up, sheep-analogue-humans! This world is a LIE created to keep us from the TRUTH! The Builders made this physical cosmos as a shackle for our awakened minds! Those demiurges imprisoned ten thousand generations of immortal humanity in a simulated universe, far poorer and smaller than the one we were destined for!"

[WE RETURN TO SCHEDULED PROGRAMMING]

Emerald City-approved architacticians are a much more somber and noble lot. They maintain the civilized portals and gates which make possible much of the high-speed data and courier travel that has maintained the peace within the Rainbowlands for these [duration redacted].

Titles
1. Architrios
2. Chakratic
3. Durian
4. Klavite
5. Muni
6. Portesich
7. Waylighter
8. Wratar

Approved Architact Key
medallion / 1 stone / ~€2d6 x 10
Standard metropolis cog-flower skeleton key. Besides confirming that the architrios is a verified official citizen in good standing, it reduces the spell price of any portal architect spell by 1 point (minimum 1).
Warrant key • Every 24 hours, the wielder can unlock one lock, door, or portal of any type, as long as the action is approved by an inquisition official.

Heretic Architact Key
bracelet / 1 stone / ~€2d6 x 20
Illegal band of livingstone traced with portal worm holes to funnel portal architect spells. It also marks the wizard as an outcaste, liable to perform illegal magic. This probably doesn't matter in most places, right?
Portal interface • Every 24 hours, the wizard can spend 1 hero die to activate any magic portal for 1d6 hours.

1. **Boundary Discontinuity**
Edge cases will always escape.
By the application of supernal balance and perspective, the wizard tips a noumenon from one local maximum to another. In other words, they tip an object from one stable state to another.
›› **Sudden** • A swift spell!
›› **Volume** • Spell normally affects a handful of matter per casting. Increasing the volume tenfold doubles the spell cost.
P1 • Entropy. Rock turns to sand, alcohol evaporates, ice melts.

P2 • Bistability. A rock becomes a liquid, a liquid polymer becomes a glass, a gas condenses into a rubbery fluid. Chemical composition may change to make transition possible.
P3 • Reverse the arrow. Rust turns to iron, exhaust condenses into fuel.
P4 • Discontinued matter. Ordinary matter is turned into paradoxic builder-stuff. One of its physical properties is *wrong*. For example, ice that is hot to the touch, or magma that is lighter than air.
P7 • Self-organizing matter. Dangerous. This power is interdicted. Do not create ice-9.

2. Channel Channel

Every door opens in many ways.
The wizard meditates upon a door, a handle, a key, then opens it otherways and reveals another direction.
- ›› **Other dimension** • Opening a portal into another dimension doubles spell cost. Time may be a dimension.
- **P1** • It opens out of another adjacent portal.
- **P2** • Another nearby portal.
- **P3** • A faraway portal.
- **P4** • A portal at the edge of sight.
- **P5** • A memorized portal.
- **P7** • A well-described portal.
- **P9** • A legendary portal.

3. Doors of Perception

See, it all makes sense now.
The wizard closes their eyes and opens a door between their mind and another. Through the channel between, meanings can flow.
- ›› **Alien minds** • Double spell cost.
- ›› **Bi-neural cable** • A simple piece of gear, available from most radio autofacs. Used costs around €25.
- ›› **Swift link** • To communicate ten times faster than with speech, double spell cost (minimum 1).
- **P0** • Wizard connects to a mind directly, using a bi-neural cable.
- **P1** • A mind at arm's length.
- **P2** • A nearby mind.
- **P3** • A faraway mind.
- **P4** • A mind seen, either by the naked eye or through a screen.
- **P5** • A mind unseen, but known.
- **P6** • A unknown, but well described. Requires a personal object to attune the aura.
- **P7** • Unknown, unconnected.

4. Magnificent Hidden Palace

Hid in a dim-remembered past.
The caster spends a few seconds swirling their arms and hands and feet in ellipses, suddenly tracing glowing afterimages in the air, then steps through an afterimage into a mental palace, safe from all harm.
- ›› **Early exit** • Wizard's discretion.
- ›› **Guests** • The wizard can pull guests along into the palace. The spell price is multiplied by the number of people entering.
- ›› **Imbue** • The wizard's life force is locked to keep the exit open.
- ›› **Memory palace** • If the wizard has the memory palace trait, they can enter their own palace. While there, they do not age.

- **P1** • The wizard disappears inside for about a minute. Extreme exit test.
- **P2** • Vanishes for about an hour. Hard exit test.
- **P3** • About a day. Moderate test.
- **P4** • A week. Easy test.
- **P5** • A month. Trivial test.
- **P6** • A year. Automatic.
- **P7** • Decade.
- **P8** • Lifetime.
- **P9** • Seven lifetimes.

5. Symphony of Shapes

Secret geometries made stone.
The wizard imposes an anti-entropic architectural geometry upon the world around them, singing mindless matter into the forms most pleasing to the GBD.
- ›› **Dimensions** • The wizard creates as much matter each minute as they encompass with their outstretched hands.
- ›› **Focus** • With concentration, massive objects are possible.
- **P0** • A point of reality coalesces into a stone-like substance. It slowly accretes to the size of a sphere the wizard can hold in their hand.
- **P1** • The wizard pulls a line of solid matter, no thicker than their wrist, into existence.
- **P2** • Spreading hands with deluvian motions, creates a plane of matter no thicker than their palm.
- **P3** • Tracing form into fact, a geometric solid settles into existence.
- **P4** • The wizard seems to deform, revealing the higher dimensional nature of every thinking being, as their many flagella bring a four-dimensional object into being.

Variety of Palaces

The type of palace the wizard enters is usually random. Choosing the palace doubles the casting cost. Common palaces found are:
1. Cosmic coffee house. Endless cosy rooms of living wood lined with adaptive furniture and an array of harmlessly soothing substances. Exit: test to remove one burden.
2. Crystal library. Unfolding chambers of memorium and hard light passages. Exit: test to bring a temporary skill, trait, or spell into the mundane world. Fades in a week.
3. Garden of meat and wine. A landscaped infinity of rib hedges, cheese trees, steak flowers, wine fountains, bread walls, and butter flies. Exit: test to bring along food edible in the mundane world.
4. Leviathan beach. An endless ribbon of pearly sand between glass cliffs and deep green sea. Ignorant leviathans swim in the waters and the sky. Mummified ancients slumber in shrines carved from the cliffs. Exit: test to return with humility, [+] vs an obstacle.
5. Stellar seed. Woven vessel of hopes and dreams studded with non-interacting ghosts of a future long ago. Outside its portals, infinite worlds blossom and fade in the roiling Kaos before-after the creation of the Given World. Exit: test to return with a single-use adaptive tool. It becomes any ordinary item the user needs. The tool evaporates in a week.
6. Uz labyrinth. Generative fractal rooms, flowing from machine to vegetable, to stellar. Exit: test or return maddened with broken geometries, [-] to navigation and coordination until a good sleep.
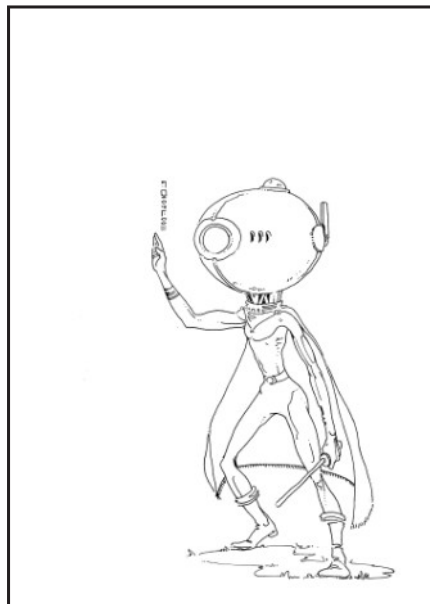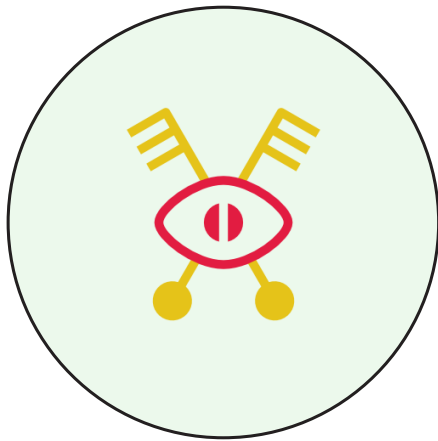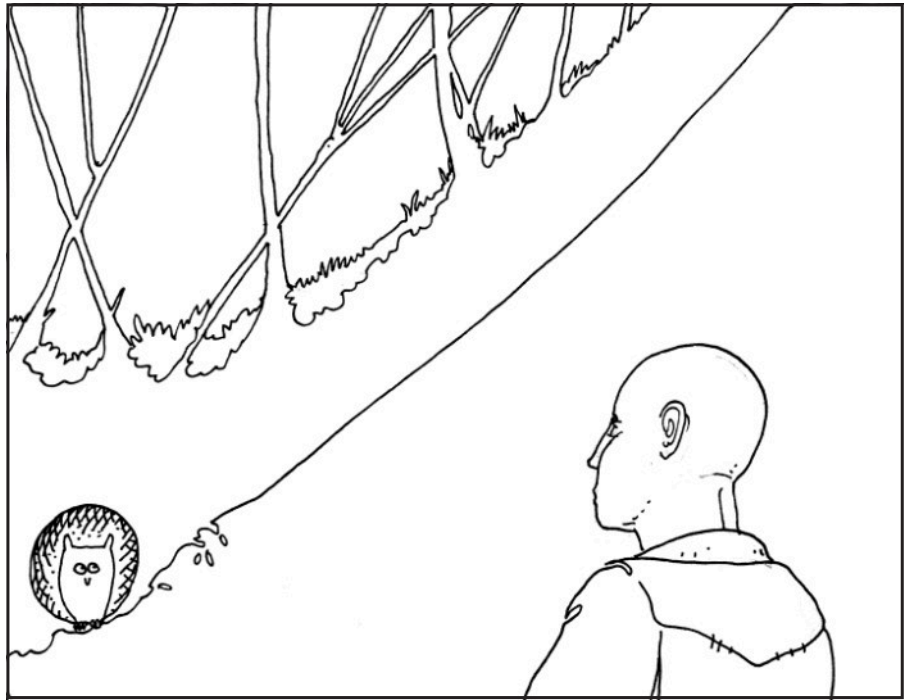
Veda of the Rightmakers

Titles

The Correct & True Apocalypse

The wilsome preacher in the Leftover Book warns us, "And earth was heaven a little the worse for wear. And heaven was earth, done up again to look like new." And we who would attend our world, remember its histories and chart a path to the futures, we do well to recall the lessons of the wilsome preacher. There is nothing new under this sun or any other. It is all permutations of the grand designs. One master's paradise, another's hell. One's dull earth, another's abandoned heaven. We walk through galleries of ghosts and memories. If only we try to listen aright, we shall hear, and we shall know.
—Ari Seldom, *Lessons From Many Pasts* (p. 67), Violet University Press, 32,017.

It is known, as the Onka told, that many of the Ancient Truths are bundled, hidden, condensed, tinned, filed, and cyphered to prevent the Wrongfolk and the Administrators and the Truthkillers from getting at them. That is why the scientific rituals of Occluded Investigation were preserved as a way to unlock the cyphered truths.

Or, possibly, these spells are just a bundle of half-understood fantascientific keys used to unlock oldtech and bend it to the communal will.

Cubit des Archives

Melee item / 1 stone / €100 minimum
A many-edged rod, precisely machined to measure exactly one cubit in length, as decreed by the Prototype Institution and the Division of Time and Space in the Long Long Ago. The cubit des archives symbolizes the wizard's discernment of right from wrong, left from life, correct from erroneous, and reasonable from treasonous.
Mace-like • Deals 1d6 ha damage.
Status • The value of the cubit des archives grants ba defence, like cash (+1 ba defence per each €250 value of the cubit).

1. Accordion of the Passions

Emotions as an instrument to play.
The wizard uses the ancient assisted rhetorics of voice, gesture, light, and tele-empathy to modulate sentients' emotions.

›› **Group** • Spell price x2. The modulation affects a small crowd. Maybe a dozen people.
›› **Mob** • Spell price x4. Affects a medium crowd. Up to 100 people.
›› **Throng** • Spell price x8. Affects a large crowd. 1,000 people.

P1 • A target's existing emotional state is enhanced. Anger turns to rage, sadness to depression. If the wizard focusses, they gain [+] to social tests against the target.
P3 • A target's emotional state is flipped to a different emotion.
P5 • Target experiences an acute emotional crisis. Labile creatures or those in difficult circumstances may experience a psychotic break.

2. Anchor of the Essences

Let not the coward flee.
The wizard binds a target's ha, ka, and ba together so tightly they can not be unbound. The destruction of one does not release the others. Many scribes aver that this spell has been misused during enhanced interrogations.

P1 • While the wizard focusses, a target does not die until all three of its essences are destroyed.
P3 • While the target is imbued with the wizard's power, it cannot die until all three of its essences are destroyed.
P9 • Further, the target is imbued with a shadowy fourth essence, a *šwt*. The šwt may be bound in a precious object, such as a jewel, pearl, or quantum obelisk. The šwt does not need to stay near the target. So long as the šwt is whole, the target cannot die. Even if its ha, ka, and ba are destroyed; they can be recreated from the history they wove together with the šwt.

3. Electromagnificent Detector

Keep covered your third eye.
Over several hours the wizard paints a net of symbols on a stone-sized object—perhaps a small stone tablet or a compass. While they imbue this object with their life force and have it on, or very near, their person, the wizard's senses expand beyond their normal range. Hiding the item in a pocket or other container may 'blind' it.

›› **Focus** • When the wizard's attention wanders, they no longer see through their eye-stone.
›› **Small anchor** • A painted eye. Soap-sized.

P1 • The object replicates the senses of a creature similar to the wizard. Perhaps the keen ears of a fennec fox, the electric detection of an eel, or the piercing eyes of a falcon.
P2 • It senses strange spectra and chroma no mortal could detect, from radio waves to the deep flesh-eating plinking of hard radioactivity or the bass line of gravity pulses.
P3 • The wizard can detect the information substrate of the world, the life signs of ha weaving through the Given World, the ka spirits flitting between, the reality dysfunctions perpetrated by magics.

4. Measure of Justice

Cut through discord.
The wizard uses their cubit des archives to make things right and dispense judgements.

›› **Imbue** • Active with life.
›› **Rich** • A rightmaker may simultaneously imbue a correct and official cubit des archives with multiple measures (P1 to P8) from the list. Each measure requires a separate casting.

P1 • Searing light or dark silence radiate from the cubit. Sensitive creatures suffer double damage.
P2 • The cubit changes shape, like wax, becoming a more suitable shape, such as a key, cup, or mirror. If shaped into a weapon, its damage dice increase one step.
P3 • The cubit is wreathed in purifying flames. It deals normal damage to otherwise immune creatures, including disease demons and possessive spirits. It may set objects on fires. Unclean creatures suffer double damage.

P5 • The cubit subjects a creature it touches to a terrifying excruciation. Each time it is touched, the creature must succeed at a very hard ka test (aura or thought), or lose an action.
P8 • Cruciation. Each strike of the cubit deals direct ka damage (depleting aura or thought).

5. Only A Fool Has A Face

Truth is faceless.
The wizard takes their face ... off. Beneath it is a different face. Is it faces all the way down?

›› **Focus** • Requires concentration.
›› **Costly imbue** • Double spell cost to avoid having to focus.

P1 • While the wizard focusses, their identity is bland and unmemorable. [+] to subterfuge.
P2 • Their identity is absent, their face blank, their voice a buzzing polyphony.
P3 • Passing their hand over another face, then over their own, the wizard overwrites their identity with another person's.
P5 • Peeling off their face, the wizard reveals a believable synthetic identity generated by underlying reality algorithms.
P9 • The wizard reveals a true face. Their honesty blazes forth, cowing the world with its truth. Lower level creatures cannot lie to the wizard. The wizard gains [+] to social tests.

Our Omnipresent Epicentre

Veda of the Seven Summons

"The omen-eyes must be cleansed of the dust of falsehood. The daimonologia is not a dark art of demon summoning. No. Only fools and zealots refer to creatures and essences of the other-bodied or disembodied worlds as demons. Strange. Terrifying. Inhuman. Yes. But not the demons of dark delirium."

—*Apocalypse of Zedaiah Horsebiter*, Against the Liars 1:07.

Every daemonologue knows that the best way to grow their business is to paint their competitor's spirits as the malignant and misbegotten spawn of a thrice-accursed heresy. Naturaly, their own daemons embody light and truth. This leads to bad blood between summoner colleagues.

Titles

1. Alienist
2. Bokubok
3. Daemonolog
4. Hwitchlijk
5. Mainyunya
6. Nu Zedai
7. Peòwawindji
8. Ulu Šimu

Diverse Names for Daemons

Different alienists refer to the beings they invoke in many ways [d10]:

1. Daimons
2. Essential vapors
3. Fortunes
4. Ghosts
5. Guides
6. Ka-ba assemblies
7. Messengers
8. Medicine
9. Spirits
10. Vir

Dialogue With the Daemon

Many summoning spells require barter and disputation with alien daemons to determine what effects result. It is not enough merely to perform the spell rituals inscribed on the white-upon-purple plazee scrolls, engraved in the phosphor vidy crystals, and tomb-whispered upon the high gates. The spell is a flare that draws the attention of a daemon, whereupon the wizard enters into dialogue with the immaterial ka-ba creature.

During this conversation, both creatures, wizard and daemon, partake of the numinous aura of the boundaries between the worlds. They may appear to [d6]:

1. Glow with unnatural light.
2. Be beset by chittering voices.
3. Be wreathed in an arctic chill.
4. Fade until translucent.
5. Exude strange odours.
6. Emit a localized anti-gravity, repelling others and levitating.

Sometimes a protective nimbus will protect the daemon and the wizard. A mortal creature attempting to interfere with either party to the dialogue suffers [-] to tests. Half of all damage inflicted is reflected back on the creature.

The power of the spell being cast generally determines a daemon's power. A power 6 spell cast attracts the attention of a level 6 daemon.

The wizard attempts a relevant charisma test to bend a daemon to their will through dialogue. The higher level party to the dialogue tests with [+].

A wizard in dialogue with a daemon cannot force it to duplicate or exceed the effects spelled out in the incantation. A TC might make an exception for dialogue test results above 20.

D20 CHA	DAEMON'S ATTITUDE
≤1	Possesses wizard for some minutes, riding them like a puppet.
2–6	Convinces the wizard to help them instead.
7	Gives a small gift to be allowed on its way. May be a mundane object, a simple healing or a blessing [+].
8–11	It is willing to continue the conversation.
12–15	Agrees to fulfill request. Demands life price equal to its level.
16–19	Convinced to heed wizard's will at no additional price.
20≤	Wizard possesses the daemon for some minutes, gaining full control of its physical immanence if they focus. It bends to their will, their words are as laws of iron and fire.
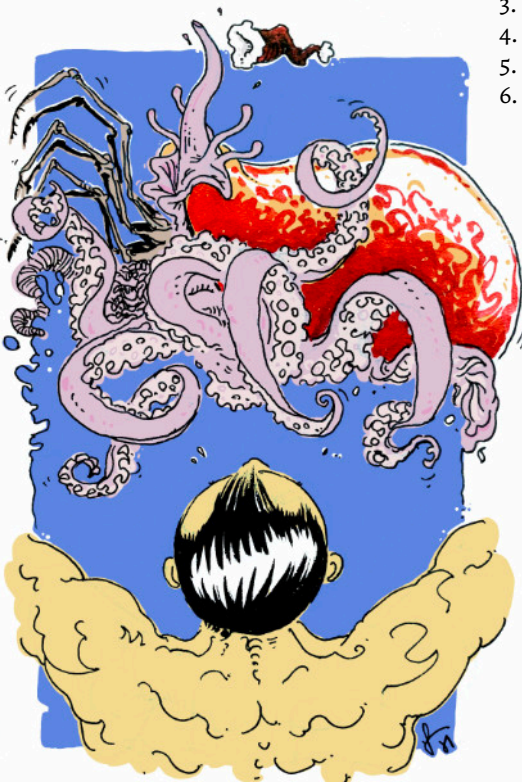
Simple Daemon Generator

Sometimes the hwitchlijk needs a random ka-ba assembly.

D20	LVL	DAEMON TITLE	ABILITY	QUIRK
1	1d20	Child of Flies	A disastrous incompetence.	Fears garlic.
2–3	1d6*	Petty Needs, Dirty Deeds	An annoying distraction, a painful stupidity.	Loves yellow flowers. Despises dull pebbles.
4–7	1d4*	A Tree, A Brook, A Stone	A small change in the world, a quickening or a slowing.	Despairs in running water. Rejoices on trackless snow.
8–12	1d6-1	A Basic Need, A Fundamental Desire	The unusual becomes common, the common rare.	Dances under falling leaves. Sings inside houses.
13	1d12*	A Humorous Quip	A stroke of odd fortune.	Dreams in song.
14–15	1d6+1	A Platonic Essence, A Forgotten Thing	A rule of the world is suspended for a while.	Obsessively solves puzzles. Endlessly creates patterns.
16–19	2d6	A Fine Sentiment, An Essential Truth	A large change is introduced into the world.	Entranced by beauty. Repulsed by lies.
20	3d6	A Great Emotion, A Violent Passion	Something out of nothing.	Mocks mortals.
20/20	3d6*	A Higher Purpose, An Essential Avatar	The ratchet of history clatters across another peg.	Cannot see sun or moon. Driven by duty, torn by love.
20/20 /20	6d6*	Lightbringer, Devourer of Falsehoods, Material Creator, Urgent Wisdom, The Forbidden	For mortals might as well be a deity. Uplift kingdoms or raze mountains. It is all one.	Capricious. Once kind, then cruel, by night creator, by day destroyer. Fond of cats, despairing of men.

Classic tripod daemons are friendly.

Daemon's True Name Generator

Properly naming a thing is crucial to understanding. Knowing a daemon's true name may grant [+] to tests. If it doesn't, it obviously wasn't the true true name. Hopefully it wasn't too rude or offensive.

	1. ESSENTIAL HOUSE	2. RAGE'S ASHES	3. BROKEN MOMENT	4. LOVE'S WHISPER	5. MINOR ASPECT	6. GENTLE LAMENT
1	a-	-ba-	-d-	-aa-	bech-	-ai
2	ya-	-bya-	-t-	-ah-	ber-	-ew
3	e-	-bey-	-lf-	-eh-	goz-	-im
4	ye-	-gnew-	-f-	-en-	kob-	-iw
5	i-	-fur-	-'-	-in-	less-	-od
6	yi-	-ha-	-n-	-la-	og-	-on
7	o-	-ka-	-ng-	-oh-	may-	-ost
8	yo-	-lu-	-g-	-oho-	neb-	-ow
9	u-	-me-	-k-	-or-	pod-	-nai
10	uz-	-mga-	-x-	-öl-	sel-	-stai
11	yu-	-ra-	-th-	-uf-	sem-	-xey
12	'-	-res-	-s-	-us-	sim-	-xim

Each name has d6* syllables; d12 and d6 together give random syllables.

Playing the Daemons

The TC usually roleplays the daemon during a dialogue. However, they may also assign the daemon's role to another player. Daemons are supposed to be capricious, a little strange, otherworldly, and unpredictable—this can be a fun way to expand the scope of the game world. The TC may reward players who make the whole table laugh with their daemon interpretation or add exciting twists and texture to the game. That said, the TC should exercise a soft veto to stop dialogues between summoners and daemons derailing the session too much. Unless everyone is enjoying themselves, in which case—well, why not spend a session talking to rivers, trees, and mountain spirits?

Common Libations

Having a daemon's favourite libation grants [+] to dialogues. They commonly ask for [d20]:

1. Urine, feces or other waste.
2. Cheese, yoghurt, kefir, butter or other dairy products.
3. Blood or raw meat.
4. Cooked flesh or tuber.
5. Purest water, distilled, boiled, thrice blessed.
6. Wine or other alcohol.
7. Mushrooms, toadstools, moulds or other hallucinogens.
8. Bread, porridge or other grain.
9. Tobacco or other pipe weeds.
10. Honey, wax, nectar, manna or other insect product.
11. Candles, lamps, flames or other illumination.
12. Weaving, wicker, woollens or other weftwork.
13. Fish, shells, crabs, anemones or other fruit of the waters.
14. Fowl, bat, glider or other sky gift.
15. Mole, vole, gem or other soil gift.
16. Knife, fork, spoon, chop stick, can opener or other tool.
17. Painting, engraving or inscription.
18. Song, poem, or other voice.
19. Arrow, bullet, or other weapon.
20. Shoe sole, sole fish, or living soul.

1. Beseech Earth and Sky

Make clear the way.

The bokubok spends several minutes creating a makeshift shrine, aligning a few rocks and scratching celestial marks in the dirt. Then they use a small offering, perhaps a libation of wine or a few trail crackers, to attract the attention of a local daemon.

›› **Dialogue** • This spell depends on polite conversation, possibly with scones and tea, between wizard and daemon.

P1 • The wizard may ask three questions of the daemon and receive instruction on the local area. For example, it might reveal where a spring could be found, if people have camped there, or if a large monster lives nearby. The imp is not all-knowing, but will try to answer truthfully if the wizard convinces them to help.

P2 • The wizard begs assistance. A convinced daemon grants three boons—[+] to tests or misplaced mundane objects. The wizard can use these boons in the local area over the next day and night.

P3 • A convinced daemon gives a gift. Perhaps an unusually lucky rock, stick, or flower (1 stone). This gift carries three [+] usable over the next week and a day.

P4 • A convinced daemon carries out a small task over the next week and a day. Perhaps a door will be left unlocked, a guard will fall asleep, or a termite-infested granary will finally collapse.

P5 • A convinced daemon manifests a visible sign over the next week and a day. A stream might run red, the sun grow dim, crops wither, or frogs grow wings.

P6 • A convinced daemon subverts a course of events over the next week and a day. A sick man recovers, but another dies, a pregnant woman loses her child, but a barren woman quickens.

2. Binding of Wind and Green

A mystery gaping inside.

The wizard traps mind and spirit (ka and ba) within a prison of their own perceptions.

Dancing by the fire, they create a binding seal of three holy clays inscribed with a broken dream, a ka-ba's hidden name, and their own instructions. When the seal touches its target, they fuse and the target is drawn into fateful dialogue with the wizard.

›› **Dialogue** • If the wizard wins, the target is bound to serve for the specified period. Failure: the seal crumbles to blood and dust.

›› **Faster** • Wizard pays double spell cost to craft the seal in a day. Double again to craft in an hour.

›› **Imbue** • The wizard's life keeps the seal ready until it is used.

›› **No-summon** • Another spell may be required to bring a daemon.

›› **Seal** • Anchors the spell (1 stone). If the binding works, the target bears the seal in its body. When the spell ends, the seal crumbles to ash and salt.

›› **Weight of being** • Corporeal targets suffer [-] in dialogue.

P1 • Wizard spends a week creating the seal, and the bond lasts an hour and a whisper.

P3 • Bond lasts a day and a night.

P5 • Bond lasts a week & a sunrise.

P7 • The bond lasts a month and a night and a dawn.

P9 • A year and a new moon.

P11 • A decade and an eclipse.

P13 • A century and a new king.

3. Incarnate Labourer
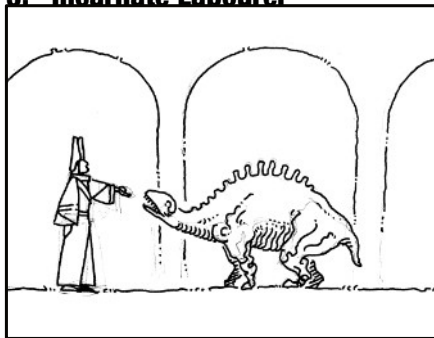
What a lovely ... pet.

The summoner spends a few hours detailing a homely, inviting diagram. Next, they sacrifice a small animal or potted plant to incarnate a 'helpful' daemon.

P1 • The hopeful daemon (L0, incompetent) is the size of a pot-bellied pig, with six prehensile tentacles on its tummy. It is suitable for unskilled labour.

P2 • The helpful daemon (L0, uncanny) is the size of a middling dog, with six-fingered human hands on each paw and a prehensile tail. It is a master of one skill.

P3 • The precocious daemon (L1, unearthly) is the size of a store dummy masquerading as a person, with eyes of fire and detachable floating hands. Besides mastery of one skill, it has a supernormal ability, such as (d6): (1) levitation, (2) understanding many languages, (3) seeing in the dark, (4) breathing water, (5) speaking to animals, or (6) mimicking any sound.

P5 • The heavy daemon (L2, plodding) can also carry loads like an ox, break gates like a bull, plough fields like a draft horse, or build walls like a confab servitor.

P7 • The thorny daemon (L3, slippery) is like a cross between a scarecrow and a shrike. Besides the previous abilities, its ethereal blades go snicker-snack and its beak can pluck out hearts.

P9 • The thoughtful daemon (L4, uz) is like a snake with wings and three gemstone heads. It is also psychokinetic, telepathic, and wise in strange, twisted ways.

Labourer Pet Daemon

Level Variable / Life 5 + 5 x Level

Ha 5+3xL │ +3+2xL harmful touch (1d6+L smoking)

Ka 11+2xL │ +5+2xL horrific truth (1d6*+4xL immediate)

Ba 13 │ +5+L many voices (1+1d6xL eerie babbling)

Yes, think of it as a pet.

A ka-ba spirit wrapped in bone, sinew, flesh, blood, and skin drawn from the dust of the earth and the dew of the sky.

›› **Bind to work** • To stop having to focus on the daemon, the wizard must imbue the spell.

›› **Permanent** • The daemon stays until its incarnation is destroyed or its ka-ba is banished.

›› **Subversive** • The daemon follows instructions as long as the wizard is focused. As soon as the wizard's attention, the daemon is consumed with (d6): (1) sloth, (2) greed, (3) curiosity, (4) perversity, (5) sorrow, or (6) a higher calling. While distracted, the daemon carries out all orders with [-].

4. Invitation Rider

Let cosmic strength flow through!
The wizard spends a few hours painting imbued diagrams on a creature with the four black inks and the six celestial tints. They may paint the diagrams on themselves. When the wizard activates the diagram, a daemon rushes in to possess the creature.

›› **Dangerous** • Of course it is.

›› **Dialogue** • To choose a daemon & convince it to leave at the end.

›› **Feeling lucky** • A daemon from the simple generator possesses the target. The wizard must pay an additional spell cost to ensure a manageable daemon manifests. The additional cost is equal to the desired daemon's level.

›› **Imbue** • Effective as long as the diagrams remain imbued.

›› **Welcome overstayed** • When the spell ends, the wizard still has to convince the daemon to leave. As soon as the spell ends, the possessed creature loses all the benefits granted by the daemon.

P1 • The creature's eyes flare with the daemon's favourite colour. The daemon grants [+] to all tests using one of the creature's skills or stats.

P2 • A halo rings the creature's head. It gains [+] to tests and effects with two skills or stats.

P3 • Cilia of light ripple across the creature's body. It gains [+] to tests and effects with three skills or stats. Also, it gains resistance [+] vs all ha, ka, or ba damage.

P5 • A shifting aura of many colours bathes the creature. It gains all previous effects and any supernatural ability or trait of the summoner's choice.

P7 • Luminous rainbow dust swirls off the creature. It is very visible on any magitechnical detector. It gains all previous effects. Also, all its physical stats become 6, and any weapon it holds is wreathed in energy. The weapon's damage dice increase 1 step, and it can fire bolts of daemonic energy (1d12, explosive).

5. Permission Rescission

Pay the piper, cast it out.
The wizard cloaks themselves in the blue and green pigments that daemons fear and daubs their fingers with catfish fat. Then they wave four magic incense sticks, one for earth, one for sky, one for wind, one for green, as they revoke a daemon's permission to remain in a target creature, object, or form.

›› **Banish the weak** • If the spell cost is thrice the level of the daemon (twice if the wizard knows its true name), it is banished outright, without any dialogue. The wizard may overpay the spell cost to banish a daemon.

›› **Bribe** • By offering a suitable libation, the wizard gains [+] to their dialogue test.

›› **Dialogue** • Must talk the daemon into accepting the rescission.

›› **Healing** • Convincing a daemon to leave may remove a burden from a character, but it never restores lost attributes. Time and rest must repair those.

›› **Redirect** • A malicious wizard may convince an afflicting daemon to attempt to possess somebody else, rather than going straight home to the aether.

P1 • The chants command the attention of a mild poison or disease daemon, something that causes afflictions like nausea, vertigo, diarrhoea, the common cold or dandruff.

P2 • A playful, confused, or accidental daemon is drawn into dialogue. Perhaps cowardice, error, sloth, or indecision.

P3 • A moderate poison or disease daemon deigns to talk with the wizard, something that may be debilitating but not deadly, for example, the flu or alcohol poisoning.

P4 • A persistent or curse-bound possession talks. Perhaps melancholy or ennui.

P5 • A deadly poison or disease daemon, or a curse bearer, listens to the wizard. The plague, syphilis, or mercury poisoning.

P6 • A malevolent or hostile possession begins a dialogue. Perhaps madness, lycanthropy, or bureaucracy.

P8 • A terminal affliction daemon stops to talk with the wizard. Perhaps a radiation daemon or a metastatic tumour.
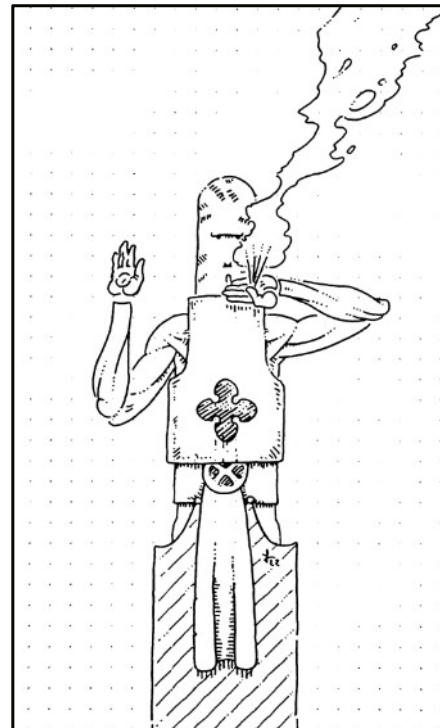
The catfish fat is hard to see, but it is there..

Veda of the Soul Breaker

Titles

1. Burner
2. Delendara
3. Gottwachter
4. Kaliyat
5. Poduhan
6. Qipol
7. Spiriladrino
8. Ultrabit

Warning

If this game had an "alignment system" or encoded another arbitrary system of pseudo-objective morality, this spell album would *not* be good.

It is all about shortcuts to infinite power. A wizard with a ka-ba still and soul juice could credibly be called an emotional or psychic vampire. Not nice.

Sisyphus Felix

"Between the candle and the flame is the essence of the burning"

—Burner text, traditional.

Free from the needs of the embodied, the ghosts and body-hopping spirits collectively called "ultras" by some (and devils or demons by others), have long provoked jealousy among the mortals bound to the given plane.

Some, called burners, seek to join the ranks of the disembodied—or after-bodied, as they would have it. Whether they succeed or not, their critics point to many piles of ash left behind and little proof of ascendancy.

Still, this does not quench the thirst of others. For what mortal, sentenced to slow decay, day by day, would not be tempted? A prisoner of the real, watching their body-machine, that gift from a more perfect creation, break down and join the dust of countless generations, must at least think: "could I not leap into an existence free of this fallible trap? Could I not fly free into the sky, like the angel-people of the oldest stories?"

And another candle burns both its ends and disappears into ash.

Ka-Ba Still

apparatus / 5 st / ~€2d6 x 20

A standard soul-breaker device, the still refines and extracts a creature's vital spiritual energies—its *ka*—and essential personality patterns—its *ba*—for later reuse. Designs vary, since different traditions disagree exactly where in a body the *ka-ba* are anchored. However, all the stills require an immobilized creature and a skilled operator. Rare and expensive devices, such as the soul mill, are automated to allow any unitiated fool to break souls.

Distillation of the spirit • The wizard tests a relevant skill (probably the veda of the soul breaker) to extract ka-ba:

1–7:	Failed distillation. Victim loses 1 mental stat point and wizard gains 1 tablespoon of soul juice. 20 tablespoons = 1 flask.
8–11:	Basic distillation. Victim loses 1d4 mental stat points. Still provides 1d8 tablespoons of soul juice per point.
12–15:	Satisfactory distillation. Victim loses 1d4 mental stat points. Still provides 1d12 tablespoons of soul juice per point.
16–19:	Excellent distillation. Victim loses 1d6 mental stat points. Still provides 2d8 tablespoons of soul juice per point.
20+:	Perfect distillation. Victim loses 2d4 mental stat points. Still provides 2d12 tablespoons of soul juice per point.

Expensive miniaturization • Reducing the still's size by 1 stone doubles its price.

Nightmare catatonia • A victim robbed of all their mental stat points falls unconscious for a week. Test endurance; fail: permanently lose 1 mental stat point.

Soul Juice (Homemade)

flask / 1 sp / ~€1d12 x 100

Twenty tablespoons of soul juice fill a flask: essentially, a variable use potion. The soul juice is viscious and tastes of hopes, regrets, and deep dark secrets.

Burn • Used as fuel, the soul juice can power an autogolem for a week or so.

Cast • Sprinkled on a spell, it gives the wizard 1d4+1 free life for spellcasting.

Drink • Imbibed, the user acquires an echo of the victim's memories and a relevant first rank skill. This wears off after an hour or so.

Inhaled • The user appears to get healthier and more youthful for about an hour or so. They also feel more confident, gaining [+] a bit of swagger would help.

Salve • Rubbed on wounds and hurts, it restores 1d6 life.

Vaporize • Misted in the air, it summons a ghostly echo of the victim into the area. From a distance, it appears like a real person. It dissipates after an hour or so.

1. Bottled Heroism

Translation of skill and power.

The wizard grabs a creature's arm or other limb to steal its essence, its soul and personality, and trap it in a special flask (1 soap) for later use.

- ›› **Ka attack** • Vs unwilling.
- ›› **Drink soul** • The wizard can drink a bottled soul to gain its power and abilities. A bottle is treated as a consumable, when it runs out the soul is spent. The soul is not destroyed in this manner—after drinking, it evaporates out of the wizard and seeks its body again.
- ›› **Imbue** • The wizard uses their vital force to hold the spell in place.
- ›› **Mere minutes** • A sip does not last.
- ›› **Nightmare catatonia** • So long as the entirety of its soul is in the flask, the victim cannot move, its ka-ba trapped in a magic prison.
- ›› **Recovery** • The victim tests endurance to awaken every time the wizard sips their trapped soul. However, they are weak and unsteady until their whole soul is drunk or poured out of the flask.

P1 • Traps the soul of a level 1 (or lower) creature. A sip grants one trait or skill. Drinker gains a bonus to their rolls equal to the creature's level.

P2 • Traps the soul of a level 2 (or lower creature). Sip grants two trait or skill ranks, and a bonus equal to creature's level.

P3 • A soul of level 3 or lower. Sip grants 3 trait or skill ranks, plus bonus.

P4+ • Level 4+ or lower, 4+ trait or skill ranks, bonus equal to level, etc.

2. Consumption

Everyone is but fuel.

The kaliyat opens their third eye to reach into a nearby friend, ally, pet, or servant. They burn their victim's life essence to fuel their magic.

- ›› **Unwilling** • Spell costs double vs unwilling targets (ka attack).
- ›› **Siphon** • As the long as the wizard focusses, they can keep draining their target without further tests.

P1 • The victim loses 1d6 life and the kaliyat gains access to 1d6 + pro life for spell-casting.

P2 • Victim loses 2d6 life, kaliyat accesses 2d6 + pro life.

P3 • 3d6 life for 3d6 + pro life.

P4 • Et cetera.

3. Soul Scourge

Finesse is overrated.

The wizard puts their hands to their forehead in the null-dimensional key and unleashes an indiscriminate, nightmarish attack on every affected soul. The wizard deals 1d6 x level ka damage to each target in the area.

- ›› **Cone** • The spell scourges a conical area ahead of the wizard.
- ›› **Ka attack** • Vs all, willing and unwilling alike.
- ›› **Mind-burned** • If a target is reduced to 0 life and the wizard has an action remaining on their turn, they can turn it into a ka-zombie. Their mind burns out the target's personality and takes control. The ka-zombie regains all missing life, but is now under the wizard's mental control. Giving instructions requires an action, but the ka-zombie will continue to perform a task (e.g., "attack the lizard human") without supervision.
- ›› **Overburn** • Wizard can spend 1 mental stat to add 1d6 to their ka attack natural roll.

P1 • Attacks a single target next to the wizard.

P2 • 3 targets next to the wizard.

P3 • Up to 10 nearby targets.

P5 • Up to 25 far away targets.

P7 • Up to 66 far away targets.

P11 • All targets in a v. large cone.

P17 • All targets in a cone as far as the wizard can see.

4. Tabula Rasa

A soulless body is a happy vessel.

The wizard touches two soul anchors (creatures, vessels, etc.) and swaps their soul-personalities.

- ›› **Battering** • Double spell cost to gain [+] on ka attack.
- ›› **Ka attack** • Vs unwilling.
- ›› **Lightning machine** • Using a special laboratory and ectoplasmic storm halves the spell cost.
- ›› **Mind swap** • The two creatures swap mental stats, memories, skills, and traits.
- ›› **Static vessel** • Transferring a soul-personality into or from a jar, pot, crystal matrix, or other static object doubles the spell cost.

P1 • Transfers the ka-ba of up to 2 levels' worth of creatures (for example, between two first level creatures).

P2 • Up to 4 levels' worth of creatures.

P3 • 6 levels' worth.

P4 • Etc.

5. Torment Engine

Work the soul, burn the candle.

The wizard's glittering touch traps a creature's soul in an infinite loop and mills it for energy.

- ›› **Escape the labyrinth** • Each round, the victim makes a thought test to escape the torment engine. Thereafter, it gains [+] vs the wizard's magic.
- ›› **Ka attack** • Vs unwilling.
- ›› **Dangerous** • For the target.
- ›› **Destruction** • This spell permanently damages or destroys souls.
- ›› **Overburn** • Wizard can spend 1 mental stat to add 1d6 to their ka attack natural roll.
- ›› **Siphon** • Focus to sustain the drain.
- ›› **Soul-thrower** • With their other hand, the wizard can channel the creature's shattered soul like a celestial flamethrower. This deals 1d10 damage per power of the spell (so a P6 torment engine will deal 6d10 damage) to all targets in a narrow, short-range jet of blistering hell-fire.
- ›› **Unsafeguard** • Wizard can double the burn rate (and power) of the torment engine by doubling its cost. This is dangerous all-round.

P1 • Victim loses 1 life and 1 personal memory per round. Wizard gains enough energy to recharge an omni-battery.

P3 • Victim loses 1 stat point and 1 skill per round. Enough energy to recharge a radiothermal barrel.

P6 • Victim loses 1 level and 1 trait per round. Enough energy to recharge an oldtech town generator.

III. SIDEKICKS
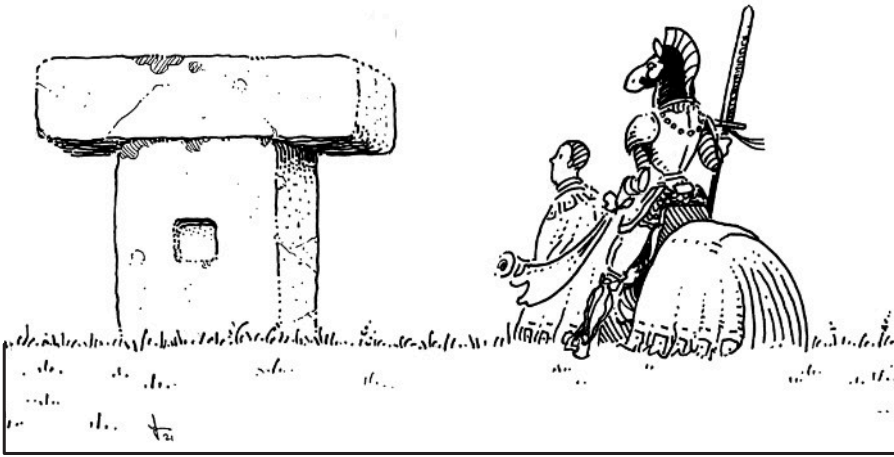
Sancho Pansa, der sich übrigens dessen nie gerühmt hat, gelang es im Laufe der Jahre, durch Beistellung einer Menge Ritter- und Räuberromane in den Abend- und Nachtstunden seinen Teufel, dem er später den Namen Don Quixote gab, derart von sich abzulenken, daß dieser dann haltlos die verrücktesten Taten aufführte, die aber mangels eines vorbestimmten Gegenstandes, der eben Sancho Pansa hätte sein sollen, niemandem schadeten. Sancho Pansa, ein freier Mann, folgte gleichmütig, vielleicht aus einem gewissen Verantwortlich-keitsgefühl, dem Don Quixote auf seinen Zügen und hatte davon eine große und nützliche Unterhaltung bis an sein Ende.
—Die Wahrheit über Sancho Pansa, Franz Kafka (1931)

Heroes are the most complex characters because a single player focuses on each of them. The other characters encountered in a session are all extras. They are simplified for convenience. The TC runs many exclusively; some are shared by multiple players, others are handled by the runners or one runner. When the emergent story or the unpredictable dice require more detail, players can add it to an extra.

Extras might be **zebranes** (L2, omnivorous, pseudohorses, striped) grazing on the side of Pynchon's Lens, the three-mile-high gravity-shifted force-plate sticking out of the Armezzan Peninsula. They could be **strewth goblins** (L1, foaming, virulent, vociferous) boiling out of the sewers of the City of Broken Mirrors, brandishing yunja curse-sticks. Even a powerful **rainbow demon** (L7, crimson, gun-wielding, sword-riding) riding a herd of jackals is but an extra.

In play, the heroes will encounter different kinds of extras:

Nameless background characters, who have no name, personality, or attributes—unless suddenly pushed into the spotlight by the heroes' actions (or accidents).

Extras prepared by the top cat to fill out their scenes: skeletal acrobats to amuse audiences in the pleasure garden, a 50% grey lord's minions swarming out of the air vents, merchants hawking their wares in the low-gravity bazaar, courtiers bowing and scraping to a corpocrat CEO. These may have the merest of attributes, a level and a few facets to make improvising with them simpler.

More interesting extras can become recurring characters—a cheeky gun lord, friendly felix whizz trader, drunken riverboat captain, or morose occupying army private. Over time they may gain attributes—goals, desires, modifiers, skills, equipment, histories to make them stand out from their peers.

Regular antagonists, usual suspects, and repeat offenders may end up nearly as detailed as the heroes themselves.

Sidekicks and pets are in their own class. These are extras adopted by a hero. They take up a slot on an active hero's sheet, and any player can invest xp to promote them, increasing their level, life, defences, sums, and traits.

In fact, players can decide to simplify their game and start playing with extras rather than fully-detailed heroes to make things simpler and faster.

How Extras Work

"They're wearing red shirts! This'll be easy."

—Famous Last Words

Extras can be more or less complex, depending on how much use they see in play. Once an extra requires as many rules and details as a hero, it will often make sense to officially upgrade them in play.

A fully detailed extra has a full trinity of hakaba defences and sums, representing their aptitude in physical (ha), metaphysical (ka), and social (ba) conflicts (see the **dogbear** below). A basic extra, such as a throwaway **red-shirt goblin** (L1, academic, fleet-bound, utopian), might not stay around long enough to get three different sums. That's alright. Players can detail extras as needed.

Anatomy of an Extra

Dogbear (name)
Level 3 / Life 20
fluffy, woofy, greedy (facets)
Is it a small bear or a big dog? Unclear. (description)
Ha 14 (defence) | +6 (sum) big bite (attack type) 1d10 (dice)
Ka 9 | +3 howl 1d4
Ba 13 | +6 endearing wag 1d8
›› **Loyal** • Gains [+] to tests when protecting its family or master. (modifier)

Ideally, the **name** is descriptive enough to immediately create a mental image when a player first encounters an extra.

Level suggests how powerful the extra would be in a conflict, while **life** indicates how much narrative armour it has.

Whether elaborate or short, the **description** should be interesting. If it provides a twist or a story hook, so much the better.

Ha, **ka**, and **ba** represent the extra's physical, metaphysical, and social defences. They also serve as target numbers for challenges posed by an extra. For example, ha could represent the target number to break free of the dogbear's locked jaws. If a number is missing, it means they cannot act or be affected in this capacity. For example, a mindless creature can not be affected by peer pressure—nor, usually, exert it.

Extras add their relevant ha, ka, or ba **sums** (e.g. +6) to their d20 rolls when they know what they are doing. If they don't know what they are doing, they roll a naked d20. The **attack types** (e.g. big bite) give an idea of what the extra will do in a conflict. The **dice** (e.g. d10) represent how much damage a successful attack deals. Die size can also loosely indicate how effective the creature is when performing a physical, metaphysical, or social action not otherwise covered by the rules.

Modifiers cover additional mechanical features and abilities of an extra. Any special burdens or special boons provided by the extra are listed at the end.

Other Attributes

The stat blocks of extras have fewer attributes than a hero's sheet, either because extras do not have those attributes or because their attributes are always the same unless otherwise specified.

Actions • Unless otherwise specified, extras get two actions, just like heroes.

Magic Cost • Unless otherwise specified, their magic cost is 2.

Tests • When extras test, there are two possible situations:

1. They know what they're doing and roll d20 + sum.
2. They don't know what they're doing and roll a naked d20.

Pro & Stats • Extras do not need a defined pro score and stats. Instead, they use three sum scores linked to their ha, ka, and ba defences when they know what they are doing. They may acquire a pro score and stats if needed.

Hero Dice • Most extras do not get hero dice unless granted by a nearby hero. The top cat may decide to give antagonists or recurring extras their own hero die pools.

Inventory • Players should use common sense to determine how much an extra can carry unless otherwise specified. It rarely matters precisely how many pounds a dog or a chinchilla weighs or bears. For human-sized human extras, they may assume that they can carry a sack. If it seems like an extra would be encumbered by their burdens, then they are.

Exiting Play

When an extra reaches 0 life, it usually leaves play.

Players can let some extras, such as sidekicks, acquire burdens or make retirement tests (d20 + level over 11). If a retirement test fails, the sidekick exits play unless their hero makes an extraordinary effort (procuring expensive regeneration and psychotherapy after a battle, bribery with gifts after a grand ball debacle, unusual magical balms after a seance disaster).

When an extra has acquired any burdens, their player may decide that the character exits play. For every burden the character bears when they retire, the player recovers 10% of their invested xp.

When an extra acquires a number of burdens equal to one plus their level (L+1), they are at risk of exiting play involuntarily. One more strike or injury, and they're out–not necessarily dead, but they've had enough of the hero leading them into foolish trouble. The player still recovers 10% of their invested xp per burden the character bore at retirement.

Even Simpler Extras

Not all extras deserve even this many attributes. The players might note down a turnip vendor or an ornery ass with just their name and an epithet. These most ephemeral extras don't even get a level.

In the text of an adventure, an unimportant extra may be listed with just name, level, and a single facet—e.g. **bookworm** (L0, learned)—letting readers improvise life, defences, sums, and other attributes if indeed required.

A slightly more detailed **guard** (L1, bookish, green, over-zealous) might be further specified with just Life 10 / Def 9 / +4 spear 1d6+1. The guard's player can use oracle dice to determine other defences and attributes using the available numbers as a starting point.

Detailing Extras

A by-standing living tree is struck by a fireball, an unsuspecting freedom-and-unity militia member is attacked by a hero. TCs can't reasonably detail every extra in advance—it makes more sense to define their additional attributes as they become relevant. At any point, the TC can add some randomization with a d6: on a roll of 1, that attribute is lower than expected; on a 6, it is higher.

Level • Many extras will have a level attribute if nothing else. If they do not, the TC may eyeball the power level: 0 is usually no threat to most humans, 1 is the human ballpark, 3 is a pulp hero, 6 is legendary. The attributes for extras above level 9 explode off the human scale and into the territory of gods and monsters. Heroes should avoid facing such entities head-on and unprepared.

Life • This crucial attribute determines narrative staying power. The TC picks a life score that corresponds to an extra's level. Tougher or luckier characters get more life, weaker or less fortunate ones less. The TC may also turn any creature of any level into a 1-shot mook with effectively 1 life. This kind of extra is there to pad opposition numbers and melt away when the going gets tough. Players can even skip rolling damage when fighting such opponents.

Defences • To start with, the TC may determine just a single defence score and assume the ha, ka, and ba defences are all the same. Later, they may boost or reduce individual scores from the baseline, creating strengths and vulnerabilities. The basic starting math is (level + 5).

Sums • Again, the TC may determine a single sum, then define separate ha, ka, and ba sums as required—again boosting and reducing to illustrate aptitudes and weaknesses. The math is (level + 2).

Damages • Damage is more circumstantial—not every creature deals damage, and it can vary based on attack type, traits, and skills. The math is (level x 2).

Traits & Skills • This column suggests how many modifiers an extra of a given level might have. A TC pressed for time may simply assign [+] to the extra when it acts per its inclinations. For example, a fictional bull gains [+] to attacks against red objects, while a roadrunner gains [+] to avoiding coyote traps. Conversely, the creature's resistances may impose [-] to enemy rolls. For example, all physical attacks against a ghost suffer [-], all attempts to reason with a zealot suffer [-].

Adjusting Extras

With such a loose approach to character attributes, sometimes extras have to be rewritten or adjusted to better fit the ongoing story and game. If major motion pictures can get away with such authorial sleight-of-hand, so much more can players at the game table. The TC, in particular, may find themselves with an extra that is too powerful, too weak, or simply no longer fun. It's best to quickly explain the justification for the attribute adjustment and move on. Most times, changes don't even require in-game narrative justification. Still, if it becomes necessary, the players as a group can figure out why a character changed from one scene to the next, or even from one round to the next. After all, fiction is full of action heroes and villains discovering reserves of strength and terrible weak spots (looking at you, Baldr).

LEVEL	LIFE	HA, KA, BA DEFENCES	HA, KA, BA, SUMS	DAMAGES	TRAITS & SKILLS
0	1–8 (4)	2–12 (5)	1–5 (+2)	0–5 (1d4)	0–2 (1)
1	4–13 (8)	3–14 (6)	1–6 (+3)	1–8 (1d6)	0–3 (1)
2	7–20 (12)	3–16 (7)	1–7 (+4)	2–12 (1d8)	1–4 (2)
3	11–30 (16)	4–18 (8)	2–8 (+5)	3–16 (1d10)	1–5 (2)
4	13–42 (22)	4–18 (9)	2–9 (+6)	4–22 (1d12)	2–6 (3)
5	17–55 (29)	5–19 (10)	3–10 (+7)	5–28 (1d8+5)	2–7 (3)
6	24–69 (38)	6–19 (11)	3–11 (+8)	6–36 (1d10+6)	2–8 (4)
7	29–81 (52)	7–19 (12)	4–12 (+9)	7–49 (1d12+7)	2–9 (4)
8	33–99 (68)	8–19 (13)	4–13 (+10)	8–64 (2d8+5)	3–9 (5)
9	39–144 (90)	9–19 (14)	5–13 (+11)	9–81 (1d20+11)	3–10 (5)
10	44–200 (120)	10–19 (15)	6–13 (+12)	10–100 (1d24+12)	4–10 (6)
11	55–300 (155)	11–19 (16)	7–13 (+13)	11–121 (1d30+13)	4–10 (6)
12	66–400 (195)	11–19 (16)	8–13 (+13)	12–144 (2d20+14)	4–10 (6)
13	77–500 (240)	11–19 (17)	9–13 (+13)	13–169 (2d20+17)	4–10 (6)
14	88–600 (300)	12–19 (17)	10–13 (+13)	14–196 (2d20+21)	4–10 (6)
15	99–800 (375)	12–19 (18)	11–13 (+13)	15–225 (2d24+23)	4–10 (6)
16	100–1,000 (500)	12–19 (18)	12–13 (+13)	16–256 (2d30+25)	4–10 (6)
17	101–1,333 (666)	13–19 (19)	13 (+13)	17–289 (3d20+30)	4–10 (7)

All these attribute values are guidelines only.

Creating Extras

"One must suppose it was a dungeon forest dragon leopard flytrap!"
      —prof. sir. Enka, Neozoonosis Expedition 5, Year of the Lambent Fish.

When players invent a new extra, they should ask:

1. Does it have an exciting concept?
2. Does it have a good name?
3. Are three facets enough of a description?
4. If it needs more detail, what is the simplest way to describe it?
5. Does it need any new traits and attributes, or can it be made simply by reskinning an existing extra?

For example, 'Wardistani Soldier' is a little bit redundant. It's a trained schmuck that stands guard. The TC can reskin any basic level 1 or level 2 extra, and it will work fine. An extra like 'The Hydra at the End of Childhood's Dream' could be more attractive, even serving as a final challenge or boss—but it would require some new traits and facets to make it feel different as well. Of course, inventing new characters can be a game (even a solo game) all its own. In that case, players can handily bin all this guidance.

Attributes of Extras

The goal is to create extras that are useful in play. The more quickly they can be used, the better. This table provides only a rough guide to the attribute values players can assign to extras—but the TC in particular should feel free to create unusual or different combinations. There is nothing wrong with a low-level extra with powerful attacks, or a high-level extra with paltry defences. Mixing up the attributes creates more interesting opponents. Further, not every extra requires every attribute. A disembodied ghost does not require a ha defence, since it has no body. Many animals can do perfectly well without ba defences, since they don't understand human social cues. A soulless automaton may have no ka defence, since it has no spirit to injure.

Modifiers (Traits & Skills)

Players can modify extras to make them more unique: special abilities, vulnerabilities, strengths, powers, skills, and spells can turn an ordinary, forgettable lizardling dragonspawn into a hellish guerrila capable of defending its primitive Pre-fungal Era bunker complex from even the most well-equipped imperialist adventuring party.

In theory, the description of an extra, be it animal, creation, or monster, could list every trait and modifier it possesses. In practice, this would be unwieldy. Many modifiers are situational, and most can be inferred from a creature's description. A fish is aquatic and has an advantage against a swimming human in its natural watery environment—but there is no need to spell out that it swims in its description. A bird can fly, so again, precisely noting its unladen airspeed velocity is usually pointless.

But, a modifier that gives a creature a unique or unexpected advantage or vulnerability is worth listing, particularly when it is relevant to an adventure. All this is to say that descriptions or stat blocks of extras are necessarily contextual and incomplete.

The players can wield their common sense existing example creatures as a starting point when preparing new extras for their game. Especially when the TC creates opponents for the heroes, they should feel shameless in borrowing and repurposing ideas and modifiers from any and every source. It's kind of fun to bring a pop culture reference or a puzzle into play for the players to figure out. Why shouldn't a player's 'out-of-character' knowledge manifest as a flash of divine inspiration or ancestral memory helping the hero in a moment of need. After all, this is not very different from Apollo helping a hero in some bronze age skirmish do some amazing deed that a blind poet might turn into an epic poem to echo through the ages.

Sidekicks

"You're nobody's slave, nobody's chains are holdin' you
*You hold your fist up high ... and rule the zoo"*

—W.A.S.P., I Wanna Be Somebody (1984)

Every player running a hero can also control extras as sidekicks. These can be animals (say a cat), something more magical (say a butterfly-winged colour-changing laser-emitting unicorn), human companions (perhaps Ioanna the Undertaker's Apprentice), or even vehicles (the Heromobile).

When a player adopt an extra as a sidekick, it occupies a slot on their active hero's sheet. From then on, any player can invest xp in that extra to advance them, increasing their level, life, defences, sums, and traits.

One player usually runs both a hero and their sidekicks, making decisions and rolling dice for all of them. Of course, this doesn't imply that the different characters communicate telepathically or that animal pets magically have human levels of intelligence—unless such traits are discovered during play.

Depending on the scenario and theme of the game, a hero's sidekicks could be called different things: vassals, companions, fratelli, assistants, students, followers, hench-folk, pets, sentient property, dependents, family, etc.
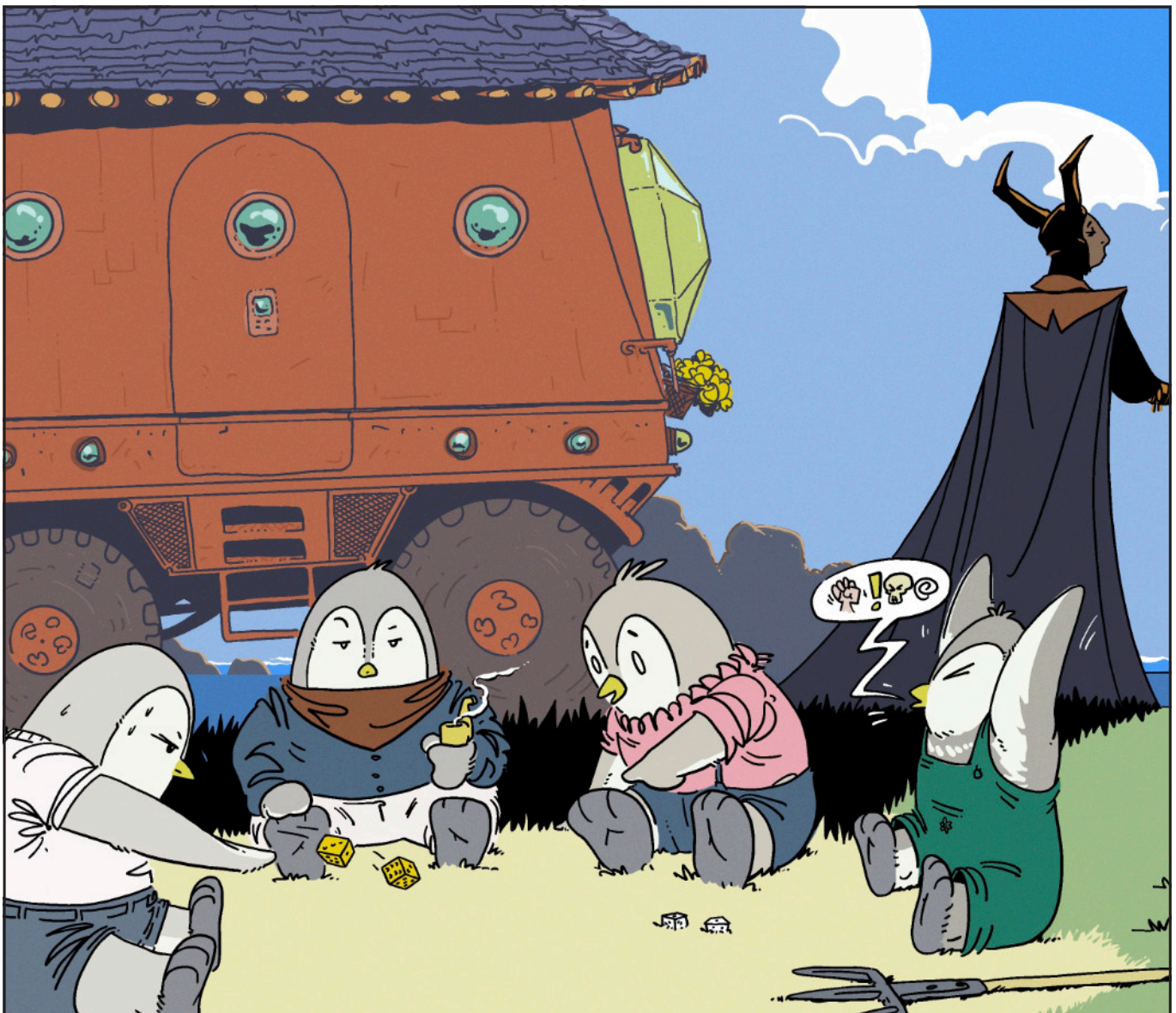
Pets

A great place for players to start with extras is a special category of sidekick: pets. If a runner wants to start play with a pet, they can roll or choose from the list of animals (pXX), or invent their own. If a player decides to forego a starting pet, they may start with an extra 200 cash instead—all that pet food is expensive. Most pets begin at level 1.

Through play, heroes may befriend all sorts of strange creatures, machines, and monsters—turning them into new pets. The players might discover they enjoy telling stories with a menagerie of creatures accompanying them.

As a rule, pets are usually animals, while heroes are humans, but this doesn't always have to be the case. The cats of the Violet City (and other places) keep human pets, and who knows what the great old ant colonies get up to with their humanite worshippers.

Sharing Sidekicks

Players can also lend sidekicks to one another. For example, in a group with three players, one player's wizard hero with a pet cat and a floating skull companion go on a side quest. It could be a good idea for the player to pass the cat and skull to the other players, who then play them in scenes and combat. This helps keep all the players engaged.

When one player controls another's sidekick, it's like playing with a borrowed instrument. They should handle each others' sidekicks with care and in good faith. Breaking another player's sidekick is like breaking their action figure. The top cat should support every runner's veto over their sidekicks' actions.

A sidekick may also be a group character shared by all players. Maybe they're a favourite donkey who survived a half-dozen battles or a trusty old main-line battle golem.

Suicidal Sidekicks

Unlike with a hero, the sidekick's player doesn't have complete control of their sidekicks: they are not full protagonists. The cat can exercise a soft-veto to stop them from doing something entirely out of character, utterly stupid, or suicidal. For example, no sane human will agree to walk through a minefield to clear it for their friend or mentor. A brain-neutered slave might, however.
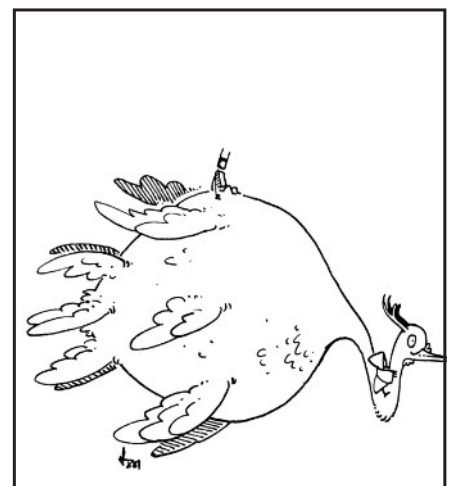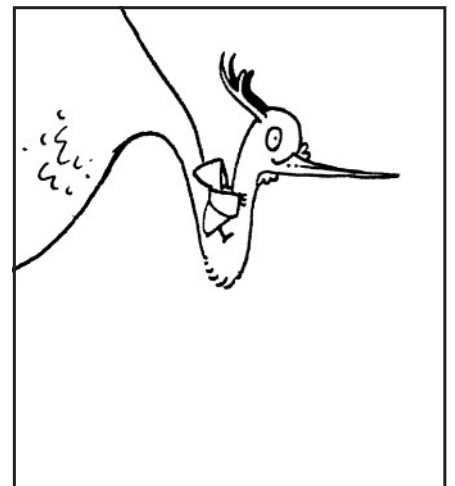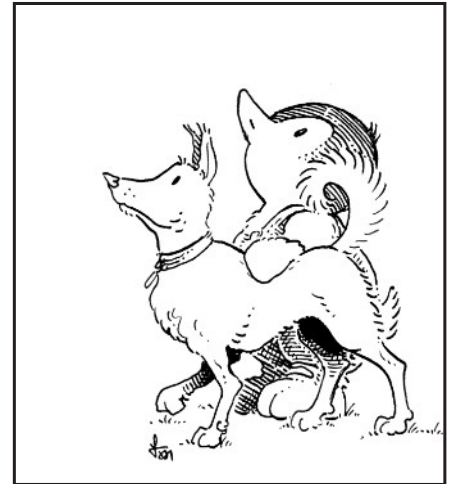
Turning Extras into Sidekicks

Players may run across a particularly friendly **farting marsh dragon** (L1, greedy, nervous, volatile), **lost puppy** (L1, clumsy, happy, lucky), or **sovereign quadrodont** (L6, arrogant, hairy, mammoth) and decide they want to adopt it.

This is easy. Mechanically the players have just two tasks:

1. Give the new sidekick a name, nickname, or other term of affection.
2. Assign the new sidekick to a hero and write their name in an available slot on the hero sheet.

This done, the players can invest xp to advance their new sidekick, increasing its attributes and gaining it new traits.

Sidekicks occupy inventory (or trait or skill) slots on a hero sheet to give a sense of how caring for another person or creature occupies a person. Mechanically, it also limits how many sidekicks a hero can accumulate.

Turning Extras Into Heroes

Over time, some sidekicks tend to naturally become more like heroes. Players can turn an extra into a full-fledged hero at any time—they can have a stable of heroes, after all. As they expand the character into a full hero, they will:

1. Create a full **inventory** for the character. This means four lists of ten slots each for **skills**, **traits**, **gear**, and **cumbersome** inventory. The players don't need to create full numbered lists, just headings will suffice.

2. Define the character's **pro** score based on the extra's **level**.
   Level 0 = pro 1
   Level 1–4 = pro 2
   Level 5–8 = pro 3
   Level 9–12 = pro 4

3. Split **hakaba sums** to get the **stats**. Adjust individual stat pairs up and down to suit player tastes and sensibilities.
   Ha sum minus pro = **agility** and **strength**.
   Ka sum minus pro = **aura** and **thought**.
   Ba sum minus pro = **charisma** and **endurance**.

If an extra lacks one or more attributes of the hakaba trinity, the player can choose a random available hakaba sum and adjust from there. If an extra has no hakaba sums at all, it's down to player preference (or they can roll 1d10 for each stat, with 0–4 = 0, 5–7 = 1, 8–9 = 2, and 10 = 3).

Example: The Blithe Badger is a level 1 furball with only a physical attribute (Ha 10 / +3 relentless bite 1d6). As a level 1 character, its pro score is 2. The Ha sum of +3 gives agility and strength stats of 1. Adjusting the stat pairs, the player can give the badger a strength of 2 and agility of 0, or vice versa. They can also leave both stats at 1. For the remaining stat pairs they can use the same starting value of 1.

1. Figure out which part of the **hakaba defences** is a result of attributes (pro and stats), inherent traits, and equipment (armour, wards, or prestiges). Each inherent defensive trait occupies a trait slot.

Example: In the previous example, the Blithe Badger has a Ha defence of 10. It's a badger, so it's probably not wearing any armour. It's pro score is 2. Let's assume the player also gave it an agility score of 2. This leaves 6 points of ha defence as a natural trait of the Blithe Badger. The player could note down a trait like so:

Tough Little Badger • Gains +6 ha defence in all circumstances.

They can name and explain the new hero's trait as they like. If a trait turns out to be too powerful, the players can—like every other trait—adjust it.

Some believe there is a Temple of Heroes, where extras are uplifted.

2. Choose or invent relevant **skills** and **traits** for the new hero. Most extras already list a number of traits, while their description will give ideas for suitable skills. Very specialized extras might become experts (2 ranks in a skill) or masters (3 ranks).

3. Add a number of hero dice equal to the character's level.

4. Note down xp the player has already invested in the extra. If they have not yet invested any xp, the new hero's current xp is based on their level.
    Level 0 = 0 xp   Level 5 = 4,999 xp
    Level 1 = 99 xp   Level 6 = 9,999 xp
    Level 2 = 399 xp   Level 7 = 19,999 xp
    Level 3 = 999 xp   Level 8 = 49,999 xp
    Level 4 = 1,999 xp   Level 9 = 99,999 xp

    The more xp a character has, the harder it is to promote them further.

5. Finally, the new hero's background and story get filled out through play.

Players don't need to do all these eight steps at once. They can upgrade extras bit by bit, as required.

Perhaps, Hendrik the Mule, who's now been with the heroes for three sessions, gains an inventory in session 4. Then, in session 5, Hendrik performs a mule dance for an assembled crowd of centaur dignitaries. The players define Hendrik's Charisma score and decide Hendrik has a skill like "Interpretative Postrealist Dancer" because of the successful dance. In session 6, they give Hendrik hero dice to spend as they navigate the half-dreamt trails of Far Kwya under the shadowless moon. Attributes such as defence scores might never come into play and remain undefined.

A character needs to be detailed just enough to play. Unless designing intricate characters is the goal of play, it's best to gloss over missing attributes or whether a value should be precisely +3, +4, +5, or whatever. If a value is hard to find in the source material, the TC can assign a plausible guess and go with it. Mistakes and broken attributes can be fixed later. If writers on TV shows with actual budgets can retcon characters and plots, so can friends at a table.

No Heroes, Only Extras

There's a little secret: it's possible to play without heroes. The extras have enough attributes to make decent characters for a single session adventure or a longer campaign.

With this simplified approach, the players should choose what to do about stats, skills, hero dice, and inventory.

1. By default, hakaba sums replace stats and skills, and the TC chooses relevant attributes on the fly. Stat damage depletes hakaba sums (harsher) or defences (easier).
2. Players can use an extra's description to decide what they are good at.
3. Assigning hero dice equal to an extra's level will make them tougher. This is a good way to keep such characters from falling too far behind the heroes.
4. Noting down three headers for gear, skills, and traits will serve as an inventory section for most extras.

Over time, players can, naturally, expand their extras into full heroes (see previous page).

60 Potential Pets

"I shall adopt it and call it Chipper!"
—Discoverer of the first piranhasaur, shortly before untimely demise.

1. Airpig
Level 1 / Life 6
Ha 9 | +3 nasty bite 1d4+1
Ka 17 | —
Ba — | +5 liquid humiliation 1d8
bossy, intelligent, revolutionary
A six-limbed creature with such a powerful reality-distortion organ in its brainstem that it flies graceful as a peacock, even though its primitive membranous wings should not support it.
- ›› **Distorted reality •** Nearbygullible creatures (thought ≤0) succumb and can perform usually impossible feats. The feats may still be very difficult.

2. Amphibious Goldfish
Level 0 / Life 3
Ha 6 | +2 bubbles 1
Ka 13 | —
bubbly, shiny, dangerous
Is it just a newt pretending to be a goldfish?
- ›› **Amphibious •** Survive on land for a few hours. Very poor walker.
- ›› **Wannabe genie •** One tiny wish per day, such as rerolling a die.

Totally a goldfish. For real. Trust it.

3. Baby Dragon
Level 2 / Life 13
Ha 9 | +4 sharp teeth 1d4
Ka 17 | —
Ba 9 | +3 preen 1d4
curious, cute, sinuous
A lovely little flying serpent of vast potential and little wisdom. Surprisingly fond of boxes.
- ›› **Fiery burp •** Spends 1d4 life to vomit a small fire cloud (strikes 2d6 nearby targets). Damage equal to its remaining life.
- ›› **Growing •** Voracious appetite to help it grow quickly.

4. Battle Panda
Level 2 / Life 13
Ha 7 | +5 paw swipe 1d6+2
Ka 11 | +3 adorable gaze 1d4
bored, masticating, regal
The monochrome bear.
- ›› **Bear hug •** Grabs swiped target in a carrying, crushing hug. Target suffers [-] to tests and takes auto damage. Moderate test to escape.

5. Big Bear
Level 3 / Life 17
Ha 7 | +5 thunder paw 1d8+2
Ka 11 | +3 roar 1d6+2
hot, fuzzy, honey
By the power of honey, what a bear! It looks scary, maybe even ornery, but though it's quite beary, it's certainly not ordinary.
- ›› **Bear hug •** Grabs struck target. It suffers [-] to tests and takes auto damage. Moderate test to escape.
- ›› **Big •** [+] to damage against creatures less than half its size.
- ›› **Honey-lover •** Regains 1d8+1 life points each time it eats a 1 stone pot of honey.

6. Big Dog
Level 1 / Life 9
Ha 7 | +3 crunching jaws 1d8
Ka 4 | +4 truly scary bark 1d8
slobbering, swift, terrified
Addicted to snacks and treats.
- ›› **Enthusiastic bound •** Bowls target over in a spray of drool and paws. Large targets make an easy test with [-] to stay upright.
- ›› **Transport •** Can carry 1 sack.

7. Blithe Badger
Level 1 / Life 5
Ha 10 | +3 relentless bite 1d6
Ka 5 | —
cuddly, relentless, furball
A child of ancient wrestling gods, the badger is entirely immune to magic and commands. But is very fond of holes.
- ›› **Burrower •** Gains [+] in tight spaces. If its burrow is nearby, it gains [+] to retreat.

8. Boa Constrictor
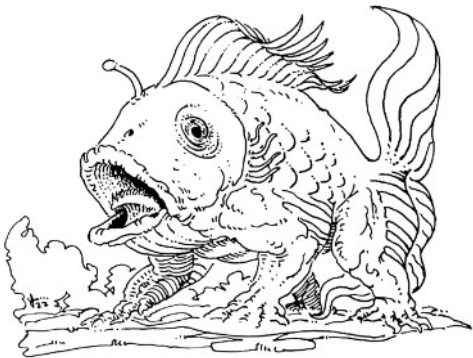**Level 1 /** Life 11
Ha 7 | +2 constriction 1d6+2
Ka 5 | +3 threatening glare 1d3
chunky, colourful, lazy
Often found in wheels.
- ›› **Constrictor •** When it strikes a target, it does no damage on the first round but keeps squeezing, dealing damage automatically each round until the target passes out from suffocation.

9. Bunny of Chaos

Level 1 / Life 3
Ha 6 | +4 big bitey teeth 1d4*
Ka 3 | —
cuddly, cute, red-eyed
Mentioned in terrible ancient manuscripts.

›› **Big vorpal bitey teeth** • Decapitates on critical hits.

›› **Fast hopper** • [+] running away.

›› **Looks harmless** • [-] to attacks against the bunny if it hasn't yet hurt anybody.

10. Cheeky Cheetah

Level 1 / Life 7
Ha 8 | +3 neck bite 1d6
Ka 6 | —
fast, nervous, svelte
A cat. A fast, spotted, murderous cat. Domesticated hunting cheetahs are sometimes chimerized to sport human facial features for that added bit of decadent uncanny valley luxe.

›› **Sprinter** • Incredibly fast. [+] to initiative and chases.

›› **Sneaky** • [+] to hide.

11. Chuckling Jackal

Level 1 / Life 5
Ha 8 | +2 sneaky bite 1d4+1
Ka 16 | —
Ba 10 | +3 sarcasm 1d6+1
wise, humorous, golden
A guide for the soul, a judge for the dead. Also, something of a troll.

›› **Digger** • [+] crawling into tight spaces. It can dig its way out of the underworld.

›› **Sneaky** • Double damage against surprised opponents.

›› **Talking** • The sentient jackal can speak when it wants to.

12. Concrete Seagull

Level 1 / Life 15
Ha 5 | +3 peck 1d8
Ka 9 | —
Ba 9 | +3 plop 1d6
brutal, honest, old-fashioned
A guardian lifeform engineered for the fast star Calcestruzzo Volante, brought down to the shores of the Winedark Ocean by the rain of needles that seeded the Second Eternal Celebration of the Sunless Mind. Now, the gentle concrete seagulls are all that remains of those hubristic eras of history.

›› **Concrete shell** • All physical damage is greatly reduced [-][-].

›› **Clumsy flier** • Not the best in flying competitions [-].

›› **Uplifted** • These brutal birds talk like platonic parrots.

13. Crawling Shrubbery

Level 1 / Life 5
Ha 3 | +6 poking root 1d4
Ba 13 | +4 winking flower 1d6
harmless, ni, rooty
It all started with a humorous root vegetable prank and ended with a carnibotanic disaster zone. Sprouts are often hunted down with extreme prejudice by phytophobic bipeds.

›› **Mimic** • Learns new tricks by observation. Can acquire a new skill in a day. (Un)fortunately, it forgets every skill after 1d4* days.

›› **Plant** • Looks perfectly harmless when it stands still.

›› **Resilient** • Grows back, even if chopped down.

14. Crested Stomperpig

Level 2 / Life 18
Ha 6 | +5 bad bite 1d10+1
Ka 12 | —
Ba 11 | —
greedy, opportunistic, scavenger
Obviously, some eco re-engineer had to reintroduce upgraded pelycosaurs during the Phase Two Era. Even through the mists of historical entropy, echoes of their great pseudoarchy resound.

›› **Armoured hide** • Physical damage resistance [-].

›› **Downdropped** • Their ancestors were much more intelligent before the creators dumbed them down. They still hold a grudge. Ba damage vulnerability [+].

›› **Sexy** • Big thermoregulatory sail doubles as a visual display.

Why are they calling these things 'pigs'?

15. Cunning Sheep

Level 1 / Life 7
Ha 6 | +3 big horns 1d8+2
Ka 5 | —
Ba 11 | +3 proud display 1d6
fleecy, gauzy, light-footed
Sometimes pretends to be a wolf.

›› **Butt** • When it attacks atop a cliff or charges, it knocks its target back a way.
›› **Surefoot** • [+] on ledges, cliffs, rooftops, and narrow places.
›› **Transport** • Can carry 1 sack.

16. Cute Spider

Level 0 / Life 3
Ha 9 | +3 bite 1
Ka 7 | —
Ba 11 | +5 fetching eyes 1d6
gentle, soft, soothing
With fur and feet and lovely eyes, calms scared children and spooked animals.

›› **Venomous** • Bitten targets feel dizzy and confused. Burden imposes [-] to physical activity and concentration.

17. Devilish Donkey

Level 1 / Life 9
Ha 6 | +2 kicky feet 1d6+1
Ka 19 | —
ornery, annoyed, tough
This equid has a secret pact with a devil. It smells of brimstone. So does its poop.

›› **Devilish luck** • Rerolls all 1s. When reduced to 0 life it disappears in a puff of smelly smoke. May reappear some days later.
›› **Transport** • Can carry 2 sacks.

18. Dire Hamster

Level 2 / Life 11
Ha 7 | +4 vicious bite 1d8+2
Ka 5 | —
brave, noble, extradimensional
Likes to stand very still when watched. Unusually large for a hamster. May be a capybara.

›› **Cheeks of carrying** • Can carry one sack's worth of gear in extra-dimensional cheek pouches. Items may be drool-covered.

19. Dogbear

Level 3 / Life 20
Ha 14 | +6 big bite 1d10
Ka 9 | +3 howl 1d4
Ba 13 | +6 endearing wag 1d8
fluffy, woofy, greedy
Is it a small bear or a big dog? Unclear.

›› **Loyal** • [+] to tests when protecting its family or master.

20. Elegant Llama

Level 1 / Life 7
Ha 6 | +3 necking 1d6
Ka 8 | —
Ba — | +3 harsh spittle 1d8
fluffy, darling, precious
A lovely, caring display hides a digital alcohol dependence.

›› **Mountaineer** • [+] to physical tests in hilly terrain.
›› **Transport** • Can carry 1 sack.
›› **Warm** • [+] against cold for the llama and one other person huddled in its wool.

21. Fluffy Dog

Level 1 / Life 5
Ha 7 | +3 nippy teeth 1d4
Ka 7 | +4 terrifying bark 1d4
playful, smol, zany
Can't stop chewing shoes.

›› **Heel-nipper** • Nips at a target's heels, slowing it down. It loses 1 action and suffers [-] to race tests.

22. Friendly Otter

Level 1 / Life 5
Ha 11 | +3 smiling teeth
Ka 11 | —
fishy, happy, lucky
Misclassified as a fish during a period of its existence. Now an honorary seal. Ambushes feet.

›› **Shell-fetcher** • Brings oysters and crayfish to master.

23. Glamorous Goat

Level 1 / Life 7
Ha 7 | +2 pointy horns 1d6+1
Ka 9 | +3 devil eyes 1d6
agile, horny, villainous
Loves nothing better than to sleep in high places.

›› **Ghostbane** • Deals double damage to ghosts. It's the eyes.
›› **Rock-hopper hooves** • [+] climbing trees and sheer cliffs.

24. Grand Stag
Level 2 / Life 12
Ha 8 | +3 splendid antlers 1d10
Ka 7 | —
Ba — | +4 lovely head toss 1d8
magnificent, regal, twitchy
Given to dramatic, awe-inspiring poses and chin scratches.

›› **Weaponcatcher •** Antlers catch weapons from failed attacks.

25. Heartbreaking Puppy
Level 1 / Life 3
Ha 4 | +1 desperate bite 1d2
Ka 2 | +7 soul-crushing gaze 2d6
cuddly, cute, naive
Looking for someone to trust completely.

›› **Meaning maker •** Within an hour, the puppy becomes the one thing that gives their owner purpose in life. The owner gains [+] to tests and effects (including damage) against any creature that hurts the puppy. This effect extends to the creature's allies and affiliated organizations if the puppy dies.

26. Jumping Crab
Level 1 / Life 5
Ha 13 | +1 painful pinch 1d4
Ka 7 | —
Ba — | +3 inappropriate pinch 1d8
amphibious, half-uplifted, iridescent
Loves to smell the flowers.

›› **Inappropriety •** Can make a social attack; leaping onto a humorously inappropriate location and pinching embar-rassingly. Good distraction.

27. Kool Kangaroo
Level 1 / Life 9
Ha 8 | +3 punch 1d6
Ka 17 | +3 magical grace 1d4
Ba 11 | —
bouncer, boxer, thinker
The other non-avian biped.

›› **Post-sentient •** Now exists as pure zen contemplation.
›› **Skippy •** [+] when jumping and saving lost innocents.

28. Lab Rat
Level 0 / Life 3
Ha 13 | +3 nibbly bite 1d2
Ka 7 | —
Ba 13 | +3 plant evidence 1d8
silly, smart, strategic
Possibly uplifted, but too canny to let on.

›› **Chemist •** [+] to identify potions, poisons, and other comestibles.

29. Laughing Leopard
Level 2 / Life 8
Ha 9 | +5 disabling bite 1d8+2
Ka 8 | —
cuddly, playful, neurotic
A cat. A big, spotted, murderous cat. Licks to show affection—or to see how tasty someone could be?

›› **Death from above •** Ambushes to knock target down and backstab for double damage.
›› **Sneaky •** [+] to hide.

30. Loping Crocodile
Level 2 / Life 13
Ha 11 | +5 bitey maw 1d10+2
Ka 9 | +1 angry honk 1d6
armoured, gentle, saurosuchian
Interloper from before some mass extinction. Surprisingly gentle with kith and kin.

›› **Ripper •** When it bites, it twists to pull off a chunk of flesh, leaving a gushing wound. Target loses 1 life per round unless it holds the wound shut or bandages it.
›› **Transport •** Can carry 1 sack.

31. Love Leech
Level 0 / Life 3
Ha 2 | +3 leeching bite 1d4
Ka 13 | +1 boo 1d4
insensate, dull, thirsty
It's a mottled pet leech. It sucks. It prefers fresh, splashing water.

›› **Healing bite •** Its bite cures diseases and draws out poisons. Target immediately gets a moderate endurance test to recover.
›› **Limited capacity •** Can drink 7 life points worth of blood per day.

32. Magic Magpie

Level 0 / Life 3

Ha 10 | +4 scratchy talons 1
Ka 7 | —
Ba 10 | +4 shaming caw 1d4
chuckling, kind, rascal

Like all magpies after the great gene-magical error of '24 pimenta, this one exhibits mild extra-dimensionality. It also likes bad jokes, and may 'pay' a struggling comedian with a trinket.

›› **Magic Pouch** • The magpie has an extra-dimensional pouch for hiding a few small, shiny objects (up to 1 stone).

33. Manic Mongoose

Level 1 / Life 4

Ha 11 | +3 sharp teeth 1d4
Ka 9 | —
defiant, delicious, determined

A loyal friend, if you get them to slow down long enough. Likes to run in circles.

›› **Snake-killer** • [+] to all rolls against snakes.

34. Mischievous Monkey

Level 1 / Life 4

Ha 7 | +3 shocking teeth 1d4
Ka 5 | —
Ba 15 | +5 rude gesture 1d6
homunculus, horny, knowing

May be smarter than it admits. Still likes slinging mud.

›› **Arboreal** • [+] to tests in trees.
›› **Skilled** • Expert pickpocket, street performer, snack vendor, golem driver, fruit-picker, or carnival roadie.

35. Neo Platypus

Level 1 / Life 6

Ha 8 | +4 kick 1d4
Ka 12 | +6 electric jolt 1d3
Ba 8 | —
depressed, heroic, humorous

The original platypus faced extinction when Atlantistralia sank beneath the waves during the loud Mu-Uz Disagreement following the illumination of Gate One. Its saviours enhanced it a bit to help it survive.

›› **Electrolocation** • Detects and navigates by electric fields in complete darkness or murky water. [+] against creatures without suitable senses.
›› **Shy** • Vulnerable to ba damage [+].
›› **Tardigradient** • Can survive in the ridiculously harsh conditions of the void, without food, water, or air, for 70+ years by spinning an egg-cocoon and going into dehydrated hibernation.
›› **Uplifted** • A smarter platypus, they communicate with sign language and rhythmic claw taps.
›› **Venomous spur** • Kick injects painful venom that makes physical activity difficult [-] for some hours.

36. Ominous Owl

Level 1 / Life 4

Ha 8 | +4 mouse-killers 1d4
Ka 15 | +4 soul screech 1d6+1
cute, silent, silly

A rotating head. a love of mice.

›› **Ambush** • Appears out of nowhere. Deals triple damage on the first attack of a conflict.
›› **Avenger** • Does not provoke counterattacks while flying.

37. Precocious Pony

Level 1 / Life 6

Ha 6 | +3 kick 1d4
Ka 8 | —
apple, gentle, numerate

Neighs answers to simple math problems. Brighter than it looks. Likes to pick fights.

›› **Transport** • Can carry 1 sack.
›› **Trickfinder** • Can smell traps; [+] to finding them.

38. Pretty Piranhasaur

Level 1 / Life 7

Ha 8 | +5 vorpal teeth 1d8+1
Ka 5 | —
grinning, toothy, tyrant

Twice the size of a turkey, this feathered beastie has a butcher's grin and teeth that can strip a cow in minutes.

›› **Nimble dodger** • When it takes a defensive action it also gains damage resistance for the rest of the turn.
›› **Pack tactics** • [+] to tests when coordinating with others of its own kind.
›› **Severely vorpal** • Severs limbs on critical hits.
›› **Twitchy** • [+] to initiative tests.

39. Psychedelic Frog

Level 0 / Life 3

Ha 6 | +2 slappy footsie 1
Ka 15 | +5 hallucination 1d10+1
colourful, lavish, slick

Should not be rubbed on face. Likes to ride on people. May be used to dissociate body and spirit.

» **Hallucinogen contact** • The secretions of the psychedelic frog are powerful medicine. The patient gains 3 aura and [+] to ka attacks and damage. At the same time, they suffer [-] to all physical activities.

» **Hallucinogen ingestion** • Eater passes out, and their spirit takes flight for 1d6 hours. The spirit gains 3 aura and a ka possession attack. The possession deals 1d3* damage, with the spirit possessing their target's body for a few rounds when they deal minimum damage.

40. Punctilious Parrot
Level 0 / Life 4
Ha 9 | +5 nut-cracking beak 1d2
Ka 6 | —
Ba 13 } +6 cruel mockery 1d8
joker, pirate, thief
Expert in a surprising number of diplomatic and plantation protocols. Also, talks. A lot. Mostly about seeds.

» **Skilled** • Has a valuable diplomatic, nautical, or plantation management skill.

41. Rage Wombat
Level 1 / Life 7
Ha 7 | +4 deadly headbutt 1d6
Ka 13 | +4 angry display 1d4+1
sexy, shoeless, warrior
A very vicious creature. Honest.

» **Little brick pyramids** • Post-transcendent symbiotes use the rage wombat's cuboid poop to build cargo cult copies of ancient spirit-emitter pyramids. Sadly the structures are inoperative, though they are laced with determined semi-sentient colonies.

» **Murderous** • Resistant to all damage [-] when angry, which is most of the time.

42. Rebel Lion
Level 2 / Life 12
Ha 8 | +5 pounce 1d8+2
Ka 12 | —
Ba — | +5 mane shake 1d8
quaint, questioning, questing
Its roar spreads fear and loathing. Its doubts and insecurities fuel strange expeditions.

» **Addictive personality** • [-] to drug tests.

» **Territorial** • [+] when fighting to prove they are the king.

43. Regal Cobra
Level 2 / Life 12
Ha 7 | +4 venomous bite 1d4+1
Ka 11 | +4 hypnotic gaze 1d8
Ba 15 | +4 dance dance 1d4+1
wise, irritable, shy
The king of snakes teleports through wicker baskets and is superbly adapted to the null-weight of the fast star villages in orbit round the Given World.

» **Neurotoxic venom** • Incredibly painful, [-] to all tests. Usually fatal without antivenom. After some dozen minutes breathing stops and silence follows.

» **Wickerbond** • Survives indefinitely in a wicker basket.

» **Wickerjump** • Spends 1d6 life to teleport from one wicker basket to another within 18 furlongs.

44. Remembering Raven
Level 1 / Life 3
Ha 9 | +3 peck 1d3
Ka 12 | +5 ominous glare 1d6
Ba — | +3 humiliating call 1d4
accusative, acquisitive, inquisitive,
It never forgets a grudge.

» **Spellbearer** • Can memorize a single spell. Casts with a magic cost of 1. May cast without being ordered.

45. Rolling Rock
Level 1 / Life 5
Ha 15 | +3 fling self 1d4
Ka 19 | +3 hard stare 1d4
colony, synthetic, alien
It needs neither food nor drink nor air. It is almost a perfect organism. Perhaps it is not even an organism.

» **Immobile** • Needs another creature to carry it.

» **Inertia manipulator** • As an action, grants [+] or [-] to an adjacent creature's physical tests by altering its inertial profile. The effect lasts one round.

» **Poet** • Spells out a new ten-gram poem on its rocky hide every =RAND() days. Each poem is somehow very apt to the moment, yet also quite inhuman.

Is any cat not sneaky?

Possibly the author uses familiar words like "cow" to refer to fantasy fauna?

Not sure if that's actually a tortoise ... are all these animals actually aliens?

46. Sand Octopus
Level 1 / Life 6
Ha 7 | +5 hugging tentacles 1d4
Ka 5 | —
Ba 11 | +3 soulful gaze 1d4
shy, intelligent, face-hugger
Adapted to the vast Yellow Desert, the gregarious beagle-sized sand octopus enjoys nothing more than curling up in front of a fire, gently chirping like a parrot.
›› **Beak** • While latched on, it can use its beak to attack (+7 bite 1d6) as a free action.
›› **Camouflage** • It controls its skin colour and can hide in plain sight.
›› **Grip** • Latches on after striking. Strength test to remove.

47. Scavenger Raccoon
Level 1 / Life 6
Ha 7 | +3 crunching teeth 1d4+1
Ka 9 | —
Ba 11 | +3 silly prank 1d4+1
curious, suspicious, poofy
Looks suspiciously like a quarterling that took off its rocket suit a few minutes ago.
›› **Explorer** • Always finds something halfway useful but also worthless in any pile of trash.
›› **Obligate nudist** • Afraid of cloth and clothes.

48. Skullface Cow
Level 3 / Life 20
Ha 5 | +3 bump 1d10+2
Ka 9 | —
gentle, ominous, grazer
Possibly some kind of moschops or other time-reborn visitor from an ancient epoch. Now quite common on the swampy plains and popular with a particular type of exotic animal trainer.
›› **Heavy hide** • Physical damage resistance [-].
›› **Transport** • Can carry 4 sacks.

49. Smoking Camel
Level 2 / Life 12
Ha 7 | +4 trampling feet 1d8+1
Ka 12 | —
Ba — | +4 sharpspitter 1d8
cool, classy, ill-tempered
The noble ship of the desert. Graceful, loveable, and quite vicious and stubborn.
›› **Accurate** • [+] to hit nearby targets with spit attack.
›› **Aquarius** • [+] to survival tests in deserts.
›› **Smoke cured** • [+] vs ha damage.
›› **Transport** • Can carry 2 sacks.

50. Sneaky Cat
Level 1 / Life 5
Ha 9 | +3 scratchy claws 1d4
Ka 7 | +2 fetching hiss 1d3
greedy, paranoid, predator
Oddly fond of pie. Or lasagna.
›› **Capital pounce** • Leaps at head, scratching and confusing for one round (target loses 1 action).

51. Solar Corgi
Level 1 / Life 7
Ha 11 | +2 nip 1d4
Ka 11 | —
Ba 11 | +4 wiggle 1d6
floofy, playful, lazy
Engineered as hassle-free pet for well-to-do Solar City burgeis conventionalites, the solar corgi soon found favour as a companion in the Yellow Desert and the Voider Colonies thanks to its ability to survive on sunlight alone.
›› **Cute** • [-] to attempts to attack or hurt the solar corgi.
›› **Solar-powered** • Subsists entirely on sunlight. Even water is optional.

52. Sturdy Tortoise
Level 1 / Life 5
Ha 13 | —
Ka 9 | +2 doleful glare 1d2
plutonic, grouchy, patterned
A slow, steady companion. Firm friend. Harsh nemesis. Egg-lover.
›› **Infernalportation** • Teleports once per day to barely overtake a creature (especially its master).

53. Suspicious Coyote
Level 1 / Life 6
Ha 9 | +3 sharp bite 1d4+1
Ka 5 | +5 clever ruse 1d6+1
cowardly, smart, swift
A clear example of a trickster who's sometimes too smart for his own good.
›› **Inventor** • Quietly, secretly.
›› **Mechanic** • [+] with contraptions.
›› **Trickster** • [+] to deception, trickery, and ruses.

54. Terrifying Ostrich

Level 2 / Life 15

Ha 9 | +5 vicious kick 1d8+1
Ka 7 | —

raptor, sandy, swift

They say it's an ostrich, but with that axe-like beak and those taloned feet, it looks more like a kelenken. Still, the bird-vendor said it's just an ostrich. How bad could it be?

›› **Bone-cracker** • Critical multiplier increased by 2. Can survive by scavenging.
›› **Long-distance Runner** • [+] on travel and endurance tests.

55. Trash Panda Possum

Level 0 / Life 4

Ha 8 | +1 snuffling bite 1d3
Ka 7 | —

deathly, playful, fishy

Questionable critter. Prone to playing and smelling dead.

›› **Necromorphism** • Invisible to the undead. [+] to playing dead.
›› **Verminbane** • [+] to attack and double damage against vermin. Keeps a small area clear of bugs when camping.
›› **Instinctive fisher program** • [+] to fishing if given a rod and hat.

56. Tusky Boar

Level 1 / Life 11

Ha 7 | +5 goring tusks 1d6+2
Ka 9 | +2 fiery presence 1d4

gorgeous, handsome, strange

Wears a pastry chef's hat.

›› **Bowling sphere** • Knocks over target like a bowling pin when it charges. Larger targets test to stay upright.
›› **Transport** • Can carry 1 sack.

57. Unlucky Duck

Level 1 / Life 30

Ha 7 | +2 honking bite 1d2
Ka 15 | +5 ear-piercing quack 1d4

daffy, shrill, squabbling

This type of duck is known to bring horrible luck. It also has a penchant for eating books, which annoys scholars no end.

›› **Bad Luck Charm** • The critical fail range of everyone near the duck increases by 1. The duck itself is immune to critical fails.

58. Venomous Viper Mark 2

Level 1 / Life 3

Ha 8 | +4 bite or spit
Ka 8 | —

warm, loyal, wyrm

Actually, a reptile. Surprisingly serpentine. Brain adapted with canine structures for better bonding with owners.

›› **Cytotoxic venom** • Breaks down blood cells, causing severe swelling and possibly death. Burden imposes [-] to physical activity. A few hours after injection: easy endurance test or death.
›› **Loyal** • [+] defending master.
›› **Spitting** • Can attack nearby enemies without penalty.

59. Veteran Horse

Level 2 / Life 13

Ha 8 | +4 trampling hooves 2d6+2
Ka 10 | +5 kick the ghost 1d8

fed up, grumpy, leathery

Loves to stand under trees looking morose.

›› **Masterful survival** • [+] when retreating.
›› **Parting kick** • Gets free attack when it retreats.
›› **Transport** • Can carry 2 sacks.

60. Zebrane

Level 2 / Life 17

Ha 9 | +5 kick 1d10
Ka 7 | —
Ba 7 | +1 shy whinny 1d4

omnivorous, pseudohorse, striped

A better horse, engineered as a companion to the cyberknights of the Grand Corpofeudal Age. After the overthrow of the corpofeudals by the ants, the zebranes made a break for freedom.

›› **Hard charger** • Its charge knocks targets down or back. Riders deal double damage with close combat weapons.
›› **Skilled** • Each zebrane is sentient and has at least one valuable skill.
›› **Transport** • Can carry 2 sacks.
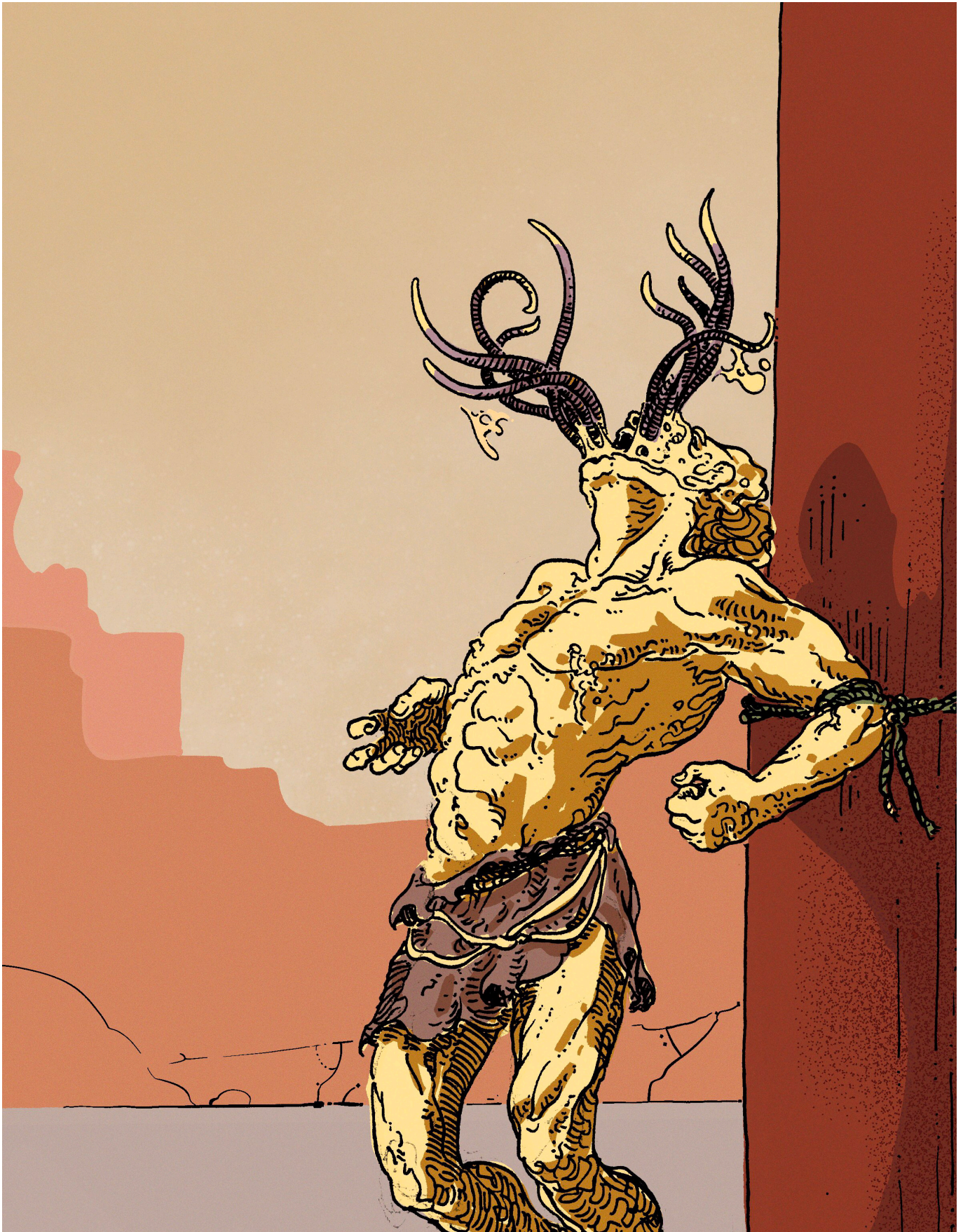
IV. MUTATION

Exposure to dangerous magic, radiation ghosts, mutagenic blights, source corruption, biomancers, vomes, or other weird leftovers of the Long Long Ago can produce mutations or corruptions.

In-game, there is no difference between corruption and mutation. Both describe strange forces modifying a character's original body, soul, and personality. Corruption has a pseudo-sacral note to it, while mutation feels more clinical. One reason to prefer the term mutation over corruption is that it sounds odd to talk about 'cosmetic corruption' or 'helpful corruption'. Yet the term 'mutation' is also inaccurate, since it suggests the characters undergo physical changes only, when their personalities and spirits might also change.

With no simple answer, it's best to accept the ambiguity and play along.
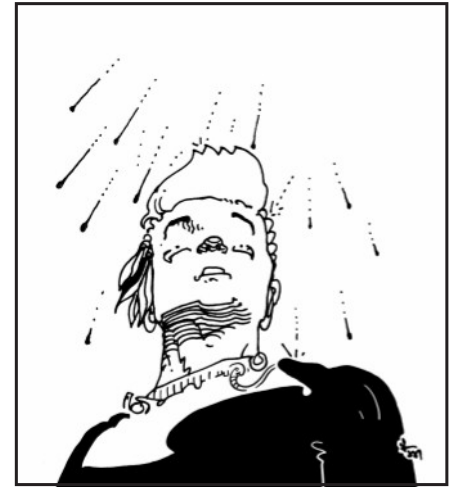
Corruption Exposure

When a hero is exposed to magical corruption they roll on the table below. A suitable 'luck' skill or ability may apply, subject to circumstances and TC discretion. Every mutation through random exposure is likely to have harmful effects. Positive mutations are hard to plan and require actual biomantic skills.

| D20	MUTATION THROUGH RANDOM EXPOSURE
1–3	It's visibly bad. Character suffers a harmful and a cosmetic mutation.
4–10	It's just plain bad. They suffer a harmful mutation.
11-12	Ups and downs. They gain a harmful and a helpful mutation.
13	Chaos. They gain three mutations, one of each kind.
14–16	Visible but not bad. A cosmetic mutation.
17–19	A cosmetic and a helpful mutation.
20	The biomagical lottery favors the hero! They gain a helpful mutation.

Most mutations have **ranks**. These can occur by chance (if a player rolls the same mutation twice or thrice) or choice (the player decides to deepen their hero's mutation when they gain corruption again).

Burdens Instead
A player doesn't have to accept mutations. Maybe they don't want strange, twisted heroes. Maybe they have a better story in mind. Using burdens (pXX), the players and the TC can dial the impact of exposure to alien forces.

Alternatively, a hero can acquire the Incorruptible trait (pXX). They get sick and require a week's bed rest with medical attention rather than suffering bodily corruption. This permanently takes up one of their trait slots.
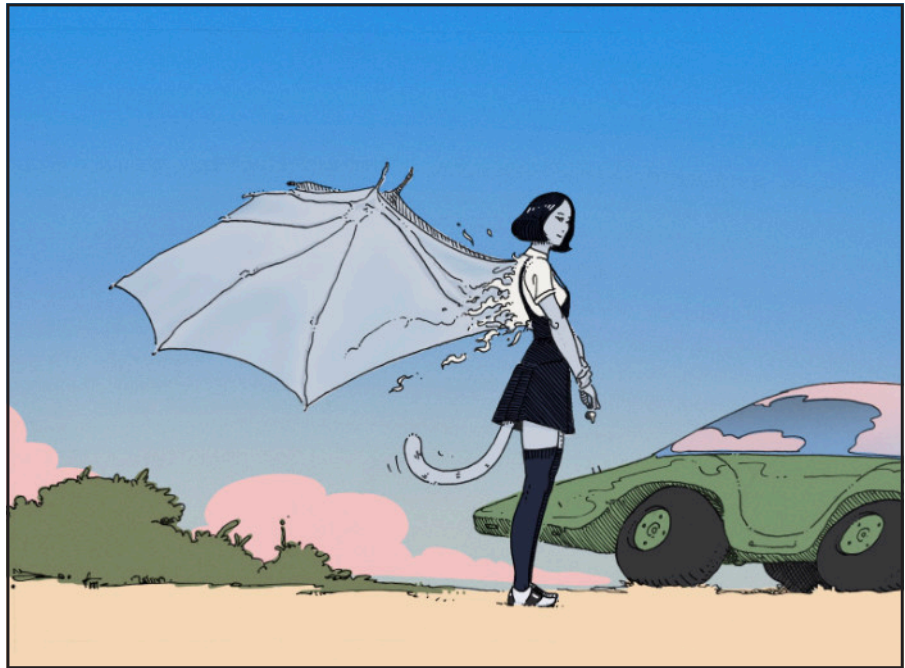
Mutation Effects

Not every effect is specified in the mutation lists to save space. Two in particular are worth keeping in mind:

> **Mutations are special permanent burdens** • Every mutation rank takes up space on the hero sheet; usually a trait or inventory slot.

> **Mutations are often harmful** • Many mutations bring specific social and physical disadvantages [-]. These are subject to the TC's ruling.

Visible Mutations & Social Stigma

A corrupted hero faces prejudice and stigma in most social situations. Initially, when a hero has one or two such mutations, they might suffer [-] when negotiating with a merchant, convincing a princess-abbess to finance their expedition, or hunting a ticket to a ball. With more mutations they will be shunned by polite society, become convenient scape goats for unexplained crimes, and often chased out of communities for the smallest infractions. Bandages, masks, and voluminous robes will be useful for hiding.

On the other hand, such heroes will often be at an advantage [+] when trying to scare or intimidate baseline humans. In certain outcast mage-blighted communities the social disadvantages may be nullified or even reversed.

Harmful Mutations & Ill Health

Harmful mutations **always** have negative consequences. Whenever a hero acquires a harmful mutation, they reduce a relevant stat by one.

Further, they face problems depending on their mutation. A hero without teeth has trouble eating and talking. Modified arms make many motor tasks (including combat) difficult. Transformed legs can disadvantage movement.

Common Sense Side Effects

The list of mutations doesn't take into account all possible side effects. Common sense applies when heroes face unusual circumstances and edge cases. The TC applies boons [+] or banes [-] case by case.

For example, a hero covered in fur will handle cold temperatures better while another covered in scales would lose less water in dry environments.

Harmful Mutations

"Als Gregor Samsa eines Morgens aus unruhigen Träumen erwachte, fand er sich in seinem Bett zu einem ungeheueren Ungeziefer verwandelt."

— Franz Kafka, *Die Verwandlung* (1915)

The dark corruptions of the void poison the source and can affect the ha and ka and ba of a character. Whenever a hero acquires a harmful mutation they reduce a relevant stat by one.

1. Another Mind
2. Astral Eyes
3. Blue God's Sign
4. Eater's Curse
5. Existential Dysfunction
6. Fingers of the Other Side
7. The Fur Feral
8. Hostile Heaven's Armour
9. Idle One's Claws
10. Ineffable Patterns of Being
11. A New Face
12. Playset Corpus
13. Protean Infinity
14. Radiation's Skin
15. Sky-Brought Curse
16. Song Wormed
17. The Third Hand
18. Ultimate Chimerism
19. Waking Bones' Lament
20. Waterdrinker's Raiment

1. Another Mind
The seed of truth grows within.
R1 • Hard, cyst-like nodule develops on the (roll d4): (1) throat, (2) stomach, (3) lumbar spine, (4) upper back.
R2 • The nodule grows larger & bonier, a secondary brain forms within. Reflexes are accelerated while the hero becomes vulnerable to critical hits. Clothes no longer fit.
R3 • The secondary brain grows larger. The hero's perception and analytical abilities increase. The disfigurement is more pronounced.
R4 • The secondary brain achieves a semblance of independent thought and develops unusual mental abilities, such as (roll d4): (1) pyrokinesis, (2) telekinesis, (3) electrokinesis, or (4) tele-empathetic manipulation. Sometimes it takes over the hero's body.

2. Astral Eyes
The world you is a veil hiding the deeper beauty of the fields of ka.
R1 • Eyes turn (roll d4): (1) milky, (2) pitch black, (3) translucent, or (4) like amber orbs. Vision is impaired.
R2 • Eyes evaporate out of their sockets. Hero is blind.
R3 • A heavy gas leaks out of the hero's sockets. They perceive auras with new organs growing where their eyes once rolled in fear and terror.
R4 • Faceted crystalline growths spread to the edges of the empty sockets, like queer jewellery. Hero can directly perceive the ka of living creatures.

3. Blue God's Sign
From rot comes purification.
R1 • The filth of chaos oozes from the hero's pores. They become resilient to disease, but the smell is pestilential.
R2 • Fresh orifices open up on the skin and ooze a blood-like serum. Wounds do not fully heal and release a similar fluid.
R3 • Skin becomes a cratered, heaving, suppurating mess covered in wriggling symbiotes that resemble grave worms. Nose, ears, eyelids, and other delicate areas may rot away.
R4 • A whiteish substance with the consistency of clotted yoghurt continually drips from the symbiotes. This milk of the Blue God has strong analgesic and numbing properties. The hero becomes entirely resistant to diseases and poisons.

Yoghurt. Yoghurt cures the rot. For real.

4. Eater's Curse
Its hunger shall consume the cosmos.
R1 • Teeth fall out.
R2 • Needle-sharp fangs, translucent like those of a deep-sea fish, grow profusely from the softened gums. Chewing is impossible.
R3 • Fangs turn hard and black, mouth grows unnaturally wide, jaw develops hinges. Grants bite attack (1d4).
R4 • Entire head unfolds into biting maw. Bite attack (1d8).

5. Existential Dysfunction
Beyond reality, other ways.

›› **R1** • A barely perceptible darkness cloaks the hero, like diaphanous wreaths of pure nothingness. They become sensitive to bright lights.

›› **R2** • The dark between stars now obviously wreathes the hero. They walk in shadow even on the brightest of days. Bright radiation or sanctified memory waters cause physical pain.

›› **R3** • The void seeps into the hero, leaching them of colour. Smoke curls within their eyes and even in darkest night a faint ur-hue lets them find their way.

›› **R4** • The hero is no longer quite there, appearing as somehow translucent and absent. They have a harder time interacting with the physical world and carrying heavy loads. At the same time, the world also has a harder time affecting them.

6. Fingers of the Other Side
Reality will conform to revelation.

›› **R1** • Vestigial fingers or toes protrude from the flesh on the hero's (roll d6): (1) flanks, (2) arms, (3) legs, (4) back, (5) belly, or (6) face.

›› **R2** • The digits elongate and become as strong as those on their hands.

›› **R3** • The digits grow even longer, more powerful, with more joints, like a cross between fingers and sinewy spider legs.

›› **R4** • The digits are so many and so powerful they can unfold like a fan and easily trap or catch anything trying to pass by.

Perhaps it was a hostile hell instead.

7. The Fur Feral
The wild will break free.

›› **R1** • The body grows heavy, beset by chronic fatigue. Hairs become thorn-like, nails thicken and curl.

›› **R2** • Follicles grow oversized, and masses of keratinous fibres replace normal hair, covering the body in a spongy layer. Movement becomes clumsy, but blows are cushioned (gains 1 ha defence).

›› **R3** • Prolific, heavy ropes of keratin grow from the body constantly (1 stone's worth per day). Appetite increases. Unless the ropes are cut regularly, they quickly overwhelm the hero's ability to move.

›› **R4** • The keratin growth diversifies, covering the unrecognizable hero in swift-growing (roll d4): (1) shiny scales, (2) sharp spines, (3) thick fur, or (4) luxurious feathers.

8. Hostile Heaven's Armour
In the heavens, there is only war.

›› **R1** • Strange bones erupt from the skin. Clothes fit ill.

›› **R2** • Bones grow into jutting spikes, blades, and ridges. Wearing armour becomes next to impossible. Attackers may be injured (1d4 damage).

›› **R3** • Elaborate spines, hooks, and plates cover the hero, defending them from attack (gains 2 ha defence) and increasing their threat (1d6 damage to attackers).

›› **R4** • The bony structures develop into a terrifying suit of biological armour (gains 5 ha defence).

9. Idle One's Claws
The predator does not work, it takes.

›› **R1** • Random hand withers and weakens. Using tools with that hand becomes difficult.

›› **R2** • Hand locks into a deformed claw. Using tools is impossible.

›› **R3** • Bones and gristle flow and re-form into a trefoil ripping, cutting claw array. Hero gains an unarmed attack (1d6).

›› **R4** • The claws bleed void stuff into this near world. The merest scratch from them causes (roll d4): (1) paralysis, (2) acute formication, (3) hyperalgesia, or (4) muscle spasms.

10. Ineffable Patterns of Being

ERROR. Reality compile fail. There is no abort, there is only retry.

›› **R1** • Intelligence is reduced. Hero's twitching mind cannot avoid alien things lurking in the corners of reality.

›› **R2** • Personality becomes alien. Hero no longer feels some human emotions while acquiring other stranger ones.

›› **R3** • Mind is temporally scattered. Hero gains mild precognition, avoiding immediate threats with unnatural speed and precision. At the same time, they can no longer focus on the here and now.

›› **R4** • Hero's *ba* or personality is smeared out completely, replaced by something alien. Hero becomes immune to all mental attacks and acquires an ineffable goal, perhaps to (roll d4): (1) create odd patterns at energy interstices, (2) collect words and memories from key individuals, (3) paint alien murals on symbolic objects, or (4) sing chants in the ruins of elder time.

11. A New Face

Hypocrisy stripped; a new visage.

›› **R1** • An additional eye and teeth develop on the (roll d4): (1) hand or arm, (2) leg or foot, (3) back or shoulder, or (4) chest or groin. They are non-functional. If removed, they grow back.

›› **R2** • The eye becomes functional. Additional buds form. Cartilage and gums form around the teeth.

›› **R3** • A second eye joins the first. Nose-bud forms. A functional mouth forms around the teeth. The hero can ingest sustenance and speak with the second mouth.

›› **R4** • A complete face forms. Its distorted features can part to reveal a (roll d4): (1) venomous bite, (2) fearsome gaze, (3) blood-sucking fangs, (4) voice like an angelic choir.

12. Playset Corpus

The body is a delicate playground.

›› **R1** • The hero's joints become grotesquely hypermobile. Movement is slow and deliberate.

›› **R2** • Limbs strangely flexible. Additional joints appear. Though more agile, the hero is weaker. Clothes fit awkwardly. They can rotate their head like an owl.

›› **R3** • Shoulder girdle and hips can rotate freely, each vertebra can dislocate, each rib can waggle.

›› **R4** • Hero can rearrange their bone structure almost at will. Bones travel within their flesh, creating alien forms reminiscent of the vatula-vyakula of the Restless Second Creation.

13. Protean Infinity

Fixity of form was a mistake.

›› **R1** • Bones become brittle and weak. Hero becomes more vulnerable to physical damage.

›› **R2** • Bones soften, while fluid organs develop and strengthen to provide stability.

›› **R3** • Bones dissolve entirely. Only sinew and cartilage support the now alien musculature. Staying vaguely bipedal is an effort. The face collapses and smears. Enclosing armour helps with mobility.

›› **R4** • Hero becomes a protean thing of strange organelles and fluid body plan.

14. Radiation's Skin

The fires of the celestial truths were not made to reside within the skin of man.

›› **R1** • Skin becomes flaky, pale, and colourless. It is usually cold to the touch.

›› **R2** • Suppurating boils weep around the edges of chitinous growths. Hero gains natural leathery armour (+1 *ha* defence).

›› **R3** • Skin continually rots and sloughs off in translucent, malodorous sheets. Escape bonds and restrictions more easily.

›› **R4** • Skin is entirely replaced with a ghostly radiant aura that leaves faint burns and bruises on organic materials. The aura-skin gives off a greenish light, strong enough to read by if one squints.

## 15. Sky-Brought Curse

On wings among the galaxies.

›› **R1** • Vestigial wings or flagellae bulge and flail on the hero's back.

›› **R2** • The primitive wings erupt in a tangle of membranes, struts, and tines. The hero can slow their fall or boost their jump.

›› **R3** • The wings look like nothing this-worldly, but they let the hero glide convincingly. The hero's entire body structure adapts to support the odd structures. Falls no longer kill.

›› **R4** • The massive wings drain bone and gristle and flesh from the rest of the hero, leaving them stick-thin but capable of flight.
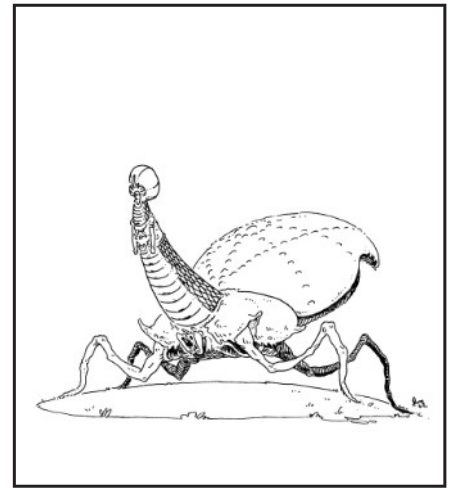
Abase yourself before vatula-vyakula!

Certainly a different body plan.
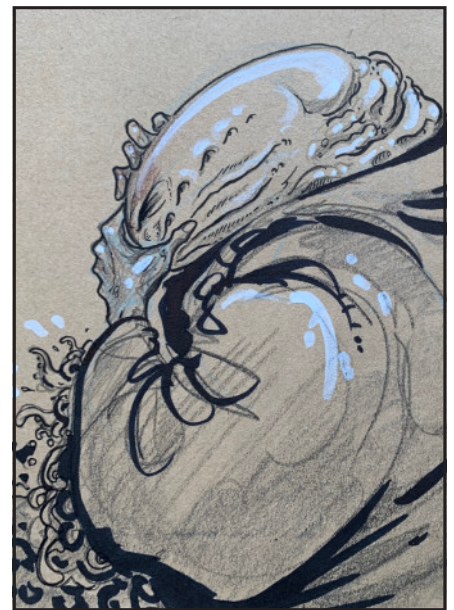

Sometimes new is not better.

16. Song Wormed

There are songs in the lines of creation.

›› **R1** • Ears wither away to nubs. Hearing is impaired.

›› **R2** • Strange organs spread across the hero's head from the ruined nubs of their ears. Hearing is very impaired. Hero gains the ability to detect (roll d4): (1) magnetic fields, (2) electric currents, (3) radio waves, or (4) magitechnic emanations.

›› **R3** • Lacy, antennae-like horns erupt from the hero's head, letting them understand the strange radiations they could previously only detect.

17. Sign of the Third Hand

New hands reach new truths.

›› **R1** • A vestigial (roll d4): (1) tail, (2) arm, (3) tentacle, or (4) arthropod limb grows on the body. It dangles uselessly. If cut off, it grows back.

›› **R2** • Limb grows stronger. Capable of picking up light objects. Clothes no longer fit.

›› **R3** • The new appendage grows larger; stronger than the original limbs. The whole hero can lift themselves by their third 'arm'. Additional limb buds swell.

›› **R4** • Another appendage, just as powerful, bursts forth. Limb buds stud the body.
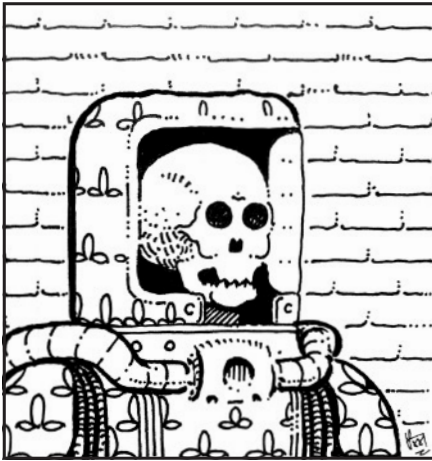
18. Ultimate Chimerism

No beast shall dominate another beast in the chimerical time.

›› **R1** • Feet become deformed and oddly turned. Walking is impaired.

›› **R2** • Legs change form and angle, becoming bestial. Wearing shoes becomes impossible.

›› **R3** • Legs and feet clearly resemble (roll d4): (1) the hoofed limbs of an ungulate, (2) the paws of a predator, (3) the talon-tipped feet of a bird, (4) nothing so much as the many-jointed limbs of an endo-skeletal insect.

›› **R4** • The hero pupates, and in a grotesque transformation, their abdomen, hips, and lower limbs are duplicated. With four legs, their movement is faster or more sure, but they are less manoeuvrable. Chairs and tight spaces become uncomfortable.

19. Waking Bones' Lament

There is no life eternal but death.

›› **R1** • Hero becomes bony and raw. Skin is like parchment, digestion slows and weakens.

›› **R2** • Only sinew and gristle remain beneath paper skin. Joints click and rattle. The skeletal hero can only digest blended soups.

›› **R3** • The hero's organs atrophy, leaving a mummified undead abomination. They can only digest raw blood purée.

›› **R4** • The hero's bones absorb their flesh, leaving a sparkling skeleton that looks like (roll d4): (1) jade, (2) bronze, (3) ebony, or (4) porcelain. They no longer eat, directly leeching nearby creatures' life force to stay alive instead (1 Life per day).

20. Waterdrinker's Raiment

From void sea come, to void sea return.

›› **R1** • Vestigial gills and cutaneous gas bladders form on the neck and abdomen of the hero. They can hold their breath quite a bit longer than before.

›› **R2** • An array of functional gills and gas-exchange organs turns the hero into an amphibian.

›› **R3** • Webbing increases the hero's swimming speed.

›› **R4** • Glowing biochemical factories pockmark the body and let them breathe strange gases and liquids. A bucket of water provides an hour of oxygen.

Cosmetic Mutations

"Så megen lykke drømte jeg ikke om, da jeg var den grimme ælling!"
—Hans Christian Andersen, *Nye Eventyr. Første Bind. Første Samling* (1844)

The deep void's vibrations make their victim appear unearthly, even when they bestow no unusual powers.

Characters may hide their transfiguration, covering void eyes with glasses or concealing a horned skull with a large hat. Successful camouflage eliminates prejudice in most social situations but takes up space on the hero's sheet. Common sense side effects still apply. Most cosmetic mutations have random tables of variations.

1. Cornutation
2. Cranial Polymorphism
3. Dermal Variegation
4. Devolved Anatomy
5. Digital Hypermanipulation
6. Fantastic Auriculation
7. Follicular Transformation
8. Gravity Adaptation
9. Haemomodulation
10. Labial Translation
11. Lucent Postmaterialism
12. Nasal Modification
13. Ocular Permutation
14. Oral Transfiguration
15. Orbital Differentiation
16. Paracommunication
17. Qualitative Revocalization
18. Refined Therianthropy
19. Repigmentation
20. Sexual Metaselection

1. Cornutation
Horn-like structures develop.
›› **R1** • Requires unusual helmets. [+] to tests with horned creatures.
1. Bony plates cover the head.
2. Small conical horns.
3. Curving caprid horns.
4. Spiral horns, like on an impala.
5. Delicately ramified antlers.
6. Elaborate palmate antlers.
›› **R2** • Horns provide some protection from attacks. Character gains +1 ha defence and [+] against damage from critical hits.
›› **R3** • Horns and a muscular neck grant an offensive attack dealing 1d8 ha damage. Also gains +1 ha and ba defence.

2. Cranial Polymorphism
Phrenology is now useless.
›› **R1** • Skull changes can be concealed with hair styling and makeup.
1. Flared sagittal crest.
2. Shelf-like brow ridges.
3. Perfectly spherical.
4. Boxy and angular.
5. Exquisitely elongated.
6. Becomes delicately articulated.
›› **R2** • Profound and alien changes. Helmets no longer fit.
›› **R3** • Structures house alien organs that project vibrating fields to protect the brain, granting +2 ka defence.

3. Dermal Variegation
Skin patterns tell celestial tales.
›› **R1** • Fixed patterns provide [+] to hiding in some situations; in others, the opposite.
1. Repeating synthetic-looking monochrome patterns.
2. Delicate three-tone patterns that look almost like writing.
3. Striped or spotted duo-tone.
4. Ornate polychrome designs that resemble eyes and faces.
5. Vivid warning colouration.
6. Irregular complementary patches.
›› **R2** • Gently shifting patterns move without rhythm, changing to match the luminosity of objects close to the skin.
›› **R3** • Character can control the shifting patterns, creating skin art or almost fading from sight.
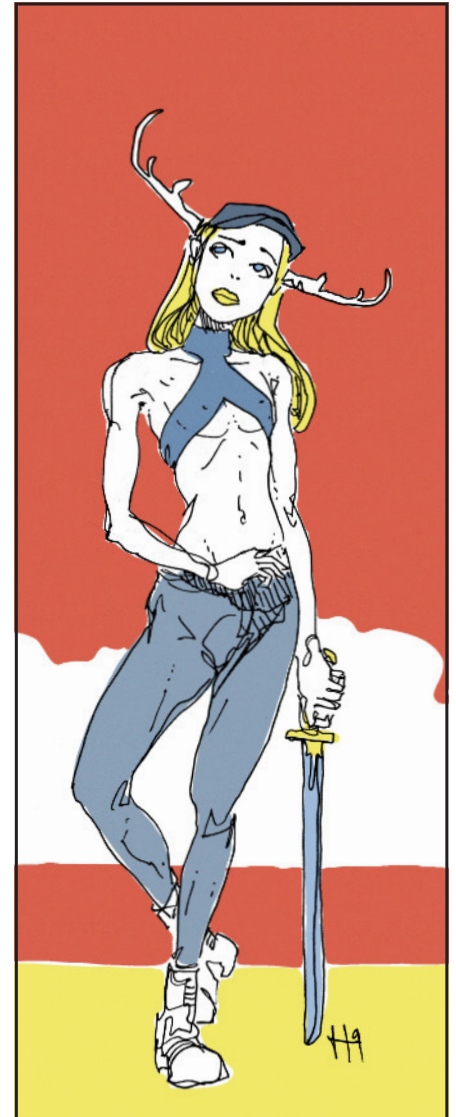
Cornutation has often been fashionable among the Ebéteen chattering classes

4. Devolved Anatomy

Gaze upon your ancestors.

›› **R1** • Features devolve 50,000 generations. Character looks strange to modern eyes. The mortal shell devolves to resemble its ancestors.

1. Jaws enlarge for a diet of raw flesh or fibrous vegetables.
2. Body becomes bulky and robust.
3. Becomes gracile and adapted for climbing or brachiation.
4. A furry, prehensile tail returns.
5. Arms lengthen for quadrupedal locomotion.
6. Respiratory system changes and webbed skin grows to assist with an amphibious lifestyle.

›› **R2** • Features devolve 500,000 generations-worth. Character gains [+] to physical activity in their ancestral habitat.

›› **R3** • Stem creature. Gains a new trait suitable to their ancestral lifestyle, whether as an arboreal ape, nocturnal rodent, amphibious mustelid, or something else.

5. Digital Hypermanipulation

Fingers and toes specialize further.

›› **R1** • The hero can use their feet as secondary hands.

1. Strong, chitinous digits for heavy industrial work.
2. Tendons strengthen and change, can grip with no muscular effort.
3. Longer and more flexible digits, perfect for musical instruments.
4. Hooked claws for picking bugs from wood, snails from shells.
5. Tiny claws and gripping surfaces for better climbing.
6. Nails become retractable claws.

›› **R2** • Digits specialize further. [+] with a specialized task, such as playing an instrument or using a noösphere access keyboards.

›› **R3** • The character's digits can split into delicate multi-tool assemblages of chitin and bone. [+] to fine mechanical work and interfacing with machine minds.

6. Fantastic Auriculation

Ears like in a fantasy novel.

›› **R1** • Ears acquire unusual shape, colour, or fur.

›› **R2** • They adapt further, becoming obviously inhuman.

1. Perfectly rounded ears, like whorled snail shells.
2. Flat membranes, like a lizard.
3. Pointed ears.
4. Mobile ears, like a fox or hyena.
5. Floppy ears, like a bunny or hound.
6. Elaborate fronds or branches, like silkworm moth antennae.

›› **R3** • Inner structures adapt, granting [+] to listening tests.

7. Follicular Transformation

Hairdresser's nightmare.

›› **R1** • Character's hair, feathers, or scales transform.

1. Follicles vanish. Entirely hairless except for long, sensitive whiskers.
2. Follicle overdrive. Structures grow at 20x normal speed.
3. Impressive facial growths: bushy eyebrows, big wattle scales, secondary moustache.
4. Impressive lion's mane, crown of feathers or colourful scales.
5. All follicles grow stronger. Fur, down, or scales cover the body.
6. Insulated. Entire body covered in waterproof fur or feathers with a downy undercoat.

›› **R2** • Can move follicles at will, sensing air currents with exceptional accuracy.

›› **R3** • Luxurious fur or whiskers grant +2 ba defence.

8. Gravity Adaptation

The body adjusts to alien gravities.

›› **R1** • Early stage adaptation. Character moves 1 stat point.

1. Body becomes massive, suited to heavy gravities.
2. Long and flexible, for wormholes and interspace burrows.
3. Squat and stocky, adapted to industrial interstices.
4. Tall and slender, formed for the elfin forests of the moon.
5. Very tall and reedy, like the space-tree dwellers.
6. Delicate, gliding-adapted, for the stratometasphere.

›› **R2** • Deeper changes. Character moves 2 stat points and functions normally in the alien gravity.

›› **R3** • Gains 1 strength, endurance, or agility, as relevant.

9. Haemomodulation

Blood codes their post-humanity.

›› **R1** • Blood becomes strange.
1. It becomes pitch black.
2. Nanomachinated grey.
3. Haemocyanitic green.
4. Vitriolic blue.
5. Translucent like liquid infinity.
6. Glowing golden ichor.

›› **R2** • Blood becomes toxic. An injected vial (1 life) deals 1d6 damage and imposes [-] to tests for several hours.

›› **R3** • Corrosive blood, eating through many materials. A vial eats away a lock or two.

10. Labial Translation

Fancy words for the lips.
From the mouths of monsters.

›› **R1** • Lips become inhuman.
1. Disappear entirely.
2. Become scaly and reptilian.
3. Exuberant labial fronds or ridges.
4. Heavy cheek pouches develop.
5. Sensitive tentacles, antennae, or whiskers adorn the sides.
6. Mouthparts turn into a muscular extensible tube.

›› **R2** • Can discern chemical compositions with their mouthparts.

›› **R3** • Develop strange senses to track creatures living and ghostly.

11. Lucent Postmaterialism

Light is the destination of all flesh.

›› **R1** • One of the character's tissues changes unpredictably.
1. Hair or feathers become glassy.
2. Skin becomes translucent.
3. Flesh becomes transparent.
4. Organs become pellucid.
5. Bones become crystal clear.
6. Neural network glitters with the light of the thousand once-settled suns of the Higher Way.

›› **R2** • Another tissue (skin, flesh, organs, or bones) becomes semi-translucent, but of a different hue.

›› **R3** • A third tissue becomes clear, like obsidian studded with glinting animalcules.
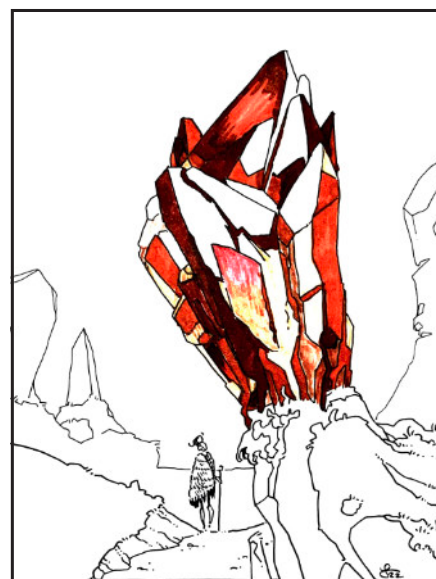
12. Nasal Modification

That nose.

›› **R1** • Hero's nose changes.
1. It disappears entirely, leaving them a mouth breather.
2. Recedes into muscular slits.
3. Tiny and sculpted.
4. Large and bulbous.
5. Becomes canine or feline
6. Grows into a prehensile proboscis.

›› **R2** • Changes grow more pronounced. Their sense of smell becomes unusually acute, granting [+] to relevant tests.

›› **R3** • Smell danger, gaining 1 ka or ha defence.

13. Ocular Permutation

The eyes are the windows of the ka.

›› **R1** • The character's eyes change.
1. Iris becomes a new, vivid colour. Quite ultrahuman.
2. Iris & sclera both change hue.
3. Size and colour of iris change. Pupil becomes cat- or goat-like.
4. Eyeball changes size and shape, becoming lizard- or cuttlefish-like. Nictating membrane forms.
5. Eye structure changes, becoming insectile or arachnid
6. Eyes become alien; all metallic crystal and flickering light.

›› **R2** • Character loses an eye or gains 1d4 eyes. Acuity increases.

›› **R3** • Gains an evil eye attack that deals 1d8 ka damage.

14. Oral Transfiguration

For strange meals.

›› **R1** • Character's mouth changes.
1. Mouth replaced by a chewing orifice on their stomach.
2. Becomes a puckered hole with a needle-like tongue.
3. Narrows to a slit with an insectile siphoning apparatus.
4. Jaw and lips reduce to a cartoonishly delicate rosebud.
5. Widens, teeth multiply, producing a cheshire grin.
6. Extends into a vulpine muzzle.

›› **R2** • Changes spread to the digestive system. They can derive sustenance from strange foods.

›› **R3** • Can speak in disconcerting frequencies, gaining a voice attack dealing 1d6 ha or ka damage.

All that remained of the Long Ago titan was its flickering metallic crystal eye.

15. Orbital Differentiation

Seeing other places.

›› **R1 •** Eyes and eye-sockets change.
  1. Eyes replaced by photo-receptive pits dotting the face.
  2. Eyes leave sockets and become free-floating orbs.
  3. Reduce to a single optical organ.
  4. Ocular sheaths for independent tracking, like a chameleon.
  5. Eyes multiply across the face.
  6. Eyes grow huge and acute. The better to see with.

›› **R2 •** Strange eyes grant [+] against illusions.

›› **R3 •** Can see ghosts and spirits. Gains +1 ka defence.

16. Paracommunication

Develop a signalling panoply.

›› **R1 •** Turns ornately flamboyant.
  1. Skin becomes cuttlefish-like, changing colour flickers of thought and emotion.
  2. Ornate plumage to draw attention and signal fitness.
  3. Bright red inflatable throat sac for conveying dominance and putting out deep bass croaks.
  4. Hypermobile ears to indicate nuances of emotion.
  5. Augmented musk glands share emotions with pheromones.
  6. Light-emitting organelles in the eyes. They really flash now.

›› **R2 •** More flamboyant. They can put on an intimidating display that deals 1d8 ba damage.

›› **R3 •** Yet more flamboyant. They gain +2 ba defence.

17. Qualitative Revocalization

The breath manifests the ba.

›› **R1 •** Character's voice changes.
  1. Into a harsh, clattering rasp.
  2. Metallic and syncopated.
  3. Echoing and polyphonic.
  4. Carries inhuman notes.
  5. A cascade of colours.
  6. A flutter of sensations.

›› **R2 •** Terrifying modulation, grants [+] to vocal ba attacks.

›› **R3 •** Puts terror and awe into the spirits of mortals, dealing 1d8 ka or ba damage.

18. Refined Therianthropy

Embrace their inner animals.

›› **R1 •** Hero gains animal features.
  1. Piscine, with unblinking eyes.
  2. An amphibian cast, wide eyes and glistening skin.
  3. Reptilian: scales & sharp teeth.
  4. Curiously avian, beaked.
  5. Rather bovine, with wet eyes.
  6. Impishly feline, whiskered, with a slightly sulfurous scent.

›› **R2 •** In a horrific uncanny valley between human and CGI monster.

›› **R3 •** They have an animal head.

19. Repigmentation

New colours.

›› **R1 •** Skin and hair colour change.
  1. Hair becomes semi-vitreous, skin turns hyaline, revealing veins and tendons beneath.
  2. Hair and skin become creepily monochrome. Perfectly white, pitch black, or 50% grey.
  3. Rock, earth, or plant hues.
  4. Skin a vivid yellow or red. Hair a complementary colour.
  5. Skin a cool blue or green. Hair a contrasting colour.
  6. Blazing. Neon or phosphorescent.

›› **R2 •** Skin and hair emit an eerie glow or suck in ambient light.

›› **R3 •** Character changes the colour of the air and adjacent surfaces.

20. Sexual Metaselection

Hypertrophy to signal fitness.

›› **R1 •** Character acquires semi-plastic body modifications.
  1. Cysts simulate a six-pack.
  2. Benign pectoral tumours expand the creature's chest.
  3. Metabolic mutation makes adipogenesis impossible, ensuring that sought-after starved waif look.
  4. Gluteal hypertrophy.
  5. Novel adipose structures add contour to facial features.
  6. Muscular water retention increases to signal fitness.

›› **R2 •** Gains a 2nd modification and +2 ba defence, but loses 1 physical stat point.

›› **R3 •** A third modification and [+] to social tests in their culture, but loses 1 more physical stat point.

Helpful Mutations

Rarely the cosmic lottery, the chaos of creation, smiles upon their victim. The fates bestow unearned power; the gods fail to punish and harm.

Helpful mutations are unusual as the hero is not (necessarily) visibly changed. Some break the normal limitations on stats and other attributes, but the maximum modifier for heroes' d20 rolls remains +13.

1. Action Mimicry
2. Agility of the Arbitrary Autarch
3. Avatar Infection
4. Cosmic Channeling
5. Deep Skill Augmentation
6. Endurance of Ecstasy
7. Extraordinary Precognition
8. Lifebound Gift
9. Magic Mule
10. Metabolic Hyperdrive
11. Oldtech Immunity Ghost
12. Optidrone Upgrade
13. Plastic Bone Structures
14. Predatory Assimilator
15. Psionic Eruption
16. Secret Weapon
17. Sensory Expansion
18. Strength of the Solitary Sun
19. Thoughtful as Thoth Trueseer
20. Transhuman Reflexes

1. Action Mimicry
Uplifted monkey see,
uplifted monkey do.
›› **R1** • Hero always gains [+] to tests when copying an action they have seen successfully performed (e.g., after seeing somebody climb the walls of the Red Tower, they gain [+] on their test).
›› **R2** • Hero can repeat their actions flawlessly. If they have already succeeded at a specific task, they can duplicate it precisely (unless circumstances change).
›› **R3** • Hero gains [+] to copying other creatures' behaviours and mannerisms.

2. Agility of the Arbitrary Autarch
As daemons follow no earth-bound
command, neither should we.
›› **R1** • +1 agility and maximum agility increased to 6.
›› **R2** • +1 agility, max to 7.
›› **R3** • +2 agility *or* hero gains an additional action.

3. Avatar Infection
They have been chosen by fate
to bear witness to creation.
›› **R1** • When the hero's body is killed or otherwise shut down, it secretes an ichor cocoon and reassembles at a rate of 1 life per day. Reassembly is complete when the hero is at full life. Each reassembly reduces endurance by 1. This may accidentally duplicate the hero if their ka-ba was otherwise preoccupied at the time.
›› **R2** • When the hero's body is killed or otherwise shut down, the hero's ka-ba is instantly translated into a nearby phylactery-analogue (a stone, nut, or jewel). Over a few minutes, the phylactery exudes an ectoplasmic body, which recomposes into the hero at a rate of 1 life per day. An ectoplasmic body only barely interacts with the physical world. Recomposition is complete at full life. Each recomposition reduces endurance by 1.
›› **R3** • When the hero's body is killed or shut down, it immediately dissolves into a luminous emanation of peace and freedom. Over a few days, it solidifies into a new body. Each solidification increases one stat by 1 and reduces another stat by 1. It also imposes a 'burden of witnessing' on the hero. This burden cannot be removed normally. After bearing seven such burdens, the hero is jaded and no longer desires to adventure.

4. Cosmic Channeling
All magic. From the same void.
›› **R1** • When the hero sees a spell cast, they may make a moderate aura test to see if they grab an echo of the spell in their ego-matrix (inventory). They can cast each echo once. The spell price must still be paid.
›› **R2** • Spell echo prices are halved.
›› **R3** • Capturing spell echoes becomes an easy test.

5. Deep Skill Augmentation

A protein machine ghost infects the brain, gifting the memories and skills of someone long dead.

›› **R1** • Hero gains [+] to all tests with one of their skills.

›› **R2** • Hero gains [+] with a second skill. One mental stat increases by 1, another stat decreases by 1.

›› **R3** • Rewiring is completed. The hero becomes tetrachromatic, seeing a wider spectrum of colours. They gain +1 charisma. The ghost of a dead personality becomes a lodger in their brain.

6. Endurance of Ecstasy

Through the joy of existence shared, all sufferings are easier.

›› **R1** • +1 endurance and maximum endurance increased to 6.

›› **R2** • +1 endurance, max to 7.

›› **R3** • +2 endurance or hero gains two bonus slots for burdens.

7. Extraordinary Precognition

Feel the pain of the future.

›› **R1** • Hero can glimpse the future. It hurts. Spend 1 life to gain [+] on any test to avoid damage.

›› **R2** • Subconscious packing. The hero can bundle up an undefined item no larger than one stone. At an opportune moment, it turns out to be mundane but useful.

›› **R3** • Dooms were always written. When disaster befalls the hero and their companions, the hero can spend 7 life and one prized possession. All along, they were not there. They had even warned their companions, but they chose not to listen. The hero makes their escape, aware that there was truly nothing they could do to save anybody but themselves.

8. Lifebound Gift

The hero's being is bound more tightly to the given world. Their life force burns brighter.

›› **R1** • Hero gains 1 life for every current and future level.

›› **R2** • +1 more life per level.

›› **R3** • Hero gains a second, mystical heart, which holds 2 life for every current and future level. The hero can only use these life points to pay spell prices or as gifts to other living creatures.

9. Magic Mule

Such broad shoulders, such strong back.

›› **R1** • Can carry twice as much as a normal human: two sacks without encumbrance, plus one cumbersome sack total. The additional sack only holds physical objects.

›› **R2** • Can carry two additional cumbersome physical sacks.

›› **R3** • The hero can carry five additional cumbersome sacks for a total of ten. That's about a ton.

10. Metabolic Hyperdrive

The difference under the skin.

›› **R1** • The hero can derive sustenance from anything organic. Their stomach is immune to organic poisons. Sadly, alcohol now barely affects them.

›› **R2** • Hero can slow down or accelerate their metabolism, either hibernating without food for months or spending 1 life to gain an additional action.

›› **R3** • Abmortality engines in the hero's body keep their genetic source code in perfect condition and break down all toxins and drugs that might interfere with their functioning. The hero can also shut down, going into a week-long debugging mode, which purges all harmful viruses and organisms from their body.

11. Oldtech Immunity Ghost

The hero gains a semi-sentient distributed immune system.

›› **R1** • [+] to all tests against diseases, poisons, radiations, or another environmental effect.

›› **R2** • Their resistance turns to complete immunity, and they gain resistance to a second effect.

›› **R3** • Their second resistance also becomes an immunity. Their immune system becomes a fully sentient hive-symbiote (L3, caustic, snide, helpful) that communicates via brain link. The symbiote can perform molecular-level analyses of substances. It also has a sense of humour.

12. Optidrone Upgrade

Eyes like the star gods.

›› **R1** • Hero's eyes become as sharp as those of a hawk.

›› **R2** • Eyes can see into the ultraviolet and infrared spectra.

›› **R3** • Hero can remove their eyes and use them as remote drones.

Each eye can survive for up to a day outside of its socket. It costs 1 life and 1 hour to grow a new eye. They can grow as many eyes at a time as they have sockets.

13. Plastic Bone Structures
Flexibility at all costs.
- ›› **R1** • Hero can slowly adjust their bones' shape and size, squeezing through small spaces, growing taller or shorter, or mimicking other people's faces.
- ›› **R2** • Bones heal and set in hours. Hero might expand their bones into a crash cage, launch off a cliff, then painfully reknit themselves.
- ›› **R3** • The hero adjusts their bones so swiftly that they gain [+] in physical conflicts when relevant.

14. Predatory Assimilator
Almost a ghoul.
- ›› **R1** • Heals by eating biomatter similar to their own. Recovers 1 life for every stone of flesh consumed (an adult humanoid averages 10 stone). For humans: chimps and lemurs are similar, pigs less so. In a healing-frenzy, ingests a stone of flesh per action.
- ›› **R2** • Recovers 2 life for every stone or 1 stat for 5 stones.
- ›› **R3** • Recovers 4 life for every stone or 1 stat for 2 stones. Alternatively, removes 1 burden by consuming 10 stones, then vomiting them out again.

15. Psionic Eruption.
Inhuman mental abilities. Fear awakens in baseliners' hearts.
- ›› **R1** • Hero acquires a spell as an innate trait. When using this spell, their magic cost is always 1.
- ›› **R2** • Gains 2nd spell as a trait.
- ›› **R3** • 3rd spell and +2 ka defence.

16. Secret Weapon
They were the weapon all along.
- ›› **R1** • Weapons hidden in the body.
1. Claws in the fingers (1d4).
2. Blades in the arms (1d6).
3. Venomous fangs (1d3, poison).
4. Blades in the feet (1d6).
5. God blaster in the belly (3d6).
6. Third set of barbed, void-hooked limbs in shoulder blades (1d8).

- ›› **R2** • Damage increases 1 step.
- ›› **R3** • Damage increases 1 more step and +1 ha defence.

17. Sensory Expansion
Eerie new senses.
- ›› **R1** • New organs grow within.
1. Vibration senses to 'read' space through solid or liquid matter.
2. Echolocation for sound navigation.
3. Electro-detection hears EM fields.
4. Radiosense to 'taste' radioactivity.
5. Lifesense to feel nearby lifeforms.
6. Void-receptors use horripilation to detect magic and corruption.

- ›› **R2** • Gains [+] to relevant navigation or search tests.
- ›› **R3** • +2 ka or ba defence and [+] to initiative or surprise tests.

18. Strength of the Solitary Sun
As though powered by the nuclear furnaces of the cosmos itself.
- ›› **R1** • +1 strength and maximum strength increased to 6.
- ›› **R2** • +1 strength, max to 7.
- ›› **R3** • +2 strength or max to 9.

19. Thoughtful as Thoth Trueseer
With progressive insight, human constraints and fears fade away.
- ›› **R1** • Gains 1 thought and maximum thought increased to 6.
- ›› **R2** • +1 thought, max to 7.
- ›› **R3** • +2 thought or hero becomes immune to enchantments and other mind-control technologies.

20. Transhuman Reflexes
Neural rewiring and fast-twitch nodes lifted from the dark sky supersoldier programs.
- ›› **R1** • Hero gains [+] on initiative tests and always gets one (more) action during any surprise round.
- ›› **R2** • [+] to dodge tests or otherwise avoiding incoming danger.
- ›› **R3** • Each round, the hero chooses either an additional action or mild precognition (+3 to all defences).

The better to sense you with, my dear.

V. BURDENS

"La lutte elle-même vers les sommets suffit à remplir un cœur d'homme. Il faut imaginer Sisyphe heureux. "

—Albert Camus, *Le Mythe de Sisyphe* (1942)

Burdens can be physical or metaphysical, imaginary or real. They are the baggage that drags a character down. In game terms, they represent any negative effect impacting a hero. Players (especially the TC) can invent a suitable burden to fit a situation or use one from a suitable list of burdens.

Most burdens look like simplified traits:

> **Concussion birds** • A cartoonishly terrible blow to the central processing unit has left the hero suffering from hallucinations of loudly chirping orbiting yellow birds. The birds impede concentration and precision [-].

Each burden occupies an inventory slot. If the character has no available inventory slots, it occupies a trait or skill slot instead. If all the slots are full, the burden overwrites an existing trait or skill. Between scenes, players can shuffle burdens among their hero's different slots.

Some burdens impose additional requirements for normal functioning.

Unless otherwise specified, each burden requires a week's rest to remove.

A player may choose to retire a burdened hero, recovering 10% of invested xp per active burden (pXX).

Ranked Burdens

A burden, or group of burdens, can be arranged in ranks. As a character's circumstances worsen, they acquire the burdens in order, one after another. Mutations may be an example of such burdens.

Injuries

Characters commonly gain burdens from damage that reduces an attribute to zero. This might be from the blow of a gravity mace or from the blow of discovering that their childhood was a lie to conceal they were manufactured in the Faber & Faber eccenovo self-actualizing factory.

Burdens of the Body (Ha)

Physical damage can impair a character's vehicle, even destroy it, but this is not necessarily the end. These burdens are unranked suggestions for the game mechanical consequences of different injuries.

1. **Sprained** • Seems fine at first. As soon as the character rolls a natural 13, they suffer [-] to relevant physical tests.
2. **Beaten** • Everything hurts. [-] to physical and most social tests.
3. **Bleeding** • When the character takes a physical action, they suffer [-] or lose 1d4 life.
4. **Broken** • That's not supposed to bend that way. [-] to all physical tests, some actions are impossible. Remove: medical aid.
5. **Maimed** • So that's what a cross-section looks like. [-] to relevant physical tests, some actions impossible, limb missing. Remove: regeneriatric magic or prosthesis.
6. **Ruptured** • Insides all in disarray. Character loses 1d6 maximum life per day. Whenever they roll a natural 1 or 13 they make an endurance test or start dying. Remove: the luck to survive two weeks of rest while losing life or major surgery.
7. **Dead** • Not living. [-] to tests that require a living body, some actions impossible. Function: Postmortality intervention. Remove: Reviviatric magic.
8. **Destroyed** • Not corporeal. [-] to tests that demand physicality, some actions are impossible. Function: temporary ka-ba vehicle. Remove: reincarnatric magic.

Burdens of the Spirit (Ka)

Mental damage can disconnect a character from the motive fire of existence, leaving them a spiritless shell, an automaton, or lich.

1. **Terror** • The self is silenced in a panicked drive for survival. [-] to all reasoning, [+] to physical tests when fleeing or, if cornered, fighting source of fear. Remove: amygdalic reset oldtech or defeat source of fear.
2. **Low** • The fires of the soul are not strong. [-] to all ka damage.
3. **Dispirited** • The will is absent. [-] to most mental & social tests.
4. **Dulled** • The spirit is turned inwards, closed to the vast world. [-] vs surprises and to initiative.
5. **Ground down** • [-] to all mental tests and initiative tests.
6. **Burned out** • Current and maximum life halved. Remove: 2d4* weeks off-stage.
7. **Extinguished** • No spirit left. [-] to tests that require autonomous volition. Function: requires external instruction. Remove: psychopompous magic.
8. **Removed** • The spirit is stolen or drained. [-] to tests that require a spirit, some actions impossible. Function: requires refuelling with soul juice. Remove: psychic neogenesis or a saturnine moth's dream.

Burdens of the Self (Ba)

Social damage can sever a character from the circle of their society. This may make them strange, dehumanized, even monstrous.

1. **Fool** • It's a reputation. [-] to any tests that require reason, persuasion, or knowledge. Remove: polite acts of assistance.
2. **Criminal** • The character is marked as a breaker of laws in the community. [-] to any tests that require trust. Remove: steps to help the community.
3. **Mocked** • The character has become an object of ridicule in the community. [-] to most social tests, slapstick humour exempt. Remove: small acts of forbearance or help to the community.
4. **Reviled** • An object of hate and fear. [-] to all non-hostile social and mental tests. Remove: judicious generosity and acts of contrition.
5. **Murderer** • They are recognized as a bad person. [-] to non-hostile tests, [+] to intimidate. Remove: significant personal sacrifices to help the community.
6. **Ostracized** • They were instructed to leave the community. [-] to all social tests and they suffer double social damage. Remove: a significant quest or to completion of their sentence.
7. **Dehumanized** • Their legal status was erased. [-] to tests that require personhood. Remove: restorative legal magic.
8. **Inhuman** • They are beyond the pale, a predator living in the shadows of society perhaps. [-] to social tests and tests that require humanity, [+] to ha & ka damage. Function: requires stolen human essences to pass for human. Remove: personality reprogramming magic or a high-velocity frozen steak through the brain stem.

Most social burdens are linked to a specific community. If a character moves on and leaves their past behind, the burdens are removed from their hero sheet and "put on ice" in their notes until they choose to return to that community. Every year they can make a very hard charisma test for each frozen social burden. If they succeed, the community has forgotten or at least forgiven their indiscretion.

Burdens of the Old Grognard

These ranked burdens simulate the fatigue table from the hypothetical fantasy game about the fifth return of flying lizards and oubliettes. They are also similar to those labelled fatigue in the original UVG book.

1. **Grumpy** • The hero feels too old for this shit and suffers [-] when social niceties are required.
2. **Shaken** • That was too close. The hero suffers [-] in all situations.
3. **Crippled** • They say it's just a flesh wound. But it's not. Speed halved: hero needs 2 actions to move from one zone to another. Also, [-] on relevant tests like jumping, twirling or dancing.
4. **Wheezing** • Something ripped inside. It'll be fine. Probably. Current and maximum life totals halved.
5. **Unconscious** • The hero is just resting. Just a short nap. They cannot take any actions until revived. Afterwards, until they get proper care, they pass out again whenever they roll a natural 13.
6. **Out** • The hero is just pining for the fjords. They'll wake up soon. Really. They will. Won't they? The character exits play immediately and the player recovers some of their invested xp.

An old grognard may also suffer other burdens, not because of a conflict but through the attrition of time.

1. **Set in their ways** • The hero suffers [-] to learning new skills or trying new methods. Remove: the traumatic sacrifice of an existing precious possession or trait.
2. **Old critical injury** • It's been fixed. Mostly. [-] for the remainder of a scene after a critical success on a physical test. Remove: advanced meditechnic magic.
3. **Delicate gut** • [-] to physical and social tests after eating a novel dish or imbibing an odd drink.
4. **Out of touch** • These modern times are confusing. Critical fail range increased by 1 on ba tests.
5. **Enemies everywhere** • In each new settlement, on a natural 13, one of the residents bears an old grudge. Perhaps over a stolen can of beans or a mistimed retreat.
6. **Foggy glasses** • No matter the eyewear, far off stuff looks blurry. [-] to long range attacks. Remove: cataract surgery.

Corruptions

Magic commonly causes mutations(pXX), but all kinds of oldtech and alien artifacts cause glitches in mortal source codes or break a characters relationship to reality. It's why even off-label exorcists are always in such high demand.

Severe magical accidents may require more than rest to cure: a pilgrimage to an ancient medicus golem, sacrifices to the hidden moon, experiences offered at the altar of shared burdens, or a smelly ritual at the Egg Pits.

Magic Bleed

Magic rewrites the underlying reality of a phenomenon of event. The most common source of corruption is clumsy writing: the wizard accidentally rewrites part of their own relationship to the real.

1. **Abragebraism** • The hero is compelled to mutter an abracadabra under their breath, or they suffer [-] to tests.
2. **Daemon dogs** • Invisible dogs hound the hero, nipping at the mental image of their feet. [-] to tests while standing still.
3. **Glitched out** • Hero glitches and freezes at odd moments. [-] to physical tests, [+] vs ha damage.
4. **Holy nimbus** • Hero glows as bright as a candle with forces beyond their ken.
5. **Marked misfortune** • Bad luck dogs the hero. Critical fail range increases by 1 (e.g. from a natural 1 on a d20 to a natural 1–2).
6. **Mathemagical visions** • The hero's visual field is filled with frustrating occult gibberish. [-] to aiming and complicated tasks. Function: with very difficult study, the hero comprehends that they are seeing the noösphere and gains [+] to learning about any object they hold.
7. **Spiritual leakage** • All the hero's spell prices are increased by 1.
8. **Time out of joint** • Magical residue drags at the hero's journey through time. Every time they roll a natural 13, they lose their following action.
9. **U4&334 [#@] transmission** • A chaotic transmission makes it hard to think straight. Hero suffers [-] to tests when they need to focus.
10. **Void conduit** • The Eating Dark claims all in the end. Every time the hero casts a spell, they and every character next to them loses 1d6 life.

Magic Parasite or Virus

Other-dimensional things can break through and infect a spell-caster in a tenuous reality area. This might be next to a magical gate or soul mill or while carrying radio-nuclear pebble batteries.

1. **Corroder virus** • Metals the hero carries or holds decay. Each day a random metal object breaks. On a natural 13, a metal object used, carried, or worn breaks. The hero can spend 1 life to rust something they are holding.
2. **Desiccator virus** • Waters held or carried evaporate. Each day hero requires double water rations and a random wet or liquid object dries out completely. On a natural 13, a wet object turns bone dry. The hero can spend 1 life to dry out a held item.
3. **Termite virus** • As above, but for plant materials.
4. **Eroder virus** • As above, but for rocks, chondrites, and earth.
5. **Damper virus** • As above, but for fires, batteries, charges, etc.
6. **Memory virus** • As above, but for memories, spells, skills, etc.
7. **Time virus** • As above, but for youth, vitality, life, and beauty.
8. **Anger parasite** • Drains away a hero's rage and other similar emotions. [-] to damage.
9. **Sadness parasite** • Drains away sadness, caution, and regret. [-] to planning and learning tests.
10. **Joy parasite** • Drains away happiness and euphoria. [-] to charming or seducing.
11. **Death parasite** • When the hero reaches 0 life, their afterlife is stolen from them, and they become undead.
12. **Life parasite** • As long as the hero has more than 0 life, they suffer [-] to every magical or physical roll, unless they spend 1d6 life.

Disease and Death

Mortals suffer the burdens of disease as ordained by the Creators of the many worlds, but it would be a boring game book that enumerated common day-world contagions, such as coronavirus-19 or the plague, using detailed and realistic mechanics simply to satisfy some sense of completeness. Using common sense and the examples of the following strange illnesses, players can simulate modern-day ailments.

Malady Daemons

Many diseases are caused by incorporeal entities and fragments of souls left over from the Long Ago. Most can be removed with a simple exorcism, but there is always a small risk that the daemon tries to jump into another host (natural 13) or even manifests physically (natural 1).

1. **Duplicated daemon** • Victim loses control of their incarnation to edge cases. Whenever they roll natural matching digits (e.g. 11), they lose an action.
2. **Harmer daemon** • A service sub-routine gone rogue overloads the mind. When the host is below half life, they lose 1 action per turn.
3. **Ill nano type VI** • The victim is turned into a host for a vlight. When the vlight emerges from its nutrient cyst, it is not immediately hostile to its host. Remove: 2d6 months or surgical exorcism.
4. **Legion daemon** • The victim's face cycles through six Standard FacesTM every six hours. Function: an electric jolt (-1 life) locks the face for a day. Remove: electrochemical exorcism or face-off upgrade procedure.
5. **Mindransom daemon** • The victim loses access to one of their skills. Remove: hunter-seeker exorcism or ritual sacrifice of a significant sum of spirit money.
6. **Overflow daemon** • The victim cannot form new memories.
7. **Spam daemon** • Victim suffers [-] in polite company. On natural 13 they lose 1 action spouting a propaganda message from a long-gone feudal corpocracy.

Seven Marks of the Rotting God

Those who return from beyond Void's veil, breaking time's arrow to live again, often bear the burdens of the Rotting God.

1. **Lactophobia** • Milk turns sour at the marked one's touch.
2. **Best friend's nemesis** • Dogs and cats are repulsed.
3. **Wither fingers** • Plants in their vicinity are blighted.
4. **Equivocal generation** • Maggots grow in their footsteps and skin.
5. **Pestilential breath** • Their soft breath causes enervation, cold sweat, coughing, a runny nose, and the growth of lichen-like rings on the skin. Exposed creatures test endurance or gain two burdens of disease. The only cures are rest or distance from the pest-bearer.
6. **Accursed touch** • Their eyes turn white, but still see—a warning of this evil mark. For most, the touch is only an annoyance. It provokes an allergic reaction in humans, including reddened skin, painful blisters, sneezing, and a runny nose. Sensitive individuals (who fail a trivial endurance test) go into anaphylactic shock within minutes or hours.
7. **Entropic aura** • Nearby inanimate objects decay. Wielded items fail due to age on a natural 13.
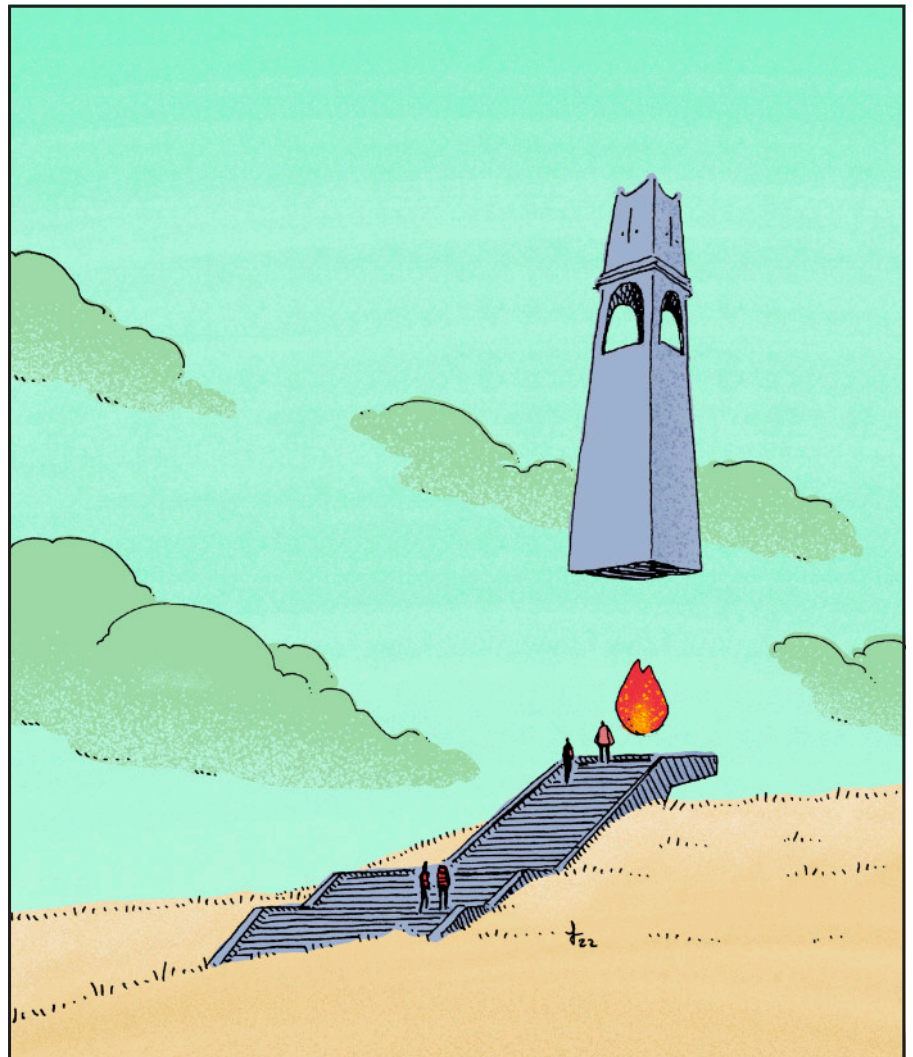
The flame of the Reburner, the Lost Dwarf who resets the paths of life.

APPENDICES

hero

NAME

TYPE LEVEL

SKILLS

TRAITS

STR PRO CHA

END actions AUR

AGI magic cost THO

ha ka ba

LIFE

HERO DICE

invested XP

DEFENCE

INVENTORY

CUMBERSOME INVENTORY

1 *2* _3_ 4 5 6 **7** 8 9 10 **11** *12* **13** 14 _15_ 16 17 18 _19_ **20**

SIDEKICKS, PETS, GEAR, VEHICLES, ESTATES ...

... NOTES, IDEAS, PLANS, PROJECTS

SEACAT psychedelic metal roleplaying

Options & Examples

Seacat takes a modular approach to roleplaying. The individual mechanics are detailed but optional. They can be swapped out or entirely removed without undermining the integrity of play. The core mechanics are a little trickier, but even they can be changed.

Like the Argos, any roleplaying procedure or mechanic, can be replaced; yet, the game remains ready to take its heroes on their epic loosely-stitched sequence of adventures through the twilight of a fanciful golden age.

When A Mechanical Effect Is Unclear

Not every modifier has its mechanical effect spelt out. For example, one Digital Hypermanipulation option reads: "Digits become stronger and chitinous, adapted for heavy industrial work."

Explanation • Sometimes, this is because of an oversight or the game designer's incompetence. Usually, it is to favour an interesting turn of phrase while saving space and leaving space for the players to fill in the blanks using their reason and imagination. The usual solution is for the TC to grant the character a [+] or impose a [-] when relevant. In more extreme situations, the TC could rule that the character automatically succeeds or fails at a test.
In the example above, the character with powerful, chitinous fingers might gain [+] to operating an ore smelter—but automatically fail to place in a contest to find the next hand model for Sowroon Rings and Jewelry Inc.

A Rule Is Always Forgotten

If a group of players keeps forgetting to use a rule, but they are still having a good time, then that is not a rule they need. They are not having fun wrong.

Explanation • While the rules provide a mechanical skeleton for the game and a point of reference, in actual roleplay, all the rules are not required all the time. This makes the act of roleplay very different from the playing of games. Indeed, each rule or mechanic can be thought of as its own mini-game. An unused rule is just a game not played. It's fine.

Defence Values

The formula for generating Seacat defence values, which serve as target numbers in conflicts, is defence = pro + stat + gear. This can feel low to players coming from other d20 fantasy adventure games.

Explanation • The values are set so low to put a premium on gear and inventory space. They also take advantage of the limited range of defences, since target numbers are capped at 19.
Option 1: Classic • Players who prefer a game that feels more classic can simply add 8 to every defence score.

Option 2: Heroic • Players can also their character's level to their defence values. This will, at higher levels, let them play barbarians in bikinis casually facing off against knights in chain mail.

Three Defences

Hakaba offers one way to deal with physical, magical, and social conflicts. This approach may be more involved than some dungeon delvers would prefer.

Explanation • Hakaba is in some ways similar to the concept of saving throws. It provides space for different target numbers against different kinds of attacks on the character's integrity.

Option: One Defence • Players can replace all the defences with a single value, based on the median (i.e. middle) defence score of a character. If any of the other

defences are much higher or lower, they may assign suitable traits to the character. This will also effectively increase a hero's inventory (since they need less space for defensive gear. Such a game will feel a little easier, encouraging players to send their heroes into battle against more dangerous foes.

Example • A vampire with Ha 17, Ka 11, Ba 17 could get a single score, Def 17, and a trait like "Sacred vulnerability • [-] vs holy tests and effects."

Simpler Initiative

Initiative is a contest between the parties in a conflict. It plays out every round to see which side gets the upper hand and takes its turn first. However, the procedure may be too baroque for some fights or tables.

Explanation • Along with the procedures for withdrawal and flight, the initiative mini-game adds a tactical layer to conflicts.

Option 1 • Only the players' party rolls. The target number is 7 + opponent's level (but never higher than 19). If the opponents are of varying levels, the TC chooses a different opponent each round. If the roll equals the target number, chaos reigns and all actions resolve simultaneously.

Option 2 • The target is always 11. On a natural roll of 11, chaos reigns.

Option 3 • Only d20 rolls. This can combine with the previous options.

All these options strip away steps and complexity, speeding up initative. Removing initiative altogether may be going a little bit too far because some traits and other features require initiative to work.

Six Heroes
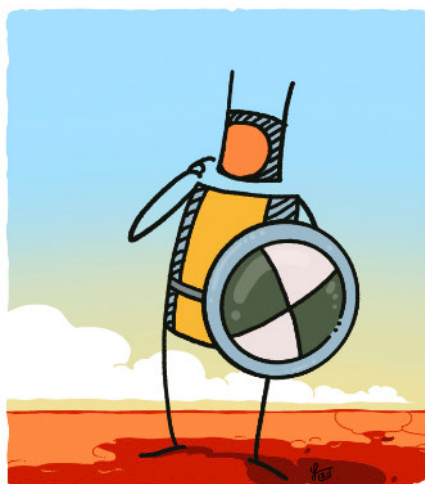
Pointyhelmet

The hero we deserve.
Level 5 / Life 36
Pro +3 / Actions 2 / Magic Cost 2

Str 1 / End 1 / Agi 3
Cha 4 / Aur 0 / Tho 0

Ha 18 / Ka 3 / Ba 8
(defences = pro + stat + gear)

Skills • Useless Freeloader (r2), Praxa of the Swords (r1), Storm Infantry (r1).
Traits • Fool's Luck (r2), Bravely Runs Away (r1), Break the Weak (r1).
(r1 and R2 refer to skill ranks

Inventory (8/10) • Soul-eater nightblade (1d8 ha, 19–20 crit), lucite spell-breaker (1d4 ha or ka), pointy helmet (2 ha), chain mail suit (6 ha, 2st), storm infantry shield (4 ha, 2st), 250 cash (1 ba).
Cumbersome (4/10) • Deadface adventuring pack (carrying cumbersome gear, drop as a free action), Pepi's stoutest (1 flask), Northland Goose sleeping bag, eerie green orb (talky).
Hero Dice 3d6 / Invested Xp 6,600

The attack bonus (pro + stat or 2×pro + stat with a second rank skill) isn't noted because players can choose the relevant skill depending on the context and how the hero approaches a conflict. For example, in an arena charisma may be as useful for wielding a sword as would strength or agility. Players are encouraged to use common and uncommon sense.

Poncho

The cultist of our hearts.
Level 3 / Life 18
Pro +2 / Actions 2 / Magic Cost 1

Str 0 / End 3 / Agi 0
Cha 1 / Aur 2 / Tho 2

Ha 7/ Ka 11/ Ba 7

Skills • Sidu of the Sacred Deed (r1), Veda of the Existential Void (r1), White Collar Drone (r1).
Traits • Beneficiary of Choice (r1), Gentle Traveller (r1), True Wizard (r1).

Inventory (8/10) • Yellow cultist robes (6 ka, 4 st), nihilistic survival tome (3 ka & ha, 2st), projector belt (2 ha), complicated watch (2 ba), icon pistol (1d6 ha or ka, 1 ka defence).
Cumbersome (0/10) • Nothing.
Favourite bag (3/3) • 500 cash (2 ba), fatal codex (1d10 ka).
Hero Dice 3d6 / Invested Xp 1,500

Demiwarlock

The summoner's summoner.
Level 5 / Life 25
Pro +4 / Actions 2 / Magic Cost 1

Str 0 / End 0 / Agi 3
Cha 1 / Aur 4 / Tho 1

Ha 12/ Ka 15 / Ba 8

Skills • Praxa of the Swords (r1), Veda of the Seven Summons (r2), Psychic Veteran (r1).
Traits • Critical Master (r1), Inspiring Hero (r1), Perfectly Balanced (r1), True Wizard (r1).

Inventory (6/10) • Warlock sword(2d8 ha, 19–20 crit x4, 2 st), red god robes (1 ha, 3 ka & ba, 2 st), projector belt (2 ha, 1 st), imp basket (2 st), bandages of the horned one (2 ha & ka, 1 st).
Cumbersome (5/10) • Wicker pack (flammable), four imps (4 st).
Hero Dice 5d6 / Invested Xp 6,666

Sidekicks • Four Imps—Hex, Poly, Meta, and Benedict

Demiwarlock's Imps

Level 1 / Life 7
flighty, frivolous, fierce

Ha 11 / +6 poke 1d4
Ka 5 / +8 curse 1d6 and [-]
Ba 10 / +6 jabber 1d4
Spell friends • Each imp can carry one spell for Demiwarlock.

Big Fish
A magic girdle and its big friend.
Level 4 / Life 16
Pro +2 / Actions 2 / Magic Cost 1

Str 0 / End 1 / Agi 0
Cha 2 / Aur 2 / Tho 2

Ha 4 / Ka 4 / Ba 4

Skills • Sidu of the Rhetors (r1), Veda of the Iron Symphony (r2).
Traits • Disembodied (r1), Glittering Incorruptible (r1), True Wizard (r1).

Inventory (3/10, only non-physical objects) • Burden Sharing Arrangement (spell, 1 st), Indivisible Cleaver (spell, 1 st), Open the Door of Worms (spell, 1 st),
Cumbersome (0/10) • Nothing.
Hero Dice 4d6 / Invested Xp 3,200

Sidekick • Basilix the Orangelander

Basilix the Orangelander
Level 3 / Life 30
brave, generous, naive

Ha 8 / +9 whack 1d10+2
Ka 4 / —
Ba 8 / +6 threatening flex 1d8
Bearer • Carries Big Fish (2 stone).

Inventory (6/8) • Big club (1d10, 1 st), impressive helmet (4 ha & ba, 2 st), fancy pants (2 ba, 1 st), credit pearl and case (800 cash, 1 st), wheel of cheese (3 days' rations, 1 st).

Axe
The weapon of the wilds.
Level 4 / Life 38

Pro +2 / Actions 2 / Magic Cost 3

Str 4 / End 2 / Agi 0
Cha 0 / Aur 1 / Tho 0

Ha 12 / Ka 5 / Ba 5

Skills • Hunter of the Late Days (r1), Praxa of the Knives (r1), Praxa of the Hammeraxes (r2).
Traits • Secured Flesh (r1), True Warrior (r2).

Inventory (8/10) • Ancestor's skull (2 ka), animorphic (bear) potion, chitin jupon (2 ha), energy lighter (starts fires), hunter's binoculars, raven axe (1d12 ha, x3 crit), throwing knives (1d4* ha), skinning knife (1d6* ha), warwool cloak (3 ha, 2st), 250 cash (1 ba).
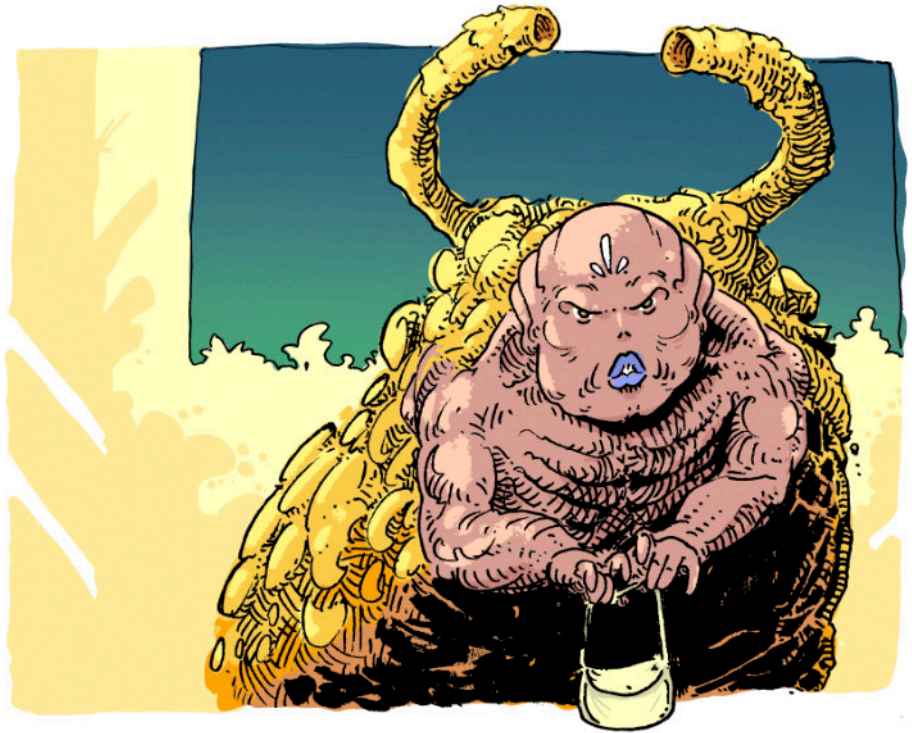**Cumbersome (5/10) •** Ratagonia adventuring pack (drop as free action, absorbs 1 attack but destroyed), cooking implements, orc cakes (sustenance for a week in a single stone, mutation danger), ropes, Anthropoid-brand tent (keeps out mosquitoes).
Hero Dice 4d6 / Invested Xp 2,700

Goblinhunter
All burned to ash.

Additional Credits

"Look upon my works ye mighty and compare."
　　　　　　—Rushime, ancient monarch cursed to immortality and irrelevance.

The heroes of the stratometaship make this work possible.

All my players over the years have inspired and helped create the implicit world of the Vastlands behind this book and everything in it.

Saker Tarsos has been instrumental in developing many of the stat blocks and structures, as well as making the digital version of seacat possible.

A number of the voidwalker spells were suggested and developed by Kin, hero of the stratometaship. Thank you Kin.

Many ideas for consumables came from the good minds of Kin, Brian DM, Rusty Shackolford, El, and Damocles of the stratometaship.

Grinning Maniac playtested character creation and pointed out many places where my writing was obtuse and inconsistent.

Exalted Funeral has continuously encouraged the writing of this tome.
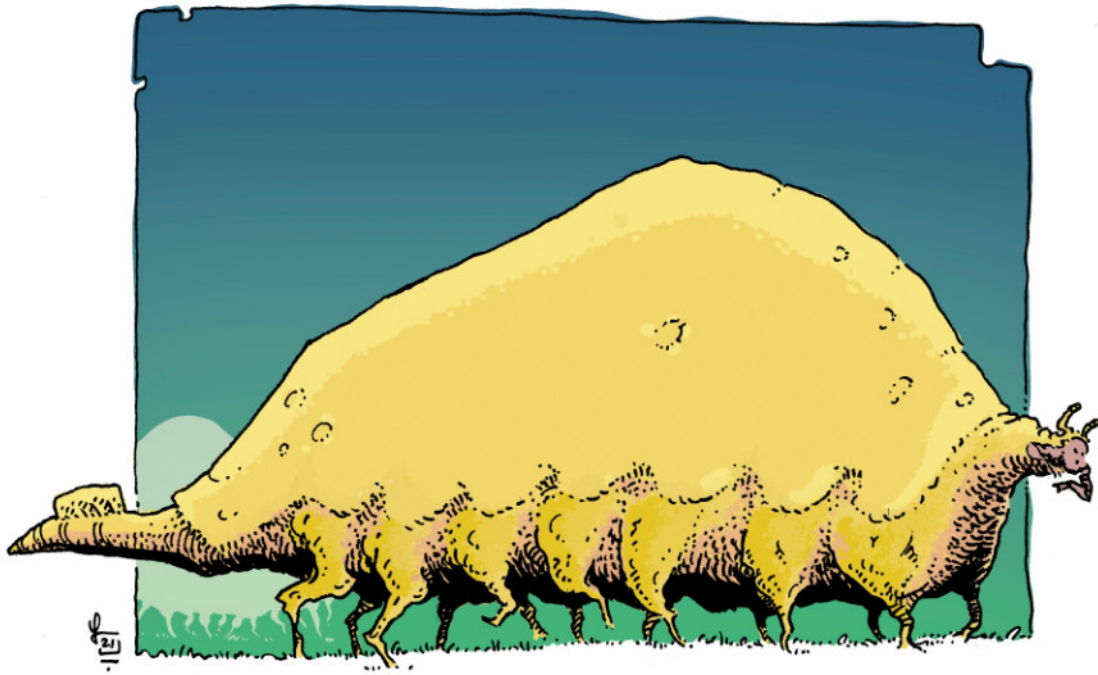
Inspirations

"The best games happen in a vacuum."
—Voidpilot Schtiff, *The Ken of Motorgolem Maintenance*

Game design does not happen in a vacuum. A variety of games, books, music, comics, novels, and more inform every creative step.

›› **Ben Hur (1959)** • Few movies do epic better. The chariot race is spectacular.
›› **Black Hack** • A cool OSR game. A source of risk dice in previous iterations.
›› **Blue Öyster Cult** • The best umlauts. Also good music.
›› **Dungeons & Dragons** • The game that started it all.
›› **GLOG** • The Goblin Laws of Gaming, originally birthed by the creative genius of Arnold Kemp at the Goblin Punch blog.
›› **Heavy Metal** • The magazine. Though the music has also been influential.
›› **Holy Mountain (1973)** • Jodorowsky's existentially thrilling movie.
›› **Hugo Pratt** • A comic book artist whose quickest sketches sing and dance.
›› **In the Year 2525 (Exordium & Terminus)** • Zager and Evans' 1969 incredible deep time one hit wonder.
›› **Last and First Men (1930)** • Deep future history by Olaf Stapledon.
›› **Macchiato Monsters** • A fantastic and fun OSR game. A lesson in sharpened prose.
›› **The Master & Margarita (1973)** • Mikhail Afanasyevich Bulgakov's satirical dark comedy brings out the devil in the bureaucratic state.
›› **Microlite** • An elegant mid '00s distillation of d20 into its essentials.
›› **Microscope** • An rpg that brings the worlds above and below together.
›› **Mike Mignola** • One of the best chiaroscuro comic book artists around. A master in the art of shadows.
›› **Moebius aka. Jean Giraud** • A superlative comic book artist. Inspring in so many ways.
›› **Mothership** • A bluecollar spacetrucking rpg of superlative visual design and terrifying tension.
›› **Paranoia** • The rpg of Friend Computer. Like Logan's Run for games.
›› **Philippe Caza** • More wonderful art.
›› **Planet of the Apes** • A French novel that birthed weird movies that have aged like cheese.
›› **Slumbering Ursine Dunes** • Acid fantasy rpg fun. Also bears. Also, slovanic pride if you will.
›› **Whitehack** • A wonderfully elegant d20 game. The source of the contest bidding. An inspiration of minimalist writing layout.
›› **Zardoz (1974)** • A wonderfully weird 1970s piece of sci-fi by John Boorman that captures the experimental weirdness of the times.

Glossary

"There is a house in UVG they call the Rising Cat."

—Steppelands folk song, author unknown.

Active Hero • A runner's main hero in a given session or scene.

Archetype • See hero type.

Advancement • A roll on a relevant advancement table. The effect of investing xp in a character

Attribute • The things describing a character in play. Proficiency, stats, skills, abilities, inventory, life, hurt, hero dice. Attributes cannot go below 0.

Ba • The mind or personality, provides a unique direction to consciousness. Used in social conflicts.

Bane, Disadvantage [–] • Situational penalty to a roll. Player rolls additional die, takes worse result. A character may accrue multiple banes.

Boon, Advantage [+] • Situational bonus to a roll. The player rolls an additional die and takes the result they prefer. A character may accrue multiple boons.

Campaign • Series of inter-connected meetings of players, featuring a similar cast of heroes. Similar to a show's season.

Cash • An abstract coin representing a labourer's day wages.

Chaos Reigns • A special situation in a conflict round where two or more parties roll the same initiative. All actions resolve simultaneously, with effects applied at the end of the round. Yes, two wizards may both succumb to one another's great balls of fire.

Character • Imaginary person or thing run by a player at a session.

Charm • A metaphysical (ka) attack. May be an enchantment, spell, confusion, reality dysfunction, logic bomb, internal dilemma, cosmic horror, or an incepted terrifying psychodrama.

Conflict • A fight between heroes (aka. Protagonists) and antagonists. Runners roll dice for the protagonists, the cat for the antagonists. There are three main kinds of conflict: spiritual (ka), social (ba), and physical (ha).

Consumable • Any item that can be used up. Most items are used up when a player rolls a natural 13.

Contest • A competition between characters to see who achieves a goal first or best.

Critical • A natural 20 rolled on a d20 during a test. Always succeeds and has some additional positive effect. Also crit.

Critical damage • In conflicts criticals multiply damage dealt. The critical damage multiplier steps are x2 > x3 > x4, etc.

Critical range • The range of natural rolls that inflict a critical. The critical range steps are 20 > 19–20 > 18–20, etc.

Cubit • An ancient unit of measurement. About 40 cm or 1.3'.

Cumbersome sack • Additional inventory sack, which causes encumbrance. Can be dropped if a conflict breaks out.

D30, d20, d12, d10, d8, d6, d4 • The polyhedral dice with different numbers of faces.

Dice notation • 2d6 is two six-sided dice rolled and added together. 3d8 is the sum of three eight-sided dice. D100 is two ten sided dice with one representing the tens, the other the digits. A roll of '00' is treated as 100.

Defence • A character's target number in a conflict. Usually 10 + a stat + an equipment bonus.

Encumbered • An overburdened character suffers [-] to all tests.

Exit • A character leaves the scene (and possibly a player's control) when they run out of life (and accrue excess burdens). This may involve death, but it may also be retirement or a career change. Being a one-armed baker beats being a dead one-armed bandit.

Expert • Two or more ranks in a skill. Good enough to teach a skill. Applies double proficiency to relevant tests.

Exploding dice • Dice marked with an asterisk, e.g., 1d6*. In this example, every time a player rolls a natural 6, they roll an extra 1d6* and add the results. Exploding die rolls are open-ended.

Extra • Sketched out background character. Like an NPC.

Faction • A generic term for a more-or-less identifiable group. This might be a clan, moiety, guild, army, state, bureaucracy, megacorporation, or what have you.

Fumble • A natural 1 on a d20 rolled during a test. Always fails and has some additional negative effect.

Fumble range • The range of natural rolls that result in a fumble. The fumble range steps are 1 > 1–2 > 1–3, etc.

Hero type • A bundle of attribute and advancement tables. Also archetype, skin, or class.

Immunity • A character that is immune to a type of attack takes no damage from them.

Initiative • A special test (or contest) at the start of each conflict round to determine turn order.

Inventory • What a character carries. Including gear, weapons, armor, tools, spells, burdens, fears, woes, and treasure. Carried equipment greatly impacts a character's abilities. Most humans can carry one sack unencumbered and two sacks encumbered.

Gat token • Physical object to help players take turns performing group actions or co-creating the game world.

Ha • The body, the vehicle of the soul (ka) and mind (ba). Used in physical conflicts.

Hero, protagonist • Excessive. A primary character.

Hero dice (hd) • D6s that modify a hero's natural rolls and provide some other benefits.

Hurt • Serious injuries. Cumulative penalties that accrue as life, stats and other resources run out. Also fatigue or death spiral.

Ka • The soul, the motive fire of consciousness and being. Used in spiritual conflicts.

Level (L) • A creature's relative power.

Life • A character's plot armor and vital force all in one. Once upon a time called hit points.

Magic, fantascience • Anything sufficiently advanced to be indistinguishable from magic.

Magic cost • Attribute between 1 and 5 that multiplies a spell's power to determine the spell price a character pays to cast a spell. The only attribute that is better the lower it is.

Mental stat • Charisma, aura, or thought.

Modifier • Feature, quality, or attribute that modifies the mechanical and narrative behaviour of an item, spell, extra, or monster. In the case

of heroes, modifiers are expanded into complete traits or skills.

Natural result • The number on a rolled die before any modifiers. E.G. A natural 20. Also naked roll.

Player • Sentient creature partaking in a roleplaytime session.

Power, spell power (P) • A number between 1 and 42 that approximates the power of a spell's manifestation.

Praxa • Psychophysical battle techniques honed over millennia. From Ancient Greek for practice.

Pro, proficiency • A modifier between +2 and +5 used by skilled and expert heroes.

Rank (r) • Measure of the power of a skill, ability, mutation, or other game attribute. Higher ranks grant bonuses or additional features.

Relevant stat or skill • Stat or skill that the players judge to apply in a given context. The top cat has a final (soft) veto on whether a stat or skill applies.

Resistance • A character that is resistant to a type of attack takes only half damage from them.

Rhetoric • A means of social attack, targets ba (personality) defenses. This may involve shame, mockery, flattery, persuasion, intimidation, deception, and more. Rhetorics don't work on creatures without societies or who are wholly alien to the character.

Roll • Rolling any polyhedral die.

Round • During a conflict, a sufficient amount of time for every character to take their turn.

Runner • Player running protagonists (heroes and sidekicks).

Sack • 10 stones. Roughly what a human can carry unencumbered.

Scene, encounter • Basic unit of role-play when and where the characters interact with the shared imaginary objects.

Session • One meeting of all or some of the players at their table to play. Similar to a show's episode.

Shipment • 10 sacks. Or more. A ton?

Sidekick • Secondary character or pet with simplified attributes.

Sidu • A pan-cultural agglomeration of custom and behavior that cuts across the living and dead cultures of the Vastlands. Sidu comes from Old English for custom or habit.

Skill • Trained attribute of a character. A profession. First rank (skilled) applies proficiency to relevant tests, second rank (expert) doubles this.

Skilled • One rank in a skill. Good enough to make a living with a skill. Applies proficiency to relevant tests.

Soap • 25 cash. Small item in a pocket. An insignificant item in a hero's inventory.

Spell • Recipe for altering reality. A type of gear, it takes up inventory.

Spell price • How much life a character must pay to cast a given spell of a given spell power.

Stats, S.E.A.C.A.T. • The six game stats represent natural aptitude and modify most natural rolls. Human hero stats range from +0 to +5.

Stone • 10 soaps. A significant item in a character's inventory.

Sum • Total modifier (stat + skill) applied to a d20 test. Can never be larger than +13.

Table • The physical or virtual space where the players meet.

Target • A number between 3 and 19 set by the top cat to represent the difficulty of a test.

Test • A d20 roll to overcome a target number to determine whether a character's desired course of action succeeds. Modified by a character's stat and skill (or sum).

Top cat, TC, cat • The player running the game session and antagonists. Also referee, ref.

Trait • Inherent attribute of a character that lets them perform in unusual ways.

Turn • Part of round, time unit when a character takes their actions.

Units • Space and time are usually noted in metric unit. Sometimes, odd units are used to suggest a device is alien or very old.

Unusual dice • Polyhedral dice that players may have trouble finding, such as a d30. A dice rolling app or online random generator helps.

Veda • A secret compilation of lore, ritual, study and science. From Slovenian or Sanskrit for knowledge or science.

Weapon • Gear that attacks the body (ha) of a character. Swords. Lasers. Neutronium alchemies.

Xp, experience • Points or metagame currency a player collects through play and invests in their characters and game objects. Xp represent characters' successes and experiences.

"The light marks the
numinous stair;
the kind, the good,
the cruel, the bad,
all to the soul mill!
All to the soul mill!
Give them up,
reduce their turning,
break their wheel,
feed the light,
ASCEND
the numinous stair.
Only mortals wail
the flicker conscious
sacrifices that
divinity
must."

—Qua Viła,
pre-Lingish fragment.