# ANNO AMAGIUM

## THE ROLEPLAYING GAME



Core Rules

# Acknowledgements

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## Dedication

To Grace.

Binder of my books.

Binder of my life.

## Hank's Thanks

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# ANNO AMAGIUM

## THE ROLEPLAYING GAME



# CORE RULES

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# CHAPTER I: INTRODUCTION & OVERVIEW

**Looking for the Deep Lore?**

This chapter provides players with the Core premise of the universe and an overview of the game's content, while **Book 2 – The World of Anno Amagium** dives into the history, culture, and technology of *Anno Amagium's* Earth in greater detail. Those who prefer world-building and storytelling to game mechanics are encouraged to start there and circle back.

# UNIVERSE PREMISE

***Anno Amagium*** is a vehicle for fantasy wish-fulfilment in a modern setting through the lens of TTRPG combat and mystery solving. Players join the ranks of a global, *fancifully idealized* magic police force in an inherently supernatural version of Earth. Everyone, everything, every concept, and institution in this world has an additional magic dimension.

Normal people—your 'Average Joe' off the street, little kids, the elderly, even the unsound of mind—can all typically perform magic. That said, "mages" also still exist. Magic just happens to be their job. History is (mostly) the same, because people are people, but magic has made an impact. Inanimate objects have unique magical properties. Normal animals can perform simple magic, but biologically magical animals—kaiju, griffons, shapeshifters, and vampires (many kinds, don't worry)—also exist, possessing unique abilities and uncommon intelligence.

The game also speaks to the mechanical desire to be a powerful battle mage with a distinct thematic and mechanical identity. We pursue this through the lens of magical law enforcement, where players must assume the role of modern-day detectives, embellished with classic fantasy adventuring elements. Gameplay entails hunting monsters, closing malefaction cases, and protecting civilians from other supernatural threats.

Finally, ***Anno Amagium*** is exclusively playable on the **Echelon VTT platform**, featuring digital components and automated mechanics enabling gameplay systems you cannot find anywhere else.

**In Summary:**

If you loved the idea of Netflix's *BRIGHT*, but felt that it missed too many opportunities, failed at the bare minimum, and wasted a great premise, you are our kindred. We made this for you. It is our small way of tipping the scales of the Universe back toward Decency. Contemporary Fantasy can be so much better than that. Come, see!

## An Alternate Earth Where Everyone Can Do Magic

In *Anno Amagium*, all biological entities possess a **Wyrd**: a metaphysical field of influence allowing them to "respire" etheric energy and effect magical change. Like a voice, everyone with a Wyrd can use it to talk[1] or perform magic, which is an act akin to singing. Just as singers have different talents, each individual's Wyrd is wholly unique, possessing a broad array of magical talents, capabilities, and strengths. Some people have perfect harmony, some wyrds excel at structured **Contracts**, while others are better suited to raw **Sorcery**.

Magic is so central to the universe that it predates recorded history and stretches far beyond humanity's capabilities alone. The Earth's geography—mostly identical to our own—is occupied by varying breeds of **monstrum**—fierce creatures whose seemingly impossible biology defies **The Resting Laws**—the normal state of the world when unaffected by magic. Humans have also always uneasily coexisted with the **Fae**, beings comprised entirely of magic who exist in the Earth's dimensional shadow; **The Faed**. And finally, **egregores**, creatures born of thought and belief, dwell in the abstract **Veil** separating the two physical dimensions.

Despite these fundamental changes to the way the world works, the Earth of *Anno Amagium* follows a historical beat sheet that is remarkably similar to our own. In Western Europe, there was an ancient period, followed by dark ages and crusades that blossomed into an artistic Renaissance and scientific Enlightenment. There was a period of intense colonial expansion. This segued into a global Great War that started with the assassination of an Austrian Arch Duke to the world-altering bombing of Hiroshima, with only brief and uneven recesses in fighting. Familiar names also appear throughout these annals, though in many cases, the achievements associated with a given name have been shuffled.

How could our worlds remain so similar despite the existence of magic and monsters? How could religion be in a similar state when gods and demons are demonstrably real?

The answer is the eponymous Amagium.

## The Amagium Licenses Spells for Asfalis Use

The Amagium is a global order of human wizards who have claimed responsibility for legislating, licensing, and controlling the supernatural. Three Amagiate Periods are the pillars of recorded human history, though this book focuses on the Third Amagium, founded at the conclusion of the Great War.

Throughout history, different Amagiums have policed magic in different ways, but in modern day, amagiate moderation begins with the compulsory application of **inhibitor tattoos** at birth. These Arcane seals drawn with magical ink restrict a Wyrd's power tremendously, allowing the wearer to only emanate. Later in life, the Amagium issues **Magic Licenses** which selectively nullify the ink of the inhibitor tattoos, allowing people to use spells that have been deemed legally exempt for public use. The general public is beholden to amagiate law, but not part of the Amagium itself, is referred to as "**Asfalis**," which translates to "Safe" or "Harmless" in Greek.

All Amagia must forego titles in any Asfalis government or religion in order to enroll in **Athenaeums**, amagiate institutions that train Aspirants from their early teens to their early-to-late twenties. At the end of their fourth year, Amagia must dedicate themselves to a specific Discipline. The first five books of *Anno Amagium the RPG* focus specifically on Amagia who select the Discipline of Peacekeeping.

[1] Indeed, magic itself is a part of polite speech.

## Keepers Fight Monsters and Police Malefaction

Players typically assume the roles of **Amagiate Peacekeepers**, or **Keepers**, who comprise the police force of the Amagium. In the Athenaeum, Keepers are rigorously trained in martial and magical combat, criminal investigation, and taught how to identify and fight a broad range of supernatural threats.

To that end, Keepers will face fae, shapeshifters, vampires, demons, animated constructs and other familiar mythological creatures, as well as original entities, criminals, and terrorists opposing the Amagium. Closing cases entails more than combat, however. Players must search for evidence to determine the true nature of threats, save lives, and avoid actions that will bring shame upon the Amagium.

Keepers are feared by the majority of society, scorned in certain political climates and lionized by others. Raised in Athenaeums with a brutal training regime, Amagia tend to be socially awkward, aloof, or imperious. Early social isolation, further exacerbated by a frightening gulf in power, is a reoccuring theme in *Anno Amagium*.

# The Game

**Anno Amagium: The Roleplaying Game** is a narrative-driven, urban fantasy roleplaying system featuring digital elements such as dynamic Character sheets and custom decks of cards that automatically adjust player's stats. Sessions revolve around elements of characterful adventuring, tactical combat, and magical detective work. The prescribed themes of the game revolve around comradery among heroic people trying to do the right thing in the face of existential and institutional adversity.

## Player Characters

As mentioned above, the majority of players in a campaign will adopt the roles of wizard detectives employed by the Third Amagium. Another crucial hypothetical question that *Anno Amagium* is based on is "What if the police force was comprised of superheroes? What if law enforcement protected all of the civilians it policed in good faith?" and the game was written in that spirit.

Admittedly, like every body of far-reaching authority, the Amagium is deeply flawed. It can be at once brutally oppressive and callously indifferent. It is susceptible to bigotry and frequently serves its own self-interests. But we are not setting out to glorify magi-centric fascism; these elements are presented as Challenges, temptations, or forces of antagonism for the player Characters to overcome.

Under special circumstances, players may also play the role of Asfalis Characters who get caught up in extraordinary magical events. These Characters require more creativity on behalf of both the **Fate Master** (the game master) and the player. Furthermore, the same avenues of combat experience and magical study do not typically apply to Asfalis Characters, potentially leaving them at a power disadvantage, which the player and Fate Master must navigate.

The next chapter describes Player Characters in detail, and **Book 3: Character Building** is a compendium of Character building and customization options. (In fact, we encourage readers to take

a look at Book 3 after reading Chapter 2 so you can start imagining what sort of Character you want to play as you peruse the rest of the rules.) Player Characters are collectively referred to as "the party," and act as the game's Core dramatis personae. Each individual Character is a vehicle for players to explore a new personality, enjoy a specific fantasy, or even a means of confronting specific mechanical Challenges within a narrative context.

## The Fate Master

If the party consists of the play's leading roles, the **Fate Master (or "FM")** can be considered the play's author. And its director. And the actors playing the antagonists. And all of the supporting actors. And the extras. And the technical crew. The list goes on and it's no joke—being an FM is a considerable responsibility. They must run the campaign by providing a plot, maps, controlling enemies, roleplaying as non-player Characters, and performing all the other usual functions of a TTRPG leader.

An FM can be as antagonistic or merciful toward the party as they wish, but again, the rules were written in the spirit of giving the party an enjoyable challenge and fun story to tell. Crushing the party at every turn will make for a dour experience, but the occasional devastating loss or nail-biting win can be more narratively satisfying than a parade of easy victories.

If possible, we recommend that Fate Masters experience at least one campaign as a player before attempting to run a campaign themselves. Even a One Shot (a self-contained, single-session campaign) will be an incredibly instructive and useful experience. That said, we are committed to making the responsibility of being a Fate Master as easy as possible and enable players to take charge out of the gate.

**Book 2: The World of Anno Amagium** provides a storyteller with a guide to the overarching cosmology and general history of the world, as well as an in-depth look at three modern-day starting settings in Ericia—*Anno Amagium's* cognate continent for North America.

**Book 3: Character Building & Advancement** provides indepth instructions on how to create a character, navigate character sheets, and lists out the multitude of building blocks available for character creation at launch.

**Book 4: The Fate Masters' Guide**, you can find everything from tips to running a campaign, handling scheduling issues, navigating interpersonal drama at the table, to ideas for one shots and other potential campaign premises.

Finally, **Book 5: The Bestiary** has sheets for over 100 unique and classic monsters, as well as a guide for designing your own antagonists.

## Campaign Structure

Campaigns follow a similar range of structures to other tabletop RPGs, with campaign length varying from self-contained One Shots to on-going weekly, or monthly sagas.

# Core Systems & Unique Features

The Core systems of *Anno Amagium* follow the same basic mechanical loop of any other table-top RPGs. Players will make "checks" in the form of rolling dice and drawing cards to determine the outcomes of various in-universe actions. These mechanically-driven moments (usually covering combat, puzzle solving, item crafting, and navigating peril,) are interspersed between roleplaying between players. Each player will assume the identity of entities within the game's universe, acting as they would, making decisions that are true to the entity's nature.

## First Time?

If you are brand new to TTRPGs, even if you have played video games in the RPG space, we recommend perusing some online content to get a general sense of what is in store for you.

The most succinct, impressive, and clear summary of playing a TTRPG we have ever seen is Deborah Ann Wolf's explanation of Dungeons & Dragons to Jon Bernthal (yes, the guy who plays The Punisher in the MCU). In the space of 57 seconds, Deborah summarizes her role as a Dungeon Master (a *D&D*-specific position analogous to the more general term "Game Master," and *Anno Amagium's* "Fate Master"), and she hooks Jon by having him actively roleplay in a fictional scenario. Experienced players may also want to give this a watch, as it is incredibly satisfying to see a complete novice go from zero to sixty in under a minute.

There are a number of longer introductions on YouTube giving detailed descriptions of TTRPGs. We are fond of the following videos:

- Free League Publishing's "Introduction to Tabletop Roleplaying Games" (4:07 long)
- Tabletop Empire's "An Easy Intro to Tabletop Roleplaying Games" (7:52)
- Polyhedron's "Introduction to Tabletop Roleplaying Games (TTRPG)" (16:03)

Each of these videos provide easy-to-understand summaries of TTRPGs in plain English and increasing granularity.

Or, If you are the type who prefers to learn by watching an example, Critical Role has become a media juggernaut for many good reasons, and has entire campaigns of experienced game masters and players adventuring together on YouTube.

## The Advantages of Echelon

A separate manual and tutorial videos detailing each of Echelon's features are forthcoming, but in brief, Echelon's digital nature makes the dynamic mechanics you see in *Anno Amagium* feasible and fun. Digital setup requires Fate Masters to simply upload their chosen map and token images (compared to drawing maps from scratch or assembling modular terrain) and online play renders petty obstacles like geographic distance irrelevant for fully remote parties.

Additionally, there a number of bonuses that set Echelon apart from others in the VTT space:

- ◊ Our integrated campaign scheduling, content search, and scoping features make it easy to find a game that perfectly suits your availability, interests, and commitment level
- ◊ We plan on adding fun features as we go, including account achievements, a digital marketplace for content creators, support for professional game masters, and more
- ◊ An ever-expanding catalog of new tabletop games specifically designed for digital and hybrid digital/physical play

Above all, Echelon's digitally-native nature allows us to easily expand, adjust, and upgrade our games with new content. We will regularly add new Character-building options, map images, Character portraits, campaign premises, and source books for new locales over the course of the game's lifespan.

## Dynamic Mechanics & Digital Components

As you would expect, digital components are the parts of our game that you need a computer connected to **Echelon VTT** to play. Dynamic mechanics are aspects of gameplay that would be extremely difficult or time-consuming to manually calculate and track with pencil and paper, as traditional TTRPGs are typically played. *Anno Amagium's* Ability Checks, for example, automatically modify a Character's Core Attributes on their Grimoire. Other automated systems include the Endeavor System, and Skill Challenge negotiations. *Anno Amagium's* digital components are as follows:

**Character Grimoires**: These are smart, adaptive Character sheets that automatically track your Character's various numerical variables and available options in game. Players begin their journey in Anno Amagium by selecting from a premade Character, or creating a customized persona based on a huge variety of options.

**Ability Decks**: When players use magic or Advanced Martial Techniques, they must make checks based on drawing from a digital deck of cards. These Ability Decks can be customized with various Ability Refinements as Characters level up.

**Optional Digital Components**: Echelon also features digital dice, tokens, and a map upload system that will allow parties of players to game fully remotely or locally, without the need for physical set up.

**How Do We Talk?**

Our top priority is to develop a robust game system and VTT platform rather than reinventing the wheels of voice and text chat. Our favored platform of choice for in-game communication is Discord, as it is free, feature rich, and more functional than other options, but you are free to use any chat client that suits your party's taste.

## Physical Implements for Hybrid Sessions

Players who want to gather in-person and play a session can augment these digital components with the Holy Trinity of physical TTRPG implements: **Dice**, **Miniatures**, and **Maps**.

The specific dice required for Anno Amagium are standard six-sided dice (used only in crafting), and a "D100," two ten-sided dice that are used to track numbers from 000 (Lowest roll possible) to 99 (Highest roll possible).

Players can even use physical dice when playing fully digital campaigns (because everybody has a favorite set of shiny Trauma Rocks). It should be noted that reporting physical rolls is predicated on an honor system, and it is within a Fate Master's rights to insist on digital rolls for their campaign. (Discuss these details with your FM before you start playing to make sure everyone is on the same page!)

Custom miniatures (like those you might order from HeroForge) can be used to represent Characters or monsters on physical maps. Mapping solutions come in a huge variety of flavors, from drawings on sheets of paper, to mapping books, to neoprene mats, to multi-leveled terrain models. Use what you have on hand, or whatever works for your vision!

# The Vibe

The game is "Urban Fantasy," in a broader context than what is typically associated with the genre. Dark romance, magical crime, and brooding mystery naturally thrive in these climes, but we believe there is also room for a broader approach to the concept.

## Influences

We have great respect and nostalgic affection for Tolkien and concede somewhat embarrassed nods to the influence of recent YA fantasy sensations. Fans of *The Dresden Files* and *The Magicians* are getting warmer, though we lean a little further toward the "speculative fiction" angle of the fantasy spectrum. Our slang and subcultures owe a tremendous debt to William Gibson. Westerns like *The Magnificent Seven* and *3:10 to Yuma* are less obvious influences, but buried deep in the DNA. In truth, our narrative bent hones closest to contemporary shonen manga. *Jujutsu Kaisen* and *Chainsaw Man*. Dark. Violent.

Ultimately heroic. If you love two or more of these thematically adjacent universes, you will find something special to appreciate about *Anno Amagium*.

## Themes, Roles, and Campaign Goals

As mentioned above, the game is generally geared toward and structured around heroics within the frame narrative of detective work. Common plotlines involve mysteries, supernatural crime waves, or serial killer-like monsters. In long-term campaigns, FMs should attempt to catalyze changes in Character's relationships to each other, non-player Characters (NPCs), and magic as a whole.

## Visual Identity

The *Anno Amagium* aesthetic can be described in a number of colorful ways. The term "Magi-Punk" is certainly accurate—imagine the fashion trends of our world reflected in a *Final Fantasy VII*-flavored funhouse mirror. The Amagium itself is definitely a militant shade of Dark Academia with elements of Catholicism-But-Make-It-Anime. Anachronistic flourishes like broad-rimmed caps, capes, long coats, and errant bits of Armor are common fashion accents. But so are more familiar staples like jeans, jackets, suits, skirts, and dresses.

## Culture: Magic Meets Contemporary Life

Where culture and progress are concerned, *Anno Amagium's* world mirrors our own. If it is a common topic of conversation here, it's also a common topic in the world of *Anno Amagium*. If it is important here—something that people sacrifice, fight, live, and die for—they do the same in the Amagia-verse. They have also suffered through (*most) of the same fads and political trends. The same literary and pop cultural references will (*usually) hit. The geography is (*largely) the same. And a great FM's eyes will gleam with the promise of potential devils in those asterisked details.
Magic definitely introduces some new, unique hypotheticals in terms of social issues, modes of dissent, motives for crime, and questions about what constitutes crime. This is a playground to invent new social movements and storytelling Challenges. Magic can create something out of nothing. But it can also warp, magnify, and metaphorically exaggerate what is already real.

Certain parts of the world have been more radically affected by the Magic Instagram Filter than others, by design. For example, North America is now Ericia. The United States have been divided into five distinct countries: The Gulf Federation (AKA: "The South"), The Pacific States (AKA: The Ultra-Liberal West Coast) and The New Atlantic Union (AKA: the Atlantic northeastern seaboard, dominated by Old Money and the multi-state-spanning super-metropolis, New Amsterdam), the United Tribes (AKA: "What if the First Peoples Got to Keep a Shred of their Land"-Land), and "The Republic of Texas" (The most important thing to know is that it is bigger than regular Texas—we will elaborate later). Meanwhile Canada has been divided into Quebec (AKA: the weird French bit to the east), Yukon (AKA: The western part where people apologize on reflex.), and more of the United Tribes in the middle.

**Pardon Our Fae Dust: World-Building in Progress**

The initial Quintet of books only covers contemporary locations in The Pacific States, The Republic of Texas, and The New Atlantic Union in detail, but future books and modules will expand on the other time periods and parts of the world as a whole. Our goal is to accord each region the proper attention to detail and depth of lore it deserves.

## A Word on Complexity & Balance

By default, *Anno Amagium* Characters start the game as fully fledged adventurers with mechanical options that are roughly equivalent to a 5th Level (out of 10 or 12 total levels) casting class in other games. The idea is to give players cool and meaningfully distinct Characters that can do what players want to do out of the gate. As a result, the system is not tuned toward 'humble beginnings' origin stories and slow burn advancement.

The game also heavily prioritizes rules of cool over carefully measured stat blocks. That is not to say that balance is not a consideration, or that we will not continue to refine the system in the future, but some spells and Weapons have objective mathematical advantages over others. There are many Skills that are also more broadly applicable than others, especially factoring in miscellaneous hobbies and Character opuses. Ultimately, the goal is to allow players to express themselves in new ways.

# How to Use These Books

Each book serves as a central reference for a different topic. This book describes the game's Core rules, explaining all of the mechanics necessary to enjoy *Anno Amagium*. Book 2 covers the lore and setting, while Book 3 is filled with Character building blocks including Curriculum, Skills, Equipment, and so forth. Book 4 covers everything that an FM needs to build a campaign and keep it running smoothly. Book 5 gives FMs a robust index of different beasties and bad guys for Characters to fight.

For a first-time player, we recommend reading this book to completion (or at least through Chapter 5), perusing Book 3 to build a Character, and skimming Book 2 to familiarize yourself with the world. An FM needs to read everything to comfortably run the game.

**FM Pro-Tip**

Have a reading-averse player, or a latecomer with no experience with the world? Suggest the "Isekai'd" Fundamental Trait for their Character. They can learn about the world organically!

## Guidelines Over Decrees

These books are designed to provide players with a robust framework for storytelling and mechanical fun. We encourage FMs to season rules to taste to suit the story they want to tell, and the interests of their players. Book 4 has a host of house rules and "Mutators" that can be used to modify single sessions or campaigns as a whole, but FMs are free to develop their own rules to further refine their experience.

## Mechanical Jargon

Below is a quick reference to the most commonly referenced game terms in *Anno Amagium*. These are recurrent concepts that describe the Core mechanics of the system. (For a glossary of in-universe terms, see **Book 2 - The World of Anno Amagium.**)

**Abilities, Ability Checks, and the Ability Deck:** Abilities make up the game's magic system, encompassing magic and magically-enhanced martial Techniques. Ability Checks require players to draw from their Ability Deck, a collection of 40 digital cards that will influence a Character's Attributes and ultimately dictate the effect of the Ability in question.

**Actions & AP:** Actions encompass almost everything a player can do in game, but in the context of combat, Actions specifically refer to choices that consume Action Points. An Action point constitutes 3 to 5 seconds of in-universe time, with complexity and Difficulty accounting for the slippage.

**Attributes (Core, Derived, and Hazard):** Attributes are a Character's Core "stats" in *Anno Amagium*. They provide the foundation for most of the calculations that determine success or failure in Abilities, Attacks, and Skills.

**Attacks:** Attacks specifically refer to Attack Actions taken with an equipped Weapon. Attacks are made against an opponent's Defense Value, with a Base Strike Bonus, modified by Difficulty and increased by a D100 Strike Roll. Abilities that deal damage are considered a separate conceptual category, and must be specifically called out as a "Offensive Ability," Combat Magic," or similar to be countered, defended against, or modified by Tags.

**Character:** For the purposes of this guide, "Character" is used interchangeably with "Player Controlled Character," as a distinction from the FM-controlled **Non-Player Characters (NPCs)**.

**Critical Rolls:** Rolling 000 to 004 on a D100, whether it is a Skill Challenge or Strike Roll, will always make the player fail the Challenge they are currently undertaking, regardless of their Skill total.

Rolling a 95 to 99 on a D100 roll will result in a Critical success, unless stated otherwise by the FM in advance of the check. Many Weapons have a broader range for Critical successes, depending on their stats.



**Curriculum:** The most versatile and impactful building blocks for player Characters. They unlock Skills, Abilities, and provide powerful permanent upgrades. Curriculum is purchased with Credits which are rewarded at the end of missions, or upon leveling up.

**Dominant Attribute:** The Attribute that governs an Ability Check, Skill Challenge, or Strike Roll.

**Entity:** An entity refers to any Character, NPC, or object that is represented by a token or miniature on the battle map.

**Metagaming:** Metagaming results when a player's externalized knowledge of the game influences their Character's behavior, typically to gain a mechanical advantage. It is generally frowned upon, and runs contrary to the spirit of roleplaying.

**Min-maxing:** A distinct shade of the preceding behavior, minmaxers try to optimize a Character, or make the most devastating version of a single concept, to the extent that it can solve every problem with its singular efficacy. Since this is A) not a competitive game, and B) a game about telling stories, we do not cater to such calculators.

**Pertinent Skills:** Most Skill Challenges will allow players to apply "Pertinent Skills" to their roll. Players are encouraged to lobby for Skills they believe to be relevant to the Challenge in question, but ultimately, the Skills that qualify are left to FM discretion.

**Skill Challenge:** A Character's attempt at using their Skills. The formula for a Skill Challenge total boils down to the following: A Primary Attribute (either Core, Derived, or Hazard) + Pertinent Skills, + a D100 roll.

**Tags:** Tags are a flexible mechanical earmark for Equipment, Abilities, and Entities. Tags specify certain rules for their parent entity or describe interactions with other Tags. For instance, Entities with the "Fae" Tag will take extra damage from items that have the "Faebane" Tag.

**Traits:** Unique passive effects that a player can select from to further customize and empower their Character.

# CHAPTER II:
# CHARACTERS

# What Makes a Character?

Like any good tabletop RPG, Characters in *Anno Amagium* are much more than a collection of numerical values. At the very least, they are platforms for improvisation that present their player with a wide range of mechanical possibilities. More generously, they are speculative personalities, new aspects of yourself, and potent vehicles for self-exploration.

As such, we encourage players to carefully consider what persona they would like to adopt before diving into a campaign. Come up with a personal history, peruse the Curriculum lists in Book 3 to decide what powers you would like them to have, consider how they generally comport themselves, and even what sorts of mistakes they are likely to make.

The following decisions, values, and variables account for who your Character is, both over all, and in the given moment. Perhaps most importantly, they define what your Character can do.

## "Soft Stuff" – Personality. Relationships. Goals.

When crafting a Character, consider what kind of personality they will have, and ask yourself how their general demeanor will affect the way you will roleplay them.

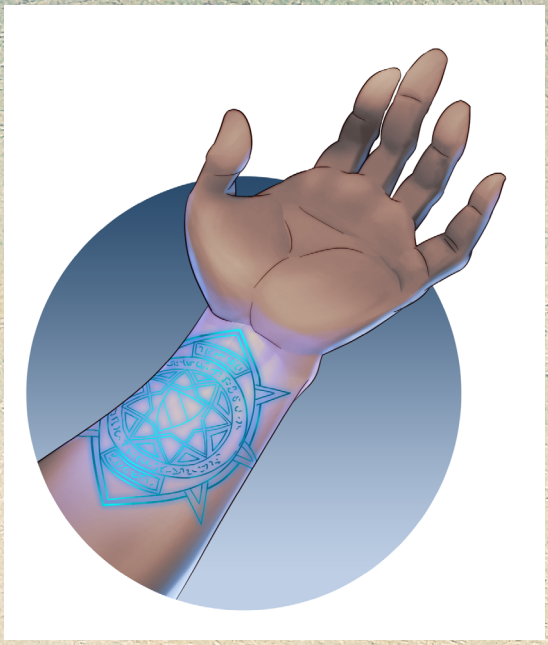
Relationships are another Core point of Character development, and developing them will go a long way toward making your Character feel real. One important thing to consider is a Character's history with the other players at the table. It is also generally a good practice to work with the FM on developing the non-player entities who are most important to the Character. Ties that bind give a Character structure, and provide the FM with Tools to motivate that Character.

To that end, players should also ask themselves "what are my Character's motivations?" It is important to know what a Character's goals are, so an FM can easily incorporate them into the overall arc of their campaign. If you have a Character in mind, but their ambitions are unlikely to mesh well with the other party members, it may be better to save them for another campaign to avoid being obstructive. At the very least, it is important to talk with your FM about incorporating their personal objectives into the campaign.

A player can publicly express or hint at some of this information on the records page of their Public Bio section, and selecting a portrait that speaks volumes about their personality can also be useful. Ultimately, however, **these details will not influence the Character's mechanical Abilities.**

## Background – Your History

The single most important question about a Character in the world of *Anno Amagium* is a binary: are they Amagia or Asfalis?



All humans have an inborn capacity to use magic known as a Wyrd. By amagiate law, Medithurges apply inhibitor tattoos to an infant's wrists shortly after birth, restricting their Wyrd from performing all but the simplest magic. The Amagium allows people to use legally exempt spells and magical artifice by issuing Licenses when they come of age, or take tests proving their competence. Magic Licenses take the form of paired bracelets, bands, vambraces, or other wrist-wear that selectively nullifies the magic inhibiting ink of the tattoo.

Amagia have access to the most powerful, versatile, and permissive Licenses. But such power comes at a cost. They are trained from ages 12-15 to ages 23-30 in mostly self-contained magical academies known as Athenaeums. At the end of their fourth year, they dedicate themselves to a Discipline: a specific aspect of magic which they research, legislate, and police. All Amagia are trained in some degree of combat, undergo rigorous academic matriculation, and receive a wealth of magical knowledge.

In contrast, Asfalis, or "safe," people lead comparatively normal lives, only casually interacting with magic. Standard Magic Licenses are very tame, one-size-fits-all model that allow simple spells that have been deemed harmless, or "Exempt," by the Amagium. Certain professionals can apply and receive certifications for Professional Licenses that assist in their specific field of work, allowing for more specialized magic.

**It should be noted, the first quintet of *Anno Amagium's* Core rulebooks are primarily geared toward Amagia, and Amagia who have chosen the Peacekeeping Discipline in particular.** That is not to say that players cannot play Amagia from other Disciplines, or Asfalis Characters who get caught up in mysteries, law enforcement drama, and other adventures, but such Characters typically require more experienced Fate Masters and role-players to be seamlessly integrated into a campaign.

The following templates dictate which free Curriculum, Attribute requirements and Curriculum criteria a Character must meet based on their backgrounds:

## Amagia (Peacekeeper)

Those looking for the "Core" *Anno Amagium* experience will want to play as Amagiate Peacekeepers; supernatural law enforcement officers trained to hunt monsters, break curses, and generally police the use of magic.

### Attribute Requirements:

- ◊ Minimum of 10 in each Attribute
- ◊ Maximum of 70 in a single Attribute

### Credit Spend Requirements:

- ◊ At least 10 Credits must be spent on Martial Curriculum
- ◊ At least 30 Credits must be spent on Magic Curriculum
- ◊ A maximum of 10 Credits can be spent on skilled Curriculum.

### Free Starting Curriculum:

- ◊ Exempt Magic Curriculum
- ◊ Amagiate Fundamentals Curriculum
- ◊ Peacekeeping Adept Curriculum

## Other Amagia

Non-Peacekeeping Amagia can be integrated into campaigns fairly easily as consulting experts from their respective fields. The Amagium's other eight disciplines of magic are as follows:

**Alchemy:** Alchemists are transmutation experts who transform supernatural and mundane Reagents into powerful Consumables that can affect one's body, mind, and Wyrd in a wide variety of ways. They are often called as consultants for cases involving magical substances or identifying specific monstrum.

**Animathurgy:** Animathurges specialize in the creation of Anima; ambient spirits that serve as ammunition for powerful Contract magic. Animathurges can create bespoke Anima to empower different categories of magic, or even a specific spell. Animathurges are often called to craft purpose-driven Anima to aid investigations.

**Arcanism:** The magical equivalent to physicists and philosophers, Arcanists push the boundaries of humanity's understanding of magic. They specialize in meta-magical Abilities, allowing them to adjust the parameters of a spell on the fly.

**Archivism:** Archivists are typically custodians to amagiate Archives—sprawling libraries that are warped by the magical tomes and relics housed within. Archivists may also specialize in procurement, braving ruins that are filled with curses and monsters to retrieve enchanted treasure. They are the second-most martial discipline after Peacekeepers, and often called to help break curses, identify magical artifacts, or retrieve stolen artifacts.

**Artificing:** Artificers are magical engineers and enchanters who create artifice—supernatural devices and machinery. Artificers are good at crafting a wide variety of Equipment, as well as analyzing or reverse engineering unknown devices.

**Guardianship:** The Third Amagium's newest discipline, Guardians are trained to use magic for disaster response, emergency relief efforts, and humanitarian aid. They are frequently called into Action to deal with disasters both natural and man-made.

**Leximancy:** Leximancers legislate and practice magical law, and are also experts in runic code, which is comparable to computer programming. They are the spinal column of the licensure system and frequently collaborate with peacekeepers, both as criminal prosecutors, Juris Lexi (District Attorneys), and runic forensic experts, deciphering infractions recorded by Magic Licenses.

**Medithurgy:** Medical magic is primarily focused on treating supernatural maladies and urdo-anomalous conditions, but it is also periodically used to assist with physical Injury. Every medithurge is required to earn a medical license in addition to their magical studies.

Below are the requirements for Amagia other than peacekeepers.

### Attribute Requirements:

- ◊ Minimum of 10 in each Attribute
- ◊ Maximum of 70 in a single Attribute

### Credit Spend Requirements:

- ◊ At least 5 Credits must be spent on Martial Curriculum
- ◊ At least 40 Credits must be spent on Magic Curriculum

### Free Starting Curriculum:

- ◊ Exempt Magic Curriculum
- ◊ Amagiate Fundamentals Curriculum
- ◊ An "Adept" Curriculum corresponding to the selected discipline*

[*For example, Amagia (Alchemist) start with "Alchemist Adept Curriculum"]

## Asfalis (Law-Abiding)

A law-abiding Asfalis citizen of the third Amagium. If you are looking to play an "everyman" Character, this is the background for you. In many ways, it is the most restrictive background, as Characters cannot select Non-Exempt magical Curriculum when starting out, and they also have a hard cap on Martial Curriculum.

### Attribute Requirements:

- ◊ Minimum of 5 points in each Attribute
- ◊ Maximum of 60 points in a single Attribute

### Credit Spend Requirements:

- ◊ No Credits can be spent on Magical Curriculum (Unless Tagged with "Exempt")
- ◊ A maximum of 15 Credits can be spent on Martial Curriculum

(Note: while certain Curriculum may provide knowledge of magical fighting Techniques, it is Illegal for Asfalis Characters to use them, by default.)

**Free Starting Curriculum:**

- Exempt Magic Curriculum

**Asfalis (Hedge-Mage)**

Hedge-mages—as they prefer to refer to themselves—are technically malefactors. But not every criminal is necessarily a bad guy. In fact, some parties can greatly benefit in deputizing (or loosely affiliating with) somebody who knows how to bend the rules.

**Attribute Requirements**

- Minimum of 10 in each Attribute
- Maximum of 70 in a single Attribute

**Credit Spend Requirements:**

- A maximum of 20 Credits can be spent on Martial Curriculum (Asfalis use of Techniques is Illegal by default)
- A maximum of 20 Credits can be spent on Magical Curriculum (Asfalis use of Non-Exempt magic is Illegal by default)
- At least 20 Credits must be spent on Skills or Misc. Curriculum

**Free Starting Curriculum:**

- Exempt Magic Curriculum
- Hedgemage Adept Curriculum

## Attributes – Your Baseline Capabilities

Your Core "stats," primarily used for determining the results of Ability Checks and Skill Challenges. There are **4 Core Attributes**, which in turn define **6 Derived Attributes** and **4** Defensive **Hazard Attributes**. Unlike most TTRPGs however, *Anno Amagium* Characters' Attributes will radically shift over the course of combat...

## Traits – Your Unique Characteristics

Traits are distinguishing qualities that define a Character, and can radically alter the way they approach a campaign. Players looking for thematic flourishes—Half-Faen heritage, amnesia, Isekai cheat skills, shapeshifting curses, various shades of vampirism, and so on—will find their fix here.

Traits can also have extremely powerful mechanic effects, affording everything from increased base Resilience or movement speed, to enhancing Attributes or unlocking entirely new Actions and Character resources.

## Opus – How You Recharge

A Character's Opus is an oddly-specific, often quirky, typically solitary, non-magical behavior that allows them to recharge their Wyrd's magical strength and integrity faster than it would recover naturally. It is the metaphysical equivalent to stretching and resting muscles after exercising.

**Characters do not need to make rolls when practicing their opus (unless they are attempting an Endeavor *in addition* to restoring their Wyrd) but they must budget time on a semi-daily basis to use their Opus, or they will suffer -20 to their Exus Threshold Limit.**

Opuses come in three grades of increasing "refinement" each describing more specific behavior that is more restorative to a person's Wyrd:

**Parvum Opus**: The broadest category of behavior that falls within the bandwidth of behavior that restores a Character's Wyrd. Examples: "Gentle exercise," "mixing potable liquids," "reading romance novels."

**Modicum Opus**: This next level of opus refinement, which is the general standard of awareness for most spell casters. Examples: "Tai Chi," "mixing cocktails," "reading trashy fantasy romance novels."

**Magnum Opus**: The most refined version of an opus. The precise behavior that restores a Character's Wyrd with the greatest efficiency. Examples: "Performing Tai Chi while listening to Gregorian chants," "mixing gin cocktails with absinthe," "reading boddice rippers with female protagonists."

Performing a Parvum Opus will allow a Character to avoid penalties for one day. Practicing a Modicum Opus will satisfy the requirement for three days. Performing a Magnum Opus will Satisfy the criteria for five days. Characters who have not used their opus within these time constraints will suffer -20 to their maximum Exus cap for each day it has been since they've practiced their Opus.

It is common for Asfalis people to not know what their Parvum Opus is, but all Amagia are at least aware of their Modicum Opus, due to an aggressive "divination-guided hobby sampling" regimen at the Athenaeum during their matriculation. **FMs may ascribe a higher refinement of opus to an Asfalis Character who is unaware of their opus in the course of their campaign.**

**Amagia (Peacekeepers):** Modicum Opus
**Amagia (Other):** Magnum Opus
**Asfalis (Abiding):** Parvum Opus
**Asfalis (Hedge-Mage):** Parvum Opus

**During Character creations, Characters who know their Parvum Opus may acquire 15 Credits in a Skilled Curriculum that most closely aligns with the nature of their opus.** For example, Tai Chi (Art or Sport) for the Tai Chi performer in the examples above. The drunk would take Mixology (Craft). And the smut-hound would take Reading (Leisure). Characters with a Modicum Opus can either take an additional 10 Ranks in the same Skill (as would be appropriate for the mixologist and the reader), or add a secondary Skill (the Tai Chi practitioner would add Gregorian Chants (Leisure) as their second 10 Ranks). Finally, a Magnum Opus Holder may add 5 Ranks in a third Skill, or improve one of the preceding bonuses by 5.

Opuses often have an element of vice or indulgence to them, but they are never overtly self-destructive. Even though I cheekily referred to the mixologist as a drunk, it is important to note that he gets his recharge by *brewing* cocktails rather than actually drinking them. Along similar lines, smoking, scarification, grinding your teeth, or any other form of self-harm cannot count as opuses. But internal combustion motorcycle maintenance while smelling cedar-scented candles? A completely normal and good example of a "Magnum Opus."

**Is there anything else I should know—lore-wise—before I pick an Opus?**

There is no discernible rhyme or reason to a person's opus. According to a recent poll among graduates of the Arroyo Athenaeum, roughly 42% percent said that they "enjoy" their opus, 18% percent said they were "indifferent" to them, 22% percent said they "dislike" their opus, 13% percent said they "love" or "feel a special connection" with their opus, and the remaining 5% percent said they "hated" their opus. It is common for particularly religious people to have an opus associated with their faith, but other than that, the nature of a person's opus seems to be wholly a matter of chance.

## Ability Deck – Your Current Potential

When a Character attempts an Ability or performs other skilled Actions, players will draw from their Character's personalized Ability Deck. In this deck are **Ability Cards** that automatically modify their Character's Core Attributes. A Character can improve their Ability Deck upon leveling up by selecting from a range of **Ability Deck Refinements**, which reduce the number or effects of negative cards, increase the prevalence or power of positive cards, and so forth.

## Curriculum – What You Know How to Do

Curriculum describes your Character's actionable knowledge, and generally defines the various in-game options available to your Character.

In rare cases, a Curriculum will provide **bonuses to a Character's Attributes**. Some curricula teach Characters new basic **Actions**, which they can take on their turn by spending Action Points, or **Reactions** which are Actions that can be performed outside of their turn. Almost every Curriculum will teach a Character a few Ranks of various **Skills**, which provide a bonus to Pertinent Skill Challenge results.

Amagiate Curriculum also often teach a Character magical **Abilities**, including Sorceries and Contracts, which can be performed at the expense of taking on Exus—a dangerous magical momentum that sends casters hurtling toward self-destruction. Some Curriculum will provide players with access to **new Trackable Resources** that can be obtained and spent in a variety of ways.

Martial Curriculums (encompassing Melee and Ranged Weapons) will increase **Weapon Skills**, improving the Character's likelihood of landing Attacks with those Weapons. They also often impart **Techniques**: martial arts that require Skills and/or magic to perform.

Other things Curriculum may include are **Passive Bonuses**, positive benefits to a Character that are always in effect, **Stances**, which are toggle-able modifiers that provide powerful bonuses to certain playstyles, and temporary **Modifiers** for Actions or Abilities.

## Resources & Status – Your Current Condition

Values you manually track and spend in combat like **Resilience, Exus, Action Points, Reaction Points, Anima, and other Curriculum-gated resources** generally describe your Character's current condition. Status Effects are short term effects comprised of **Boons** (generally buffs) and **Banes** (typically debuffs). **Ailments and Injuries** describe longer term negative conditions, while **Advantages** describe longer term positive conditions.

## Equipment – Your Gear

Equipment also plays an important role in defining a Character's defensive and offensive capabilities, and can drastically increase their options for solving certain problems. Most clothes and all forms of Armor will contribute to a Character's **Defensive Value**, which makes your Character harder to "hit" in combat. Better pieces of Armor will also contribute **Physical Damage Reduction, Magical Damage Reduction,** and **Flat Damage Reduction**. The Weapons a Character is equipped with will, in-turn, determine your Character's available **Attack Actions**. Attack Actions are Weapon dependent, and vary in Action Point costs, damage values, Strike values (accuracy), Critical Hit Range, and Critical Hit bonus damage.

## Records – Your Rank, Bank, Experience, and Fame

As players advance through the game, an FM should make a point of recognizing their Character's achievements. If a venture of Peacekeepers saves their city from a nightmarish horror, their local standing and fame will probably increase. They may be promoted to a higher rank, awarded medals, invited as guests to local functions, or even celebrated in a parade. Higher ranking Amagia have more resources at their disposal, like the ability to call in favors from other chapters, or even institute chapter policy changes, but they also have more responsibilities. A Character will also accrue experience, and level up at certain thresholds, receiving additional Credits, Attribute points, and traits.

# All About Attributes

Attributes are your Character's baseline stats—how capable you are while unaffected by external factors. A Character's Attributes are used to resolve Strike Rolls and Skill Challenges (where a lead Attribute is augmented by pertinent Skills and a dice roll), or Ability Challenges which determine the success of a piece of magic after being modified by an Ability Check (drawing a card from the Ability Deck).

# The Core 4 Attributes

Core Attributes define the four dominant quadrants of a Character, and provide the basis for Derived and Hazard Attributes. Because they are the root of most of a Character's capabilities, Curriculum that improves Core Attributes are typically rarer than bonuses to Derived, or Hazard Attributes.

## Arms – Intrinsic Physical Capabilities



The Character's intrinsic physical abilities, encompassing their raw strength, natural reflexes, flexibility, stamina, and so forth. **Example Arms Skill Challenges**: Pushing a heavy crate. Kicking down a door. Running for your life. Swinging a heavy Weapon like a war hammer. Throwing objects. Contorting to move through a tight space. Performing magic that taxes the user's body beyond its normal limits.

## Gears – Trained Physical Capabilities



The Character's trained physical abilities, encompassing their hand-eye coordination, technique, fine motor control, and general mechanical competence. **Example Gears Skill Challenges**: Legerdemain, prestidigitation, and other forms of hand dancing. Shooting Ranged Weapons. Moving silently. Using magic that requires artifice or other physical implements. Fighting with dexterous Weapons that rely more on finesse than strength.

## Masks – Intrinsic Mental Capabilities



The Character's intrinsic mental abilities, encompassing wit, creativity, imagination, and emotional control/composure. **Example Masks Skill Challenges**: Inspiring a crowd with your words. Telling a convincing lie. Performing magic that involves mastery over one's emotions or spells that require a tremendous amount of creativity. Coming up with a witty remark off the cuff. Comforting a heartbroken child. Using magical armaments fueled by passion.

## Tomes – Trained Mental Capabilities



The Character's trained mental abilities, encompassing analytical intelligence, concentration, knowledge retention, memory, deductive reasoning, and critical thinking. **Example Tomes Skill Challenges**: Magic requiring precise conceptualization and tremendous mental focus. Performing higher mathematics. Using magical armaments that rely on cerebral prowess. Most types of research. Recalling a vital piece of information from your 5th year in the Athenaeum.

# Derived Attributes

Derived Attributes combine or fall between the purview of two Core Attributes. They are an average of the two Attribute values they share, but they can also receive dedicated bonuses from Curriculum. Under certain circumstances, FM may provide players with a choice between a Core Attribute or Derived Attribute for a Challenge. For instance, completing a test with their Tomes Attribute alone, or with their Mental Attribute.



## Physical [Bonuses + (Arms + Gears)/2]

The absolute limits of your Character's physical instrument. Coordination and strength in sync to maximize the output of their Actions. **Example Physical Challenges**: Using Weapons like Swords which benefit equally from strength and finesse, or mechanical armaments that are both heavy and technical. Performing Actions that require fine motor control while taxing the body, such as reloading a gun while running at top speed. Archery. The overwhelming majority of sports.



## Mental [Bonuses + (Masks + Tomes)/2]

This is your Character using 100% of their brain. Wit and creativity married to carefully honed intelligence. **Example Mental Challenges**: Using spells or magical Weaponry that demand both force of personality and complex abstract thinking. Combining analytical might with passion. Cracking linguistic cyphers. Interpreting subjective inputs and producing objectively sound statistical analysis. Predicting or even manipulating a person's behavior through mentalist tricks.



## Instinct [Bonuses + (Arms + Masks)/2]

A Character's deep-seated senses and biological reactions. The deep, feral energy that exists in all of us. **Example Instinct Challenges**: Maintaining your sense of physical selfhood in abstract dimensions like the Veil. Intimidating or seducing people with body language alone. Performing magic involving the body's connection to the broader natural world. Using totemic Weapons, or combat styles that embrace emotional impulses.



## Training [Bonuses + (Tomes + Gears)/2]

Everything the Character has devoted themselves to learning. Abstract comprehension paired with physical competence. **Example Trained Challenges**: Practiced martial maneuvers where intelligence is more important than brute force. Abstract crafting Challenges or structured magic where cerebral precision is more important than artistic expression. Comporting oneself with amagiate esprit de corps. A huge variety of scientific, professional, and academic Challenges.

**Innovation [Bonuses + (Gears + Masks)/2]**
A Character's capacity to successfully apply their creativity to solving practical problems. Mental insight married to trained physical capability. **Examples of Innovation Challenges**: Expressing oneself through illusions, song, or playing musical instruments. Fixing an object with extraneous Materials on hand. Feinting, or quickly improvising in combat. The overwhelming majority of physical crafting Challenges.



**Will [Bonuses + (Tomes + Arms)/2]**
How hard a Character can push their body and mind simultaneously. The sum total of their volition. **Examples of Will Challenges**: Using magic that pits one's Wyrd directly against another entity's magical power. Invoking the power of magical principles or symbolism. Drawing Sympathetic connections between seemingly disparate entities. Asserting metaphysical authority. Marching for miles despite pain and exhaustion.



## Hazard Attributes

Hazard Attributes determine a Character's ability to avoid, withstand, detect and anticipate danger. They are each derived from an average of 3 Core Attributes.

**Agility [Bonuses + (Arms + Gears + Masks)/3]**
Can you dodge a fireball? How about bullets? Agility is the measure of your ability to get out of harm's way quickly. **Examples of Agility Challenges**: Agility is a very common Hazard Challenge in combat, usually employed when trying to mitigate (or completely cancel) the effects of incoming offensive Abilities that can be physically dodged.



**Fortitude [Bonuses + (Arms + Gears + Tomes)/3]**
How much pain, stress, and abuse your mind and body can take in a single sitting. The threshold at which you give out or give up in the face of agony and adversity. **Example Fortitude Challenges**: Fortitude is the flipside of Agility. When a Character cannot dodge an incoming Spell or Ability, they will rely on Fortitude to tank the worst of the pain. In social situations, Fortitude will factor into indulging in alcohol, dubious food, and other questionable substances.





**Attention [Bonuses + (Gears + Tomes + Masks)/3]**
Your trained perception and tactical awareness. Outside combat, Attention will help you notice traps before you spring them, hear danger silently approaching, and notice potential assets or liabilities in the surrounding area. **Example Attention Challenges**: Attention Hazard Challenges are used to see through illusions, shrug off Sensory obscuring effects, assess your opponents' conditions, and detect the approach of enemy allies.



**Intuition [Bonuses + (Arms + Tomes + Masks)/3]**
The luck you make for yourself by listening to your gut. Intuition can be vitally important in social situations, or scenarios involving emotional and mental manipulation. **Example Intuition Challenges**: Gambling. Intuition Hazard Challenges are somewhat rarer in combat, most often involving players resisting Domination magic, Divination spells, Fear effects, or falling for enemy ploys.

What Attribute a player needs to use to complete a specific Skill Challenge is ultimately at the discretion of the Fate Master, but they should consider player's arguments for alternatives, provided they are well-made.



# PLAYER-TRACKED RESOURCES

Primarily in the context of combat, players must track certain resources that represent their Characters' current optionality and survivability.

**Ayo. What? You were *just* running your mouth about dynamic mechanics and—**

When feasible, we vow to release a more heavily automated version of *Anno Amagium* on Echelon in the future to maximize player convenience. But we are a young developer, and this is the best we can do by ourselves, right now. So please "Savor the Jank™" while it lasts. Welcome it into your rituals, knowing they will evolve for the better in the near future.

That said, certain elements of *Anno Amagium*, like the Skill Challenge system, are designed for players and Fate Masters to negotiate and collaborate. Many scenarios are left up to a Fate Master's judgement in ways that full automation would undermine. If your players feel the need for harder rules to 'protect them' from you, you are probably doing something wrong in that role. (That always struck us as a bad faith argument from metagamers and min-maxers looking for exploits, but we digress.)

Also, if you outsource *everything* to computers, you get the Butlerian Jihad. Frank Herbert taught us that. In *DUNE*. You don't want to be a Thinking Machine's bitch, do you? I don't want to be a Thinking Machine's bitch. (We re-digress.)

**TL;DR**: More automation is coming. (More everything is coming!) But there is also something to be said for engaging with the Old Ways of roleplaying. Ticking down Resilience as you come ever closer to that last Wound, like you are striking your own life from the ledger of existence. Feeling the physical heft of dice as you bear the weight of your Character's fate...(here we go digressin' again.)

## Action Points & Reaction Points

Action Points (AP) and Reactions are a crucially important combat resource, as they measure what a Character can do during their turn, and outside their turn, respectively. Each Action in Anno Amagium has an AP Cost, and each Reaction has a Reaction cost. The more complex or time consuming the Action, the more AP or Reactions are required to execute it.



**ACTION POINTS**



**RE-ACTION POINTS**

For example, a Character that wants to engage and Strike an opponent can use the Move Action for 2 AP, and then use the remainder of their AP to use Abilities, Attacks, or other Actions. Alternatively, if an opponent attempts to leave a space that is adjacent to a Character, this will (under most circumstances) trigger an Exploitative Attack; the opportunity to spend RP on specific Reaction Actions, or a legal Attack or Ability Action outside of their turn.

**A single Action Point or Reaction is *roughly* equivalent to one to three seconds of in-universe time**, with the Actions' required effort and complexity accounting for the variance. The number of Action Points available to a player on their turn is dependent on what Initiative Mode they select at the beginning of the round. See the next chapter for more detailed information.

When a Character uses their last AP, their turn ends immediately. When a Character is out of AP and RP, they cannot take Actions of any kind until their next turn.

## Resilience & Wounds

Resilience and Wounds measure a Character's ability to survive and keep fighting in combat. As a Character takes damage from opponents, their Wyrd, stamina, and Armor degrade, which is collectively tracked as Resilience. When a Character runs out of Resilience, they take a Wound. The gunshot actually catches them in the gut, the fireball sets them ablaze, the ogre breaks their ribs, and so on.



**RESILIENCE**



**WOUNDS**

Under most circumstances, Wounds cannot be healed in combat. Fortunately, a Character can only incur one Wound with a single instance of damage (a single Status Effect, Attack, Ability, or Technique). Any additional damage does *not* spill over into their next wound's worth of Resilience.
When a Character suffers their maximum number of Wounds, their body goes into shock, and they are down for the rest of the Combat Encounter. Their teammates can (and should!) attempt to stabilize them, or at least get them out of harm's way, as FM's can inflict long-lasting negatives called Injuries if the downed Character is neglected, or caught in further crossfire. Depending on how seriously they want to run their campaign, FMs can even include permanent Character death as a potential outcome of the Injury Roll.

**Sounds a lot like Health in every other TTRPG. Why call it Resilience?**

Look, you can still call it Health, HP, life, mortal integrity... whatever you want, but the short answer is: stylistic drip. Thematic cohesion. Ludo-narrative flare. In the world of *Anno Amagium*, genuine flesh-healing magic is vanishingly rare and extremely scary! We prefer to frame "damage" as something that is gradually wearing Characters down. Amagia fight with their wyrds even more recklessly than with their bodies, buffering blades and bullets with short bursts of urdic energy, shielding their bodies from spell-fire as they fight back. When that chutzpah runs dry, bad things happen.

## Exus



As a Character exercises their Wyrd, they start to accumulate a magical momentum referred to as Exus. This momentum will typically make a caster's magic more powerful, but also more dangerous. Most magical Abilities have additional effects that trigger if a player is past a certain threshold of Exus as they cast the spell. Certain spells that require a clear head to use will also become impossible to use if a Character exceeds a certain Exus Level.

By default, a Character's Exus limit caps at 100. When they reach that cap, Very Bad Things happen. Those things may also be Very Cool, but they will typically be traumatic and dangerous for the party. The exact nature of these penalties is ultimately left to FM discretion, but common effects can include any combination of the following:

- ◊ Suffering the Stunned status effect for one or multiple turns
- ◊ Losing substantial Resilience, or automatically taking a Wound
- ◊ Suffering negatives to Strike Rolls, Skill Challenge Rolls, and/or Standing Defense Value
- ◊ Suffering hallucinations that makes them target friends over foes

If the story and FM wills it, a player may not immediately face the consequences of their actions. A Character's display of power may catch the fancy of a certain egregore, fae, or other entity. They may awaken to a new ability, or unlock repressed memories. FMs are encouraged to be as flavorful as possible when players touch the limits of their magical capabilities.

## Anima



Anima (singular, Animus,) are spheres of crystal that house ambient spirits of magic. They are semi-sentient knots of energy that can temporarily fuse with a Character's Wyrd to fuel powerful magic known as Contracts.

Characters slot Anima into their Magic Licenses, where they are preserved until use (for more in universe information on Anima, see **Book 2: The World of Anno Amagium**). Under most circumstances, an Animus can be used only once, after which it is typically discarded. Amagiate Peacekeeping Licenses can hold up to 3 Anima in a single cuff, for a total of 6 Anima at once. Most Asfalis licenses can only house 1 Animus per cuff, for a total of 2 Anima.

There is effectively no limit to the variety of Anima that exist, or what players can produce in a campaign. Most simple Contracts are type-agnostic, meaning they can be used with any type of Anima. Other Contracts demand specific Anima, while others will have their effects improved by using specially tailored Anima. Generally speaking, the broader the Anima type, the broader its potential applications. But the more specific an Anima is, the more powerful it will be when put to its intended purpose.

For more information on Anima, see Chapter V: Abilities – Magic and Techniques.

## Other Resources

Players can gain access to other trackable resources through Curriculum unlocks and traits. These resources can be used by certain Actions or Abilities for a wide variety of effects. Additional resources earned in combat decay under different circumstances and rates. Some common additional resources are listed below.

**Flow** is a Character's attunement to the physical and magical rhythms of battle. It accrues when a player takes certain Actions or achieves certain feats in combat. (Unlocked through "Blade Dancer" and "Tidalist" Curriculum.)

**Prescience** allows a Character to briefly peer into the very near future and adjust their Actions accordingly. It is gained when a Character wakes after eight hours of rest. (Unlocked through "Diviner" and "Battleseer" Curriculum.)

**Rage** is raw wrath that can be directed toward physical or magical might. It accrues when a Character takes certain Actions or achieves certain feats in combat. (Unlocked through "Berserker" and "Wrathcasting" Curriculum.)

**Get Lucky Charges** can be used to reroll Strike or Challenge Rolls and are gained when a Character wakes after eight hours of rest and persists until they are spent or reset after another rest. (Unlocked through the "Fortunate One" acquired trait.)

**Urdic Constitution** is a measure of how many magical substances a player can ingest before they begin to suffer severe consequences. Consuming alchemical products typically takes up Urdic Constitution, which recovers at a rate of one point per hour. All players have 4 Urdic Constitution by default, but Curriculum pertinent to Alchemy can increase this limit.

Resource decay rules for other additional resources are detailed with the curriculums or traits that unlock them.



# THE ABILITY DECK

The Ability Deck is an expression of how your Character fairs under pressure, in the thick of battle. Each Ability Card represents an approach to an attempted Spell or Technique, modifying your Core Attributes. By default, a standard deck contains 40 Ability Cards. Once drawn, Ability Cards automatically increase or decrease a Character's Core Attributes by the values shown, or trigger a specific effect as per the card's text.

When a Character draws an Ability Card, it is "slotted" into that Character's sheet. Character sheets have three Ability Card slots, and a slotted card's effects persist until the card is discarded. Cards move from the leftmost slot on the Character sheet to the next slot on the right. When a fourth card is drawn, the rightmost card is Discarded.

Using a Focus Action causes a player to immediately draw and discard an Ability Cards (rather than being "slotted"), to reduce a Character's Exus level by the card's Focus Value.

# Ability Card Legend

## Card Title
The name of this card. Decks can contain multiple cards with the same title.




## Ability Check Slot Effects
These are the effects a card has on a Character Sheet when drawn as part of an Ability Check. Most cards provide bonuses or maluses to a Characters Core Attributes. Certain cards will have other, immediate effects, such as automatic Critical Successes and Failure.

### Positive Attribute Value Modifiers
The positive Attribute modifiers this card applies when slotted. In this case, the card provides 20 points to both the Masks and Tomes Attributes. Not all cards will provide positive bonuses.

### Negative Attribute Value Modifiers
The negative Attribute modifiers this card applies when slotted. In this case, the card reduces both the Arms and Gears Attributes by 10. Not all cards will provide maluses.

## Focus Value
The amount of Exus that is reduced when a card is drawn and immediately discarded during a Focus check. Certain negative cards will actually increase a player's Exus. For this reason, it is best to use Focus Actions semi-regularly in combat to avoid quickly going over your Exus limit.

# Starting Ability Cards

The Standard Ability Deck is comprised of Ability Cards with the following values:

| Card No. | Card Title | Arms | Gears | Masks | Tomes | Focus |
|---|---|---|---|---|---|---|
| 1 | Strong | 10 | 0 | 0 | 0 | Exus -5 |
| 2 | Strong | 10 | 0 | 0 | 0 | Exus -5 |
| 3 | Proficient | 0 | 10 | 0 | 0 | Exus -5 |
| 4 | Proficient | 0 | 10 | 0 | 0 | Exus -5 |
| 5 | Clever | 0 | 0 | 10 | 0 | Exus -5 |
| 6 | Clever | 0 | 0 | 10 | 0 | Exus -5 |
| 7 | Smart | 0 | 0 | 0 | 10 | Exus -5 |
| 8 | Smart | 0 | 0 | 0 | 10 | Exus -5 |
| 9 | Forceful | 20 | -5 | -5 | -5 | Exus -10 |
| 10 | Technical | -5 | 20 | -5 | -5 | Exus -10 |
| 11 | Creative | -5 | -5 | 20 | -5 | Exus -10 |
| 12 | Learned | -5 | -5 | -5 | 20 | Exus -10 |
| 13 | Indomitable | 20 | 20 | 20 | 20 | Exus -20 |
| 14 | Indomitable | 20 | 20 | 20 | 20 | Exus -20 |
| 15 | Inept | -20 | -20 | -20 | -20 | Exus +5 |
| 16 | Inept | -20 | -20 | -20 | -20 | Exus +5 |
| 17 | Critical | 0 | 0 | 0 | 0 | Exus -20 |
| 18 | Critical | 0 | 0 | 0 | 0 | Exus -20 |
| 19 | Critical | 0 | 0 | 0 | 0 | Exus -20 |
| 20 | Failure | 0 | 0 | 0 | 0 | Exus +10 |
| 21 | Failure | 0 | 0 | 0 | 0 | Exus +10 |
| 22 | Failure | 0 | 0 | 0 | 0 | Exus +10 |
| 23 | Neutral | 0 | 0 | 0 | 0 | Exus -5 |
| 24 | Neutral | 0 | 0 | 0 | 0 | Exus -5 |
| 25 | Neutral | 0 | 0 | 0 | 0 | Exus -5 |
| 26 | Neutral | 0 | 0 | 0 | 0 | Exus -5 |
| 27 | Shrewd | -10 | -10 | 20 | 20 | Exus -10 |
| 28 | Meticulous | -10 | 20 | -10 | 20 | Exus -10 |
| 29 | Honed | 20 | 20 | -10 | -10 | Exus -10 |
| 30 | Ingenious | -10 | 20 | 20 | -10 | Exus -10 |
| 31 | Graceful | 20 | -10 | 20 | -10 | Exus -10 |
| 32 | Strategic | 20 | -10 | -10 | 20 | Exus -10 |
| 33 | Mighty | 30 | 0 | 0 | -10 | Exus -15 |
| 34 | Deft | 0 | 30 | -10 | 0 | Exus -15 |
| 35 | Inspired | -10 | 0 | 30 | 0 | Exus -15 |
| 36 | Brilliant | 0 | -10 | 0 | 30 | Exus -15 |
| 37 | Compelling | 10 | 10 | 10 | -10 | Exus -15 |
| 38 | Dispassionate | 10 | 10 | -10 | 10 | Exus -15 |
| 39 | Tactical | 10 | -10 | 10 | 10 | Exus -15 |
| 40 | Delicate | -10 | 10 | 10 | 10 | Exus -15 |

## Ability Deck Refinements

Ability Deck Refinements allow players to tailor their Ability Deck to a specific playstyle. Characters who rely on physical brawn will want to include more cards that boost the Arms Attribute, and mitigate cards that cause it to take negatives. All Characters will benefit from Refinements that eliminate "Critical Failure" or "Inept" Cards, though such upgrades generally require 2 or more Refinements to purchase. Some Refinements can be chosen multiple times to repeat their effects.

For a full list of Ability Deck Refinements, see **Book 3 - Character Building**, Chapter 5.

# Concerning Curriculum

Curriculums are the fundamental building blocks of a Character's optionality in *Anno Amagium*. Players can spend Credits to buy Curriculum at the beginning or ending of a session, unless the game was paused mid-combat, in which case the players will need to conclude combat before they may buy more Abilities. Each Curriculum has a Credit cost ranging from 1 to 15.

By default, there are no restrictions on what Curriculum a Character can purchase. That said, FMs may impose additional restrictions on what Curriculum a player may purchase, especially if a player is controlling an Asfalis Character without formal magic training. Additionally, many advanced curriculums have prerequisites (typically unlocking other Curriculum) that must be satisfied before a player can learn more advanced magic, Skills, and so on.

Curriculums improve Characters in three ways. First, they provide permanent, passive **Improvements** to a Character. Secondly, they unlock new **Active Unlocks** that increase the number of options available to a player in and outside of combat. Finally, they can unlock toggleable **Modifiers** that allow a Character to fine tune their Actions and playstyle on a situational basis.

Character Improvements are listed at the top of a Curriculum file, followed by Active Unlocks, and concluding with Optional Modifiers.

## Character Improvements

These are exactly what they sound like: permanent bonuses to a Character's Core stats.

**Stat Bonuses:** Certain curriculums offer minor bonuses to certain Character stats, such as base Resilience per wound, Character defenses, etc.

**Passive Bonuses:** Miscellaneous benefits that are always in effect or come into effect when certain conditions are met, like being able to breathe underwater, gaining an extra base step of movement, or AP reductions for specific Actions.

**Skill Bonuses:** Passive bonuses that improve the base results of a Skill Challenge (paired with the values of a specified Attribute and dice roll).

## Active Unlocks

"Active" refers to a player's ability to actively take these Actions in combat.

**Abilities/Techniques:** Abilities are Actions that require a player to perform by an Ability Check. Techniques are similar, but their Ability Check must be preceded by a Skill Challenge or Strike Roll before an Ability Check can be made.

**Actions:** New basic Actions that players can perform during their turn.

**Reactions:** These Actions can be used outside your turn by consuming Reaction Points.

## Optional Modifiers

Optional modifiers are precisely that; tweaks a player can make to specific Actions, Abilities, or their Character as a whole. A player must specify when they apply an optional modifier to an Action *before* they make a Strike Roll, Skill Challenge Roll, or Ability Check.

**Styles:** An optional Character-state that provides unique bonuses in combat. Only one Style can be active at one time.

# Traits in Detail

Traits are very similar to Feats from *Dungeons & Dragons* or Perks from *Fallout*. The major wrinkle to the system is that there are neutral (zero cost) Traits that you can elect to incorporate upon Character creation, or even handicap traits you can incur to gain extra trait points.

## Acquired Traits

Acquired Traits typically provide powerful and characterful Passive Effects, or unlock unique Active Abilities that cannot be obtained through any other means. A Character gains two traits upon Character creation, and one trait every time they level up.

## Fundamental Traits

Fundamental traits must be chosen at Character creation, because they are either genetic or otherwise foundational in nature. A player can take up to two fundamental traits, pending FM approval. Fundamental Traits, like most naturally bestowed gifts, generally have some positives and negatives to them. A Character can select up to 2 handicap traits, which will impose situational negatives on a Character, in exchange for gaining an extra trait point which can be spent on Acquired traits.

## Special Traits

Special Traits can only be acquired at Character creation by FM discretion, or after meeting specific in-game criteria over the course of the campaign. Like fundamental traits, these traits tend to be mixed blessings, as they are the result of life-altering consequences or Character-defining decisions. A player can take certain Special Traits upon Character creation in addition to their other traits at FM discretion.

# Armaments & Equipment

A Character's clothes, Weapons, and available Tools provide them with increased efficacy and optionality—and speak volumes about their personality. One can play to stereotypes ("He's a sneaky little bugger with lockpicks...) or subvert them as they see fit ("...who wields a colossal Warhammer!").

Most "normal" Amagia, wear standard issue uniforms. "Normal" is also a fleeting condition, for most Amagia. It is not uncommon for duty officers to be seen wearing rogue pieces of Armor. It is common for Tactical Magic and Weapons teams to wear entire suits of Armor, or mismatched but very specifically chosen pieces of Equipment, with each piece of accoutrement providing a specific magical (or stylistic) benefit.

Asfalis people wear a slightly broader range of clothing than you would encounter in reality. Every contemporary style in our world has a proxy—as if it were seen through a fantasy looking-glass. Also, a broader range of "extinct" religions and cultures have been preserved by the Amagium, and have made waves in fashion accordingly.

## Weapon Class & Type Tags

In a game where combat has a central role, Weapons play an enormous role in establishing a Character's personality. Is it functional? Ostentatious? Bizarre? Pedestrian? Just for show? Amagia have cause to use a variety of melee, Ranged, and purely magical Weapons in the course of duty.

### What About Guns?

Why do Keepers bother with Swords, Axes, maces, and other god-awful instruments of butchery when guns exist? Well, in a world where a spell can grant a person the reflexes to dodge bullets, or block their impact altogether, melee Weapons become a more viable offensive option. Furthermore, ripperswords and colossal hammers tend to do more damage to regenerating monstrum or Fae than 9mm parabellum. Many egregores cannot be harmed by modern Ranged Weapons. As a result, it is common for Amagia to be accustomed to using three or more different Weapons to cover different circumstances—some stranger than others.

There are 10 broad Weapon Class Tags, further subdivided by 41 total Weapon Type Tags in *Anno Amagium* . And we're just warming up with the base game. Classes and Types are primarily used for subdividing martial Weapon Curriculum, though each class and type also has some specific characteristics.

**BLADED WEAPONS**
- ◊ Fencing Weapons
- ◊ Small Blades
- ◊ Swords

**DEFENSIVE WEAPONS**
- ◊ Hard Shields
- ◊ Soft Shields
- ◊ Thrusting Shields

**FLEXIBLE WEAPONS**
- ◊ Strands
- ◊ Flails

**FIREARMS**
- ◊ Anima Cannons
- ◊ Assault Rifles
- ◊ Modular Projectile Systems
- ◊ Sidearms
- ◊ Shotguns
- ◊ Submachine Guns
- ◊ Sniper Rifles
- ◊ Sorcery-Assisted Rifles

**MAGIC WEAPONS**
- ◊ Elemental
- ◊ Foci
- ◊ Sympathetic
- ◊ Telekinetic

**PHYSIQUE WEAPONS**
- ◊ Artificed Prosthesis (Arm)
- ◊ Artificed Prosthesis (Leg)
- ◊ Bootknives
- ◊ Martial Arts

**PROJECTILE WEAPONS**
- ◊ Bows
- ◊ Crossbows
- ◊ Thrown

**REACH WEAPONS**
- ◊ Polearms
- ◊ Staves

**UNIQUE WEAPONS**
- ◊ Garrote Wire Darts
- ◊ Hook Swords
- ◊ Kusarigama
- ◊ Mists & Dusts
- ◊ Razorsaws
- ◊ Sinew Blades
- ◊ Scissors
- ◊ Scythes
- ◊ Triggerblades

**WEIGHTED WEAPONS**
- ◊ Axes
- ◊ Bludgeons

For more information on Weapons, refer to the next chapter, and Chapter VI.

## Armor and Clothing

A Character's attire comprises the Core of their defense, and also heavily influences the way the world at large sees a Character.

Amagia in uniform demand the same sort of respect and wariness as other law enforcement officers—except these law enforcement officers can call lightning down from on high and raise granite golems to do their bidding. Most Asfalis people are afraid of Amagia, and the cultural context of their uniforms magnifies that reaction.

Most clothes and some Weapons will provide a meager amount of Defense Value, making a Character that much likelier to avoid taking damage. Obviously, attire designed for combat, like a peacekeeper's plis d'armure uniform, will provide a more substantial bonus. And who knows what other strange protective implements you may encounter in the course of your travels!

In addition, to make a Character harder to hit, certain pieces of Armor will grant protection to mitigate the total amount of incoming damage, depending on what type of damage is being dealt. This is referred to as **Damage Reduction (DR)**.

Refer to the next chapter for more information on Damage Reduction calculations. For a list of example Armor values and benefits, jump to Chapter VI.

# Character Creation & Advancement

When joining a campaign, we strongly recommend Fate Masters and players hold a "Session Zero" before starting their campaign. This gives players the opportunity to feel out their Characters, and develop them in collaboration with the FM and each other.

## Standardized Starting Stats

Each player starts their Characters with the following standardized values, discretionary points, and decisions to make.

### Attributes

- **150 Attribute Points**, which can be distributed between the 4 Core Attributes in 5-point increments

### Credits

- **50 Credits** to learn Curriculum

### Ability Deck

- A **40-Card Ability Deck** that players can apply refinements to when they level up

### Traits

- **Traits**: Powerful and characterful permanent modifiers
  - **Up to 2 Fundamental Traits** which can only be taken at Character creation
  - **2 Acquired Traits** selected from the Acquired Trait List

### Resources

- **7 Resilience and 3 Wounds**, which constitute the Character's survivability
- **An Exus Cap of 100**, which is how far a Character can go before they encounter the truly dire consequences of using magic

### Equipment

- For Amagiate Characters: 1 melee armament, 1 ranged armament, and 1 magic armament of their choosing within FM discretion. For Asfalis Characters: 1 Weapon at FM discretion
- An amagiate uniform or Asfalis attire at FM discretion
- Other personal belongings and lodgings at FM discretionS

## Leveling Up & Level Bonuses

One of the great joys of tabletop roleplaying is customizing and powering up your Character throughout the campaign. As the party defeats enemies, solves mysteries, and successfully completes adventures, they will gain experience and Renown.

By default, FMs determine when the entire party advance to the next level based on milestones and missions completed. As an alternative, house rules can be implemented to assign Character's experience points when opponents are defeated.

Players progress on a level system from 1 to 10. Every level provides the following benefits:

- 10 Credits
- 2 Resilience per Wound
- 2 Ability Refinements
- 1 Trait

### Additionally:

- Each even level provides +1 Base True Damage and 5 Attribute Points
- Each odd level provides +1 Flat Damage Resistance
- Every fifth level provides +1 Maximum Wound

## Amagiate Rank

**As Characters make arrests, complete objectives, and secure evidence, they may rise in Rank in the Keeping Force.** When a Character Ranks up, they receive 10 Credits to learn new curricula, and increase their requisition Rank, allowing them to gain more specialized Tools for their job. Additional Credits can be awarded as commendations for clearing missions at FM discretion.

# CHAPTER III:
# ACTIONS & COMBAT

# In-Game Communication

Characters can speak freely during their turn for a few seconds. An FM may impose Skill Challenge rolls if the Character is attempting to persuade or intimidate foes mid-combat, and if the player fails, the FM can rule that their opponents may make Exploitative Attacks against the speaker. **Players should also not speak in-Character outside their turn, unless they spend 1 Reaction Point to do so.** However, if players' minds are telepathically linked by a spell, such as "Like Minds," players can discuss and coordinate their turns in more detail without need for spending AP or RP.

**A Word on Out-of-Character Advice and Coaching**

While FMs and players should be patient with new players who are still learning the Core rules, players generally should not interfere with, coach, or micromanage another player's turn. It can potentially inhibit their autonomy, it is unrealistic in a combat situation, and it constitutes full-on metagaming. Not knowing what your allies have planned is part of the fun. Embrace uncertainty!

# Action Types & Default Actions

Almost everything a Character does in Anno Amagium can be broken down into a sequence of discrete Actions. Below are the Core Actions that every Character can perform at the beginning of the game, regardless of what Curriculum the Character has unlocked.

## Simple Actions

Simple Actions are Actions that have a fixed AP Cost. Most default simple Actions do not have other costs associated with them, but Curriculum can unlock Abilities that require Exus gain or spending other resources.

**Arrest: Initiate an Arrest Challenge against a sentient opponent for 3AP.** The Character may attempt to physically overpower an opponent (Physical Challenge + Pertinent Skills), or persuade them to surrender (Mental Challenge + Pertinent Skills). It should be noted that some sentient opponents can be Immune to arrest (even with a Critical Challenge check) at FM discretion, though an FM should caution their players of this *before* they attempt the Action.

# Combat Structure

Combat in *Anno Amagium* plays out over square-gridded battle maps, with miniatures or tokens to mark entities. It is structured into repeated, teamwide turns between player Characters and NPCs potentially including allies, bystanders, and opponents. Each of these factions has a single turn.

**Why Team-Wide Turns?**

In our experience, we have found that players are more engaged when there is less choppiness between the Fate Master's and party's turns. There is also less risk of accidentally skipping an entity's turn.

## Starting Combat & Initiative Modes

Combat begins when a Character or NPC performs a Hostile Action against another entity. The attacker's faction almost always goes first. A complete set of faction-wide turns is referred to as a **Round** of combat. At the start of a round, each Character must declare an **Initiative Mode**, which determines how proactive and aggressive a Character is going to be during their turn.

| Initiative Mode | Turn Order | Action Points | Reaction Points | Flat Damage Reduction |
|---|---|---|---|---|
| Aggressive | First Block | 7 AP | 2 RP | 0 |
| Balanced | Second Block | 5 AP | 3 RP | 1 |
| Cautious | Third Block | 3 AP | 4 RP | 2 |

Adopting an **Aggressive Mode** means the Character will prioritize proactive behavior such as attacking, and spellcasting. They start their turn with the maximum number of Action Points available (7 by Default). They also move in the first "Block" of the teamwide turns. The trade-off is that Aggressive Characters gain no bonus Damage Reduction, and they only have 2 Reaction Points for off-turn Actions.

The **Balanced Mode** is the middle ground of initiative, allotting 5 Action Points, 3 Reaction Points, and 1 Flat Damage Reduction (all by default values). Balanced Characters will take their turns immediately after the last Aggressive Character has spent their last AP.

Players who want to defend or delay their reactions should select **Cautious Mode**. With only 3 AP at their disposal, cautious Characters can make a single Move or Attack Action, or cast a simple spell, but they have the most Reaction Points at their disposal, allowing them to perform more-involved Exploitative Attacks and devastating Counter Abilities. They also receive 2 Flat Damage reduction to all incoming Attacks.

Multiple players who want to go first within their Initiative Mode's turn block should roll off with D100s to determine a definitive order.

**High Die Initiative Option**

Parties who prefer a more traditional, high-roll turn-order system can easily do so by rolling D100s at the start of combat, or on a round-by-round basis. Players will still need to declare their Initiative Mode for the purposes of determining AP, RP, and bonus FDR, however.

## Turn Phases

Both FM and Player Character turns resolve effects and follow the structure detailed below.

**Start Phase:** Any pre-existing effects specifying "At start of turn" take place automatically, and must happen before any other Actions. If multiple effects occur at the start of a turn, they are resolved in this order:

1. Spell effects triggering or expiring on turn start (in order of their application)
2. Every instance of Resilience loss, followed by every instance of Resilience recovery
3. Exus gain followed by Exus reduction

**Main Phase:** The main phase is where the entity spends their AP on Actions, including Moving, Attacking opponents, attempting Skill Challenges or Ability Checks, Using Consumable items or features of the map, and more. Each Action has a unique flow, described in detail in the next section.

**End Phase:** When the player is out of AP, their turn ends immediately. A player can also elect to end their turn early if they do not have AP they can put to good use. Any and all effects specified "On Turn End" are resolved in the following order.

1. Spell effects triggering or expiring on turn end (In order of their application)
2. Resilience loss followed by Resilience recovery
3. Exus gain followed by Exus reduction

Once these changes have been calculated, the next entity in the initiative block starts their turn.

Typically, opponents will be more resistant to arrest when they are healthy, or when they have a numbers advantage over the party.

Only certain opponents can be arrested, as determined by their Tags and intelligence—typically, only sentient, humanoid opponents can be arrested, though there are exceptions. Arrestable opponents must be at or below a certain level of Resilience/sustained wounds to be arrestable, and the FM does *not* need to disclose this value to players. In combat, players can elect to make a 1AP Perception or Awareness Challenge Roll on their turn to assess an opponent's current condition and determine whether an arrest is likely to succeed.

**Center: Clear all active Ability Cards for 2AP.** Centering is an important but costly last resort that prevents Characters from getting buried in an Attribute deficit if they consecutively draw cards with substantial negative modifiers.

**Focus: Draw an Ability card to adjust Exus equal to the card's listed Focus stat, for 2AP.** The Focus Action is one of the most important and regularly used Simple Actions in a player's arsenal, as it allows players to reduce Exus—a self-destructive magical momentum that accumulates as people use magic. The Ability Card's Focus stat, shown at the bottom of the card, specifies how effective the Focus Action is at reducing Exus.

### The Dangers of Exus

Any magical Action a Character makes (beyond emanating for speech), raises their Exus value. At higher Exus values, spells will increase in power, but such power is often accompanied by undesirable side-effects, such as self-inflicted damage or Banes. Furthermore, an Ability's base Exus cost will increase at certain thresholds, which can result in Exus uncontrollably snowballing. If a Character reaches their Exus limit, they will be Stunned, and likely suffer more serious consequences at FM discretion.

**Move: Move your Character a number of meters up to their base movement speed for 3AP.** Movement in Anno Amagium uses a standard TTRPG grid system. Each space on a map grid is equal to 1 square meter, and players may move 5 spaces for 3AP by default. This Action can be performed multiple times. If you attempt to exit a space with adjacent opponents aware of your presence, you provoke Exploitative Attacks from them by default.

Players can move orthogonally at a 1:1 rate of movement value per space, while moving at a diagonal angle requires 1.5 meters of movement. There is no use or refund for 0.5 remaining meters of movement.

The FM may call out certain parts of a map as having Difficult Terrain, such as vines, adhesives, mud, thick brush, deep snow, and so forth. Starting a Move Action in Difficult Terrain increases the base AP Cost by 1. In other cases, obstacles (low walls, tables, etc.) can reduce the number of meters a Character can move. Typically, spaces with obstacles cost one extra meter of movement to traverse.

Players' movement speed can be modified by certain Skill Challenges such as Sprinting, Sneaking, or certain spell effects. For more information, see the "Movement and Positioning" section below.

**Pass Item: Characters with a free or free-able hand can pass an item to an adjacent Character for 1AP. The Character they are passing to must also have 1RP to receive the item,** else the item will be dropped in their space. If either Character's hands are full, they must drop or sheathe an item before passing or receiving a different item.

**Shove/Drag: Characters can use strength and leverage (Physical) or telekinesis (Mental) to shove or drag another adjacent entity by one space.** The Character initiating movement will trigger a contested Strength Challenge against their opponent. Factors to consider when trying to move an opponent are their size (see "Size Classes"), shape, and strength, which can provide bonuses or maluses to the Challenge at FM discretion. Most moderately sized inanimate objects (like furniture) can be pushed one meter for just 1AP, but heavier objects (like full crates or large statues) may require more AP and a Skill Challenge.

If the Character succeeds in their contested Challenge, move the pushed entity one orthogonal space away from the Character, or place the pulled entity into your former space, with the Character moving to any adjacent open square. If a Character fails their Shove or Drag Challenge, neither entity moves, and the Character who attempted the Action exposes themselves to exploitative Attacks from all adjacent opponents. Movement caused by pushing and shoving opponents cannot trigger exploitative Attacks from adjacent allies.

Entities can be shoved into traps, hazardous areas, or over ledges. If the opponent collides with an impassible barrier or another unit, they will take 1 True Damage and remain in the same space. Similarly, Immobilized opponents will take 1 True Damage if shoved or pulled.

**Step: Step into an open, adjacent space in any direction for 1AP.** A Step Action is not affected by the 1.5-meter rate limit that is applied to diagonal moves in Move Actions, but it can only be performed once per turn. Characters cannot take Step Actions when standing in Difficult Terrain. Moving away from adjacent opponents who are aware of your presence will provoke an Exploitative Attack from them by default. For more information, see "Movement and Positioning" below.

**Switch: Switch between your equipped Weapon sets for 2AP.** By default, you will provoke Exploitative Attacks from adjacent opponents when switching Weapons. Initially drawing Weapons (if the combat catches the party off-guard) costs only 1AP. While Characters can drop a held item for free, removing a piece of Worn Equipment requires 4AP and exposes the player to Exploitative Attacks from all adjacent opponents.

## Variable Actions

Variable Actions are the most complex Actions available to players, possessing variable AP costs depending on a number of factors.

**Attack: Make an Attack listed with the Weapon set you are currently wielding.** This entails making a Strike Roll on a D100, modified by a Character's Base Strike Bonus and the Difficulty of their specified Attack Action. If the Character's Strike Roll value exceeds the target opponent's Defense Value, the Attack hits, damage is dealt, and any additional effects are inflicted. See "Attacks" below for more information.

**Attempt Ability: Try to use an Ability from your Character's Grimoire.** A Character must pay all costs associated with an Ability, such as Exus gain and Anima. They must then make an Ability Check, by drawing an Ability Card. The ultimate effects of the Ability will correspond to the outcome of the Character's total Ability Check.

Techniques also require players to make a Strike Roll or Skill Challenge *before* they may make their Ability Check. If the Strike Roll hits, or the Skill Challenge succeeds, the player deals damage as usual, then draws an Ability Card to determine the Technique's ultimate outcome. See "Abilities" below for more information, and "Chapter 5: Abilities – Magic and Techniques" for a deep dive on the topic.

**Attempt Skill Challenge: Specify a skilled Action for your Character to attempt.** After the player describes their intentions to the FM, the FM will specify which Skills will be tested, and the total AP Cost the Skills require.

For each discrete Challenge, roll a D100. Depending on the nature of the Challenge, you may expose yourself to Exploitative Attacks from Adjacent opponents, though an FM should announce this to players *before* they undertake the check. The Movement & Positioning section below has several examples of Skill Challenges, and for more detailed information, see the next chapter.

**Use/Interact: Attempt to interact with nearby objects or other features of your surroundings.** The FM will specify which Skills will be tested, and the total AP Cost. Depending on the nature of the interaction, you may expose yourself to Exploitative Attacks from adjacent opponents.

## Reactions

Reactions can only be performed outside of a Character's turn. Typically, they must be triggered in response to specific Actions from an opponent. For more information, see "Defense & Reactions" below.

**Exploitative Attack: If an opponent exposes themselves to an exploitative Attack, you may make a Strike Roll or use an offensive Ability with an AP Cost equal to your available RP.** Below are some examples of Actions that will trigger exploitative Attacks from adjacent opponents:

- ◊ Critically missing (rolling a natural 00-04) with a Strike Roll
- ◊ Moving away from adjacent opponents from any space other than their blind-spot
- ◊ Using the Center Action while adjacent to an opponent
- ◊ Using the Focus Action while adjacent to an opponent
- ◊ Using an item (from your inventory, or on the map) while adjacent to an opponent
- ◊ Using the Pass Action while adjacent to an opponent
- ◊ Using the Switch Action while adjacent to an opponent
- ◊ Other Actions pending circumstances and FM discretion

**Take Cover: When targeted by a Ranged Attack or Ability, the player may attempt to hide behind Cover to reduce, or negate the Attack's effects.** The mitigation provided depends on the quality of Cover present and FM's discretion. A Character cannot take Cover from Melee Attacks, including reach Weapons.

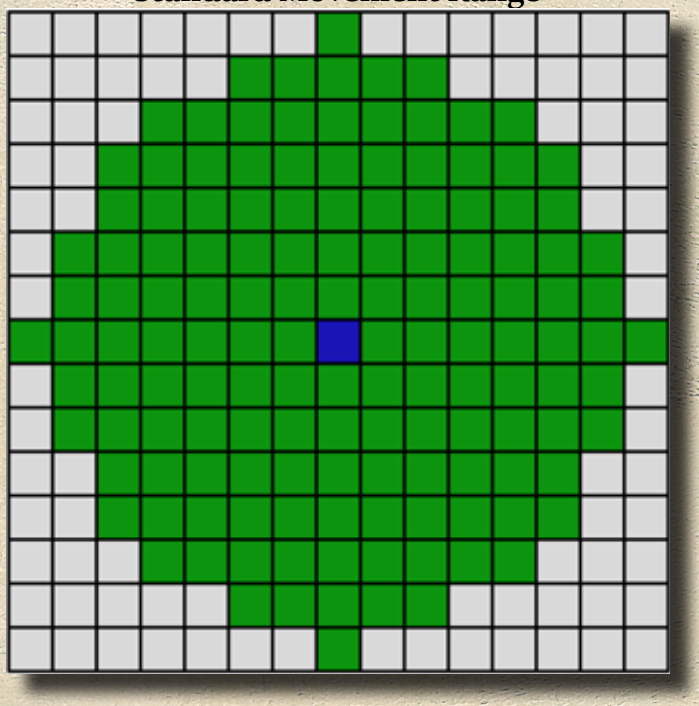
More varied and specific reactions can be unlocked by curricula.

# Movement & Positioning

Movement is one of the most foundational and important aspects of Anno Amagium's combat. It can open up firing lines for powerful spells, get a Character close enough to Strike opponents with melee Weapons, or allow them to escape danger.

Each space on a map grid is equal to 1 square meter, and players may move 7 spaces for 3AP by default, though temporary spell effects and Curriculum passives can boost movement rates. Players can move orthogonally at a 1:1 rate of movement value, while moving at a diagonal angle requires 1.5 areas of movement (otherwise diagonal movement becomes more AP efficient, dis-incentivizing orthogonal movement altogether). There is no use or AP refund for having 0.5 meters of movement.

**Standard Movement Range**



Characters cannot move through neutral NPCs, or Characters who are adjacent to hostile NPCs. Characters can move through Characters who are not adjacent to hostile NPCs.

Move Actions cannot be interrupted by other Actions (unless the entity has the "Strider" trait). For example, a Character cannot take three steps, make an Attack Action, and then take their remaining four steps of movement. (A Character in the Aggressive Initiative Mode can take a Move Action, perform a 1 AP Action, and then make a second Move Action, however.)

# Facings

A humanoid Character can face in one of eight directions by default. The space directly behind a Character's facing is their **blind-spot**, and the two rear diagonals are **flanks**. Certain Abilities (most commonly "Vital Strike" Tagged Abilities) can only be made from an opponent's flank or blind-spot.

### Facings Chart

| | | |
|---|---|---|
| Left Frontal | Frontal | Right Frontal |
| Left Side | Entity | Right Side |
| Left Flank | Blind-spot | Right Flank |

Attacks from a Character's blind-spot provide a +30 bonus to the attacker's Strike Rolls. Strike Rolls from a Character's flank provide a +15 Strike Bonus. Attacks from the other 5 squares receive no bonus or malus from position. Ranged Attacks can also benefit from flanks and blind-spot bonuses.

# Movement Types and Modifiers

A player will normally move by running from one point of the battle field to another, but there are circumstances where players may need to scale walls, or leap over obstacles.

**Climbing**: Climbing requires a Movement Action. When presented with ladders or other obvious handholds, a player can ascend (or climb laterally) at the same rate they can run. If a player is attempting to scale a shear, cliff face, or other vertical plane, they will have to attempt a Physical Challenge modified by pertinent Skills.

| Climbing Challenge Result | Meters of Ascent |
|---|---|
| Critical Failure (Roll of 00-04) | Character falls prone and suffers 1 True Damage per meter fallen. |
| 05-70 (Total) | Character climbs 2 meters. |
| 71-80 (Total) | Character climbs 3 meters. |
| 81-90 (Total) | Character climbs 4 meters. |
| 91-119 (Total) | Character climbs 5 meters. |
| 120+ (Total) | Character climbs 6 meters. |
| Critical Success (Roll of 95-99) | Character climbs 7 meters. |

**Flying**: Under normal circumstances, player Characters are unable to fly, but with magic, or enchanted Equipment, flight is possible. Spells that bestow flying will typically specify a fly speed, but unless otherwise specified, players move at their normal rate of distance while airborne.

A Character is not subject to any special terrain hazards and movement penalties while flying at any height, including basic levitation, and they can pass over impassable terrain such as pits and pools of magma. In most cases, leaving areas threatened by adjacent opponents while flying does not provoke exploitative Melee Attacks, though there are exceptions for larger opponents, and opponents with Ranged Weapons.

If an entity is struck mid-flight by a Critical Hit, or an Attack specifically intended to ground flying targets, they immediately fall prone, suffering 1 True Damage (TDMG) for each meter above the ground they fall.

**Jumping**: A Character may spend 2AP to perform a standing leap, or jump at the end of a movement Action for additional 1AP. In both cases, the player will roll a Jump Challenge (Physical Attribute roll modified by pertinent Skills).

| Jumping Challenge Result | Meters Jumped |
|---|---|
| Critical Fail (Roll of 00-04) | Character falls prone in the space ahead of them. |
| 05-50 (Total) | Character jumps 2 meters. |
| 51-60 (Total) | Character Jumps 3 meters. |
| 61-120 (Total) | Character Jumps 4 meters. |
| 120+ (Total) | Character Jumps 5 meters. |
| Critical Success (Roll of 95-99) | Character jumps 6 meters. |

### Running Jumps

If the Character is moving or finishing a Move Action at the time of the jump, they will jump one extra space in the direction of their Path, provided they do not roll a Critical Failure. If the Character is Sprinting (via a Sprint Challenge), the Character will jump two extra spaces (again, as long as they do not critically fail on their roll).

**Sneaking**: A Character can stealthily move 3 meters by default, provided that they are unseen and local opponents are unaware of them. Opponents will be permitted to make Attention Challenges that will compete with the player's Stealth Challenge, however. If an opponent's Attention Challenge total meets or exceeds the Character's Stealth Challenge total, they will detect the Character.

| Sneaking Challenge Result | Meters of Stealthy Movement |
|---|---|
| Critical Failure (Roll of 00-04) | No stealth, enemies alerted, the Character may move a full 7 meters. |
| 05-50 (Total) | 4 meters of stealthy movement. |
| 51-90 (Total) | 5 meters of stealthy movement. |
| 91-119 (Total) | 6 meters of stealthy movement. |
| 120+ (Total) | 6 meters of stealthy movement and opponents roll Attention Challenges against Prejudice. |
| Critical Success (Roll of 95-99) | 7 meters of stealthy movement and opponents automatically fail their Attention Challenges. |

If a Character is wearing Equipment specifically suited for stealth, or wearing noisy, bulky Equipment (like a suit of Armor) an FM may grant bonuses or impose maluses on a Character's Stealth rolls.

**Sprinting**: Characters can attempt a Sprint Challenge (Physical + Pertinent Skills) during their move Action for 1 additional AP to move further than normal.

| Sprinting Challenge Result | Meters of Bonus Movement |
|---|---|
| Critical Failure (Roll of 00-04) | The Character stumbles and moves -2 meters of their normal movement Range. |
| 05-50 (Total) | 2 meters of additional movement. |
| 51-90 (Total) | 3 meters of additional movement. |
| 91-119 (Total) | 4 meters of additional movement. |
| 120+ (Total) | 5 meters of additional movement. |
| Critical Success (Roll of 95-99) | 7 meters of additional movement. |

**Terrain's Effects on Sprinting**

Unless otherwise specified by the FM, Characters can sprint in any type of terrain, save for impassible and sticky terrain. If they attempt to sprint on Slick Terrain, however, they roll their Balance Challenges against Prejudice (rolling the dice twice and selecting the inferior outcome).

**Swimming**: Most Characters can swim and dive at the same rate they would move on dry land, but they must make Swim Skill Challenges, and are subject to considerable maluses at FM discretion if they are wielding Weapons or wearing clothing ill-suited for swimming.

**Tumbling**: Characters can safely drop 2 meters without sustaining any harm. Each additional meter dropped will inflict 1 True Damage to the Character. Characters can make a tumbling or Acrobatics Challenge (Physical + Pertinent Skills) to safely tumble from a higher location to a lower location that would normally incur damage.

| Tumbling Challenge Result | Safe Fall Distance |
|---|---|
| Critical Failure (Roll of 00-04) | The Character falls and lands poorly, taking 1 additional True Damage regardless of the distance dropped. |
| 05-25 (Total) | 3 total meters of safe fall distance. |
| 25-90 (Total) | 4 total meters of safe fall distance. |
| 91-119 (Total) | 5 total meters of safe fall distance. |
| 120+ (Total) | 6 total meters of safe fall distance. |
| Critical Success (Roll of 95-99) | 7 total meters of safe fall distance. |

## Variable Terrain Types

Terrain comes in many varieties, and can affect Characters in a number of ways.

**Difficult Terrain**: Dense underbrush, thick snow, unsteady ground, and other similar terrain increases the AP Cost of a movement Action by 1. If a Character starts their movement outside difficult terrain, they may take their full movement into Difficult Terrain for a standard 3AP.

**Hazardous Terrain**: Certain terrain, like Acid, electrified Water, or Fire will pose no barrier to movement, but it may inflict Resilience damage or Banes on Characters who occupy the space.

**Impassable Terrain**: Characters can't stand on walls, pillars, or other solid fixtures of architecture (without specific magical assistance).

**Obstacles**: Moving into a space with an obstacle (like moveable furniture, tree stumps, etc.) consumes one additional meter of movement.

**Slick Terrain**: Characters can move on slick terrain at a normal rate, with normal AP costs, but they must make a Balance Challenge to avoid falling prone as they move, unless they have gear, magic, or passives that improves their traction.

**Sticky Terrain**: Sticky terrain raises the AP Cost of a Move Action by 1 and prohibits Step and Sprint Actions. If a Character starts their movement outside of sticky terrain, they will lose 1 additional AP upon venturing into the sticky terrain.

## Tight Spaces

Large Creatures can move through spaces that are half their normal width at half their normal movement rate, but occupying those spaces imposes major penalties. Any entity occupying a tight space has its Standing Defense Value negated, and takes a blanket negative -50 to Strike Rolls.

# Size Classes

An entity's size does not directly influence its stats, but size disparities do have an impact on combat. When a Character Attacks an entity that is larger than themselves, they receive +15 to Strike Rolls against it, and -20 to physical contested Challenges against it per size class disparity. When attacking a smaller entity, these values are inverted. Additionally, Characters can only grapple with creatures that are 2 size classes larger than them by default.

The sizes classes are as follows:

| Size Category | Examples | Spaces Occupied |
|---|---|---|
| **Tiny** | Pixies, insect swarms, small birds, most rodents | 1M |
| **Small** | Cats, large rodents or birds, medium-sized dogs | 1M |
| **Modest** | Children, short fae races, large dogs | 1M |
| **Average** | Adult humans | 1M |
| **Large** | Horses, bears, gorillas, tall fae | 2X2M |
| **Enormous** | Industrial constructs, dire bears, rhinos, orca, griffins | 3X3M |
| **Gigantic** | Giants, drakes, blue whales, elephants | 4X4M |

**Example 1**: A human adult (average) attacking a raccoon (small) has a size disparity of +2, and receives a negative -30 to Strike Rolls and +40 to physical Challenges like Shove or Drag.

**Example 2**: A human adult (average) attacking a frost giant (gigantic) would have a size disparity of -3, receiving +45 to Strike Rolls, but -60 to physical Challenges, and is unable to perform grappling Abilities .

# ATTACKS

Within the context of the game, we refer to normal swings and shots made with Weapons as "Attacks." These are not to be confused with damage-dealing "Abilities" which encompass offensive magic and supernatural martial Techniques that leverage Weapons. When a player selects the Attack Action, they must designate a target within legal Range, and commit to using the minimum amount of AP, ammunition, and Exus required for their equipped Weapon set.

The player can then specify how they would like their Character to go about Attacking. More complicated **Strike Conditions** ("I want to slash his wrist to make him drop his club," or "I want to hobble the opponent by shooting him in the knee,") will result in a higher Difficulty penalty than simply attempting to make contact with the opponent. Furthermore, particularly elaborate Attacks or conditions ("I want to stab the griffin in the mouth,") may require additional AP to execute, however, the FM must inform the player of these additional costs and penalties before the Character commits to their specified Attack Action.

The following table should not be considered an absolute reference, but rather a framework for FMs to judge the penalties and benefits of different kinds of Attack Actions.

| Strike Conditions | Special Effects | AP Modifier | Difficulty Modifier |
|---|---|---|---|
| **"I want to strike center mass." (Standard Attack Action)** | None | 0 | 0 |
| **"I want to maximize my accuracy."** | +15 to Strike Roll | +1 | 0 |
| **"I want to hit center mass as hard as I can." *** | +2 Base Physical Damage (PDMG) on Strike+ | 0 | -30 to Strike Roll |
| **"I want to strike a specific appendage."** | FM discretion* | 0 | -15 to Strike Roll |
| **"I want to trip/hobble my opponent."** | Trip opponent on Strike+ | 1 | -50 to Strike Roll |
| **"I want to strike my opponent's vitals."** | +10 Crit Range | 0 | -20 to Strike Roll |
| **"I want to disarm my opponent."** | Disarm on Strike+ | 1 | -50 to Strike Roll |
| **"I want to maximize my accuracy and hit them center mass, as hard as I can."** | 2 Base PDMG on Strike+ | 1 | -15 to Strike Roll |
| **"I want to strike as quickly as possible."** | Strikes can only deal Graze damage | -1 | -15 to Strike Roll |
| **"I want to throw my melee Weapon."** | Attack receives +5M Range. Damage = 3/5/7 PDMG x Weapon's weight class | 0 | -70 to Strike Roll |

*** Most Ranged Weapons (Bows, Crossbows, guns) cannot be "shot harder" by default, but Thrown Weapons, Telekinetic Weapons, and other magical Weapons can leverage this option.**

Certain conditions can stack ("I swing harder than normal, but take extra time to make my swing more accurate"), while others are mutually exclusive (such as increasing speed and accuracy). Generally, increasing costs more time and mindful effort (measured in AP), while hitting exceedingly hard or striking a specific target is harder, and results in less accuracy.

Again, the specific effects of a Character's Strike Conditions are up to the devil—err, Fate Master. The general idea is to reward players creativity and attentiveness. Striking an appendage repeatedly could destroy a natural Weapon attached to the appendage, force a Fortitude Challenge to see if the opponent drops their Weapon, or sever the appendage altogether.

It should be noted that certain opponents may be Immune to certain Strike Condition effects. For example, bosses with Special Equipment, or constructs with integrated Weaponry cannot be disarmed via normal means, and while a *generous* FM will inform players whether a disarm is possible *before* they make such an attempt, they are under no obligation to do so. (It is common decency to tell a player after a fruitless attempt is made, however.)

There is something to be said for playing things safe, too! If the outcome of a Strike Roll is equal to the opponent's Defense Value, the Attack will land, but deal the minimum amount of damage in its potential damage Range—this is called a **Graze**. If the Strike exceeds an opponent's Defense Value by at least 5, it is considered a solid **Strike**, dealing a typical amount of damage and triggering any on-hit effects associated with the Attack. And if the Strike Roll exceeds an Opponent's DV by 20 or more, it will deal a **Core Strike**—the uppermost damage in the Weapon's non-Critical damage Range. Critical damage occurs when the Strike Roll's dice faces exceed the Weapon's Critical Threshold value, which is usually around 94 to 89 by default.

| Strike Score | Outcomes |
|---|---|
| **Critical Miss**<br>Natural Roll of 00-04 | The Character automatically misses and exposes themselves to an Exploitative Attack from their target |
| **Miss**<br>Strike Total does not meet Opponent's Defense | Attack misses and deals no damage to target. |
| **Graze**<br>Strike Total meets Opponent's Defense | Deal minimum Weapon damage to target. Many on-hit effects will not trigger with Graze Strikes. |
| **Strike**<br>Strike total exceeds Opponent's Defense by 5 | Deal medium Weapon damage to target. |
| **Core Strike**<br>Strike total exceeds Opponent's Defense by 20 | Deal maximum (non-Critical) Weapon damage to target. |
| **Critical Strike**<br>Natural Rolls exceeding a Weapon's Critical Threshold | An automatic hit that deals maximum Weapon damage plus Weapon's Critical bonus damage to target. |

## Strike Rolls

When Attacking (and when using Techniques), a player must first make a Strike Roll to see if they can overcome their target's Defense Value.

**Base Strike Bonus Formula**: The total calculation for a Character's basic Strike Roll looks imposing, but the Character Grimoire will automatically produce (and adjust) a Character's Strike Roll Bonus based on player inputs.

### Base Strike Bonus

1. **Dominant Attribute Score (as modified by currently active Ability Cards)**
2. **Wield Modifier (the Character's Weapon Skill + Grip Style)**
3. **Difficulty Penalty (if applicable)**
4. **Miscellaneous Modifiers (from Traits or Curriculum, if applicable)**
5. **Temporary Bonuses/Maluses from Boons or Banes (if applicable)**

To determine whether a Strike Roll succeeds, the player **adds their Base Strike Bonus to a D100 Strike Roll.** If the sum of the Strike Bonus and the Strike Roll meets or exceeds the target's Defense Value, the Attack hits and damage is dealt to the opponent's Resilience. **If the Strike Roll breaks the Weapon's Critical Threshold (95-99 by default), the Attack will hit the opponent regardless of their total Defense, and deal maximum damage in addition to the Weapon's Critical damage bonus.** Opponent's Damage Reduction will still apply to the Critical Hit, however.

# Dealing Damage

When an Attack succeeds at a Strike Roll, or an Offensive Ability succeeds at an Ability Check, the Character who succeeds deals damage to their target's Resilience, modified by the target's Damage Reduction, Resistances, and Vulnerabilities as specified in Book 5: Bestiary.

## Defensive Value

A Character's **Defense Value (DV)** is used against incoming Strike Rolls to determine whether a Character takes damage or not.

Every Character has a "Standing" Defense Value of 50 by default. This represents the Character's general ability to dodge, block, or otherwise withstand an incoming hit without taking damage. If a Character is knocked prone or rendered blind, this baseline 50-point bonus vanishes, leaving only their Armor's Defensive Value to protect them.

Some Weapons, and most articles of clothing provide a meager DV bonus, while an amagiate Peacekeeper's uniform will provide an appropriate baseline, and specialized or handcrafted Armor will provide even greater defense bonuses.

Characters have 12 slots for Armor: Head, Back, Chest, Wrists, Hands, Waist, Legs, Feet, and four miscellaneous slots for things like accessories and trinkets (masks, jewelry, scarves, rosaries, etc.).

## Damage Reduction

Damage Resistance comes in three varieties. **Flat Damage Reduction (FDR) applies to all incoming damage (except for True Damage, which bypasses all Damage Reduction)** and is calculated first. Next, **Physical Damage Reduction (PDR)** reduces any remaining physical damage. Finally, **Magical Damage Reduction (MDR)** reduces any remaining Magical Damage.
Damage Reduction is primarily acquired via Equipment, but can also be gained through Traits, certain high-level Curriculum. Various spells can provide temporary boosts to a Character's Damage Resistances as well.

**Damage Over Time and Damage Reduction**

Damage-over-time effects from Banes such as Bleed, Burning, Poison, and Rent Wyrd are considered True Damage and cannot be mitigated by any DR.

## Immunity, Vulnerability, Resistances, and Weaknesses

Certain entities are completely **Immune** to physical damage, such as those that are incorporeal, and certain rare entities are invulnerable to certain Tags of Magical Damage. In these situations, the FM should typically give players a hint (or prompt them to make an Attention Challenge Roll to notice) that their Attacks and Abilities are ineffectual.

Certain enemies (and Characters, through Curriculum or spell effects) have **Resistances** to certain types of damage, while others have **Vulnerabilities**, both denoted by Tags. For example, a construct of animated stone is more likely to be susceptible to Bludgeoning and Torque damage rather than Piercing or Slashing damage.

If an opponent is Resistant to a certain Tag, their FDR, PDR, and MDR against Attacks and Abilities featuring the Tag in question is doubled. If an entity is Vulnerable to a specific Damage Tag, they lose all of their DR against Attacks and Abilities featuring the Tag in question.

A Character with a **Weakness** represents extreme sensitivities to certain Tags of damage, such as Fae with the Bane Tag. Striking an opponent with their Weakness will ignore all of their DR, and double the amount of damage that would normally be dealt.

## Example Damage Calculations

If a Character with 2 FDR and 1 PDR suffers an Attack dealing 4 Slashing damage, they will lose only 1 Resilience. But if that same Character has a Vulnerability to Slashing damage, the Character would take a full 4 damage.

Another example would be a Character attacking a Fae opponent with a Black Iron Club for 3 bludgeoning damage. Since all Fae have a Weakness to iron-rich “Faebane”-Tagged Weapons, the opponent would suffer 6 “Faebane”-Tagged Slashing damage.

## Physical Damage Tags

Different enemies and objects are susceptible to different types of physical damage.

- **Force**: Miscellaneous or mixed physical trauma. When physical damage is unspecified, it defaults to Force damage.

- **Bludgeoning**: Smashing and crushing damage.
- **Piercing**: Thrusting and Penetrating damage.
- **Slashing**: Slicing and severing damage.
- **Torque**: Grappling and twisting damage.

## Magic Damage Tags

Different enemies and objects are more susceptible to different broad categories of magic.

- **Arcane**: All Magic Damage defaults to Arcane if an Elemental type is not otherwise specified.
- **Air**: Energies that physically propel and abrade. Energies that metaphysically free and change.
- **Earth**: Energies that physically halt and grow. Energies that metaphysically abjure and reinforce.
- **Fire**: Energies that physically consume and Burn. Energies that metaphysically inflame and distill.
- **Water**: Energies that physically cleanse and choke. Energies that metaphysically revivify and dissolve.

By default, a spell that uses an Elemental Animus will have that respective energy Tag associated with the spell.

## Additional Damage Tags

These Tags further subdivide physical and Magical Damage categories. Certain enemies may have particular Vulnerabilities or Weaknesses to these damage types, while others may have Resistances or Immunities.

**Acid**: chemical or Magical Damage that physically corrodes and disintegrates.

**Cold**: Extreme temperatures that steal energy and lyse cells.

**Electric**: Energy that overloads, shocks, and vibrates.

**Faebane**: Worked, iron-rich metals deal extra damage to all Fae.

**Heat**: Extreme temperatures that melt, bore, detonate, and destabilize.

**Holy**: Salt, silver, and blessed Materials deal extra damage to certain monsters and egregores.

**Lawed**: Damage that derives strength from the Resting Laws and concepts of Order, doing increased

damage to all egregores and some monstrum.

**Psychic**: Mental assaults that cause pain and madness.

**Sensory**: Extreme stimuli that harm via sensory input.

**Toxin**: Damage resulting from internal chemical reactions.

# Weapon Sets

A **Weapon Set** refers to a specific armament configuration for a Character. Gripping a longsword in one hand and Shield in the other is one example of a set. The same Character can also wield their longsword with both hands for added accuracy, or keep their off-hand free for slightly better accuracy and the ability to easily use Consumables. Each of these configurations would be considered a distinct set. Weapon Sets can be set up on the Attacks and Skills tab of the "Actions" page of your Character's Grimoire.

Switching between any configuration of equipped Weapons requires a Switch Action (2AP) which will expose the Character to Exploitative Attacks from adjacent opponents.

## Weapon Weights, Sheathes, and Grip Requirements

Different weights of Weapons will occupy different sizes of Weapon sheathes, and grip requirements. By default, a Character has 2 hip sheathes and 2 back sheathes at their disposal, which limits how many combat-ready Weapons a Character can hold. Like Worn Armor, sheathed Weapons do not impose Encumbrance.

| Weapon Weight | Sheathe Required | Grip Requirements | Minimum AP Cost |
|---|---|---|---|
| Light | Hip | 1 Hand | 1 AP to Attack |
| Medium | Hip | 1 Hand | 2 AP to Attack |
| Heavy | Back | 2 Hands | 3 AP to Attack |
| Super-Heavy | Back | 2 Hands | 3 AP to Attack |
| Colossal | Back | 2 Hands | 4 AP to Attack |
| Telekinetic | None | Telekinesis | 1 AP to Attack |
| Worn | None | Worn | 1 AP to Attack |

By default, only two Telekinetic Weapons can be equipped at once (but this number can be doubled by the "Master Telekinetic" trait). They do not take up Weapon Encumbrance, nor do they require a "Switch Action" to use, as they are always equipped and "in-hand."

In most cases, a Character will have two hands to hold Weapons with, and the potential to wear or wield Telekinetic Weapons simultaneously. Each of these "Grip Types" confers bonuses and access to different Tags of Weapons. Grip isn't just a measure of a Weapon's weight requirements, but its relative ease of use, and consideration of factors like recoil.

### Some Grip Type Exceptions

- ◊ Heavy Shields can be wielded one-handed by default
- ◊ Certain light Weapons, including the Edged-Needle & Poppet and light Bows require two-hands despite being light Weapons.

### Two-Hand Grip

All archery Weapons require two hands to use. Most medium Weapons (and some light Weapons, like small Firearms,) will enjoy greater accuracy when wielded with both hands. Unless a Character has studied the Juggernaut Curriculum, Heavy Weapons require two hands to be used properly. Super-Heavy Weapons always require a two-hand grip, and will enjoy substantially improved accuracy with the Hulk Curriculum. Colossal Weapons also always require 2-Hands and cannot be used without first learning Colossus Curriculum.

### Main-Hand Grip

The default grip style for most Light and Medium Weapons. It is uniformly more accurate than Off-Hand Grip, and typically less accurate than 2-Hand Grip. There are also advantages to using a single Weapon with Main Hand Grip and an open off-hand.

**Open Off-Hand Benefits**

◊ When a Character is using a light or medium Weapon with an open hand, they gain the following benefits:

◊ Improves your balance, increasing your Main-Hand Grip value by 10 when wielding Weapons with the "Fencing" or "Sword" Tags

◊ Reduces the AP associated with using Expendable items by 1 (to a minimum of 1)

◊ The Character can pass, pick up, and receive items without needing to sheathe or drop their Weapon

◊ The Character can perform 2-Handed Attacks without performing a Switch Action

### Off-Hand Grip
Holding a Weapon in your off-hand almost always applies a negative to the Weapon's Strike Roll. This can be ameliorated by taking the Ambidextrous Trait, which will allow Characters to use a Weapon's Main-Hand Grip Value in place of its Off-Hand Grip Value.

### Telekinetic
Items being wielded by telekinesis receive only Telekinetic Skill bonuses to their Strike Roll, as the Character is not, in fact, gripping the item. To compensate, certain magical Curriculum (Adept Telekinetic) can drastically increase telekinesis Skill, making Telekinetic Weapons potentially more accurate than melee Weapons.

### Worn
Items that are Worn receive no grip bonuses.

**Fun Ways to Specialize**

Why do we have hands? There are many reasons. To hold the Weapons. To switch the Weapons. To use the Weapons. ~~To forfeit all mortal possessions to the Weapons!~~ Kidding aside, the grip system allows for a number of exciting martial possibilities. The Swashbuckler Curriculum teaches a stance which allows Characters to wield a Medium or lighter-weighted Shield in their offhand and maintain free-hand bonuses. Similarly, the Duelist Curriculum teaches a Stance that does the same with light Weapons held in the offhand. The Hand-Dancer trait allows a Character to switch their Weapon set once per turn for free, and the Outrider Curriculum rewards Characters switching between melee and Ranged Attacks!

## Dual Attacks
When holding a Weapon in each hand, wearing a Weapon and holding a Weapon, or holding a 2-handed "Double-Ended" Tagged Weapon, you can make a Dual Attack. Dual Attacks allow the player to make two separate Attacks Actions for the AP Cost of just one Attack. For example, if a Character is holding a club and a Sword, they may Attack with both Weapons for 2AP total, rather than 4AP. All other costs, such as Exus gain and Ammunition are deducted as normal.

**By default, Dual Attacks add 50 Difficulty to the Attack.** But there *are* ways to mitigate this penalty.

- ◊ The Ryoutotsukai Curriculum will reduce the Dual Attack malus by 25 per Attack for Melee Attacks (and the Akimbo Curriculum will do the same for any Ranged Weapons aside from Bows).
- ◊ Using two of the same type of Weapon with the "Pairable" Tag will reduce the Dual Attack Difficulty by 15 per Attack.
- ◊ Weapons with the "Double-Ended" Tag (such as blade-staffs or twin-scythes), only add 30 Difficulty per Attack, and this malus can be reduced by 25 with the Sentinel Curriculum.

## Telekinetic Multi-Attack

Every equipped Telekinetic Weapon can be used to Attack one target simultaneously, but each Weapon added to the Attack sequence reduces the Strike Value of ALL Strike Rolls by 15. While Telekinetic Weapons are unaffected by the benefits of Ryoutotsukai or Akimbo, the Master Telekinetic Trait will reduce the Dual Wield Attack penalty for each added Telekinetic Weapon by -10. So a Character attacking with 4 Telekinetic Weapons simultaneously would suffer a cumulative negative-20 penalty to each Attack.

A Character cannot perform a Telekinetic Multi-Attack with all of their Telekinetic Weapons as part of a "Dual Attack," but a Character can perform a Dual Attack with a single Telekinetic Weapon and one other held or Worn Weapon. This Attack carries the standard penalty for multi-Attacks with Telekinetic Weapons (-15 by default, -5 with the Master Telekinetic trait) and the standard penalty for held/Worn Weapons (-50 by default, -25 with Ryoutotsukai or Akimbo).

# Defense & Reactions

Players' defensive options are mostly determined by their Equipment and their available Reactions.

## Defense Value

**All entities have a defense rating referred to as Defense Value (DV). An average person of reasonable fitness and health will have 50 DV by default, referred to as their Standing Defense Value.** The rest of a Character's DV is based on their Armor, provided by Equipment. If an Attack does not meet or exceed a Character's DV, the Attack does not hit, either missing the target entirely, or glancing off their Wyrd and Armor. If a Character is knocked prone, they lose their default Standing Defense Value by default, but they are still protected by their Equipment.

## Counter Abilities

**Abilities with the Counter Tag can be used in response to a specific type of Action.** An opponent does not need to provoke an Exploitative Attack for a Counter to be used. For example, the Ability "Labyrinthine Mind" can be used in response to any offensive Ability with the "Psychic" Tag. To perform a Counter, the player *must* declare their intent to use the Counter *before* their opponent makes their Ability Check or Strike Roll (because once a card has been drawn or dice has been rolled, its results are final).

## Exploitative Attacks

A Character can make an Exploitative Attack on their off-turn whenever an opponent performs an Action or Ability that "provokes Exploitative Attacks" from adjacent opponents. The most common Exploitative Attack will be inspired by opponents moving away from an adjacent Character (without a special Disengage Action), or when opponents Critically Miss on Strike Rolls.
To make an Exploitative Attack, a Character must spend their available RP on an Attack with their equipped Weapon set, or on an offensive Ability. Provided they have the necessary reaction points and

other resources, a Character may make a Dual Attack as an Exploitative Attack. By default, Blinded Characters cannot make Exploitative Attacks against opponents who would normally provoke them.

## Instant Reactions

Instant Reactions are exceedingly rare, but very powerful as a Character can perform them at any point during their off-turn. Usually, these will provide defensive Boons for allies, or other utility advantages, but there are Offensive exceptions.

## Parrying Actions

Characters with sufficient credit investments in Weapon tag–specific Curriculum will unlock the Parry Reactions. Higher Ranks of Parrying Actions will unlock the ability to Parry projectiles, or even riposte (following up a successful Parry with an Exploitative Attack at reduced costs). After an opponent rolls their Strike Roll, the defending Character may spend their reaction to Parry with a Shield or Weapon. When Parrying with a Weapon, the Character rolls a contested Strike Roll with a Difficulty penalty of 20. When Parrying with a Shield, the process is the same, but the Character *also* adds their Shield's Defensive Value to the results of the Strike Roll. If the defender's Strike Roll total exceeds the attacker's total, the incoming Attack Action and all of its effects are nullified.

## Taking Cover

A Character can take Cover against projectiles and Ranged spells if there is Cover present on the battle map. When a player is about to take Ranged damage, they must tell the FM that they wish to take Cover prior to the attacker's Strike Roll or Ability Check. Different Ranks of Cover will provide different degrees of Defensive bonuses.

| Cover Rank | Examples | Defense Value Bonus | FDR Bonus |
|---|---|---|---|
| **Soft** | Furniture, empty crates, thick paned glass | 10 | 0 |
| **Light** | Drywall, plaster, thin sheet metal | 25 | 0 |
| **Standard** | Wooden walls or doors, tree trunks, bullet proof glass | 50 | 1 |
| **Heavy** | Brick walls, thick hardwood walls | 75 | 3 |
| **Hard** | Metal walls, concrete, stone | 100 | 10 |

Weapons and Abilities with the "Penetration (X)" Tag will ignore up to X Ranks of Cover.

# Abilities

Abilities are at the Core of *Anno Amagium's* magic system, and are discussed in detail in Chapter 5: Abilities – Magic and Techniques. The most common type of Ability Actions are magic spells or Martial Arts that can be used against opponents, or spells to bolster and empower allies.

Abilities all have variable costs ranging from 1 to 5AP. Abilities require players to draw cards from the Ability Deck which modify Characters' Core Attributes, and yield results depending on the outcome of the draw.

## Making Ability Checks

A Character can attempt any Ability provided they have sufficient AP remaining on their turn, with a few exceptions. First, a player cannot use the same Ability consecutively on a single turn, and they must obey Tag restrictions such as "Opener" and "Finisher." Abilities have an extensive number of Tags listed in Chapter 5.

If a player wants to perform any Ability Action from their Grimoire, they must perform the following steps:

**Step 1**: The player selects an Ability from the Character's Grimoire and announces the Ability's intended target.

**Step 2**: The Character must pay all the associated costs (AP Cost, Exus gain, and Anima, if specified), including modifiers associated with their current Exus Level to expend the necessary effort for that Ability.

### Variable Ability Costs

Some Abilities have multiple resource costs that a Character can choose between, such as using an Animus to cast a spell as a Contract, versus gaining more Exus, or using more AP for a greater effect. The player must announce which cost they are paying before proceeding to the next step.

**Step 3**: The Character performs an Ability Check by clicking the Ability Draw button next to the spell. The newly drawn card will appear in the Character's leftmost card slot, shifting other cards that have been drawn to the next slot on the right. Some important things to keep in mind:

### Ability Card Rules

- Once drawn, Active Ability Cards persist from turn to turn
- Only three Ability Cards may be active at a time
- The rightmost Ability Card is discarded as new cards are slotted from the left

**Step 4**: The Character looks at the sum total of the pertinent Attributes score and active Ability Cards' modifiers to determine if the Ability succeeded or failed. If the total Attribute values do not meet the minimum Attribute threshold for a Passable Check, the Character suffers the Ability's failure penalties.

# Resolving Abilities

Once an Ability Check has been made, the Ability's effects are resolved in the following order:

## Dealing Damage

1. True Damage is applied to the target(s).

2. Physical damage is dealt to opponents after adding any bonus damage, and subtracting opponents' Flat and Physical Damage Resistances from the total.

3. Magical damage is dealt to opponents after adding any bonus damage, and subtracting opponents' Flat and Magical Damage Resistances from the total.

## Recovery Effects

4. Immediate Resilience recovery effects are applied to the intended target(s).

## Boon and Bane Application

5. Boons are applied to the intended target(s).

6. Banes are applied to the intended target(s).

Because of the application order, Boons and Banes that are applied by Abilities do not factor into the base damage dealt by an Ability. For instance, if a Character is struck by a lightning spell that deals 3 damage and inflicts Shock 1, (which boosts incoming Magic Damage by 2 for a single turn), the Ability will deal only 3 damage instead of 5. The Bane's bonus damage will be applicable to subsequent Abilities, however.

# Example Ability Checks

Below are some examples of how different Ability Checks can play out.

**Example 1 - Passable Check**: Cael Agniva's party is fighting chimeras in the desert. He goes with an Aggressive initiative mode, giving him 7AP. At the start of his turn, he spends 1 AP to take a Step Action to get within Range of his enemies. With 6 AP remaining, Cael attempts the Ability, "Fireball," on a group of 3 chimeras standing adjacent to each other diagonally.

Cael's base Core Attributes are as follows:

**Arms: 30 Gears: 20 Masks: 50 Tomes: 50**

To hit all three targets, Cael focuses the spell on the center opponent. Since he wants to conserve Anima and doesn't have any Exus yet, he decides to cast the spell as a Sorcery. He spends the requisite 3 AP, gains 25 Exus, and makes his Ability Check.

**Fireball**

Range: 10M • Targeting: Visual • Tags Sorcery/Contract, Fire, Explosive
AOE: Linear Impact - 3×3M Blast, (3×1M R-Flash, 1M S-Flash)

Ability Check
Masks

Launch a roiling ball of flame that powerfully detonates upon impact, dealing magic fire damage and inflicting Burn on all opponents caught in the blast.

*"Ah, yes. Explosive pyromancy! The dad rock of magic. Very cool." - Cyphira Quinn, presumably sarcastic.*

| | |
|---|---|
| Current | 50 |
| Misc. | 0 |
| Total | 50 |

**Ability Cost**

| Action Point Cost | Base Exus Gain | Anima Cost | At Exus 20 | At Exus 45 | At Exus 80 |
|---|---|---|---|---|---|
| -3 \| -1* | +15 \| +5* | Fire | 5 | 5 | 10 |

**Ability Outcomes**

| | | | | | | |
|---|---|---|---|---|---|---|
| Failure: | <30 | Take 2 True DMG, character is knocked prone one space backwards, resources lost, Ability ends. | | | | |
| Passable: | 31 - 50 | 6 Fire MDMG, Inflict Burn 2 | +2 Fire MDMG to all affected opponents (Blast and Flash AOE) | +1 Fire MDMG to all opponents affected by the Blast | Take 1 TDMG, Add R-Flash & Side-Flash AOE, Dealing 2 Fire MDMG | Take +1 TDMG, Inflict Stun on all affected opponents. |
| Strong: | 51 - 74 | 8 Magic Fire DMG, Inflict Burn 3 | | | | |
| Critical: | 75+ | 10 Magic Fire DMG, Inflict Burn 3, Inflict Knockdown | | | | |

By default, Cael has an Attribute score of 50 Masks. He performs an Ability Check and draws a "Smart" card which raises his Tomes by 10, and has no other effects. Since he has no miscellaneous modifiers (often earned through Curriculum), his check is 50, giving him a Passable Check. Cael deals 6 Magic Fire Damage and inflicts Burn 1 on all 3 opponents in the spell's 3X3 target area.

**Example 2 - Strong Check**: To capitalize on the extra 10 points of Tomes gained from the "Smart" card, Cael next casts a spell that uses Tomes as his Dominent Attribute:

### Blinding Spark

Range: 12M • Targeting: Visual • Tags Sorcery, Sensory (Visual) AOE: Linear Impact - 3×3M Blast, (4X4M Blast

Ability Check
**Tomes**

The caster temporarily blinds opponents with brilliant orb that channels high lumen pulses of light directly into their retinas.

*"Agh! The goggles, they do nothing!" -Anonymous*

| | |
|---|---|
| Current | 60 |
| Misc. | 0 |
| Total | 60 |

**Ability Cost**

| Action Point Cost | Base Exus Gain | Anima Cost | At Exus 40 | At Exus 80 | N/A |
|---|---|---|---|---|---|
| -3 \| -1* | +5 | N/A | +5 | Cannot Cast | N/A |

**Ability Outcomes**

| | | | | | | |
|---|---|---|---|---|---|---|
| Failure: | <30 | Suffer Blind 3, resources lost, Ability ends. | | | | |
| Passable: | 31 - 50 | Inflict Blind 2, Deal 2 sensory MDMG | N/A | AOE expands to 4X4M Blast | N/A | N/A |
| Strong: | 51 - 74 | Inflict Blind 3, Deal 3 sensory MDMG | | | | |
| Critical: | 75+ | Inflict Blind 4, Deal 4 sensory MDMG | | | | |

Cael is at 15 Exus when he attempts Blinding Spark, so he does not have to worry about additional Exus costs or effects, which kick in at 40 Exus for this spell.

He draws a Neutral card, which has no effect on any of his Attributes. Therefore, the spell succeeds with a Strong Check, inflicting 1 magical Sensory damage and blinding all opponents in a 5X5 area for 2 turns.

**Example 3 - Automatic Failure**: On his next turn, Cael assumes a balanced Initiative Mode, granting him 5AP. He attempts to cast another Tomes-reliant spell:

### Blasting Lens

Range: 7M • Targeting: Total Visual • Tags Contract Sensory (Visual) AOE: 4X4M Blast (5×5 M Blast)

Ability Check
**Tomes**

The character creates a lens that absorbs ambient light and focuses it into a searing column affecting all entities within target area. The brighter the setting, the more damaging the spell. This spell cannot be used in total darkness.

*"I'm just a kid with a magnifying glass. And you're all ants." -Your Fate Master, Probably*

| | |
|---|---|
| Current | 50 |
| Misc. | 0 |
| Total | 50 |

**Ability Cost**

| Action Point Cost | Base Exus Gain | Anima Cost | At Exus 40 | At Exus 80 | At Exus 80 |
|---|---|---|---|---|---|
| -3 \| -1* | 5 | Any | +5 | +10 | Cannot Cast |

**Ability Outcomes**

| | | | | | | |
|---|---|---|---|---|---|---|
| Failure: | <30 | Suffer Blind 3, resources lost, Ability ends. | | | | |
| Passable: | 31 - 50 | Dim Light: 3 MDMG<br>Normal Light: 4MDMG<br>Bright Light: 5 MDMG | With Sensory Anima: AOE expands to 5X5M, +1 base MDMG | Inflict Rent Wyrd 1 on all affected targets | Suffer Blind 3, Inflict Blind 5 on all affected targets | N/A |
| Strong: | 51 - 74 | Dim Light: 4 MDMG<br>Normal Light: 6 MDMG<br>Bright Light: 8 MDMG | | | | |
| Critical: | 75+ | Dim Light: 6 MDMG<br>Normal Light: 8 MDMG<br>Bright Light: 10 MDMG | | | | |

Again, Cael is at 30 Exus, so he does not factor in the additional Exus costs and effects. He pays 3 AP, gains 5 Exus, and spends 1 Wind Anima to satisfy the Ability's requiremXents.

Unfortunately, Cael draws a "Failure" card. Failure Cards do not have any lasting effect on the Character's Attributes, but the card causes the caster to immediately fail the current Ability Check when drawn, even though Cael's Tomes' score is currently 60, and would normally yield a Passable Check.

Since Cael failed the Check, he suffers the failure penalty; he gains 5 additional Exus, his Animus and AP are wasted, and he loses 2 Resilience.

**Failure Damage**

All Resilience loss effects from failure or Exus effects are considered True Damage and cannot be mitigated by Damage Resistance. Fortunately, this means spell failure and Exus effects cannot be magnified by standard Banes like Strain and Distract.

**Example 4 - "Natural" Failure**: Cael isn't done yet. He attempts another spell with one of his 2 remaining AP.

**Sledge Fist**

Range: 1M • Targeting: Touch • Tags Sorcery/Contract*, Earth AOE: Linear Impact - 3×3M Blast, (3×1M R-Flash, 1M S-Flash)

Ability Check
Arms

A quick casting contract that shrouds the caster's arm in heavy stone gauntlet allowing them to deal Earth-tagged bludgeoning damage to an enemy in their area. The character must have one open or free-able hand to use this ability.

*"It's clobberin' time." - A popular phrase from capes & tights comics.*

| | | Ability Cost | | | | | |
|---|---|---|---|---|---|---|---|
| Current | 50 | | | | | | |
| Misc. | 0 | Action Point Cost | Base Exus Gain | Anima Cost | At Exus 25 | At Exus 45 | At Exus 60 |
| Total | 50 | -2\| -1* | +20 \| +5* | Earth | +5 | +5 | 10 |

**Ability Outcomes**

| | | | | | | |
|---|---|---|---|---|---|---|
| Failure: | <40 | Take 1 TDMG, lose 1 additional AP, Ability Ends | | | | |
| Passable: | 41 - 60 | 3 Earth, Bludgeoning PDMG | Gain Guard 2 | Inflict Dazed 1 | Gain Braced 2 | Cancel Resilience Recovery, Inflict Stagger 3 |
| Strong: | 61 - 85 | 4 Earth, Bludgeoning PDMG, Gain 2 Resilience | | | | |
| Critical: | 85+ | 5 Earth, Bludgeoning PDMG, Gain 3 Resilience | | | | |

At 35 Exus, Cael meets the first Exus Threshold for additional Exus gain, (and, if successful, additional Exus spell effects). This time Cael elects to use an Earth Animus to reduce his rapid Exus gain. Cael gains 10 more Exus, placing him at 45, but because he started the Ability at only 35, he does not trigger the second order of Exus effects.

Bad luck though. Cael's next Ability Check yields an "Inept" card, which reduces all Attributes by 20. The first card Cael drew is shuffled into the discard, and Cael's Arms Attribute, which is normally 30 even,

plummets to just 10. Cael fails again, gaining Exus, losing his last AP, and suffering 2 more Resilience damage.

**Example 5 - Automatic Critical Check**: On his next turn, Cael goes back to Aggressive Initiative, granting 7 AP. Sitting at 45 Exus, Cael circles back to Fireball, even though his current Masks score barely meets the minimum check. He elects to use an Animus for the extra damage, spends the requisite 3 AP, gains 25 Exus, and makes his Ability Check.

## Fireball

Range: 10M • Targeting: Visual • Tags Sorcery/Contract, Fire, Explosive
AOE: Linear Impact - 3×3M Blast, (3×1M R-Flash, 1M S-Flash)

Ability Check
**Masks**

Launch a roiling ball of flame that powerfully detonates upon impact, dealing magic fire damage and inflicting Burn on all opponents caught in the blast.

*"Ah, yes. Explosive pyromancy! The dad rock of magic. Very cool." - Cyphira Quinn, presumably sarcastic.*

| | | Ability Cost | | | | | |
|---|---|---|---|---|---|---|---|
| Current | 50 | | | | | | |
| Misc. | 0 | Action Point Cost | Base Exus Gain | Anima Cost | At Exus 20 | At Exus 45 | At Exus 80 |
| Total | 50 | -3 \| -1* | +15 \| +5* | Fire | 5 | 5 | 10 |

**Ability Outcomes**

| | | | | | | |
|---|---|---|---|---|---|---|
| Failure: | <30 | Take 2 True DMG, character is knocked prone one space backwards, resources lost, Ability ends. | | | | |
| Passable: | 31 - 50 | 6 Fire MDMG, Inflict Burn 2 | +2 Fire MDMG to all affected opponents (Blast and Flash AOE) | +1 Fire MDMG to all opponents affected by the Blast | Take 1 TDMG, Add R-Flash & Side-Flash AOE, Dealing 2 Fire MDMG | Take +1 TDMG, Inflict Stun on all affected opponents. |
| Strong: | 51 - 74 | 8 Magic Fire DMG, Inflict Burn 3 | | | | |
| Critical: | 75+ | 10 Magic Fire DMG, Inflict Burn 3, Inflict Knockdown | | | | |

Cael draws his Ability Check, and fortune smiles upon him, granting a "Critical" card. Like "Failure" cards, "Critical" cards automatically cause the attempted Ability to succeed at their Critical Check level. And since Cael cast the spell at the spell's second Exus Threshold, he deals more damage, and produces additional AOE damage.

His second order Exus effect generates a side and rear flash that deals 4 Damage (rather than the usual 2, thanks to using an Anima) and the fireball's projectile explosion deals a devastating 15 Magic Damage to all the chimeras!

# Range, Targeting, and Areas of Effect

The following descriptors cover the Core logistics of magical combat, as they determine how easily a Character can Strike another entity, and how much potential an Ability has for collateral damage.

## Range

**Range is expressed as R(X), with X standing for the number of meters of Range an Attack has.** Attacks with a Range of 1 can affect any adjacent space. Abilities with 0 Range can only affect the caster by default (though certain Curriculum can allow Characters to cast self-cast spells on adjacent allies). Abilities marked as "audible" can affect any or all opponents in earshot, regardless of obstructions, unless otherwise specified by the FM. A Character can shout or scream to reach opponents within a Range of 35 meters.

## Targeting Criteria

**There are various conditions for targeting certain enemies with Abilities, specified by a Targeting label.** If a target does not specify one of the following targeting labels (common for spells that are self-cast on the user), the spell can be cast regardless of any Sensory input. If two targeting criteria are joined by a slash and an asterisk, the spell can use either targeting criteria depending on how it is cast, or on the caster's Exus level, as specified by the spell description.

**Estimated**: A player can evoke "Estimated" spell effects at a calculated distance, including beyond visual obstructions. When cast without visual line of sight, these spells generally have a 3X3 field of "volatility" where the spell will actually Strike, determined by an FM's scatter roll (see chart on following page).

**Intuited**: These spells allow a caster to locate and affect a remote enemy through magical means. These spells are somewhat uncommon in the heat of combat.

**Magically Sensed**: These Abilities can be used on an opponent as long as the Attacker can detect the target's Wyrd, eminence, egregory, or other magical signature. Examples can include sympathy magic and Psychic intrusion.

**Total Visual**: These Abilities can only be used on opponents whose whole bodies are within view of the caster, meaning that the target must be at least 3 meters away from the caster, but still within the spell's Range. The "Total Visual" Tag is often applied to powerful Binding spells.

**Touch**: These Abilities require physical contact with the caster to be performed.

**Visual**: These Abilities require the caster to have at least partial line of sight to their intended target. Visual is the most common targeting criterium.

## Scatter Rolls

If a Ranged Attack is Estimated, or subject to some kind of interference,

| Scatter Roll | Destination |
|---|---|
| 00-9 | The Projectile falls short, striking the space in front of the intended target. |
| 10-20 | The Projectile falls short, striking the left-front square from the target. |
| 21-30 | The Projectile veers right, striking the square to the target's left. |
| 31-40 | The Projectile overshoots, striking the left rear square behind the target. |
| 41-50 | The Projectile overshoots, striking the space directly behind the target. |
| 51-60 | The Projectile overshoots, striking the right rear square behind the target. |
| 61-70 | The Projectile veers left, striking the square to the target's right. |
| 71-80 | The Projectile falls short, striking the right-front square from the target. |
| 80-99 | The Projectile hits its intended target dead on. |

## Targeting Foes Engaged with Allies

If a Character is targeting an opponent currently engaged with an ally—say our gunner is supporting a tank from behind—they must have at least 10 Credits of Curriculum invested into Ranged Weaponry Tags (of any type) to avoid the risk of accidentally harming their ally. If a player rolls below 40 on their Strike Roll, the Attack will instead hit the nearest ally engaged with the intended target. (Equidistant targets may be selected at FM discretion.)

### Exceptions

**Critical Misses**: If a Character critically misses a Ranged Attack against an opponent engaged with allies in melee combat, the Attack will inevitably Strike one of those allies, as chosen by the FM.

**Shotguns**: Weapons with the "Shotgun" type Tag *always* run the risk of damaging adjacent allies when fired, if the user rolls less than 49 on their Strike Roll. Allies who are directly between the target and the shooter will suffer half the Attack's total damage (rounded down), while allies who are beside or behind the intended target will suffer a quarter of the total damage (also rounded down).

## Point-Blank Targeting

Characters shooting adjacent targets without any Credits invested in that Weapon's specific type Tag provoke exploitative Attacks—with prejudice—from adjacent foes facing them.

### Exceptions

**Critical Misses**: Like melee Critical misses, critically missing a point-blank shot provokes exploitative Attacks from adjacent foes. If an Exploitative Attack hits, the shooter is disarmed.

**Thrown, Non-Throwing Weapons**: Weapons cannot be Thrown at point blank Range, unless they have the "Thrown Weapon" Tag. Light and medium Weapons need to travel 1 meter to deal damage. Larger Weapons require 2 meters.

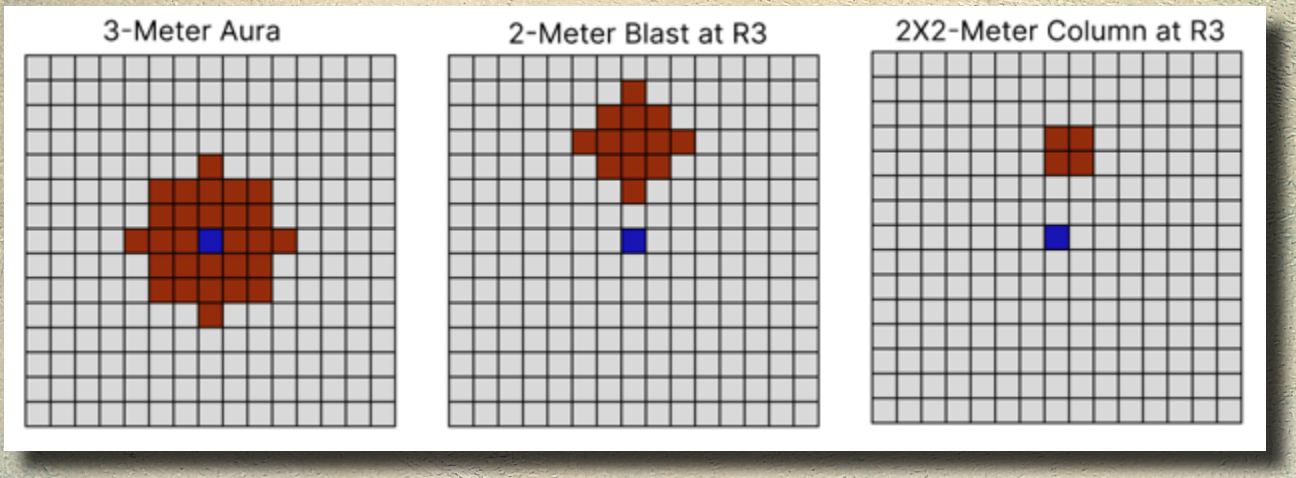
# AREAS OF EFFECT

**Areas of Effect (AOE) descriptors are exactly what they sound like; indicators of the total area affected by a spell.** Like other Tags, when a spell has multiple AOE Tags, all of the properties of those Tags are applied to the spell. Furthermore, when an AOE label has an asterisk affixed to it, it means that Area of Effect manifests on a conditional basis, such as casting a spell at a certain level of Exus, or casting the spell as a Contract with an Animus as opposed to a Sorcery.

**Adjacent**: Abilities with the adjacent Tag affect only one adjacent space.

**Aura**: Abilities with this Tag are persistent (or willfully adjustable) spell effects that have a radius extending a specified number of meters from the Character who casts it.

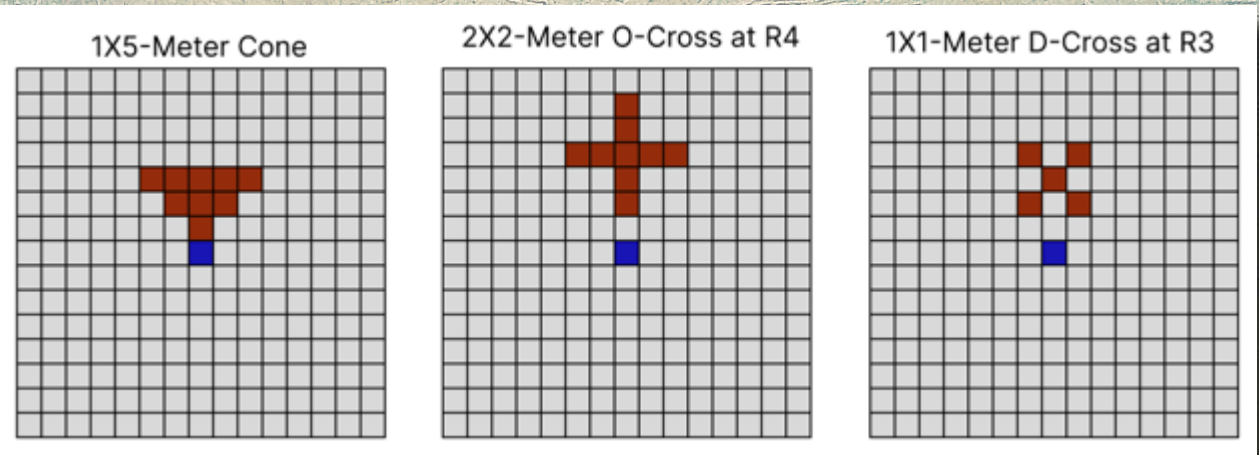
**Blast**: A blast has a similar AOE to auras, in that they extend outward from a central point, but blasts are typically powerful instantaneous effects which are not focused on the caster.




**Columns**: Columns affect an area at Range by striking it from above, or evoking a change indirectly in the designated spaces. Column width starts at 2X2 and caps out at 7X7. (Anything larger is considered a literal war crime by amagiate law.)

**Cone**: These Abilities represent energy that extends from the caster in a V shaped vector, measured first in base and then final total width.

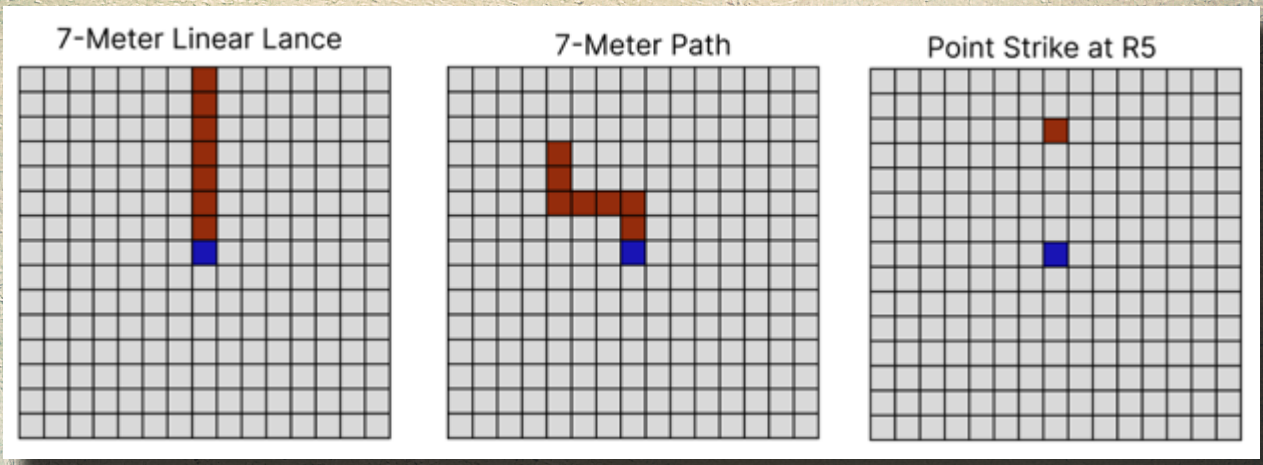
**O-Cross/D-Cross**: An orthogonal or diagonal cross extending from a central point of origin. Diagonal crosses follow the length rules of diagonal movement (therefore, there is no 2X2 Diagonal Cross; a 2-space Diagonal Cross would be listed as a 3X3 meter D-Cross).




**Linear Impact/Linear Lance**: Linear targeting allows players to fire in an orthogonal or diagonal line. "Linear Lance" Tagged Attacks will affect every target on the line's length, while "Linear Impact" Tagged Attacks will Strike the first target in Range. "Linear Impact" projectiles often explode or erupt into another pattern.

**Path**: Path AOEs follow a specific course across the map, as determined by the caster. The Path can begin at the spell's specified Range, unless the spell has Adjacent Range, in which case, the Path will begin in one of the caster's adjacent spaces. A Path cannot move backwards or cross over itself.

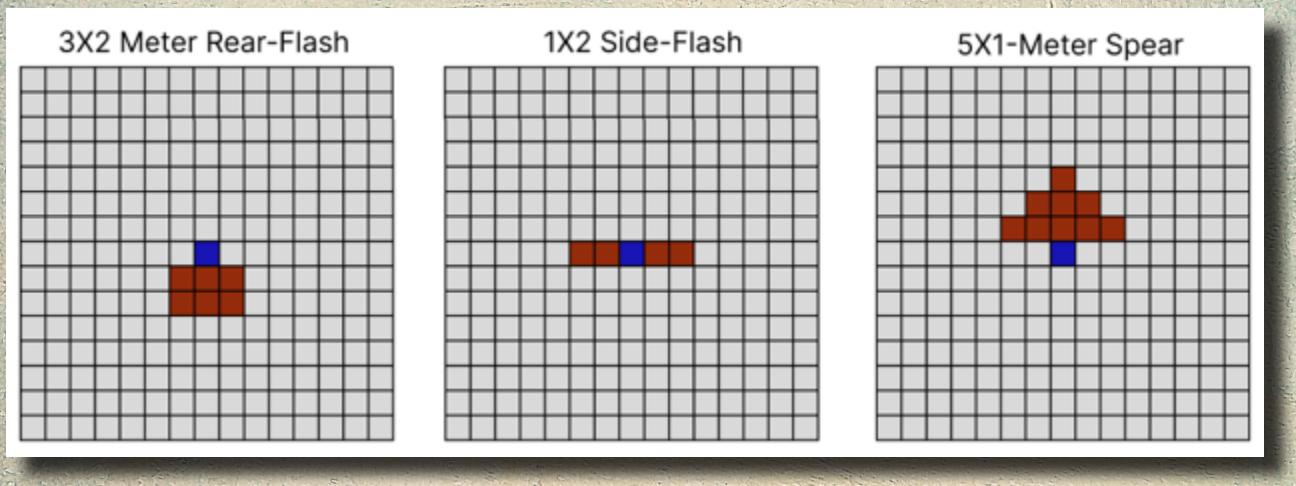
**Point Strike**: Point Strikes follow the same exact mechanics as Columns, except that they affect only one space.




**Rear-Flash**: Certain Abilities will produce magical blow back or recoil that extends from the caster's blind-spot called a "Rear-Flash." Rear-Flashes are a common byproduct of casting spells at a certain level of Exus, and consequently, they are often dumb-fire effects, meaning they typically do not distinguish between friend and foe. Rear-Flashes also often deal different amounts of damage than the rest of the spell, as specified by the spell's description.

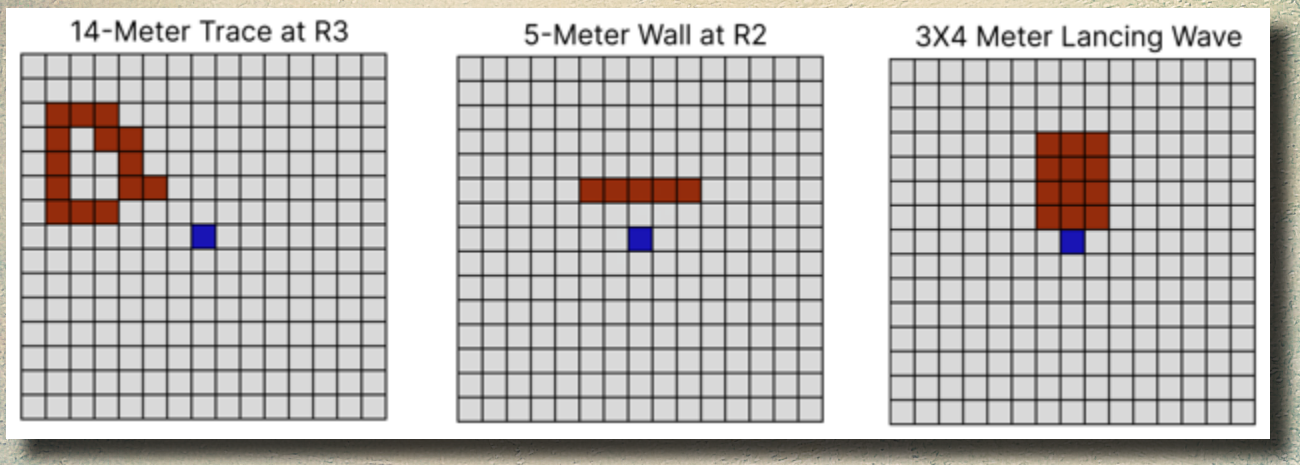
**Side-Flash**: Similar to "Rear-Flashes," certain Abilities generate "Side-Flashes," which follow identical principles, save that they emanate from the caster's sides rather than their blind-spot. Side-Flashes are always symmetrical.

**Spear**: Spears are inverted cone effects, usually blasting outward from the front of the cast with limited Range.




**Trace**: Trace patterns behave the same as Paths, with the notable exception that a Trace spell can circle back or cross over itself. Spells that cross over the same space affect targets each time the spell effect "enters" that space.

**Wall**: The "Wall" Tag summons a stationary spell effect that persists for a certain number of turns (as specified by spell description) after being summoned. It is usually linear in shape, though certain spells like Paths or Traces can also result in a Wall, resulting in the Ability having both Tags.




**Impact Wave/Lancing Wave**: "Wave" Tagged Abilities are wider linear Attacks, affecting a number of rows and Columns extending from the front of the caster, with their total area of effect designated by width, then length. Like the "Linear" AOE Tag, waves can either Strike the first foes in their Path ("Impact Wave"), or all the foes in line with the spell's full trajectory ("Lancing Wave").

**Attacking Diagonally**

When attempting to cast an Ability diagonally, count the full measure of squares an orthogonal AoE Attack would cover, and shift both the shape and count as best you can. The shape takes priority over the number of squares hit, so follow the width and breath requirements of the AoE to the best of your abilities. Lost squares are the price of glory. If a spell partially overlaps with another square, opponents in that square take half, or quarter damage (rounded down) depending on how large the overlap is.

# Status Effects

Characters and other entities can be affected by a broad range of statuses and special effects listed and detailed below. Unless otherwise specified, status effects are binary actions; the severity of their effects do not stack with multiple applications. However, multiple applications will increase the duration of a given status effect. By default, a single application of a status effect lasts 1 turn. Negative status effects are referred to as "Banes," while beneficial status effects are referred to as "Boons."

## Order of Operations

Boon effects are always applied immediately, and influence a Character's Actions and stats that same turn, whereas Banes always kick in the turn *after* they are applied. If a player receives the Bleed Bane from an exploitative Attack while they are mid-stride, they will not suffer damage from any Actions they take that turn. Next turn, however, they will take a point of True Damage for every Action and Reaction they take, as described by the effect.

## Banes

Negative status effects. Certain spells have unique negative status effects, which are described in the text of the spell. Most status effects take 1 turn to elapse, but Daze, Stagger, and Stun are immediately applied to opponents.

**Bleeding**: Entity takes 1 True Damage each time it performs an Action or Reaction. Enemies without blood, such as constructs, are Immune to Bleeding. Enemies with regenerative effects who are not Immune to Bleed will regenerate 2 less Resilience instead of taking damage.

**Blinded**: Entity suffers -80 to all Strike Roles, -50 to DV, and raise Ability Check thresholds by 30. As long as the Character is Blinded, they are Immune to ocular Sensory damage.

**Burning**: This entity takes 1 Magical Damage at the beginning of their turn. Burning will often negate an opponent's regenerative Abilities.

**Crippled**: This Character cannot Attack or use Techniques.

**Dazed**: This entity cannot use Reactions.

**Deafened**: -40 to DV, and Attacks made to this entity's Blind-Spot have their Critical Threshold Range increased by 5. As long as the Character is Deafened, they are Immune to Sonic Sensory damage.

**Distracted**: This entity deals 2 less Magical Damage with their magical Attacks and Abilities.

**Exposed**: This entity's FDR is reduced by 1, to a minimum of 0.

**Fear**: This entity must spend 3AP attempting to flee from the opponent who induced the Fear. If the opponent cannot move, these AP are simply lost instead.

**Frostbitten**: This entity cannot score Critical Hits (except for natural 99), and their Strike Roll Critical Hit threshold is increased to 00-20.

**Hex (Core Attribute)**: Entity suffers -10 to Ability Checks involving specified (Core Attribute).

**Immobilized**: This entity cannot use Move Actions. If something attempts to forcibly move the Character, they suffer 1 true damage per meter of inflicted movement.

**Lamed**: Movement speed is halved, rounded down.

**Maimed**: This entity cannot recover past their current Resilience.

**Muted**: This entity cannot use magical Attacks or Abilities.

**Pain**: This entity suffers -30 to all Skill Challenges and Strike Rolls.

**Rent Wyrd**: This entity suffers 2 True Damage each time they perform magic of any kind.

**Shocked**: This entity has its MDR reduced by 2 (to a minimum of 0).

**Slowed**: This entity has its AP costs increased by 1, and its base movement speed reduced by 3.

**Snared**: This entity suffers -30 to physical Strike Rolls and Ability Checks.

**Soaked**: This entity suffers -30 to magical Strike Rolls and Ability Checks. If a Soaked opponent becomes Shocked, the Shocked condition will spread to all adjacent entities.

**Strained**: This entity has its PDR reduced by 2 (to a minimum of 0).

**Toxin**: This entity suffers 1 True Damage at the end of their turn.

**Weakened**: This entity deals 2 less outgoing Physical Damage.

## Boons

These are positive effects that enhance and assist Characters who they are applied to.

**Alacrity**: This entity increases melee Strike Rolls by 25.

**Braced**: This entity gains 2PDR.

**Calmed**: This entity gains 2MDR.

**Charmed (Attribute)**: This entity receives +10 on Ability Checks with specified (Attribute).

**Courageous**: This entity extends their Critical Threshold Range by 10 and cannot Critically Miss except for a natural 000. This status effect also dispels Fear, and provides immunity to Fear for as long as it lasts.

**Ground**: This entity may elect to reduce their Exus by 5 at the end of their turn.

**Guard**: This entity receives 1FDR.

**Haste**: Character's move speed increases by 3 and they can perform Actions at -1AP (to a minimum of 1AP.)

**Invigorate**: This entity recovers 2 Resilience at the end of their turn.

**Lucid**: This entity increases outgoing Magical Damage by 2.

**Set-Up**: Allows the Character to use "Tactical" Tagged Abilities. If unused, expires at the end of turn.

**Strength**: This entity increases outgoing Melee Physical Damage by 2.

**Thorns**: This entity deals 1 True Damage to Attackers per Attack or Ability Action.

**Vital Eye**: This entity increases Ranged Strike Rolls by 25 and the Physical Damage of projectiles by 2.

## Other Effects & Conditions

There are other temporary effects that are not strictly qualified as Banes or Boons.

**Baited**: Forces an entity to Attack the baiter on their next turn. If a target is Baited by multiple entities, the closest baiter will be prioritized, followed by the most recent application of Bait. If an opponent is Baited by a Character who is out of Range, the opponent must attempt to move into Range and Attack.

**Pull (X)**: Pull an opponent up to (X) meters toward the Character.

**Push (X)**: Move a local entity up to (X) meters away. Opponents can be Pushed through unlocked doors (automatically opening them), or Soft Cover (destroying the Cover).

**Set-Up**: Certain Abilities can only be used when the player is Set-Up. Set-up expires when used, or at the end of the player's turn.

**Stagger (X)**: Immediately lose (X) AP. If an opponent's AP is reduced to zero, they are Stunned.

**Stunned**: The entity ends their current turn and skips their next turn. Subsequent applications of Stun deal 2 True Damage.

## Immunities, Stress, and Stress Breaks

Most boss enemies are Immune to most status effects. It's just one of those hard facts of life. Status effects aren't completely useless against them, however! **Even if a boss is Immune to a specific Bane, they will take 5 points of Stress per Bane Stack applied. When a boss reaches 100 Stress, a Stress Break occurs.** Typically, a Stress Break will result in a beneficial effect for the party, such as stunning the boss, permanently crippling one of its limbs, or temporarily increasing the amount of damage it suffers.

Normal foes who are Immune to Banes do not accumulate Stress, but they are typically vulnerable to a broader array of status effects and easier to dispatch than their overlords.

# Other Rules

Below are additional rules that can affect combat and Actions, but don't neatly fit into other categories.

## Rolling With or Against Prejudice

An FM may rule that the current situation benefits or hinders a Character's attempt to perform an Action. In such circumstances, an FM can tell the Character to roll with or against Prejudice. Rolling with Prejudice means the player will roll their Skill Check or Strike Roll twice, and use the higher of the two outcomes. Rolling against Prejudice entails the opposite: a Character must make their roll twice and use the inferior outcome.

# Running Combat as a Fate Master

Fate Masters always have more to keep track of in combat than single player Characters, often controlling one or more NPC—who are usually nearly as complicated as player Characters. We include more specific advice and various tips on running combat in **Book 4: Fate Master's Guide.**

## Non-Player Characters

We recommend that FMs only use full Character Grimoires for entities that are complex and integral to the story, like key allies or main antagonists.

## Simple Entity Grimoires

To mitigate the amount of bookkeeping a Fate Master must do, there is a secondary type of Grimoire for Simple Entities. **Simple Entities** are meant to fulfill single purposes, like combat henchmen, allies, bystanders, or hostages (we review the navigation and operation of simple entity Grimoires in detail in **Book 4: Fate Master's Guide**).The FM can operate Simple Entities without needing to navigate as many tabs and pages. The values for 100 different Simple Entities, ranging from mostly harmless to wretchedly sadistic, are listed out in **Book 5: The Bestiary**.

## Simple Entity Attacks

In most cases, Simple Entities do not track resources like Exus, Anima, or other additional resources to ease the total calculation burden on the FM. Rather, their Attacks and Abilities have other rate limiters:

| Rate Limiter | Description |
|---|---|
| **Use Limits** | The number of times the entity can use this Attack or Ability in a single combat. |
| **Warm Up** | The number of turns that must pass before the entity can use this Attack or Ability. |
| **Cool-Down** | The number of turns that must pass before an entity can use this Attack or Ability again. |

Additionally, Simple Entity Attacks have fixed Base Strike Bonuses, and do not specify additional Difficulty when Attacking. Certain Simple Entities are capable of making Dual Attacks as denoted by (Dual) following the Attack Action's name, and in these cases the Dual Attack Penalty is already factored into that Attack's Base Strike Bonus.

## Fated Actions

Fated Actions are special Actions that a Fate Master can perform in combat. These can occur at any time, and can include the arrival of reinforcements, hazardous environmental effects forcing Challenge rolls, or so on.

# Post Combat Protocols

The end of combat in Anno Amagium is typically straightforward: combat ends when all present opponents have either escaped, surrendered, been subdued, or defeated—provided that all members of the party are willing to lay down arms. Initiative rounds will persist for as long as a Character wants to continue fighting.

## Experience?

There is no need to track experience on Character sheets. The party collectively levels up after defeating opponents in combat, solving cases, and roleplaying events with momentous Character or narrative growth. Players should still keep track of their personal kills, arrests, and banishments in their notes, however! Milestones in these categories can lead to rewards (or certain penalties) at FM discretion.

## Stabilizing Downed Allies

An ally that has sustained all of their wounds in combat can be stabilized by first aid Consumables, magic that restores Resilience, and certain Actions unlocked by Curriculum. The longer an ally is downed, the more likely they are to sustain **Injuries**, which are persistent side effects that impose maluses on a Character depending on the nature of the Injury. The onset time (measured in rounds), severity (measured in harshness of penalties), and recovery time (measured in days, weeks, or months), are all situational and subject to FM discretion.

## Fleeing Opponents

Certain opponents have Abilities to immediately flee combat via teleportation or other similar Skills. If an opponent attempts to flee on foot, the party can attempt to pursue them. Combat may persist as long as that opponent is within 50 meters of the party (assuming the party is on foot). If the opponents manage to exceed that distance, they are assumed to have made a reasonable escape. The distance for a reasonable escape is extended to 500 meters if both the party and the opponent are mounted or riding/driving vehicles.

## Looting Items

After combat, Characters can loot their defeated or arrested foes by making Pertinent Skill Challenge Rolls. Arrested opponents can be frisked and corpses can be comprehensively searched. Similarly, certain monsters can be butchered, and constructs can be disassembled for the party to obtain magical Reagents and other potential crafting Ingredients.

Calculating what loot a Character can retrieve from a defeated entity is simple. Each Simple Entity Grimoire has a tab with a loot table calculating values from 00 to 200. A player will receive all the items up to their check threshold, or, if they critically succeed on their Challenge Roll, all the loot on the table.

A party can perform a single search on a single body, but the Character making the search can receive assistance from up to two other Characters, who add half of their Base Challenge Bonuses to the searching Character's Base Challenge Bonus.

## Exus and Resource Decay

After combat, a Character may take a minute to perform a prolonged Focus Action to completely clear their Exus value. Otherwise Exus will decrease at a rate of -5 every minute. Additional resources earned in combat decay under different circumstances and rates. Some common additional resources are listed below:

- ◊ **Rage** accrued in combat will reduce by 1 every ten minutes spent outside of combat
- ◊ All stacks of **Chicanery, Flow,** and **Frustration** are immediately lost once combat concludes
- ◊ **Prescience**, **Small Favors**, and **Good Fortune** persist until used or the Character sleeps for at least 8 hours, at which point they are reset to their standard daily allotment

Unless a Trait or Curriculum specifies otherwise, other unlockable resources generated in combat will automatically expire at the end of combat.

# Chapter IV: Skills & Challenges

# Skills Overview

Skills are Actions that can be used moment to moment in *Anno Amagium*. While Abilities detail martial or magical Actions to be used in combat, Skills apply to almost every other non-trivial Action a Character can make outside of combat. Certain Skills, such as balance and intimidation, have combat applicability as well. Indeed, a Weapon's Strike Rolls follow the same basic formula as Skill Challenges.

An FM can issue Skill Challenges to specific Characters or the entire party at any time. Similarly, players are free to propose a Skill Challenge to perform certain non-standard Actions at any time outside of combat, and at any time during their turn in combat. Depending on the proposed Action's complexity, the FM may subdivide the Challenge into Multiple Rolls and in combat, they will also stipulate a total AP Cost.

**If the game is digital, why not automate Skills?**

*Anno Amagium's* Skill system revolves around negotiation and improvisation. We want to emphasize player creativity and FM collaboration in ways that an automated system would inhibit. Skills in *Anno Amagium* have effectively endless variety, but they are also more specific and insular than other tabletop games, so their classification and application is also deliberately ambiguous.

# Typical Skill Challenges

The following is the formula for Skill Challenges in *Anno Amagium*:

**SKILL CHALLENGE TOTAL FORMULA**

**(Dominant Attribute + Lead Skill Ranks + Pertinent Skill Bonuses + Other Bonuses + D100 Roll) vs. (Challenge Difficulty +/- Situational Modifiers)**

Let's say a Character tells a lie, and the FM issues a Skill Challenge to see whether or not the Character gets away with it. Here's what will happen:

## Step 1: FM Specifies a Dominant Attribute

**The FM issues the Skill Challenge and specifies a Dominant Attribute.** With practice, determining which Attribute applies to which Skill Challenge will become second nature, but the table below should provide a useful point of reference:

## How do I determine the Dominant Attribute for a Skill Challenge?

In a pinch, the Attribute Section in Chapter 2 of this book, or Chapter 3 of the Character-Building Guide can offer clarity, but this cheat sheet should answer most questions:

**If a Challenge pertains to...**

- ◊ ...Raw strength, lung capacity, or flexibility, it's **ARMS**
- ◊ ...Dexterity, spatial intelligence, and technical know-how, it's **GEARS**
- ◊ ...Socializing, wit, emotional and artistic expression or communication, it's **MASKS**
- ◊ ...Calculation, analysis, memory, focus, it's **TOMES**
- ◊ ...Sport, or fine-motor control paired with muscular output, it's **PHYSICAL**
- ◊ ...Sensory inputs, channeling emotions, or controlling passion, it's **INSTINCT**
- ◊ ...Applied volition, perseverance, mental fortitude, or drive, it's **WILL**
- ◊ ...Art, or creativity bolstered by mechanical execution, it's **INNOVATION**
- ◊ ...Practiced behaviors and wisdom earned through effort, it's **TRAINING**
- ◊ ...Parsing, crafting, and articulating deeply complex abstractions, it's **MENTAL**
- ◊ ...Enduring pain, mitigating damage, or stomaching something, it's **FORTITUDE***
- ◊ ...Reaction time, dynamism, quickness, it's **AGILITY***
- ◊ ...Gut feelings, listening to experience, self-made "luck," it's **INTUITION***
- ◊ ...Honed perception, detailed observations, alertness, it's **ATTENTION***

**(*Hazard Attribute: this Attribute can only be used reactively and defensively!)**

In rare circumstances, an FM can issue **Flexible Challenges**, where a player may choose between two or even three Attributes. But in the case of our example, the Dominant Attribute would be Masks, since "Lying" is social, communicative, and expressive.

## Step 2: Player Declares Their Lead Skill

**The Player offers a Lead Skill to attempt the Challenge with. If this is a Challenge issued by the FM, the Lead Skill should correspond to the prompt as specifically as possible.** In the example of our liar, the best lead Skills would be something like "Lying," "Deception," or "Persuasion."

## Step 3: FM Determines Challenge Difficulty

**The FM will privately set the Challenge Difficulty based on the magnitude of the lie ("He went that way!" will have an easier check than "I am your long-lost brother!"), and the relevance of the player's specified Lead Skill.**

Generally speaking, the relative potency of an individual Skill Rank is directly proportional to how close a match the Lead Skill is to the Skill Challenge's prompt. **In other words, the more specific and appropriate to the situation a Skill is, the more effective each Rank in it will be.**

Here is another example: an FM issues a Challenge to a party of six players to identify a liquid spilled on the floor based on its color, odor, and other surrounding evidence. The players respond thusly:

- The first Character will use their 45 Ranks of "Visual Perception" as their Lead Skill.
- The second Character declares their 30 Ranks in "Science."
- The next Character says they have 10 Ranks in "Magi-Forensics."
- The fourth Character has 5 Ranks in "Egregorics" but doesn't think to nominate it, so they abstain from the Challenge.
- The fifth Character doesn't have anything clearly applicable, so he nominates his 10 Ranks in "Toxins," hoping it is relevant.
- The sixth Character has 20 Ranks of "Visual Perception" and 5 Ranks in "Alchemy," and asks which is more relevant.

As an FM, how should you sort out who has a clear advantage?

Ultimately, it depends on leveraging your own omniscient perspective. The liquid is ectoplasm; a clear discharge emitted when egregores die or cross the Veil. Knowing that, you can weigh the Challenges for each Character accordingly.

- The liquid is faintly colored but mostly translucent and a little goopy. "Visual Perception" isn't worthless here, but it isn't as good as some of the other options on this list. This Character would have to score 110 or more on their Skill Challenge to identify the ectoplasm on sight alone.

- Magic always defies certain aspects of "Science," yes, but the scientific method will still serve well when assessing physical phenomena. This Character will have an easier time identifying this substance with broader experimentation and Critical thought than sight alone. He needs a roll of 80 to crack the case.

- This guy is our winner, before bonuses are factored in. "Magi-Forensics," or examining magical evidence (both physical and immaterial), is perfect for identifying ectoplasm. For him, the Challenge Difficulty will be a mere 40.

- The fourth guy is a cautionary tale against not nominating Skills. Blindly nominating Egregorics would have allowed them to identify the liquid with a total Roll of only 30! Egregory specialists could recognize Ectoplasm as easily as human blood.

- The fifth guy is unlucky, but his spirit is in the right place. The liquid is not a poison, so his "Toxin" knowledge is not helpful as a Lead Skill. Looking at it through that lens, he needs to hit 120 to identify the ectoplasm.

- The sixth player will have an easier time with Alchemy, as ectoplasm is a common alchemical ingredient. (Again, Visual Perception would be 100. Using Alchemy would result in a check of around 60.) That said, **the FM does not have to tell players which option is superior**[2]. Instead, ask them what their Character would do, or, failing that, which option would come to their mind first?

## Step 4: Player Nominates Pertinent Skills

**After the FM has settled on the Challenge's Difficulty, the player will add their Lead Skill value to their Masks value and lobby for bonuses based on other, potentially related Skills.**

What is a Pertinent Skill? Going back to the example of our liar, pertinent Skills could include "Acting," "Storytelling," or even "Talking" depending on what Skills the Character has Ranks in, and how they would like to approach the lie in-Character. For the ectoplasm party, pertinent Skills could include "Chemistry," "Magi-forensics," or even "Egregoric Magic."

These are all fairly straightforward nominations, and an FM should allow players to take at least partial bonuses based on those Ranks. For example, "Your Character can add every Rank in 'Acting,' up to 5 Ranks in 'Storytelling,' and half their total Ranks in 'Talking,' to their Skill Challenge Total."

A more creative player might argue that their Character's 20 Ranks in "Poker" should give them a bonus, because they have learned the appropriate body language for bluffing. FMs should answer this creativity with mechanical advantages and seize upon the opportunities to be creative themselves. To play out the example above, an FM could rule that the Character can apply half of their Ranks in "Poker" in exchange for asking the player to describe their Character's poker face.

## Step 5: FM Considers Situational Modifiers

**An FM should take certain contextual cues into consideration, providing a bonus or malus to the base Challenge Difficulty.** If a Character is attempting to scale a building, the Challenge Difficulty

[2] That said, it is generally considered good etiquette to tell a player if a Skill is at least viable, if they think to ask.

will primarily be based on the nature of the architecture (is it sheer, or does it have obvious footholds?), and the relevance of the Lead Skill. But the FM will also want to consider the following factors:

- ◊ **Is it nighttime?** If so, does the Character have a light source, or can they see in the dark? If not, add ~5 to ~15 to the Challenge's Difficulty.

- ◊ **What's the weather like?** Rain and Wind will make climbing harder. For example, add ~15 Difficulty if its wet, and add ~30 Difficulty if there is an ongoing squall.

- ◊ **How sturdy is the architecture?** If the building is falling apart, the Character will need to choose their footholds carefully. Add Difficulty depending on how structurally sound the building is.

- ◊ **How much is the Character carrying?** What are they wearing? Climbing in Armor or when laden with Weapons will be harder, so add Difficulty accordingly.

Factoring in situational modifiers is ultimately optional: an FM can make a Challenge as detailed or simple as they see fit. Generally, higher stakes Skill Challenges should consider as many factors as possible, while quicker Skill Challenges (such as those performed mid-combat) can be simpler.

## Step 6: The Player Adds Tool and Buff Bonuses

**Certain Skills—like lockpicking, incanter hacking, or skinning monster—require Tools to perform.** Most Skills also have optional Tools or Consumables which can provide bonuses to the Character's Skill check. The quality of a Character's Tool can provide meager to massive bonuses to their Challenge Total. Ask a marathon runner how far they'd get without their favored pair of shoes, or how a professional violinist would fair with a stranger's untuned instrument instead of their heirloom Stradivarius.

**In combat, standard Skill Challenge totals should also factor in active Ability Cards, and any effects that alter Character's Skills or Attributes.** If you are about to pick a lock, it may be good to dust off a Skill-Boosting spell like Abidache's Knack. Buffs apply to every roll in Combined and Sequential Skill Challenges (see Atypical Skill Challenges below), but they cannot be applied towards Endeavors, as it is assumed your Character will already be doing everything they can to succeed.

## Step 7: Roll It!

**After the FM and player have totaled the Difficulty and their Base Skill Bonus (their Skill Bonus before rolling), the moment of truth has arrived.** The player rolls a D100 and adds the results to their Base Skill Bonus to determine the Challenge's Outcome.

# Skill Outcomes

Skill Challenge results are not a hard binary, but a spectrum of seven potential Outcomes. The following should give you an idea of what's possible if a player is trying to sneak through a warehouse filled with 5 patrolling guards:

**EXAMPLE SKILL CHALLENGE: SNEAK PAST GUARDS IN A WAREHOUSE**

***Challenge Difficulty 85 = Guards' Average Awareness (60) + 5 Difficulty Per guard (25)**

**95-99 on the dice faces: Critical Success** – The Character studies the guards patrol patterns as they deftly thread through them, undetected. Critical Bonus: They receive +10 Conditional Bonus to all Stealth Challenges until the end of the night, or until they leave the location.

**Skill Total of 105+: Exceptional Success** – The Character moves through the warehouse in a blink, light as a feather, and quiet as a shadow.

**Skill Total of 95-104: Comfortable Success** – The Character makes it through the room at a cautious pace without alerting any guards.

**Skill Total of 85-94: Narrow Success** – The Character makes it through the room unseen... but as they are about to leave, their boot squeaks across the concrete floor. Behind them, a guard stops patrolling and says "Wait... did you hear that?"

**Skill Total of 75-84: Near Success** – The Character makes it to the end of the room, only for a guard to spot them just as they are about to escape.

**Skill Total of 74 or less: Failure** – The Character is spotted mid-sneak. Sound the alarm!

**00-04 on the dice faces: Critical Failure** – The Character may as well have announced themselves. Not only do they alert all guards in the area, but they fail to notice the guards approaching. Critical Malus: Combat begins with the opposing force going first.

## Auto-Success

An FM may always choose to rule a Challenge an automatic success for the sake of saving time or maintaining narrative momentum. For similar reasons, we recommend FMs skip Challenge Rolls when a player has more Skill Ranks than the Challenge's base Difficulty Rating. However, if there is a potent storytelling opportunity in a 5 out of 20 failure, we recommend having players make a Skill Challenge Roll.

# Atypical Skill Challenges

Cooperation, caution, sequential, sustained, and simultaneous Challenges all have their own unique rules. This section will go over those edge cases.

## Assisting Attempts

How Characters cooperate to complete Skills is handled on a case-by-case basis. **Skills that are inherently solitary, like eating, socializing, sneaking, or swinging a Weapon cannot receive Skill assistance from other Characters.**

If a Character wants to treat an ally's Injuries after a battle using "Field Medicine" or something similar, they can ask up to two other Characters with fewer Ranks in the same Lead Skill to Assist them with the Challenge:

**ASSISTANCE BONUS FORMULA**

**(Assistants' Lead Skill Ranks*) + (Primary Attempter's Base Skill Bonus)**

***Up to a Maximum Bonus of 15 Ranks per Assistant**

Generally, having a single check with substantially increased odds of success is superior to one pretty good roll and one long shot. This allows even meager Skill investments to add value to a party! It is important to note, however, that a player cannot lead an Attempt and then Assist in a different Character's subsequent Attempt. So if the party has two Characters with high Skill Ranks, it may be best to have them make two separate Attempts in case one fails (assuming the check can be reattempted. See Reattempting Challenges in the Optional Rules section below).

## Cautious Attempts

Outside of combat, a Character can give a difficult Skill Challenge their full attention and take extra care to avoid mistakes. This is a good option for fairly safe, low-stakes Challenges. **Instead of rolling their dice, they will simply add 50 to see if they succeed. But if a player fails their Cautious Attempt, they cannot reattempt the Challenge. They also cannot receive Assistance or Instruction Bonuses on a Cautious Skill Challenge.**

## Combined Skill Challenges

If a Character wants to do two or more things at once, like "Dancing" and "Flirting," the FM should have them make separate Challenge Rolls for each Skill in play. **Each additional Skill adds 15 Difficulty to all Challenges being performed simultaneously.** However, an FM may rule that the outcome of one Skill Roll may provide a bonus or malus to subsequent rolls in the Challenge. Rolling an Exceptional Success on the "Dancing" roll may cancel out a Near Success in the "Flirting" roll, for example. Furthermore, a Critical Success or Failure will cause an entire Combined Challenge to succeed or fail.

## Contested Skill Challenges

Contested Skill Challenges are what they sound like. Head-to-head conflicts between two different entities competing in the same field.

**CONTESTED SKILL CHALLENGE FORMULA**

**(Character's Skill Challenge Total) Vs. (NPC/Second Character's Skill Challenge Total)**

Contested Skill Challenges are often, but not always, mirrored: a Character trying to resist being grappled and the would-be grappler would both roll with Arms as their Dominant Attribute, and would likely use "Grappling" as their Lead Skill (if they have Ranks in it) to win the contest. But an FM may also argue that a particularly savage Character could use their Instinct value instead, and apply "Contortion" as their Lead Skill. Ultimately, the nature of Contested Skill Challenges falls to the discretion of the FM.

## Endeavors

Endeavors refer to Skill Challenges that involve sustained focus and performance, such as crafting or composing something, giving a musical Performance, participating in a sporting match and so on. Endeavors use the Skill Challenges system in conjunction with their own mechanical system, outcome table formats, and specialized dice, which are covered in detail in **Chapter 6 Endeavors: Crafting and Performances.**

## Instructing Attempts

Here's a fun scenario: the party is trapped on an airship with blown engines. The pilot has been paralyzed by a Binding spell that won't wear off for hours, but he can still talk. None of the party has any piloting Skill. What should they do?

They could use something tangentially related, like "Sym Games" as their Lead Skill, but that approach might lead to an astronomical Challenge Rating. A better option would be for players to ask for instructions from the pilot:

**INSTRUCTION BONUS FORMULA**

**(Instructor's Lead Skill Ranks/2) + (Any Ranks the Instructor has in Teaching Skills) + (Primary Attempter's Base Skill Bonus)**

In this case, one of the party members would be able to Attempt the Skill Challenge with the favorable Difficulty Rating of the instructor's relevant Lead Skill, and apply their tangentially related Skills as pertinent bonuses.

## Opuses

As mentioned in Chapter 2, a Character's Opus is the curious non-magical behavior that allows them to recharge their Wyrd. **Characters do not need to make Skill rolls when practicing their Opus (unless they are attempting an Endeavor in addition to restoring their Wyrd) but they must budget time on a semi-daily basis to use their Opus, or they will suffer -20 to their Exus Threshold Limit.** Practicing a Parvum Opus satisfies the requirement for 24 hours. Performing the Character's Modicum Opus satisfies the requirement for 72 hours. And performing a Magnum Opus will satisfy it for 100 Hours.

## Sequential Skill Challenges

**An FM may have a Character roll a number of times sequentially if they are attempting a Challenge with multiple steps.** Each of these rolls are normally calculated independently. However, as with Combined Skills, an FM may rule that positive or negative outcomes can provide bonuses or maluses to subsequent rolls. Similarly, a Critical Success or Critical Failure will automatically complete the entire Sequential Challenge without additional rolls.

## Rolling With or Against Prejudice

Under certain circumstances, an FM may decide that a player has an advantage or disadvantage that is so significant that they may roll with or against Prejudice. **Rolling with Prejudice means that a Character rolls twice, and selects the higher of the two rolls. Rolling against Prejudice is the opposite; they roll twice and select the inferior option.**

# Skill Ranks and Learning Skills

Individual Skills are effectively limitless in Anno Amagium. Certain Curriculum (like Stealth Training) will list out specific, common-for-adventuring sets of Skills at bargain rates, but a Character can spend Credits to gain Ranks in any Skill by simply writing a word on their Character sheet. Skill Ranks can be purchased at the following rate:

**Ranks 1-15: 3 Ranks per Credit**
**Ranks 16-35: 2 Ranks per Credit**
**Ranks 35-50: 1 Rank per Credit**
**Ranks 50-65: 2 Credits per Rank**
**Ranks 65+: 3 Credits per Rank**

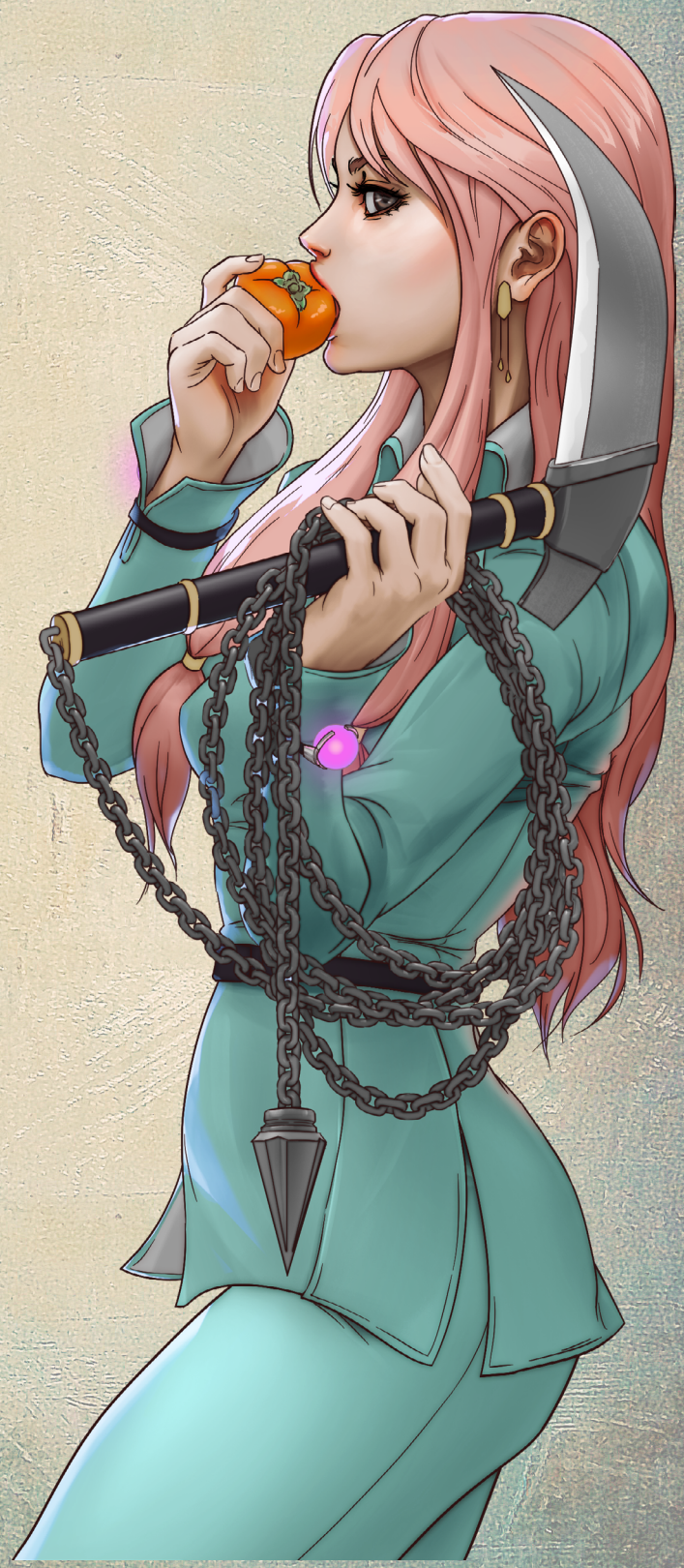
For example, a Character can spend just 5 Credits to gain 15 Ranks in a chosen Skill. Getting to 35 Ranks will require an additional 10 Credits. Getting to 50 Ranks requires 30 Credits in total, at which point the Character is considered an expert in that Skill. Progressing beyond that level becomes quite costly, so it is generally recommended to invest in other tangentially related Skills (for Pertinent Skill Bonuses) to improve their rolls. If a Character wants to pursue mastery of a specific Skill for Character reasons though, they have that option.

# Optional Skill Rules

FMs may employ additional Skill rules to add structure or flavor to their game.

## Rank Restrictions & Rewards

An FM may impose upper limits on how many Ranks a Character can gain at a given time and gradually permit Characters to Rank up as they play. Alternatively or additionally, FMs may bestow a few "free" Skill Ranks based on the Character's background at the start of a game. Finally, exceedingly generous FMs can employ an optional rule where Characters gain a very small number of Ranks in a Skill (1 to 3) on Critical Successes.



## Reattempting Challenges

The rules regarding reattempts are left to FM discretion. The overwhelming majority of the time, Critical Failures should prevent the Character from attempting the check again. If they are picking a lock, it jams. If they are fixing a machine, they break it further. If they are applying triage, the Injury gets worse.

Also, in our "land the plane" and "sneak through the warehouse" examples, the Characters have one shot to succeed, for fairly obvious reasons.

If a Character is trying to crack a fairly new and unsophisticated security system, they can try the Challenge as many times as the FM will allow—but cunning FMs will see each reattempt as an opportunity for shenanigans. Some thought starters for our storytellers:

- ◊ Make the Challenge harder with Failures and easier with Near Failures
- ◊ Increase the Critical Success and Critical Failure ranges with each successive attempt
- ◊ Increase the potential value of rewards and failure with each attempt

Sometimes, allowing a Character to try again is more entertaining (and crueler) than merely closing the matter after a single Attempt.

**Can you use Skills on other players' Characters?**

A Character can use a Skill on another player's Character as long as it does not circumvent player agency or constitute metagaming. And to be clear, **you do not control other player's Characters under any circumstances.** This isn't just the case for Skills, but putting words in their mouths, suggesting Actions in combat, and other such hijackery is bad manners and also a bit creepy.

You can bandage somebody. You can do it without their express permission, or even against their wishes, but they are free to use their own Skills—even violent ones—to resist. A little drama is fine every now and then, but generally speaking, for the sake of the game's stability and comfort, it is best to avoid going head-to-head with party members all the time.

Some examples of explicit prohibitions: your Character cannot roll a Critical Success on a Seduction Roll and automatically make another player Character their paramour. Your Character also cannot attempt to use a "Micro-Expression" or "Mentalist" Skill to determine from the FM whether a player Character is Lying. That robs you, as a player, of having to make a roleplaying choice—Does your Character trust that other player's Character or not?

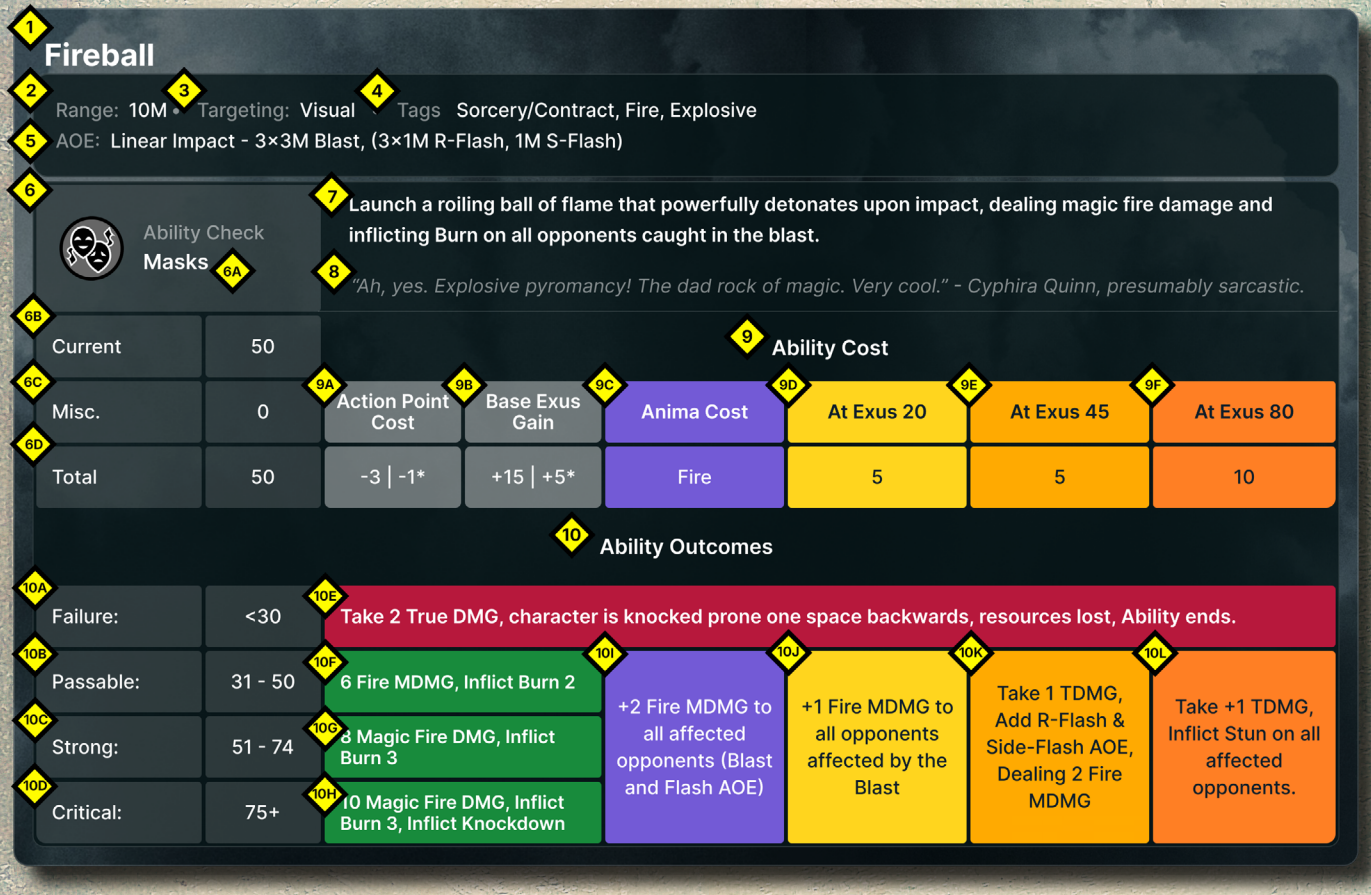
# CHAPTER V: ABILITIES - MAGIC & TECHNIQUES

# The Anatomy of Abilities

Abilities, unlocked by Curriculum, are the spinal cord of Anno Amagium's combat and magic systems. They represent skilled Actions that a Character can attempt by drawing an Ability Card, which will determine the results of an Ability Check.

## Ability Legend

This is a labeled overview of the information in a standard Ability Block.




1. **Ability Title**: The name of the Ability.

2. **Range**: The Range of this Ability, measured in 1 meter squares extending away from the player. As with movement, diagonal spaces count as 1.5 meters.

3. **Targeting**: The necessary Targeting criteria (Visual, Touch, Estimated, etc.) a player must meet in order to use this Ability.

4. **Ability Tags**: The "Tags," or notable mechanical qualities associated with this Ability. (See explanation of Tags in the following section.) Tags marked with asterisks are conditional Tags that are not always in effect, but can be if certain criteria are met.

5. **Area of Effect**: Measured in grid squares and shapes.

6. **Ability Check**: This section governs a Character's Ability to perform the Ability.

    6A. **Dominant Attribute**: The Attribute that this Ability relies on.

    6B. **Current Attribute Score**: This is your Attribute including any cards currently drawn and displayed that might alter your default amount.

    6C. **Misc. Attribute Modifiers**: Any additional modifiers that would affect your Attribute that isn't a card. For example, Certain Passives will add conditional bonuses to Abilities that have specific Tags.

    6D. **Total Attribute Score**: This is the Total Attribute Count the base Attribute, Ability Cards, and misc. modifiers are collected. This is the ultimate number used for the Ability Check (after the Character has drawn a card).

7. **Ability Description**: A description and explanation of the Ability's effects

8. **Flavor Quote**: A quote from an in-universe personage speaking about or responding to said Ability.

9. **Ability Costs**: How many resources are required to perform this Ability.

    9A. **AP Cost**: How many Action points are required to use this Ability.

    9B. **Base Exus Gain**: How much Exus the Character will gain using this Ability (regardless of their current Exus level.

    9C. **Anima Cost**: Specifies the type of Animus required to use this Ability, if any. If an Animus is optional, it will be marked with an asterisk.

    9D/E/F. **Additional Exus Gain**: Extra cost modifiers based on the caster's current Exus level (D = Exus Level 1, E= Exus Level 2, F= Exus Level 3). It is important to note, Exus cost modifications are mandatory and cumulative. Most Exus effects will empower spells, at the expense of undesirable side effects such as Resilience loss or suffering Banes.

10. **Ability Outcomes**: The results of the Ability depending on the Character's check, Exus level, and Anima effects (if applicable)

    10A/B/C/D. **Ability Check Thresholds**: Each Ability has 4 Skill check ranges. A) shows what happens if the Character fails to meet the minimum threshold for the cast. B) Shows the lowest passing grade of the check, and so on with C and D.

    10E/F/G/H. **Ability Effects**: The threshold of the check will determine which of these effects are used.

    10I. **Contract Effects**: Any special effects caused by an elective or specific Anima. Contracts that must be used with Anima will often leave this field blank, as will Sorceries that cannot be cast as Contracts.

10J/K/L **Exus Effects**: Additional, Exus-induced spell effects that take place based on your Exus level before attempting the Technique. Like Additional Exus Costs, Exus effects are mandatory and cumulative.

# Making Ability Checks

A Character can attempt any Ability provided they have sufficient AP remaining on their turn, with a few exceptions. First, a player cannot use the same Ability consecutively on a single turn, and they must obey Tag restrictions such as "Opener" and "Finisher."

These are the following steps associated with an Ability Check.

## Process

If a player wants to perform any Ability Action from their Grimoire, they must perform the following steps:

1. The Character selects an Ability from their Grimoire and announces the Ability's intended target.

2. The Character must pay all the associated costs (AP Cost, Exus gain, and Anima if specified), including modifiers associated with their current Exus Level to expend the necessary effort for that Ability.

   **NOTE: Some Abilities have multiple resource costs that a Character can choose between, such as using an Animus to cast a spell as a Contract, versus gaining more Exus, or using more AP. The player must announce which cost they are choosing to pay before the next step.**

3. The Character performs an Ability Check by clicking the Ability Draw button next to the spell. The newly drawn card will appear in the Character's leftmost card slot, shifting other cards that have been drawn to the next slot on the right. Some important things to keep in mind:

   a. Only 3 Skill Cards may be active at a time
   b. Cards in the rightmost Ability Card slot are discarded as new cards are slotted
   c. Active Skill Cards persist from turn to turn

4. The Keeper looks at the sum total of the pertinent Attributes score and active Ability Cards' Modifiers to determine if the Skill succeeded or failed. If the total Attribute values do not meet the minimum Attribute threshold for a Passable Check, the Character suffers the Ability failure penalties.

## Resolution

Once a Skill check has been made, Abilities are resolved in the following order:

### Dealing Damage

1. Physical Damage is dealt to opponents after adding any Bonus Damage, and subtracting opponents' True and Physical Damage Resistances from the total.

2. Magical Damage is dealt to opponents after adding any Bonus Damage, and subtracting opponents' True and Magical Damage Resistances from the total.

### Recovery Effects

3. Immediate Resilience recovery effects are applied to the intended target(s)

### Boon and Bane Application

4. Boons are applied to the intended target(s)

5. Banes are applied to the intended target(s)

Because of the application order, Boons and Banes that are applied by Abilities do not factor into the base damage dealt by an Ability. For instance, if a Character is struck by a lightning spell that deals 3 damage and inflicts Shock 1, (which boosts incoming Magic Damage by 2 for one turn), the Ability will deal only 3 damage. The Bane will be applicable to damage inflicted by subsequent Abilities, however.

# Ability Tags

## Type Tags

These Tags determine what Type of Ability is being employed.

**Contract**: A spell requiring the partnership and expenditure of animate spirit (or Animus) to cast. Contracts are considered structured magic, and as such, some people say that magic is only a "spell" when properly structured.

**Technique**: A physical, or magical and physical Technique that typically relies on a specific Weapon or Tool. (See the Technique section below.)

**Sorcery**: Magic based on the caster's inherent urdic Attributes.

**Sorcery/Contract**: A spell that can be cast as either a Sorcery, without an Animus, or as a Contract cast with an Animus.

# Additional Magical Tags

**Abjuration**: Magic that banishes, dispels, or protects is commonly referred to as Abjuration.

**Augury**: Magic that is used for foretelling the future specifically is referred to as Auguries. Generally, Auguries are rituals or forensic magic. Historically, the suffix "-mancy" was reserved for Auguries, but the term has come to encompass a general mastery of the element or domain of magic in question.

**Binding**: Binding magic is some of the most foundational and versatile pillars of magic in the world, allowing casters to do everything from affixing two objects together, to imprisonment spells, to "pinning" abstract entities to the material plane.

**Cantrip**: The middle ground between Sorcery and Contract magic. Unlike most Sorceries, Cantrips are long practiced magical Techniques that are highly structured, but not beholden to Anima. This Tag is generally applied to specific spells via Curriculum and bestows certain benefits to the caster.

**Conjuration**: Conjuring magic appears to make "something out of nothing," but it can entail sapping moisture from the air to create meaningful amounts of water, or using Telekinetic barriers and illusory effects to create "hard light" constructs. Magic that calls forth objects at Range is also considered Conjuration, even though it borrows some principles from Summoning magic.

**Daemons**: Daemons (so widely mispronounced as "day-mons" that the pronunciation is now purposely used to draw distinction between runic coding and actual Demonic entities) are essentially programs, apps, or subroutines created by runic code to perform specific functions.

**Demonic**: A type of Egregoric magic that draws power from entities that are religiously categorized as malevolent, dangerous, or outright evil. Demonic magic is not forbidden to Amagia, but is generally frowned upon and carries heavy stigma.

**Divine**: The antithesis of Demonic magic, Divine magic is Egregoric magic that draws strength from entities typically associated with benevolence, righteousness, and goodness. Just as Demonic magic is not forbidden to Amagia, Divine magic is also permissible and even commonly used amongst Egregory Units (commonly called "Rosary Squads"). Despite its generally positive nature, it is still looked down upon by Amagia who are skeptical of higher powers.

**Domination**: Domination magic is any magic that deprives a creature of their mental autonomy. It is the most harshly prohibited form of magic to use or study, save for Xenomancy.

**Egregoric**: Egregoric magic interacts with the Veil, and draws upon the subjectivity of the world's collective unconscious as it exists in the Veil. All religious magic is at least partially Egregoric, and such spells generally scale off the strength of the caster's faith.

**Essentialism**: Magic that draws on the power of the surrounding environment. Druidic traditions are perhaps the most well-known forms of Essentialism, though the former is deeply rooted in pagan religion, while Essentialism is typically agnostic.

**Evocation**: Magic that forces specific, externalized phenomena (such as chemical reactions, temperature changes, Elemental energy) to manifest typically falls under the category of Evocation.

**Exempt**: Magic that anyone with any magic license can cast legally.

**Illegal**: All non-Exempt magic is Illegal to Asfalis casters without the appropriate license, but some magic is Illegal under all circumstances.

**Invocation**: Invocations, as opposed to Evocations, typically appeal to a higher power or ideal and produce effects restricted to the invoker, rather than externalized phenomena (see Evocation).

**Faen**: Magic involving, influencing, or deriving power from the Faed. Particularly harmful to constructs and antithetical to entities composed of Lawed energy.

**Glamour**: Glamours are a category of magic that typically revolves around altering the appearances of existing entities or object, rather than creating illusions from nothing, though they technically draw upon the same magical principles. Fae are especially adept at using Glamour magic, and many half-fae also have a yen for it.

**Gnostic**: Magic concerned with the relationships and interactions between the material and abstract planes of existence.

**Golemic**: Magic that is used to create, animate, and control physical constructs is generally predicated on Jewish traditions of Golem Crafting, though there are other forms of construct-based magic that have now been lumped in with those initially religious traditions. Most modern Golems are agnostic, and certain Golems run on semi-autonomous runic code for industrial purposes. Unlike spells that summon Egregores, Fae, or Monstrum, a Golem must obey their dominus, or master. Typically, incapacitating a Golemancer will also incapacitate their constructs.

**Medithurgy**: Magic designed for medical applications. It is important to note, this is generally not considered healing magic, as all attempts at healing magic generally yield extremely negative side effects, such as hypovolemia, extremely rapid onset cancer, and improperly fused tissues.

**Monstrous**: Abilities that leverage magical biology qualify as Monstrous magic. Monstrous magic is usually (but not always) restricted to monstrum. Characters who ingest monster parts or are otherwise permanently changed by monsters may gain access to Monstrous Abilities.

**Occult**: Rather than warping or inverting Resting Laws, Occult spells temporarily impose new “laws” on an area to produce certain effects. Occultism often draws power from sacred geometry, numerology, and symbolism.

**Psychic**: Psychic magic governs thoughts and minds. Generally, it is inwardly focused, or enables new mental faculties (such as telepathy) to be shared with a group, as outward facing Psychic magic can easily stray into the Illegal borders of Domination magic.

**Sensory**: Magic that misleads or enhances the senses typically carries the Sensory Tag. This Tag is generally used to denote whether animals with keen senses will be powerfully affected by a spell’s effects.

**Sigilry**: Sigilry is magic that draws power from runic symbols and illustrations, typically rendered in metals, woods, powders, or, most commonly, magical inks. The inhibitor tattoos that enable Amagiate Law are the best-known and most-common example of Sigilry in the world.

**Summoning**: Magic that creates a rift in the Veil and calls forth an egregore, or even pierces it to summon a creature from the Faed. Unlike conjuring, Summoning relies on the relationship between a caster and a conscious, independent entity.

**Sympathetic**: Sympathetic magic is another foundational pillar of magical thought that stems from supernatural synecdoche; using a physical part or abstract aspect of a thing to influence the whole. Or using simulacrums (like curse dolls) to fuel magic based on similarities.

**Telekinetic**: Telekinetic magic equates to structured Force that requires both focus and a certain degree of natural talent to use effectively. It is an incredibly versatile form of magic.

**Thaumaturgy**: Magic deriving power from spilled blood and ritual sacrifice. Thaumaturgy is typically (but not always) Illegal, even to Amagia.

**Wrathcasting**: Magic that specifically derives power from anger, and generally relies on the Curriculum-gated resource called "Rage."

**Xenomancy**: What is magic in a world where everybody can perform magic? Xenomancy is widely considered a myth,

## Other Tags

These Tags enable specialized mechanics that interact with other Abilities.

**Combo (X)**: This Ability will have extra effects if it used immediately after (X) specified Ability or status effect. NOTE: The "Set-Up" status effect is lost at the end of the player's turn if unused.

**Complex (X)**: This Ability requires Characters to make an extra Skill Challenge from (X) Skill (such as a grappling or acrobatics), to perform.

**Coup de Gras**: This Ability awards special bonuses when used to defeat an opponent.

**Finale**: This Ability must be used at the end of the Character's turn, consuming all their remaining AP.

**First Strike**: This Ability gains special bonuses when it is used at the beginning of a Character's turn.

**Flow**: These Abilities require a Curriculum-gated resource called 'Flow' to execute.

**Follow-Up**: This Ability can only be used after specific criteria are met, such as using a specific type of Ability, succeeding at an Attack, or in some cases, failing an Ability.

**Opener**: This Ability can *only* be used as the first Action in the Character's turn.

**Penetrating (X)**: This Ability does True Damage by default and is capable of Penetrating Cover (walls, doors, etc.) with a value of (X).

- ◊ **0.5 - Soft Cover**: furniture, empty crates, etc.
- ◊ **1 – Light Cover**: Wooden doors, drywall
- ◊ **2 – Cover**: Wooden walls, trees, etc.
- ◊ **3 – Heavy Cover**: Brick walls, thick hardwood walls
- ◊ **4 – Hard Cover**: Concrete or Steel

**Prescient**: These Abilities require a Curriculum-gated resource called 'Prescience' to execute.

**Rage**: These Abilities use a Curriculum-gated resource called 'Rage' to execute.

**Tactical**: This Ability requires and consumes the "Set-Up" Boon.

**Vital Strike**: This Attack deals double damage when certain conditions are met; typically concealment or positioning.



# TECHNIQUES

Techniques are mixed physical and magical martial arts that require a Character to be using a specific Weapon or Tool. **Using a Technique is functionally the same as using an Ability, but a Character must first make a Strike Roll to see if their Technique hits before they make an Ability Check.** If the Strike Roll is a success, the Character proceeds to make an Ability Check.

# Technique Legend

Like Abilities, Techniques have specialized (but very similar) blocks that detail their mechanics.




1/2/3/4/5. **Name, Range, Targeting, Tags, AOE**: The first five boxes of a Technique block are the same as any other Ability block.

6. **Strike Roll**: The various calculations for and effects of the Technique's Strike Roll.

6A/B/C/D. **Values & Modifiers**: A) is the total value a player will add to their D100 Strike Roll to see if they will hit. (Attribute + Base Strike Bonus + Misc. Bonus - Difficulty Penalty). B) shows how difficult this Technique is to pull off. Note: Techniques cannot have other Difficulty increasing modifiers imposed on them. C) shows the cumulative bonus from your current Weapon Skill and Wield Bonus. D) Shows any additional modifiers to your SRT from custom Abilities, FM incurrences or bonuses, etc. This catch-all spot will account for those.

6E. **On-Hit Effect**: What happens when the Character makes contact with the target, prior to the Ability Check effects. Even if the Ability Check fails, the On Hit Effects will still occur.

7. **Ability Check**: This section governs a Character's ability to perform the Ability.

7A. **Dominant Attribute**: The Attribute that this Ability relies on.

7B. **Current Attribute Score**: This is your Attribute including any cards currently drawn and displayed that might alter your default amount.

7C. **Misc. Attribute Modifiers**: Any additional modifiers that would affect your Attribute that isn't a card. For example, Certain Passives will add conditional bonuses to Abilities that have specific Tags.

7D. **Total Attribute Score**: This is the Total Attribute Count the base Attribute, Ability Cards, and misc. modifiers are collected. This is the ultimate number used for the Ability Check (after the Character has drawn a card).

8. **Ability Description**: A description and explanation of the Ability's effects

9. **Flavor Quote**: A quote from an in-universe personage speaking about or responding to said Technique.

10. **Ability Costs**: How many resources are required to perform this Ability.

10A. **AP Cost**: How many Action Points are required to use this Ability.

10B. **Base Exus Gain**: How much Exus the Character will gain using this Ability (regardless of their current Exus level).

10C. **Anima Cost**: Specifies the type of Animus required to use this Ability, if any. If an Animus is optional, it will be marked with an asterisk.

10D/E/F. **Additional Exus Gain Amounts and Thresholds**: Extra cost modifiers based on the caster's current Exus level (D = Exus Level 1, E= Exus Level 2, F= Exus Level 3). It is important to note, Exus cost modifications are mandatory and cumulative. Most Exus effects will empower spells, at the expense of undesirable side effects such as Resilience loss or suffering Banes.

11. **Ability Outcomes**: The results of the Ability depending on the Character's check, Exus level, and Anima effects (if applicable).

11A/B/C/D. **Ability Check Thresholds**: Each Ability has 4 Skill Check Ranges. A) shows what happens if the Character fails to meet the minimum threshold for the cast. B) shows the lowest passing grade of the Check, and so on with C and D.

11E/F/G/H. **Ability Effects**: The threshold of the check will determine which of these effects are used.

11I. **Contract Effects**: Any special effects caused by an elective or specific Anima. Contracts that must be used with Anima will often leave this field blank, as will Sorceries that cannot be cast as Contracts.

11J/K/L. **Exus Effects**: Additional, Exus-induced spell effects that take place based on your Exus level before attempting the Technique. Like Additional Exus Costs, Exus effects are mandatory and cumulative.

## Non-Combat Spells and Out of Combat Abilities

Players may want to prepare for certain high-stakes fights by using non-combat Abilities like laying traps, or casting spells without the risk of distraction. Certain spells can only be used when there are no threats present, as denoted on the Ability descriptions.

## Non-Combat Abilities

Most non-combat Abilities, such as survivalism and forensic spells, do not have Exus gain costs or effects, and are heavily reliant on FM discretion for their outcomes. These Abilities should not be neglected however, as they have enormous potential for roleplaying and unorthodox problem-solving.

Certain non-combat Abilities, like laying traps, require Consumable items like trap kits or raw Materials to use. Other non-combat Abilities can allow players to receive bonuses from Equipment. These rules and Materials costs will be specified in the Ability's description section, rather than the cost cells or Ability Tags.

## Out of Combat Spell-Casting

Any time players are tracking Actions with AP, whether enemies are present or not, Exus should also be recorded. But in peaceful situations where Characters can plausibly clear their heads between casting spells, players do not need to track Exus.

Furthermore, since Characters can take their time casting spells, they have the option of taking a +10 on their Ability Check rather than drawing a card. That said, if a player is "reaching" for an Ability Check that a +10 will not satisfy, they must try their luck with an Ability Check.

Players must also adhere to Anima or other Reagent costs, even if Exus is not a consideration: Amagia do not have a limitless supply of Anima on hand, and that is even truer of Asfalis Characters.

# The Lowdown on Anima

An Animus is a simple spirit; a semi-sentient but unfeeling knot of magical energy formed by etheric currents. There are naturally occurring Anima, created by the ambient energies of the world, but most Anima are manufactured (or "braided," "spun," or "woven,"[3]) by Animathurges and captured in vessels—glass or crystalline orbs that keep the spirit in a state of relative stasis until used. Humanity uses these fledgling spirits as partners for casting Contract magic.

Anima are to fae and egregores as single-celled organisms are to human beings, and they are attracted to sources of volition. Consequently, most are eager to cooperate with humans in exchange for being "expressed" via a Wyrd. In exchange, Anima empower Wyrds to do things that can drastically exceed their normal capabilities.

[3] Animathurges are fond of fiber arts metaphors, as their base Materials (etheric currents) are likened to strands, but they are also collectively allergic to reaching a consensus on their terminology.

A person with no affinity for Fire Sorcery might be able to start a campfire with the assistance of a Fire Animus, for instance. And a person well-versed in Fire magic (with the right license permissions), could conjure a towering inferno, or fashion a lingering, protective cloak of Fire to keep foes at bay.

Modern day Magic Licenses are designed to facilitate and assist with Contract magic, providing wearers with a convenient interface to mentally "speak" with an Anima vessel slotted inside them.
The most common Magic Licenses have a single slot for an Anima vessel in each cuff. Certain professional licenses (like those earned by scientists, medical professionals, and engineers) can accommodate two Anima per license cuff. Amagiate peacekeepers, by default, have three slot license cuffs, allowing them to carry a total of six Anima at once.



Anima must be kept in a stasis fridges or licenses to maintain their potency and stability. Stasis fridges are generally extremely large and cumbersome pieces of artifice. Carrying a "naked" Anima around could cause them to interact (potentially violently) with other naked Anima, or they may lose potency and become a "blank" that fails the user at a crucial moment. Worst of all, they may spontaneously activate, or be triggered by incoming magic, like a grenade in a microwave. If a player elects to carry more Anima with them without specialized Equipment, they are subject to hazard rolls, penalties, and other unforeseen circumstances at FM discretion.

# Types of Anima

Anima are as numerous and varied as stars in the sky. In fact, there is no effective limit to what an Anima can be shaped to do, though certain types are much more common than others.

## Gygax Vessels

The most common types of Anima are Gygax Vessels, or Gyves. These orbs are used to fuel everything from power grids, to handheld artifice, to vehicles. Gyves provide a miraculously versatile, stable, and clean form of energy, but they cannot be put to any complex or specialized purpose by design. They are essentially magical batteries.

## Elemental Anima

Cardinal Elemental Anima (Air, Earth, Fire, and Water) are the next most commonly produced Anima, and are frequently employed by Keepers. Each cardinal element represents much more than their literal names suggest as they are symbolically intended to account for four quadrants of existence. Consequently, between these cardinal elements, a well-versed spellcaster can perform almost any type of magic.

## Specialized Anima

The more specific an Animus is, the more powerful its effects tend to be within its intended domain. For instance, a Fire Animus could be put to broader purposes than "light" or "combustion" Anima. But a "Light Animus" would be better at optical magic than a generalized "Fire Animus," and a "Combustion Animus" is a superior choice for spells that involving literal flames. Common types of specialized Anima include specific domains of magic. "Ocular," or even "Sensory" Anima are common for forensic spells, and superior to fulfilling their purposes when compared to Gyves or Elemental orbs.

**Why don't people carry more Anima than their licenses can hold?**

**Are they stupid?**

The reason Amagia and Asfalis people do not "stock up" on extra Anima beyond what their licenses can slot is that unhoused Anima possess a dangerous degree of Ambient Stridence.

**When attempting to cast a spell with additional Anima on your person (that is not in a license or stasis bandolier, or stasis fridge), it will raise the Ability's Critical Failure threshold by *40% per unhoused Anima!***

# Chapter VI: Wealth, Items, and Equipment

# Personal Wealth

We will be upfront: if you really like money and want to explore the heady-realms of the ultra-rich, you will probably be better served by other titles. Being fabulously wealthy isn't against the rules by any means, but *Anno Amagium's* mechanics do not pander to that fantasy or explore it in any great detail.

Instead of "Fantasy Capitalism," where players have unlimited funds and can buy their way out of any problem, we prefer "Magical Capitalism," where you always have enough to pay your bills and indulge basic vices with a bit leftover for special needs or rainy days. Therefore, wealth is mostly a matter of roleplaying and a state of mind. That said, a Character's relative wealth can be tracked by two primary factors: Budget and Lifestyle.

## Budget

A Character's Budget covers their ability to satisfy basic living expenses and their leftover discretionary funds. A player can improve their Budget by earning promotions, discovering caches of wealth in the course of their adventures, making bargains with entities both mundane and supernatural. These increases are major milestones rich with roleplaying opportunities. How does lucre affect your Character's personality?

**Wealthy**: You are "Yachts, Racehorses, and Vacation Properties-Plural Rich." In terms of roleplaying, you may be an heir or lucrative patent-holder in addition to being an Amagia. Maybe you won a gambling tournament. Or made a deal with an unseemly entity. You can burn through twenty grand of Erician Dollars a month without blinking.

**Rich**: You are better off than almost all of the people you know. You have a second home that is as nice as most people's first house, every member of your household has a daily-use car, and you may or may not have a joyride or a "project" in your garage. You can blow $10,000 a month without serious consequences.

**Upper-Middle Class**: You are better off than most people. You own at least one home, at least one car per adult member of your household, and have a discretionary Budget of $5,000 a month.

**Average**: Early in their careers, most Amagia will start here. You have a nice place, be it a small home, condo, or apartment, and a personal vehicle for your daily needs. You can also spend about $2,500 a month without worrying about going into debt.

**Lower Middle Class**: Things could be a lot better, but they could also be a lot worse. You have your own place, and have figured a way to make transportation work. You have a monthly discretionary Budget of $1,250.

**Struggling**: It's rough out there. You usually pay your bills on time and always have food on the table, but beyond that you are basically living from paycheck to paycheck. If you need something, you can scrape together $625 in the space of a month.

**Destitute**: Something has gone terribly wrong. You have no money. You may very well have negative money! Finding food is a matter of scavenging and mooching. If you have a vehicle, it is probably out of

gas. If you own property, somebody is probably trying to take it from you. Until you increase your Budget, money is actually a capital "P" Problem, and usually a big part of this Character's identity.

## Lifestyle

While Budgets track liquid assets, a Character's Lifestyle typically determines their material wealth. Unlike Budget, a Character can change their Lifestyle on a monthly basis. More decadent lifestyles generally translate to having a nicer and more varied wardrobe, finer furniture, and other personal possessions. Similar to your Character's appearance, Lifestyles usually won't have a prominent mechanical influence on the game. And like real life, spending gobs of cash doesn't necessarily translate to fulfillment or happiness... but it also usually doesn't hurt!

**Profligate**: This Character burns through at least 75% of their disposable income every month. A good portion of that money just seems to disappear, but they have an extensive wardrobe, a host of expensive hobbies (or expensive investments in a host of hobbies), and a richly-appointed home. They probably need a storage container for their sundry material possessions.

**Luxurious**: This Character spends roughly 50% of their total Budget on a monthly basis. They appreciate the finer things in life. Nice clothes, brand name items, gourmet food, and nuanced interior decoration. When they buy something, they make sure it is worth the money, and they don't see a particular need to be modest about it.

**Indulgent**: This Character shells out about 30% of their non-essential cashflow each month. They know what they like, and shop accordingly. They can afford a healthy, tasty diet, a comfortable house, a broad and well-kept wardrobe, and several personal effects pertinent to their interests.

**Comfortable**: This Character burns around 20% of their Budget each month. Their every need is satisfied, but they are not flashy with their money, or overly acquisitive when it comes to personal possessions. Their wardrobe, décor, and diet are all fairly average.

**Responsible**: This Character only spends 10% of their Budget each month. As you'd expect, this Lifestyle dovetails with wiser, more reserved personalities. Characters may cut corners here and there in terms of clothing or material possessions that don't interest them, but they can still indulge in some small expenditures they consider essential for their personal happiness.

**Thrifty**: This Character tries to spend only 5% of their Budget beyond basic necessities. You can expect a spartan domicile, a minimalist wardrobe, and cost-efficient meals. They may be saving up for something specific, or simply have no appetite for materialism.

**Miserly**: This Character saves every red cent possible and they are *still* pissed about the cost of living. They mend clothes (or wear them into non-existence) before buying replacements. They feel that interior decoration is a needless affectation. They don't see anything wrong with dry toast for breakfast and packaged ramen for dinner.

# All About Items

While we prefer to treat cash as an abstraction, we are big on treasure—especially in the form of inspired magical items, potent potables, and powerful Weapons. There are two broad categories of items: **Expendable** and **Equipment**. Generally speaking, Expendable items have one use before they are discarded or consumed, while Equipment items are permanently reusable resources.

Expendable items can be subdivided into **Consumables**, **Anima**, **Munitions**, and **Materials**. Equipment items can be subdivided into **Armor**, **Weapons**, and **Tools**. These subtypes of all have Unique Quality Tags that can affect an item's performance. But all items also share a few basic qualities.

## Requisition Rank & Value

With the exception of personalized Weapons, Armor, and other exotic gear, Amagia rarely pay for mission Equipment out of pocket. Every Keeper has a **Requisition Rank** that scales with their Amagiate Rank and *the resources of their Keeping Force Chapter*—an FM can restrict access to any items based on what makes logical sense for the setting and their story. Rather than tracking transactions to the cent however, a Requisition Rank gives a Character access to a number of items within certain grades of value on a mission-by-mission basis.

## Value

Each object has a grade of value ranging from "C" through "S" (Cheap, Baseline, Advanced, and Special). There are also Illegal items, which cannot be requisitioned, or even legally owned.

| RANK \| VALUE | Cheap | Baseline | Advanced | Special |
|---|---|---|---|---|
| Junior Officer | 4 items | 0 items | 0 items | 0 items |
| Officer | 4 items | 2 items | 0 items | 0 items |
| Sr. Officer | 6 items | 4 items | 0 items | 0 items |
| Junior Detective | 8 items | 4 items | 1 item | 0 items |
| Detective | 10 items | 6 items | 2 items | 0 items |
| Senior Detective | 10 Items | 6 Items | 2 items | 1 item |
| Sergeant | 10 Items | 8 items | 3 items | 1 item |
| Major | 12 Items | 8 Items | 4 Items | 2 items |
| Lieutenant | 12 Items | 10 Items | 6 items | 3 items |
| Captain | 16 Items | 12 Items | 8 items | 4 items |

By default, Characters *cannot* requisition raw Materials unless the mission calls for specific Reagents to complete a mission objective (such performing a ritual). Characters can appeal to higher-ups for grants for specific projects, though an FM may shut the conversation down if it becomes disruptive or exploitative.

**Reloads are Free!**

Before embarking on missions, Amagia receive an allowance of ammunition for their Ranged Weaponry:

- **Bows**: One standard quiver of Cheap arrows (x25)
- **Crossbows**: One standard quiver of Cheap bolts (x25)
- **Disposable Throwing Weapons**: 2 full braces of Weapons
- **Firearms**: Fully loaded with 2 spare magazines of ammunition

- Keepers also receive up to **6 cardinal Anima** (Air, Earth, Fire, or Water).

Characters are not expected to return common Expendable items like medical kits, Anima, or ammunition at the end of their mission, but if they requisition Armor, a Weapon, or specialized Tools (like an incanter intrusion kit), they are expected to return those items to the armory. Whether they follow protocol is a matter of player choice, but Fate Masters should punish players who try to abuse their quartermaster's generosity.

Enchanted Equipment always imposes some degree of Stridence on the wearer. Under rare circumstances, Consumable items (say an extremely powerful Reagent for a ritual) will have **Ambient Stridence**—Merely having the item in your inventory will consume Euphony. In most cases though, Stridence is a value associated with Equipment Items.

## Inherence

An object's **Inherence** represents its magical potential, versatility, and potency. Inherences are often thought of as the 'wyrds' of objects or places. They grow slowly with use, like a varnish, becoming increasingly radiant (in a metaphorical sense) and magically potent through shared experience with their user or owner.

**Inherence Values**: An "average" object of neutral importance to a user will have an Inherence Value of approximately 10. Hand-made gifts, or personal crafts, or items made from fine Materials invariably have higher Inherence than other objects, averaging about 50. A meticulously hand-carved chess set, received as a gift from a Character's beloved grandfather, would have an Inherence Value of roughly 100 points, *without* seeing any use. It is exceedingly rare for any type of Expendable Items to have a significant amount of Inherence because of their transient nature. Notable exceptions are Anima that have Recursive Qualities (the potential to be re-used).

**Inherence Gain**: If a Character uses an item over the course of one Character level, properly maintaining and repairing it as necessary, the item will gain 100 Inherence. The idea of a trusty Weapon isn't a cute fiction in the world of *Anno Amagium*. As Amagia share mortal experiences with their Weapons, protecting and taking lives—those events leave powerful metaphysical stains on the material world.

**Inherence Uses**: Every enchantment, defined as a persistent magical effect imparted on an object, requires a certain amount of Inherence to house it. This Inherence is not consumed, but it is "occupied." Therefore, a Dagger with fifty Inherence could accommodate two enchantments requiring 20 points of Inherence, and a third requiring only 10. This is an important distinction for Animist Curricula, which possess Abilities that scale with a piece of Equipment's total Inherence.

# Consumables

Any item that can be consumed, used up, or otherwise depleted after use is considered a Consumable. In addition to having value and weight, Consumables come in a variety of subtypes with their own unique properties, described below.

Food, beverages, alchemical potions, prescription pharmaceuticals, Illegal drugs, salves, balms, medical kits, and lockpicks are some examples of Consumable Expendable items. When used, storebought or ready-made versions of ingestible items apply the effects listed in the tables below. Certain Curricula (like Alchemy), and crafting Skills (like Cooking) allow Characters to create improved or modified versions of ingestible items. See the next chapter for more details.

Lingering effects like Banes or Boons imparted by Consumables of the same name cannot stack, though FMs can impose penalties or benefits for gratuitous use at their discretion.

## Sustenance Rules

Generally, players do not need to keep track of hunger or thirst as it is assumed they will see to their basic needs "off-screen." However, in prolonged outings into the Faed, or while dungeon-delving, players will need to budget encumbrance for these resources. If a Character cannot hydrate and eat every day, they will have -1 Maximum Wounds.

## Urdo-Toxicity & Urdic Constitution

**Urdo-Toxicity (UT)** is a measure of how much foreign magical material a Character's Wyrd may absorb before they start to suffer negative side effects. **By default, Characters have 5 Urdic Constitution which can endure 5 points of Urdo-Toxicity**, though certain curricula, like Venomachy and Alchemy can increase this amount. If a Character attempts to ingest an item that would bring them over their Urdic Constitution limit, they instead suffer Stun and spend their turn violently expelling the offending substance.

# Alchemic Consumables & Potions

Alchemical Consumables bestow beneficial effects to a Character at the expense of some of their Urdic Constitution.

| Name | Description | UT | Enc. | Value |
|---|---|---|---|---|
| **Air Res. Draught** | A swirling light blue elixir with striations resembling clouds in a medium stoppered bottle. Grants Resistance to Air-Tagged Magical Damage. | 2 | 2% | Baseline |
| **Bezoar** | A petrified mass of hair, enchanted with a silky sheen. Cancels all other Consumable effects, cures poisons, and restores Urdic Constitution to maximum. | 0 | 1% | Advanced |
| **Black Milk** | A small jug of viscous, pitch-black liquid. Grants +10 to Sorcery Ability Checks for 3 turns. Jug holds 3 uses. | 3 | 5% | Advanced |
| **Chthonic Kiss** | An inhaler filled with horrifically foul-smelling vapors. Allows the user to see and speak with echoes for 5 minutes. | 5 | 1% | Special |
| **Opal Wine** | An iridescent, effervescent, and potently alcoholic wine in a thin stoppered tube. Grants +5 to Contract Ability Checks for 1 Combat. | 4 | 2% | Special |
| **Reactive Antitoxin** | A dark purple potion in a small square bottle. Grants immunity to the Toxin Bane for 1 hour. | 2 | 2% | Baseline |
| **Shimmer Pearl** | A pearl that gently hums and appears to vibrate in place. Imparts the Visual distortion to its consumer. Grants +10 DV for 40 minutes. | 2 | 2% | Baseline |
| **Staunch Tonic** | A pungent, bitter, bruise-colored liquor in a small square bottle. Grants immunity to Bleed for 1 hour. | 1 | 2% | Cheap |
| **Summer Fae Decoction** | A shot of vibrant orange and cerulean liquid in a stoppered glass. Grants +5 MDMG to Contracts that deal Fire damage for 30 seconds. | 5 | 2% | Special |
| **Noble's Stone** | A fist-sized red jewel. When transumed, the crystal imparts 10 charges. Each charge can raise the results of an Ability Check by 1. Charges expire at the end of Combat. | 5 | 2% | Special |

# Drugs & Medicines

Most recovery items must be used outside of combat, but certain performance enhancing drugs can be employed mid-fray. Drugs are also commonly used as currency by both fae and criminals.

| Name | Description | U.T. | Enc. | Value |
|---|---|---|---|---|
| **Small Med. Kit** | A portable, personal medical kit. Restores 1 Wound outside of combat. Single use. | 0 | 15% | Cheap |
| **Med. Kit** | A standard-sized medical kit. Restores 1 Wound outside of combat. Two uses. | 0 | 25% | Baseline |
| **Large Med. Kit** | A large medical kit. Restore 1 Wound outside of combat. Five uses. | 0 | 60% | Advanced |
| **Trauma Kit** | A specialized kit for acute medical intervention. Outside of combat, revive a Character who has suffered full wounds to 1 wound, —OR— restore a conscious Character's wounds to full. Single use. | 0 | 30% | Advanced |
| **Sedatives** | A small glass pill bottle with a green label. Helps one fall asleep. 20 uses. | 0 | 1% | Cheap |
| **Urdo-Stimulant** | A syringe of luminescent green liquid. Alleviates dysviria for 1 week. Boosts Contract MDMG by 2 for 2 turns. 1 use. Controlled substance. | 3 | 1% | Baseline |
| **Fae Dust** | A plastic bag of swirling, iridescent powder that shines like a rainbow. A moderate to potent hallucinogen and stimulant. Illegal in most of Ericia. Supplemental effects pending the Faen race and Court the dust once comprised. 5 uses. | 2 | 1% | Baseline (Illegal) |
| **Cocaine** | A plastic bag of fine white powder. Powerful stimulant. Illegal in all of Ericia. 5 uses. | 0 | 1% | Advanced (Illegal) |
| **Marijuana** | Tin filled with a mixture of dried plant matter ranging from dark brown to light green. Effects pending Strain. Illegal in most of Ericia. 5 uses. | 0 | 2% | Cheap (Illegal) |
| **Faen Marijuana** | Tin filled with a mixture of dried plant matter in a broad variety of hues. Illegal in all of Ericia. An enormously potent hallucinogen. 5 uses. | 2 | 2% | Advanced (Illegal) |

# Food & Potables

Exactly what they sound like. Food and drink keep you healthy. *Good* food and drink typically grant Characters temporary bonuses.

| Name | Description | U.T. | Enc. | Value |
|---|---|---|---|---|
| **Rations** | Enough food to keep a person healthy for a day. They taste pretty awful. | 0 | 5% | Cheap |
| **Improved Rations** | Nutritious preserved foods that keep a person healthy for 2 days. They taste…okay. | 0 | 5% | Baseline |
| **Apple** | Delicious! As long as you like apples. Satisfies hunger for half a day. | 0 | 2% | Cheap |
| **Small Canteen** | Holds enough water to satisfy thirst for a day. | 0 | 10% | Cheap |
| **Faen Persimmon** | Satisfies hunger for half a day. Player may receive a physiological Quirk pending Fortitude Hazard rolls and/or FM discretion. | 1 | 2% | Cheap (Illegal) |
| **Filet Mignon** | A perfect filet mignon. Satisfies hunger for a day and provides +5 to Strike bonuses for 5 hours. | 0 | 25% | Advanced |
| **Instant Coffee** | A mug of joe. Helps with drowsiness and provides Focus for 30 minutes. | 0 | 2% | Cheap |
| **Quality Grinder** | An excellently prepared Italian sandwich wrapped in wax paper. +10 to a chosen Skill value for 5 hours. | 0 | 8% | Baseline |
| **Autumn Court Chocolate** | A bar of unimaginably decadent dark chocolate. Increase outgoing Earth MDMG by 2, and increase Exus Limit by 10 for an hour. | 2 | 2% | Advanced (Illegal) |
| **Enchanted Pheasant L'orange** | Perfectly crisped pheasant in a French orange sauce with traditional accompaniment, enhanced by Exempt synesthetic Contracts. +5 to Ability Checks, Strike Rolls, and Skill Challenges. | 0 | 25% | Special |
| **Canned Tomato Soup** | Requires 8 oz of water. Satisfies hunger for a day and thirst for half a day. | 0 | 10% | Cheap |
| **Spring Court Coffee** | A mug of delicious coffee with bright, floral notes and a nuanced sweetness. Grants Focus for 2 hours. | 2 | 5% | Advanced (Illegal) |
| **Handcrafted Ginger Ale** | A delightful refresher. Increase Exus Limit by 5 for 5 hours. | 0 | 5% | Advanced |

# Gadgets

Gadgets are uniformly single-use Tools that enable certain optionality, or provide a single (non-stacking) bonus to non-Endeavor Skill Challenges.

| Name | Description | U.T. | Enc. | Value |
|---|---|---|---|---|
| **Lockbuster Wand** | An amagiate "skeleton key" that immediately unlocks legally compliant locking mechanisms featuring magical components. | 0 | 1% | Baseline |
| **Zip Ties** | Can physically (but not magically) restrain an incapacitated or surrendered opponent. Ten uses. | 0 | 2% | Cheap |
| **Intrusion Drive** | A crystal drive loaded with a program that initiates a runic hacking attempt on a secured incanter. 1 use. | 0 | 1% | Baseline |
| **Amagiate CSI Kit** | Adds a non-stacking +20-point bonus to forensic and magi-forensic Skill Challenges. 5 uses. | 0 | 10% | Cheap |
| **Inhibitor Link** | A short chain that links and nullifies Magic Licenses, physically restraining the wearer and preventing most of their magical Abilities. 1 use. | 0 | 2% | Baseline |
| **Inhibitor Shackles** | A more potent magic inhibition device, preventing the use of rare, inborn magical Abilities such as shapeshifting and akrasia for up to 3 days. 1 use. | 0 | 10% | Advanced |
| **Lockpicks** | Provides a one time +15-point bonus to lock picking Challenges. If the user has security, lockpicking, or other pertinent Skills, this bonus is +30 instead. | 0 | 5% | Advanced |
| **Hot-Wire Catalyst** | Provides a one-time +15-point bonus to Hot-Wiring Challenges. If the user has crime, hot-wiring, or other pertinent Skills, this bonus is +30 instead. | 0 | 10% | Advanced (Illegal) |
| **Bomb Defusal Kit** | Provides a one-time +15-point bonus to Counter-Demolition Challenges. If the user has demolitions or other pertinent Skills, this bonus is +30 instead. | 0 | 10% | Special |

# ANIMA

At the risk of being reductive, Anima are required Reagents/ammunition for Contract Magic. The word Anima (singular, Animus) is shorthand for “animate spirits,” which can naturally coalesce from ambient ether currents. More commonly, Anima are “braided,” “woven,” or “spun” by animathurges (who notoriously cannot reach a consensus on which verb to use to describe their craft).

Anima are semi-sentient, which is to say that each one has a distinctive personality with unique characteristics that will affect the spell’s outcome. They lack volition of any kind however, and must bond with a Wyrd to express themselves. To facilitate this bonding, the caster must “negotiate” the terms of the spell to effectively cast the magic. Once an Anima is expressed, it will typically dissipate into the ambient ether, meaning that most Anima are single-use objects.



## Specificity

Certain Abilities and Techniques that require Anima will benefit from the caster using **more specific** Anima, as described in the Ability Block's Anima Effects sub-section. More advanced spells will also specify more narrowly focused Anima as a requirement.

## Flourishes & Recursions

In addition to its specific element, crafted Anima have access to a number of additional effect Tags known as **Flourishes**. Treasured discoveries and exceptional Animathurgy Endeavors may also yield Anima with **Recursions**, transforming typically-disposable Anima into reusable resources. For the full list of different Flourishes and Recursions, see the "Animathurgy" section in the next chapter.

## Anima Types

This list only represents the very tip of the animathurgic iceberg.

| Name | Description | License Required | Value |
|---|---|---|---|
| **Cardinal Elemental Anima** | Air, Earth, Fire and Water Anima are the next most versatile Anima after Gyves, and are mass produced. | Asfalis (Limited Use) | Cheap |
| **Fireball Anima** | A bespoke Anima designed specifically for the Fireball Contract. Cannot be used to cast any other spell. | Amagiate (Keeper-Focused) | Specialist |
| **Gnostic Anima** | Anima specifically designed to be used by Arcanists for meta-magical purposes. | Amagiate (Arcanist-Focused) | Advanced |
| **Gygax Vessel (Gyve)** | A standard Anima that essentially serves as etheric battery for Exempt artifice and Asfalis magic. | Asfalis | Cheap |
| **Holy Anima** | An Animus specializing in religious Egregoric magic. | Amagiate | Advanced |
| **Optical Anima** | A more specific Anima designed for imaging, illusions, and lensing magic. Has combat, scientific, and medical applications. | Asfalis Professional (Limited Use) | Baseline |

# Munitions

Munitions include Projectile ammunition of all kinds, poisons, and other coatings that increase a Weapon's efficacy. Grenades, and single-use Tools like inhibitor cuffs are listed below as well, while Throwing Weapon sets are listed in the Weapons section.

## Ammo Containers

Ammunition does not take up encumbrance, but it does require Characters to hold or wear containers which do impose encumbrance.

| Name | Description | Stridence | Enc. | Value |
|---|---|---|---|---|
| **Ammo Bandolier** | Can hold 8 spare mags of ammunition at reduced Encumbrance. | 0 | 20% | Advanced |
| **Ammo Belt** | Can hold 4 spare mags of ammunition at reduced Encumbrance. | 0 | 10% | Baseline |
| **Bulk Quiver** | A large, double-strapped backpack quiver. Can carry 50 arrows or bolts. | 0 | 35% | Advanced |
| **Bulk Quiver w/Light Load Enchantment** | A bulk quiver with an enchantment to reduce total Encumbrance. | 5 | 30% | Special |
| **Revolver Autoloader** | Fully reloads a revolver and reduces reload AP by 1, to a minimum of 1. | 0 | 5% | Baseline |
| **Spare Mag** | A spare mag of ammunition for a firearm. | 0 | 5% | Cheap |
| **Standard Quiver** | A standard, over-the-shoulder quiver. Can carry 25 arrows or bolts. | 0 | 20% | Baseline |
| **Thigh Quiver** | A smaller quiver Worn on the outer thigh. Can carry 10 arrows or bolts. | 0 | 10% | Cheap |

## Arrows

Usable with all Bows.

| Name | Description | Stridence | Value |
|---|---|---|---|
| **A.P. Arrows** | Armor Piercing arrows that turn 1 PDMG of each Attack into 1 TDMG. Issued in sets of 10. | 0 | Baseline |
| **Anchormark Arrows** | Arrows with a Sympathetic enchantment that attracts other arrows. Attacks that score a Direct, Core or Critical Strike Roll increase subsequent Strike Rolls against that target by 5%. | 2 Per Arrow | Advanced |
| **Arrows** | Standard carbon fiber arrows. Issued in sets of 20. | 0 | Cheap |
| **Conflagrant Arrows** | Flammable arrows that inflict Burn 2 per successful Strike Roll. Issued in sets of 10. | 1 Per Arrow | Advanced |
| **Etherburst Arrows** | Arrows that violently explode after Piercing their target. +5MDMG per Attack. Issued in sets of 5. | 3 Per Arrow | Special |

## Bolts

Usable with all Crossbows.

| Name | Description | Stridence | Value |
|---|---|---|---|
| **Bolts** | Standard carbon fiber bolts. Issued in sets of 20. | 0 | Cheap |
| **D. Ballista Bolt** | A weighted "Dwarven Ballista" bolt designed to brain targets. +2 PDMG per Attack. +1 Stagger on Crit or Core Strikes. Issued in sets of 20. | 0 | Advanced |
| **Dousing Bolts** | Bolt deals -1 PDMG, +1MDMG, and inflicts Soak 1 per successful non-grazing Strike Roll. | 1 Per Bolt | Baseline |
| **Nettle Bolts** | Bolts with a dread nettle toxin Core. Inflict 1 stack of Pain and 1 true damage per Direct, Core, and Critical Strike Rolls. | 0 | Special |
| **Seeker Bolts** | Bolts that have been batch enchanted with a target-seeking charm. +10 to Strike Rolls. | 1 Per Bolt | Advanced |

## Shotgun Shells

Usable with Firearms bearing the "Firearm (Shotgun)" Tag.

| Name | Description | Stri. | Value |
|---|---|---|---|
| **00 Buck Shell** | Standard Shotgun ammunition. | 0 | Cheap |
| **000 Buck Shell** | Harder hitting Shotgun ammunition. +1 PDMG. | 0 | Baseline |
| **3" Magnum Slug** | Slug shells designed for heavy penetration. Instead of dealing +2 PDMG under Range 2, shots receive +1 Punch-Through (shots penetrate a single target and ignore 2 grades of Cover). | 0 | Baseline |
| **Flechettes Shell** | Pointed darts that enjoy a flatter trajectory than spherical shot. Attacks do not suffer -1 PDMG at Range 5+. | 0 | Baseline |
| **Pixie Shredder Shell** | A shell with four weighted leads that stretch out a microwire razor net as the Projectile flies. All Piercing damage is converted to Slashing damage, and Direct, Core, and Critical Strikes deal Maim 1. | 2 per Shell | Special |
| **Stonevine Shells** | Shells with a Stonevine enchantment that cause a Sympathetic network of roots to grow between individual projectiles. All Direct, Core, and Critical Strike Rolls Inflict Snare 1. | 2 per Shell | Advanced |

## Small Caliber Rounds

Usable with Firearms bearing the "Firearm (SMG)" or "Firearm (Sidearm)" Tags.

| Name | Description | Stridence | Value |
|---|---|---|---|
| **Full Metal Jacket** | Standard small arms ammunition. | 0 | Cheap |
| **Jacketed Hollow Point** | Hollow point ammunition that tumbles. Inflict +2 TDMG on targets with less than 90 Defense Value. | 0 | Baseline |
| **"Bumble Bee" Ricochet Rounds** | Enchanted rounds that ricochet to a secondary target dealing half the shot's initial damage. | 2 Per Round | Special |

## Large Caliber Rounds

Useable with Firearms bearing the "Firearm (Assault Rifle)," "Firearm (Sniper Rifle)," or "Firearm (Sidearm-Revolver)" Tags.

| Name | Description | Stri. | Value |
|---|---|---|---|
| **"Death Tag" Rounds** | A rune inscribed FMJ that increases all sources of incoming direct damage by 2TDMG. Cannot stack. | 2 Per Round | Special |
| **Black Iron Rounds** | Rounds made out of alchemically intensified Black Iron. Deals +3 TDMG to Fae. | 1 Per Round | Advanced |
| **Depleted Uranium** | Armor Piercing rounds that turn 1 PDMG into 1 TDMG and ignore 2 Ranks of Cover. | 0 | Advanced |
| **Full Metal Jacket** | Standard large caliber ammunition. | 0 | Cheap |
| **G.G. 500 Magnum** | The Amagium's proprietary "Griffin Gore" ammunition. Deals +2 PDMG against Monstrum. | 0 | Baseline |

## Explosives

Explosives, whether they are grenades or planted devices, are considered Munitions.

| Name | Description | Stri. | Enc. | Value |
|---|---|---|---|---|
| **C4** | A planted, high yield explosive charge that must be armed with a remote switch or countdown timer. Deals 20 TDMG to the object it is applied to, and 15 Explosive PDMG in a 3 Meter Radius. | 0 | 5% | Special |
| **Etheric Implosion Device** | A planted device that gradually draws in ambient etheric energy before violently detonating. A common terrorist Weapon used to destroy Lexiclaves and other Amagiate facilities. | 20 | 10% | Special (Illegal) |
| **Flashbang Grenade** | A metal canister that produces a deafening shockwave and blinding flash of light when armed and Thrown. All unprepared targets within 7M suffer Deafened 5, while Targets within 3M suffer Blind 3. | 0 | 5% | Baseline |
| **Frag. Grenade** | A metal, egg-shaped bomb that detonates when armed and Thrown, scattering damaging shrapnel throughout a 3X3X3 Area. Deals 5 PDMG. | 0 | 5% | Advanced |

## Traps

Traps are Expendable objects that must be placed in Advanced to perform a function when triggered, either by proximity or a specified Action.

| Name | Description | Stri. | Enc. | Value |
|---|---|---|---|---|
| **Bear Trap** | A circular ring of metal fangs that violently clamp closed when a central pressure plate is depressed. | 0 | 20% | Baseline |
| **Echo Prism** | A small crystal that will trap echoes and minor egregores who enter a transmutation circle drawn in chalk. | 20 | 10% | Advanced |
| **Game Snare** | A deployable trap designed to catch small game for survival situations. | 0 | 5% | Cheap |
| **Monstrum Lure** | A bundle of enchanted herbs that release a scent monstrum find irresistible when burned. Attracts monstrum within 100M. | 10 | 5% | Cheap |

## Toxins, Oils, and Coatings

These coatings are only usable on melee Weapons, and then only by the specified damage types. It should be noted that these coatings only impose Stridence at the time of their application to Weapons. When they are stored, coatings cost no Euphony.

| Name | Description | Stri. | Enc. | Value |
|---|---|---|---|---|
| **Blinding Dust** | **Requires Advanced Venomachy.** Apply to blades or Piercing Weapons. Inflicts Blind 1 on non-Grazing Strike Rolls. | 15 | 2% | Specialist |
| **Bruising Powder** | **Requires Adept Venomachy.** Apply to Bludgeon or Torque Weapons. Inflicts Strain 1 on non-Grazing Strike Rolls. | 5 | 2% | Cheap |
| **Gray Oil** | **Requires Adept Venomachy.** An ultra-thin viscous blend of magically inert polymers and plastic particulates. Apply to any melee Weapon. Inflicts Maim 1 against Monstrum on non-grazing Strike Rolls. | 5 | 2% | Baseline |
| **Hemotoxic Venom** | **Requires Adept Venomachy.** Apply to blades or Piercing Weapons. Inflicts Bleed 1 on non-Grazing Strike Rolls. | 10 | 2% | Advanced |

# Materials

Material items are used for Enchanting, building, smithing, and other forms of crafting. All Materials are measured in units.

## Material Stats

Materials have a number of qualities that are discussed in much greater detail in the next chapter. In broad strokes, the description section shows **Material Bonuses** imparted to the object being crafted. **Material Difficulty** represents a penalty that will work against a Character's Skill when they try to create something with this item. Finally, **Endeavor Targets** also represent Difficulty, albeit in the form of effort. It is harder to maximize the benefits of items with higher ETs. It is also worth noting, powerful Reagents will often have Ambient Stridence costs, which occupy Euphony even if they are not used.

## Example Material Encumbrance & Value Chart

Materials take up varying degrees of space. In general, units of metal, Reagents, and gems are much more portable than units of wood, hide, and so forth, because the latter objects tend to be more unwieldy.

| Name | Description | Ambient Stridence | Material Difficulty | End. Trgt. | Enc./ Unit | Value |
|---|---|---|---|---|---|---|
| **Ash Wood** | A flexible, easy-to-work wood appreciated by bowyers. | 0 | 0 | 10 | 20% | Baseline |
| **Gold** | A precious metal renowned for its many useful properties. | 0 | 5 | 15 | 10% | Advanced |
| **Lead** | An extremely heavy metal used in Alchemy, Artificing, and Blacksmithing. | 0 | 15 | 10 | 20% | Advanced |
| **Orichalcum** | An incredibly light and durable metal, ideal for Weapon and Armor-smithing. | 5 | 35 | 25 | 5% | Special |
| **Preserved Hallowroot** | A magical wood only found in the Faed. Prized by bowyers, smiths, animathurges and alchemists. | 10 | 45 | 20 | 20% | Special |
| **Spiderkith Venom Gland** | Powerful Reagent with uses in Alchemy, Animathurgy, and Enchanting. | 40 | 20 | 10 | 15% | Special |
| **Plis d'armure** | Proprietary amagiate textile used in peacekeeping uniforms. | 0 | 15 | 15 | 30% | Baseline |

# Armor

Armor is reusable Equipment designed to prevent and mitigate incoming damage. Equipment imposes no encumbrance when it is Worn as opposed to being carried, but heavier armors often impose other restrictions (such as reducing movement Range or Strike bonuses).

## Armor Properties

Every piece of Armor is defined by values in the following categories:

**Defensive Value**: The aggregate value of how durable a piece of Armor and how easy it is to move in. Items with higher Defense Value (DV) offer superior protection. If a Character's Defense Value exceeds an opponent's Strike Roll, the Character receives no damage or negative effects.

**Damage Reduction**: As mentioned way back in the combat chapter, in addition to making a Character harder to hit, certain pieces of Armor will grant protection to mitigate the total amount of

incoming damage, which is called **Damage Reduction (DR)**. DR comes in three tangy flavors: **Flat DR (FDR)** is applied first, and it reduces all damage except **True Damage** (TDMG) (which always happens, no matter what). **Magical DR (MDR)** applies only to Magical Damage (MDMG), and is applied after FDR. **Physical DR** also stacks with FDR, and is calculated last.

**Description**: A brief description of the Armor's appearance, and special effects like imparting Resistances to specific types of damage. Armor with Fire Resistance is mighty handy if you are facing down a demon, djinn, or salamander.

## Head Armor

Carrying (rather than wearing) a piece of Head Armor imposes 10% encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Forehead Protector** | A band of treated leather reinforced with metal plates and studs. | 0 | 2 | 0 | 0 | 0 | Cheap |
| **Hunter's Tricorn** | A birdish hat made of treated leather. Part of a Peacekeeper's Dress Uniform. | 0 | 3 | 0 | 0 | 0 | Baseline |
| **Armored Mask** | A mask that obscures and protects the face. | 0 | 5 | 0 | 0 | 0 | Baseline |
| **Motorcycle Helm** | A sturdy, collision-mitigating helmet. | 0 | 10 | 0 | 0 | 0 | Advanced |
| **Etherplate Helm** | A runic headset that condenses ambient etheric energy into reactive force fields. | 10 | 10 | 0 | 1 | 0 | Special |
| **Riot Helm** | A reinforced metal and plastic helmet with a clear visor. | 0 | 10 | 1 | 0 | 0 | Special |

## Shoulder Armor

Carrying a piece of Shoulder Armor costs 20% encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Hunter's Mantel** | A plis d'armure mantle covering the shoulders, breast, and back. Part of an amagiate peacekeeper's dress uniform. | 0 | 2 | 0 | 0 | 0 | Cheap |
| **Strap Pauldrons** | Flexible layered leather straps designed to guard the shoulders while preserving their Range of movement. | 0 | 3 | 0 | 0 | 0 | Baseline |
| **Motocross Shoulder Guards** | User gains resistance to Bludgeon and Torque DMG. | 0 | 4 | 0 | 0 | 0 | Advanced |
| **Etherplate Pauldrons** | A rune-inscribed leather shoulder-rig that condenses ambient etheric energy into reactive force fields. | 10 | 5 | 0 | 1 | 0 | Advanced |
| **Plate Pauldrons** | A pair of flexible Shoulder Armor-plates. Reduces Strike Bonus by 5. | 0 | 10 | 1 | 0 | 0 | Advanced |
| **Runeguard Pauldrons** | A pair of rune-inscribed metal pauldrons that condenses ambient etheric energy into reactive forcefields. Reduces Strike Bonus by 5. | 20 | 15 | 0 | 0 | 1 | Special |

## Chest Armor

Carrying rather than wearing a piece of Chest Armor imposes 45% Encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Leather Jacket and shirt** | Asfalis clothing offering the bare modicum of protection. | 0 | 10 | 0 | 0 | 0 | Cheap |
| **Keeper's Uniform Jacket** | Standard Amagiate wear. A black, silver, and slate plis d'armure jacket reinforced with leather straps and panels. | 0 | 20 | 0 | 0 | 0 | Baseline |
| **Armored Uniform Jacket** | A Keeper's uniform jacket augmented with anti-ballistic meshes and rifle plates. Wearer gain Piercing Resistance. | 0 | 30 | 1 | 0 | 0 | Advanced |
| **Gethreplate Cuirass** | Metal studded lacquer plates, reinforced with hardened leather. | 0 | 25 | 1 | 0 | 0 | Advanced |
| **Spellweave Vest** | Lightweight silken Armor sewn with defensive enchantments. | 10 | 25 | 0 | 1 | 0 | Advanced |
| **Etherplate Cuirass** | A rune-inscribed leather shoulder-rig that condenses ambient etheric energy into reactive force fields. | 20 | 35 | 0 | 2 | 0 | Special |
| **Breastplate** | A modern metal breastplate optimizing physical defense and flexibility. | 0 | 35 | 2 | 0 | 0 | Special |
| **Runeguard Breastplate** | A modern metal breastplate with etherplate condensers built into the Armor segments. | 35 | 40 | 0 | 0 | 2 | Special |

## Hand & Wrist Armor

Carrying a pair of Hand & Wrist Armor pieces imposes 5% Encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Magic Licenses (Metal Cuffs)** | Standard issue, single-Anima Magic Licenses. | 0 | 1 | 0 | 0 | 0 | Cheap |
| **Leather Gloves** | Treated leather gloves offering better protection than nothing. | 0 | 1 | 0 | 0 | 0 | Cheap |
| **Amagiate Vambraces** | Silvered metal plates that run the length of the wearer's forearms, with slots for 3 Anima on each cuff. | 0 | 2 | 0 | 0 | 0 | Baseline |
| **Amagiate Vambraces and Gauntlets** | Amagiate vambraces augmented with metal gloves fit for catching blades. | 0 | 4 | 0 | 0 | 0 | Advanced |
| **Magitek Grip Gauntlets** | Hulking artificed gauntlets with reinforced joints. Prevents user from being disarmed. -30 to Manual Dexterity-related Challenges. | 5 | 7 | 0 | 0 | 0 | Special |

## Waist Armor

Carrying a piece of Waist Armor imposes 10% Encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Asfalis Half-Waistcape** | A belt with a trendy half-cape that falls from the waist to the ankles. | 0 | 3 | 0 | 0 | 0 | Cheap |
| **Keeper's Waistcape** | A standard part of a Keeper's uniform. A broad leather belt that drapes into two ankle-length plis d'armure capes. | 0 | 5 | 0 | 0 | 0 | Baseline |
| **Anti-Ballistic Girdle** | A girdle of interlocking rifle plates and impact-dampening mesh. Wearer gains resistance to Piercing DMG. | 0 | 10 | 0 | 0 | 0 | Advanced |
| **Etherplate Girdle** | A rune-inscribed leather girdle that condenses ambient etheric energy into reactive force fields around the wearer's waist. | 15 | 10 | 0 | 1 | 0 | Special |
| **Armored Robe** | A front facing tabard and rear-facing waistcape composed of metal scales, chain, and plates that offer tremendous protection at the expense of mobility. -1 movement Range. | 0 | 20 | 0 | 0 | 1 | Special |
| **Shielded Skirt** | Hip and waist-mounted plate Armor. | 0 | 15 | 1 | 0 | 0 | Advanced |

## Leg Armor

Carrying a piece of Leg Armor imposes 30% Encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Jeans** | Standard denim pants. | 0 | 5 | 0 | 0 | 0 | Cheap |
| **Jumpsuit** | Durable attire suited for industrial work. | 0 | 7 | 0 | 0 | 0 | Baseline |
| **Amagiate Fatigues** | Bloused, plis d'armure pants. Part of a Keeper's standard uniform. | 0 | 10 | 0 | 0 | 0 | Baseline |
| **Armored Fatigues** | Keeping pants tailored for a tighter fit, reinforced with Armor plates. | 0 | 15 | 1 | 0 | 0 | Advanced |
| **Gethreplate Greaves** | Pants made of metal-studded lacquer plates, reinforced with hardened leather. | 0 | 20 | 0 | 0 | 0 | Advanced |
| **Etherplate Greaves** | Rune-inscribed leather pants that condense ambient etheric energy into reactive force fields. | 10 | 15 | 0 | 1 | 0 | Special |
| **Runeguard Faulds** | Jointed metal legs with etherplate condensers built into the Armor. | 15 | 20 | 0 | 0 | 1 | Special |

## Foot & Ankle Armor

Carrying Foot and Ankle Armor imposes 10% Encumbrance.

| Name | Description | Stri. | DV | PDR | MDR | FDR | Value |
|---|---|---|---|---|---|---|---|
| **Sandals** | Shoes offering the bare minimum of protection. | 0 | 1 | 0 | 0 | 0 | Cheap |
| **Athletic shoes** | Shoes fit for sport or running. | 0 | 2 | 0 | 0 | 0 | Baseline |
| **Combat Boots** | Steel-toed, leather boots. Part of a Keeper's uniform. | 0 | 3 | 0 | 0 | 0 | Advanced |
| **Armored Boots** | Keeper's combat boots that have been reinforced with Armor plates and knee guards. | 0 | 5 | 0 | 0 | 0 | Advanced |
| **Sabatons** | Heavy metal foot Armor providing maximum protection. -1 Movement speed. | 0 | 8 | 0 | 0 | 0 | Special |

# Tools

Tools, as opposed to gadgets, refer to reusable items that can be used to enable and assist in Endeavor Challenges, which are explained next in chapter. Unless otherwise specified by an FM, each Tool imposes 20% Encumbrance. **Tools are discussed in detail in the next chapter.**

# Weapons

Weapons are more than Tools for an Amagia, but a reflection of their unique strengths and fighting styles. Each Weapon type has its own benefits and shortcomings, described in Weapon blocks like the example on the following page.

# Weapon Properties

Weapons are defined by stat blocks with the following values:

| LONGSWORD | | | | | | | | Melee, Sword, Medium |
|---|---|---|---|---|---|---|---|---|
| What most people see when they think of a sword. An archetypal peacekeeper's Weapon, typically used for hunting Monstrum. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/ AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 50 | N/A | N/A | N/A | 94 | 3 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | | Torque | Other | | |
| Graze | 3 | 2 | 0 | | 0 | 0 | | |
| Strike | 5 | 4 | 1 | | 0 | 0 | | |
| Core | 7 | 6 | 2 | | 0 | 0 | | |
| SPECIAL RULES | N/A | | | | | | | |

**Name and Description**: The Weapon's name is (hopefully) fairly obvious—it is the most specific definition of a Weapon. As you'd expect, the description describes the Weapon's physical appearance.

**Weapon Tags**: Tags determine said Weapon's size (affecting damage dealt, as well as sheathe and wield requirements) and Technique class, determining which Techniques or "Special Moves" are useable by an armament. Each Weapon type Tag also has characteristics that shape it compared to other Weapons, which are described in the examples below. Certain Tags, such as Lawed, Holy, or Bane, will impart extra effects when used against enemies with different weaknesses, immunities, and so forth.

- **Barbed**: This Weapon deals +2 Piercing damage to opponents below 125 Defense Value. To opponents above 150 Defense Value, they deal -1 Piercing damage.
- **Concealable**: This Weapon can easily be hidden from plain view
- **Cumbersome**: This Weapon requires two back sheathes rather than one. Additionally, moving while wielding this Weapon requires 1 additional AP per area traversed.
- **Flanged**: This Weapon deals +2 Bludgeoning damage to opponents below 125 Defense Value. To opponents above 150 Defense Value, they deal -1 Bludgeoning damage.
- **Keen**: This Weapon deals +2 Slashing damage to opponents below 125 Standing Defense Value. To enemies above 150 standing Defense Value, Attacks deal 1 less damage.
- **Pairable**: When wielding Weapons of the same type in each hand, reduce the Difficulty penalty

of Dual Weapon Attacks by 15.

- ◊ **Rough**: This Weapon deals +2 Torque damage to opponents below 125 Defense Value. To opponents above 150 Defense Value, they deal -1 Torque damage.
- ◊ **Serrated**: This Weapon inflicts Bleed 1 on Critical Strikes.
- ◊ **Sorcerous**: These Weapons' Attacks constitute Sorcery for the purpose of Banes, Boons, and other bonuses or penalties.
- ◊ **Transforming**: Transforming Weapons have two or more states affording different Tag bonuses or Abilities depending on their current configuration.
- ◊ **Worn**: These Weapons do not take up sheathes or hand capacity.

**Strike Bonus**: A Weapon's default Strike bonus (baseline accuracy) depends on the Attribute it leverages, and how it is being held (grip). Only one grip can apply to a Weapon at once.

**Costs**: The resources required to use a Weapon. Action Points are the most important cost associated with Weapons. Exus requirements (typically for magical Weapons) scale with AP costs. Ammunition requirements (typically for Ranged Weapons) are listed on a per Attack basis.

**Miscellaneous**: Miscellaneous stats include the Weapon's base **Stridence**, which functions identically as it does with Armor. Most Weapons also impart a small amount of **Defensive Value (DV)**, while shields provide a substantial amount. The item's base **Inherence** determines how many enchantments it can hold, and this value increases by 50 as players level up with their Weapons.

**Ammunition**: Ammunition requirements are typically associated with Ranged Weapons, though powered melee Weapons such as Ripper Swords will consume battery charge with each Attack. The **type of ammunition** describes what kinds of ammo can be used with a given Weapon. A Weapon's **Capacity (Cap.)** determines how many bullets/charges/shells the Weapon (or its quiver) can hold before it must be reloaded. If a Ranged Weapon runs out of ammunition, it must be reloaded before it can be fired again, though certain Ranged Weapons can still be used to perform Melee Attacks. In the case of melee Weapons that use ammunition, the Weapon's primary damage type (Piercing for a Piston Spear) will deal half its normal damage until reloaded.

**Critical Threshold and Damage**: When the dice faces of the D100 roll meet or exceeds the Weapon's Critical Threshold, the maximum amount of Weapon damage is dealt, which equates to Core Damage plus Critical Damage. It is important to note, Weapons with the "Ranged" Tag that are used to perform Melee Attacks only receive half of their Critical Bonus, rounded down.

**Damage Range**: A Weapon's damage Range depends on how effective it is at dealing a specific type of damage, its size, and how accurate the Attack is (Strike Score). Most Weapons are capable of dealing at least two different types of damage, and many can inflict three, though as you would expect, a Sword will be better at inflicting Slashing or Piercing damage than Bludgeoning damage.

**Special Rules**: The final part of a Weapon block serves as reminders for special conditions or Abilities a Weapon may have.

# Bladed (Fencing Weapons)

A distinct category separate from Swords as a whole, these bladed Weapons are defined by using either Gears or Trained, thus they lean towards a more finessed Attack system.

## SABER

**Melee, Bladed (Fencing), Medium**

**A curved or straight blade with a classic D shaped guard. Favored by cavalry and foot soldier alike.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | 10 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 6 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## ESTOC

**Melee, Bladed (Fencing), Heavy**

**A purely thrusting Weapon designed to penetrate Armor and weak points whilst still maintaining distance.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 0 | -5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 4 | 1 | 0 | 0 |
| Strike | 0 | 6 | 2 | 0 | 0 |
| Core | 2 | 9 | 3 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# Bladed (Small Blades)

Small Blades, favored Weapon of sneaky-stabby types everywhere, typically deal less damage than Swords or fencing Weapons, but they are lightweight and have one of the lowest base Critical thresholds of any melee Weapon class (based on their ability to hit precise targets to devastating effect). Generally, these Weapons scale off of Gears, though larger "Small Blades" like the Gladius have physical scaling.

## DAGGER — Melee, Bladed (Small Blade), Light

**A classic double edged, diamond-profiled, fighting knife.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 5 | 10 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 85 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 2 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 5 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## GLADIUS — Melee, Bladed (Small Blade), Medium

**A thin-yet-wide profiled, almost-sword. Perfect for slipping between layered Scutum to stab into raging visigoths.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 10 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 85 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 2 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 5 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# Bladed (Swords)

The quintessential Weapons of power, prominence, and proliferation is and will always be a Sword. This isn't a farming Tool turned Weapon for the farmer turned conscript. This isn't the bulk of the armory handed out to men at arms. This is a purpose-designed Weapon intent on inspiration and admiration.

| ZWEIHANDER | Melee (R2), Bladed (Sword), Super Heavy |
|---|---|
| A large, two-handed, double-edged Sword designed to hack through spears and soft targets alike. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gear | 0 | -10 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 4 | 2 | 0 | 0 | 0 |
| Strike | 6 | 3 | 0 | 0 | 0 |
| Core | 9 | 5 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| KATANA | Melee, Bladed (Sword), Medium, Keen, Sheathed |
|---|---|
| A medium versatile Sword slightly curved, with a convex ground profile designed for slicing and dicing. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gear | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 1 | 0 | 0 | 0 |
| Strike | 5 | 2 | 0 | 0 | 0 |
| Core | 6 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# Defensive (Shields)

So long as there's been Weapons for people to strike out with, there have been objects used to protect themselves with. An oft overlooked aspect of the heraldry that comes with wielding a Sword and all of its inherent, cultural glory is the paired Shield.

| RIOT SHIELD | | | | | | | | Melee, Defensive (Shield), Heavy |
|---|---|---|---|---|---|---|---|---|
| A clear, polymer Shield with a few handholds and straps for keepers and Asfalis riot police. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | 5 | 10 | 15 | N/A | N/A | 2 | 0 | N/A |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 40 | 0 | 0 | N/A | N/A | N/A | 94 | 3 | |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 1 | 0 | 0 |
| Strike | 0 | 0 | 3 | 0 | 0 |
| Core | 0 | 0 | 4 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| BUCKLER | | | | | | | | Melee, Defensive (Shield), Light, Worn |
|---|---|---|---|---|---|---|---|---|
| A small, all steel constructed bowl shape with a single handle, easily hung and easily wielded. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | 5 | 10 | 5 | 5 | N/A | 2 | 0 | N/A |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 10 | 0 | 0 | N/A | N/A | N/A | 94 | 3 | |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 1 | 0 | 0 |
| Strike | 0 | 0 | 2 | 0 | 0 |
| Core | 0 | 0 | 3 | 0 | 0 |
| SPECIAL RULES | When wielding a Buckler, you're allowed to use two-handed Weaponry at a cost of 5DV. | | | | |

# Defensive (Soft Shields)

Soft shields are a class of lesser outright defensive/militaristic benefit, in favor of something that can be both fashionable and functional in an altercation.

| FENCER'S CAPE | Melee, Defensive (Soft Shield), Medium, Worn |
|---|---|
| **A fashionable garment and protective item offering concealment and a distraction.** | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 5 | 10 | 5 | 10 | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 20 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 0 | 1 | 0 |
| Strike | 0 | 0 | 0 | 2 | 0 |
| Core | 0 | 0 | 0 | 3 | 0 |
| SPECIAL RULES | On a failed incoming melee Attack, at a cost of 2 Reaction Points, you may attempt to disarm the opponent if the Weapon is one-handed (Contested Arms or Physical). Rolls). | | | | |

| FENCER'S SCARF | Melee, Defensive (Soft Shield), Light, Worn |
|---|---|
| **A crocheted scarf deceivingly comprised of ward-weave fabric. It has enough weight to act as a deterrent, enough length to tangle, and enough durability to protect an open hand in melee.** | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 5 | 5 | 10 | 5 | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 10 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 0 | 1 | 0 |
| Strike | 0 | 0 | 0 | 1 | 0 |
| Core | 0 | 0 | 0 | 3 | 0 |
| SPECIAL RULES | When wielded in two hands, this Weapon will gain the "Strands" Tag. | | | | |

# Defensive (Thrusting Shields)

A good offense is a good defense, but the inverse is true too. It's hard to contend with an enemy who's

charging into battle with a target headfirst. Thrusting shields are designed to add some more aggressive capabilities to a primarily Defensive item.

| DRAWBRIDGE TATE | Melee (R3), Defensive (Shield), Colossal, Transform, Pavise |
|---|---|
| A towering Shield with kickstand designed to both provide Cover and cross difficult terrain. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | -10 | -10 | 0 | N/A | N/A | 4 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 60 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 1 | 0 | 0 | 0 |
| Strike | 0 | 2 | 0 | 0 | 0 |
| Core | 0 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | **Emplacement**: As a 1AP Action, you may engage the kickstand of the Drawbridge Tate. It will no longer be considered equipped, instead providing Standard Cover. **Falling Bridge**: If the Drawbridge Tate is emplaced, you make a 3AP Action to drop it across a 2x1M span. This unequips the item and makes it a terrain feature. Any entities may use it to traverse the span. Those struck by Falling Bridge take 4 Bludgeoning PDMG. | | | | |

| LANCING SHELL | Melee, Defensive (Shield), Heavy |
|---|---|
| A domed Shield reminiscent of a turtle shell with a protruding spike in the middle. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | 5 | 10 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 40 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 0 | 0 | 0 |
| Strike | 0 | 4 | 0 | 0 | 0 |
| Core | 0 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## Flexible (Strands)

Whips, chains, Flails, and even whip or ribbon Swords all count as strand Weapons. Strands' most

distinguishing feature is that they all have Reach as melee Weapons. Whips and chains often have a Range of three, or even four meters. Flails and heavy nunchaku tend to have a Range of only two meters.

## ROPE DART — Melee (R7), Flexible (Strand), Medium

**A length of rope attached to a weighted point or dart and small flag or tuft of fur. Spun around in dizzying fashion to distract with the fluttering flag whipping in the wind and to Attack with a dart.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 5 | -15 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 1 | 0 | 1 | 0 |
| Strike | 0 | 3 | 0 | 3 | 0 |
| Core | 0 | 5 | 0 | 5 | 0 |
| SPECIAL RULES | N/A | | | | |

## METEOR HAMMER — Melee (R5), Flexible (Strand), Light

**A length of thin chain connected to a steel ball around the size of a pool ball and a small flag or tuft of fur. Whipped around in a whirling fashion to entice opening up to obscure Attacks.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 5 | -15 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 1 | 1 | 0 |
| Strike | 0 | 0 | 3 | 3 | 0 |
| Core | 0 | 0 | 5 | 5 | 0 |
| SPECIAL RULES | N/A | | | | |

# Flexible (Flails)

Articulated Weapons with flexibility but still have rigid structures. Not quite so loose as a Strand, but with more ambiguity than any other rigid Weapon. This allows the Weapon to gain an advantage against those with a Shield or trying to anticipate a more common Attack pattern.

## TRI-SECTION STAFF — Melee (R2), Flexible (Flail), Heavy

**A Bo cut into thirds and chained together to create a versatile if ungainly Weapon to the uninitiated.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | -5 | -5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 3 | 0 | 0 |
| Strike | 0 | 0 | 5 | 0 | 0 |
| Core | 0 | 0 | 8 | 0 | 0 |
| SPECIAL RULES | When wielded two-handed, gain 10 DV. | | | | |

## MORNING STAR — Melee, Flexible (Flail), Medium

**A steel, flanged head connected to a chain and long handle.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | 10 | -5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 2 | 1 | 0 |
| Strike | 0 | 0 | 4 | 2 | 0 |
| Core | 0 | 0 | 6 | 3 | 0 |
| SPECIAL RULES | N/A | | | | |

# Firearms (Anima Cannons)

Anima cannons are experimental (and dangerous) marvels that attempt to automate destructive Contract magic arguments with the pull of a trigger, and specially calibrated Anima shells. Due to their complex mechanics, they scale off the user's Trained Attribute.

**POLLOX QSTR** — **Ranged (10M), Firearm (Anima Cannon), Sorcerous, Medium**

**A hand-held cannon, with a single round, breech-loading action.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Ani. | 1 | 2 | 94 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 5 | 4 | 1 | 0 | 0 |
| Core | 7 | 6 | 2 | 0 | 0 |
| SPECIAL RULES | This uses bespoke Anima (Ani.) as ammo; effects are highly subject to FM discretion. | | | | |

**EXOS A3** — **Ranged (10M), Firearm (Anima Cannon), Sorcerous, Heavy**

A pump-action cannon. Each canister must be pre-loaded with Anima before loading into the Exos A3.

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | E.S. | 4 | 3 | 94 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 5 | 4 | 1 | 0 | 0 |
| Core | 7 | 6 | 2 | 0 | 0 |
| SPECIAL RULES | This uses bespoke Anima (Ani.) as ammo; effects are highly subject to FM discretion. | | | | |

# Firearms (Assault Rifles)

Full sized rifles befitting of those required to keep the peace, and those looking to disturb it. One is often kept within the typical venture's cruiser, while some prefer to keep on their person, slung either one or two point on the back.

| DOSTOEVSKY-74 | | | | | | Ranged (30M), Firearm (Assault Rifle), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| A globally ubiquitous and endlessly imitated Assault Rifle of Soviet origin. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 0 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 0 | L.Cal. | 20 | 3 | 90 | 3 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | | Torque | Other | |
| Graze | 3 | 2 | 0 | | 0 | 0 | |
| Strike | 5 | 4 | 0 | | 0 | 0 | |
| Core | 7 | 6 | 0 | | 0 | 0 | |
| SPECIAL RULES | Alt Fire: Full Auto. Use 7AP and 3 ammo to shoot up to 3 times. Can choose new targets for each shot. | | | | | | | |

| JEFFERSON-51 | | | | | | Ranged (30M), Firearm (Assault Rifle), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| A popular Assault Rifle developed by New Atlantic Union armed forces. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 0 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 0 | L.Cal. | 20 | 3 | 90 | 3 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | | Torque | Other | |
| Graze | 1 | 5 | 0 | | 0 | 0 | |
| Strike | 2 | 7 | 0 | | 0 | 0 | |
| Core | 3 | 9 | 0 | | 0 | 0 | |
| SPECIAL RULES | Alt Fire: Full Auto. Use 7AP and 3 ammo to shoot up to 3 times. Can choose new targets for each shot. | | | | | | | |

# Firearms (Modular Projectile Systems)

A curious armament that involves the use of telekinesis to control "satellite nodes" that float about your person. They combine into various configurations that fire different beams of focused energy, creating a full contingent of different DMG types at the cost of raw power.

## MK.III JETFUEL

**Range (8M), Firearms (Modular Projectile System), Transforming, Telekinesis, Medium**

**A series of combustive Reagents, a litany of projectiles, and one very used nozzle.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Tomes | N/A | N/A | N/A | N/A | 0 | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 10 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 1 | 1 | 1 | 0 |
| Strike | 3 | 3 | 3 | 3 | 0 |
| Core | 5 | 5 | 5 | 5 | 0 |

| SPECIAL RULES | At the beginning of an Attack or Technique Action, choose one of the PDMG types for your Modular Projectile System (MPS) to utilize. It will only do that PDMG category. |
|---|---|

## MK.VIII TWINSCROLL

**Range (10M), Firearms (Modular Projectile System), Transforming, Telekinesis, Heavy**

**A collection of intertwining resonant chambers used to create hard light projectiles suited for every occasion.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Tomes | N/A | N/A | N/A | N/A | 0 | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 20 | N/A | N/A | N/A | 94 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 2 | 2 | 2 | 0 |
| Strike | 4 | 4 | 4 | 4 | 0 |
| Core | 6 | 6 | 6 | 6 | 0 |

| SPECIAL RULES | At the beginning of an Attack or Technique Action, choose one of the PDMG types for your Modular Projectile System (MPS) to utilize. It will only do that PDMG category. |
|---|---|

# Firearms (Shotguns)

Shotguns are short-medium Ranged Weaponry that offer strong damage but lose out at longer ranges. To help offset this, it can adapt specialty ammos to address specific threats.

| ROSEAU-4 | Ranged (10M), Firearm (Shotgun), Heavy |
|---|---|
| **The Premier, Italian semi-auto Shotgun. Chosen the world over by every military and law enforcement agency.** | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | -5 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Shell | 7 | 3 | 84 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 7 | 0 | 0 | 0 |
| Strike | 0 | 8 | 2 | 0 | 0 |
| Core | 0 | 10 | 4 | 0 | 0 |
| SPECIAL RULES | 2x Piercing DMG at Range 1<br>1x Piercing DMG at Range 2-5<br>1/2x Piercing DMG at Range 6 or greater | | | | |

| EMERSON-500 | Ranged (10M), Firearm (Shotgun), Medium |
|---|---|
| **The quintessential pump action Shotgun. Known the world over as the most basic and thus the most resilient of Firearms. It truly embodies the spirit of contemporary Erician ideology (“accuracy by volume”).** | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | -5 | -10 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Shell | 6 | 3 | 84 | 5 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 7 | 0 | 0 | 0 |
| Strike | 0 | 8 | 2 | 0 | 0 |
| Core | 0 | 10 | 4 | 0 | 0 |
| SPECIAL RULES | 2x Piercing DMG at Range 1<br>1x Piercing DMG at Range 2-5<br>1/2x Piercing DMG at Range 6 or greater | | | | |

# Firearms (Sidearms)

A good pistol is what you need on the streets while walking a beat. Small enough to conceal, large enough to stop what needs stopping. Doesn't interfere with most athletic movements.

| LOCKE AUTOREVOLVER | | | | | | Ranged (10M), Firearm (Sidearm - Revolver), Medium | | |
|---|---|---|---|---|---|---|---|---|
| Standard issue Keeper Sidearm. A good all-rounder revolver with decent stopping power. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | L.Cal. | 6 | 2 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 5 | 0 | 0 | 0 |
| Strike | 0 | 8 | 1 | 0 | 0 |
| Core | 0 | 10 | 2 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| PLATO 9MM | | | | | | Ranged (10M), Firearm (Sidearm - Pistol), Light | | |
|---|---|---|---|---|---|---|---|---|
| A common Austrian pistol, trading sheer stopping power for easier follow-up shots and a higher capacity. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | S.Cal. | 10 | 1 | 94 | 2 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 3 | 0 | 0 | 0 |
| Strike | 0 | 6 | 0 | 0 | 0 |
| Core | 0 | 8 | 0 | 0 | 0 |
| SPECIAL RULES | Alt Fire: Double Tap. For 3AP and 2 ammo, you can shoot 2 times. Can choose new targets for each shot. Cannot shoot this gun again this turn. | | | | |

# Firearms (Submachine Guns)

Larger than a pistol, smaller than an Assault Rifle, SMGs sit in the crux of high volume, medium damage output at a medium Range.

| HEGEL & KANT REPETIER PISTOLE-5 | Ranged (15M), Firearm (SMG), Medium |
|---|---|
| A German Masterpiece of personal defense Weapons. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 5 | 0 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | S.Cal. | 15 | 2 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 3 | 0 | 0 | 0 |
| Strike | 0 | 7 | 0 | 0 | 0 |
| Core | 0 | 9 | 0 | 0 | 0 |
| SPECIAL RULES | Alt Fire: Burst Fire. For 5AP and 3 ammo, you can shoot 3 times. Can choose new targets for each shot. Cannot shoot this gun again this turn. | | | | |

| PERELMAN NATIONALE P90 | Ranged (15M), Firearm (SMG), Medium |
|---|---|
| A Belgian bullpup with a unique magazine system fit for storming trans-dimensional portals. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 5 | 0 | 15 | N/A | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | S.Cal. | 15 | 2 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 3 | 0 | 0 | 0 |
| Strike | 0 | 7 | 0 | 0 | 0 |
| Core | 0 | 10 | 0 | 0 | 0 |
| SPECIAL RULES | Alt Fire: Burst Fire. For 5AP and 3 ammo, you can shoot 3 times. Can choose new targets for each shot. Cannot shoot this gun again this turn. | | | | |

# Firearms (Sniper Rifles)

A rifle designed to exchange high volume of fire and easy mobility for an extended Range and a harder hitting round. Snipers are the go-to in reaching out into the nether to say hello.

| FOUCAULT 700 | | | | | | Ranged (100M), Firearm (Sniper), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| A mainstay Erician bolt-action rifle, well vetted in long distance shots. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | -10 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | L.Cal. | 5 | 3 | 90 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 8 | 0 | 0 | 0 |
| Strike | 0 | 10 | 0 | 0 | 0 |
| Core | 0 | 15 | 0 | 0 | 0 |
| SPECIAL RULES | At 15M and under, incur a -10 to hit penalty.<br>If you've taken any move Actions this turn and shoot at anything over 30M, incur a -10 to hit penalty. | | | | |

| DOSTOEVSKI SVD | | | | | | Ranged (100M), firearm (Sniper), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| An infamous Soviet designed rifle. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | -10 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | L.Cal. | 10 | 3 | 90 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 7 | 0 | 0 | 0 |
| Strike | 0 | 9 | 0 | 0 | 0 |
| Core | 0 | 12 | 0 | 0 | 0 |
| SPECIAL RULES | At 15M and under, incur a -10 to hit penalty.<br>If you've taken any move Actions this turn and shoot at anything over 30M, incur a -10 to hit penalty. | | | | |

# Firearms (Sorcery Assisted Rifles)

Sorcery assisted rifles have two distinguishing features: an urdo-reactive trigger that allows the user to "charge" their bullets with energy and a specially rifled barrel that has been inscribed with runes of etheric funneling. This funnel increases the propulsion of the bullet in a manner similar to a rail-gun, launching mundane projectiles that never-the-less inflict staggering amounts of harm.

| TWAIN Model 82 | | | | | | Ranged (30M-100M), Firearm (SAR), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| An all-Erician design meant to shoot just about the biggest bullet ever made for a single person armament. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | -10 | -10 | 15 | N/A | N/A | 3 | 0 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 0 | L.Cal. | 5 | 3 | 96 | 3 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other | | | |
| Graze | 0 | 8 | 0 | 0 | 0 | | | |
| Strike | 0 | 9 | 0 | 0 | 0 | | | |
| Core | 0 | 10 | 0 | 0 | 0 | | | |
| SPECIAL RULES | N/A | | | | | | | |

| WALTARI L-39 | | | | | | Ranged (30M-100M), Firearm (SAR), Colossal | | |
|---|---|---|---|---|---|---|---|---|
| A 20mm anti-tank rifle. "Temper, Temper". | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | N/A | N/A | 0 | N/A | N/A | 4 | 2 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 0 | L.Cal. | 5 | 3 | 94 | 6 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other | | | |
| Graze | 0 | 8 | 0 | 0 | 0 | | | |
| Strike | 0 | 10 | 0 | 0 | 0 | | | |
| Core | 0 | 12 | 0 | 0 | 0 | | | |
| SPECIAL RULES | N/A | | | | | | | |

# Magic Weapon (Elemental)

Elemental Weapons thrive on passion whether elated joy, deepest sorrow, or a burning hatred. As such, they scale off of the user's Masks Attribute.

## FLOW VASE — Melee (R2), Elemental, Medium, Sorcerous

**A small handheld glass or ceramic vase often filled with flower(s) of choice, sometimes overflowing with water, dripping into a fine mist below.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Masks | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 0 | 2 | 0 | 0 | 3 |
| Strike | 1 | 4 | 0 | 0 | 5 |
| Core | 2 | 6 | 0 | 0 | 7 |
| SPECIAL RULES | N/A | | | | |

## THORN WREATHE — Melee (R2), Elemental, Medium, Sorcerous

**A briar bundle that extends its thorns to draw out blood.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Masks | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 0 | 0 | 3 | 0 | 2 |
| Strike | 1 | 0 | 5 | 0 | 4 |
| Core | 2 | 0 | 7 | 0 | 6 |
| SPECIAL RULES | Requires a price of 1 Resilience on start of combat. | | | | |

# Magic Weapon (Foci)

An object that allows the user to channel their Wyrd in to amplify their Sorcerous powers. Foci typically cover a variety of damage types and more esoteric magics, whereas Elemental Weapons primarily focus on raw elemental powers. As such, Foci scale off of Tomes.

| FOCUS ORB | | | | | | | | Ranged (R15), Foci, Light, Sorcerous |
|---|---|---|---|---|---|---|---|---|
| The classic crystal ball, at least twice the size of an Anima. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Tomes | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 5 | 4 | 1 | 0 | 0 |
| Core | 7 | 6 | 2 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| WAR GRIMOIRE | | | | | | | | Ranged (R15), Foci, Heavy, Sorcerous |
|---|---|---|---|---|---|---|---|---|
| Oft leatherbound and gilded, similar size to a lectern bible. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Tomes | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 3 | 0 | 0 | 0 | 1 |
| Strike | 5 | 0 | 0 | 0 | 2 |
| Core | 7 | 0 | 0 | 0 | 3 |
| SPECIAL RULES | N/A | | | | |

# Magic Weapon (Sympathetic)

Sympathetic Weapons are probably the strangest class of magical Weapons, consisting of sympathy dolls or poppets paired with edged needles, or decks of cards with symbolic, supposedly fated significance. Unlike Foci and Elemental magic Weapons, Sympathetic Weapons scale off the user's Instinct Attribute. Poppets tend to deal Physical damage, while vajras and cards tend to deal Magical damage.

| EDGED NEEDLE AND POPPET | | | | | | Ranged(R10), Sympathetic, Light, Sorcerous | | |
|---|---|---|---|---|---|---|---|---|
| An intentionally generic, cotton stuffed doll and large knitting needle. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Mental | 10 | 5 | 15 | N/A | N/A | 2 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Doll* | 10* | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Arcane |
| Graze | 2 | 2 | 2 | 2 | 1 |
| Strike | 4 | 4 | 4 | 4 | 2 |
| Core | 6 | 6 | 6 | 6 | 3 |
| SPECIAL RULES | Edged Needle and Poppets must be repaired after 10 uses. | | | | |

| DECK OF AULD LAWS | | | | | | Ranged(R10), Sympathetic, Light, Sorcerous | | |
|---|---|---|---|---|---|---|---|---|
| Cards often associated with those who tell fortunes. Innumerable outcomes await. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Mental | 10 | 5 | 15 | N/A | N/A | 2 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Arcane | Air | Earth | Fire | Water |
| Graze | 3 | 0 | 0 | 0 | 0 |
| Strike | 5 | 1 | 1 | 1 | 1 |
| Core | 7 | 2 | 2 | 2 | 2 |
| SPECIAL RULES | N/A | | | | |

# Magic Weapon (Telekinetic)

These Weapons are designed with Telekinetic guidance in mind. A medium Ranged Weapon intent on striking at obscure angles and paths. Many Telekinetic Weapons have fairly unique form factors to account for this style of "no-hands" combat.

## KESTREL

**Ranged(R10), Telekinetic, Light, Sorcerous**

**A porcelain sculpture in the shape of a bird in flight, most often a raptor of some kind but not necessarily.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Will | 10 | 5 | 15 | N/A | N/A | 2 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 2 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 5 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## STRANGLING SILKS

**Ranged(R10), Telekinetic, Light, Sorcerous**

**Long strands of silk, controlled in sets and individually. Intent on inconspicuous Attacks and obtuse angles.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Will | 10 | 5 | 15 | N/A | N/A | 2 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 0 | 2 | 0 |
| Strike | 2 | 0 | 0 | 4 | 0 |
| Core | 4 | 0 | 0 | 6 | 0 |
| SPECIAL RULES | N/A | | | | |

# Physique Weapons (Bootknives)

Blades that can be Worn (and often concealed) within a Character's footwear are classified as bootknives. Surprisingly deadly as Worn Weapons go, but difficult to land hits with, as reflected by the Weapon type's low base accuracy. Given the precise bodily control and practice required, Bootknives scale solely off of Gears.

## KARAMBIT TALONS

**Melee, Unique, Bootknives, Worn, Light, Concealable**

**A pair of incredibly keen karambit knives concealed within the toe of combat boots. The knives can retract into compartments to be concealed.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | N/A | N/A | N/A | 0 | N/A | 1 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 96 | 2 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 1 | 0 | 0 | 0 |
| Strike | 3 | 3 | 1 | 0 | 0 |
| Core | 5 | 3 | 1 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## DIRE SPURS

**Melee, Unique, Bootknives, Worn, Medium**

**Enormous spikes affixed to the heels of amagiate combat boots.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | N/A | N/A | N/A | 0 | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 3 | 0 | 0 | 0 |
| Strike | 0 | 5 | 1 | 0 | 0 |
| Core | 0 | 7 | 1 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# Physique Weapons (Martial Arts)

Martial Arts often involves conditioning your body to do what you want it to do. Contracts and sorceries help reinforce your base expanding your capabilities. Physique Weapons are putting an edge or hardpoint on top of It all.

## BRASS KNUCKLES — Melee, Physique Weapon (Martial Arts), Light, Concealable, Worn

**Classic gangland Weapon to increase one's punching power. Some designs add little spikes or crenulations on the ends of the knuckles to really pack a whollop.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | N/A | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 2 | 0 | 0 |
| Strike | 0 | 1 | 4 | 0 | 0 |
| Core | 0 | 1 | 6 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## TONFA — Melee, Physique Weapon (Martial Arts), Medium

**A stick with a perpendicular handle and often made of natural Materials. Classically used in a variety of eastern Martial Arts.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | N/A | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 3 | 0 | 0 |
| Strike | 0 | 0 | 5 | 0 | 0 |
| Core | 0 | 0 | 7 | 0 | 0 |
| SPECIAL RULES | Can be used as a tripping Weapon. | | | | |

# Physique Weapons (Weaponized Prosthetic (Arm))

With the advancements of artifice, limb replacements and even modifications are not uncommon options taken by both those who've lost limbs, and those who find themselves in precarious situations and want a Weapon . . . at hand.

| HANDGUN | Range (5M), Physique Weapon (Weaponized Prosthetic (Arm)), Light, Worn, Concealable |
|---|---|

**A modified hand prosthetic. The pointer finger becomes a barrel, with the thumb as both hammer and trigger.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | N/A | N/A | 5 | 0 | N/A | 2 | 0 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | S.Cal. | 5 | 4 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 0 | 0 | 0 |
| Strike | 0 | 3 | 0 | 0 | 0 |
| Core | 0 | 5 | 0 | 0 | 0 |

| SPECIAL RULES | In order to reload this Weapon, you are required to disconnect the prosthetic to access its internal magazine. This means you have to unequip this Weapon, and anything held in the hand. Attempting to swing any Weapons held by the prosthetic will result in a -90% Strike check and the prosethetic will be disarmed whether they Strike their target or not. |
|---|---|

| FOREBLADE | Melee, Physique Weapon (Weaponized Prosthetic (Arm)), Light, Worn, Concealable |
|---|---|

**Your forearms open up along the top, revealing hidden blades that project outward.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | N/A | N/A | N/A | 0 | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 3 | 2 | 0 | 0 | 0 |
| Core | 5 | 2 | 0 | 0 | 0 |

| SPECIAL RULES | N/A |
|---|---|

# Physique Weapons (Weaponized Prosthetic (Leg))

The opposite of an arm prosthetic, leg prosthetic Weapons tend to lean towards more heavily focused Attacks or further Ranged Attacks.

## AXE HEEL

**Melee, Physique Weapon (Weaponized Prosthetic (Leg)), Medium, Worn**

**A deployed Axe blade, projecting from the prosthetic's heel, halfway up the calf.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | N/A | N/A | N/A | 0 | N/A | 2 | 1 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 0 | 1 | 0 | 0 |
| Strike | 4 | 0 | 2 | 0 | 0 |
| Core | 5 | 0 | 2 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## PEGLEG SHOTGUN

**Range (5M), Physique Weapon, (Weaponized Prosthetic (Leg)), Heavy, Worn**

**With a drop of a latch in the heel, you deploy the barrel of a Shotgun.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | N/A | N/A | N/A | 0 | N/A | 2 | 1 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Shell | 3 | 4 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 6 | 1 | 0 | 0 |
| Strike | 0 | 7 | 2 | 0 | 0 |
| Core | 0 | 8 | 2 | 0 | 0 |
| SPECIAL RULES | 2x Piercing DMG at Range 1 \| 1x Piercing DMG at Range 2-5 \|1/2x Piercing DMG at Range 6 or greater. In order to reload this Weapon, you are required to disconnect your leg prosthesis to access the internal magazine. While disconnected from your prosthesis, you are considered Lamed. | | | | |

# Projectile (Bows)

One of very few Ranged Weapons that scales off of Arms as well as Gears, Bows also tend to be more effective against monstrum, fae, and egregores than Firearms, particularly against flying foes. Bows lack the monstrous Critical Range of guns, but they also have no reload cost, as drawing an arrow from a quiver and notching it is baked into its Attacks' AP costs.

| LONGBOW | | | | | | Ranged (20M), Bow, Medium, Silent | | |
|---|---|---|---|---|---|---|---|---|
| A common design, aiming for Range and increased damage instead of mobility. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 50 | Arw | 30 | 0 | 94 | 4 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | | Torque | Other | |
| Graze | 1 | 3 | 0 | | 0 | 0 | |
| Strike | 3 | 5 | 0 | | 0 | 0 | |
| Core | 3 | 7 | 0 | | 0 | 0 | |
| SPECIAL RULES | N/A | | | | | | | |

| SHORT BOW | | | | | | Ranged (12M), Bow, Medium, Silent | | |
|---|---|---|---|---|---|---|---|---|
| A typical Bow design sacrificing Range and damage for mobility and ease of use. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1 |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | |
| 0 | 0 | 50 | Arw | 30 | 0 | 94 | 3 | |
| DAMAGE RANGE | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | | Torque | Other | |
| Graze | 1 | 2 | 0 | | 0 | 0 | |
| Strike | 2 | 4 | 0 | | 0 | 0 | |
| Core | 3 | 5 | 0 | | 0 | 0 | |
| SPECIAL RULES | Switch Actions are free when moving INTO this Weapon. | | | | | | | |

# Projectile (Thrown)

A selection of Weapons intended to be Thrown at an opponent. They often come in sets but not of the highest build quality.

## TOMAHAWKS

**Ranged(R7), Projectile (Thrown), Weighted (Axes), Light**

**A small Bladed Axe intent on striking a balance of weight with in-hand utility.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | 15 | N/A | N/A | 2 | 1 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Pro. | 8 | 0 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 1 | 0 | 0 | 0 |
| Strike | 3 | 2 | 0 | 0 | 0 |
| Core | 5 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | Projectile: This Weapon counts itself as both a Weapon and an ammo amount. | | | | |

## FUUMA SHURIKAN

**Ranged(R7), Projectile (Thrown), Transforming, Medium**

**4 blades that unfold around a center ring/handle and can be Thrown with ease.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | N/A | N/A | N/A | 2 | 1 | 1 |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Pro. | 4 | 0 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 4 | 2 | 0 | 0 | 0 |
| Core | 6 | 2 | 0 | 0 | 0 |
| SPECIAL RULES | Projectile: This Weapon counts itself as both a Weapon and an ammo amount. | | | | |

# Projectile (Crossbows)

The Crossbow allows the user to gain some of the Egregoric powers that Bows have, whilst still being able to retain a bolt in the firing position longer than an archer could keep a Bow drawn. This means easier transport and quicker deployment.

| REPEATER CROSSBOW | Ranged (12M), Projectile (Crossbow), Medium, Silent |
|---|---|
| An automated Crossbow, a trade of repeated shots for lesser power. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Bolt | 6 | 1 | 94 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 2 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 3 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| ARBALEST | Ranged (25M),Projectile (Crossbow), Heavy, Silent |
|---|---|
| A large Crossbow with steel arms instead of traditional wood, sacrificing Attack speed for harsher shots. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 5 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | Bolt | 6 | 1 | 94 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 1 | 3 | 0 | 0 | 0 |
| Strike | 3 | 5 | 0 | 0 | 0 |
| Core | 5 | 7 | 0 | 0 | 0 |
| SPECIAL RULES | If actively deployed with a Shield with Pavise Tag, reloading is 0 AP. | | | | |

# Reach (Polearms)

These Weapons are used for keeping yourself at a safe distance while attacking or guarding a larger area away from opponents so as to make it difficult to bypass.

| JI | Melee (R3), Reach (Polearm), Medium |
|---|---|
| A Spear with perpendicular, hook-like protrusion. Used to both keep people at bay and to grab onto extremities to catch. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 0 | -15 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 3 | 0 | 0 | 0 |
| Strike | 3 | 4 | 0 | 0 | 0 |
| Core | 4 | 5 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| HALBERD | Melee (R2), Reach (Polearm) Heavy |
|---|---|
| A 2 meter tall Axe with spikes on each end, and opposite the Axe blade. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 4 | 3 | 0 | 0 | 0 |
| Core | 5 | 4 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## Reach (Staves)

These are often just hafts of Polearms or gardening Tools yet to be set with a head of some kind. Could be used as a walking aid, or as an implement to poke something you're not keen on touching yourself.

| WAXWOOD BO | | | | | | | | | Melee (R2), Reach (Staves), Light |
|---|---|---|---|---|---|---|---|---|---|
| A flexible staff meant for both walking and defending oneself. | | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP | |
| Physical | 0 | -10 | 15 | N/A | N/A | 2 | 0 | N/A | |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | | |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 | | |
| DAMAGE RANGE | | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other | | | | |
| Graze | 0 | 0 | 3 | 0 | 0 | | | | |
| Strike | 0 | 0 | 5 | 0 | 0 | | | | |
| Core | 0 | 0 | 7 | 0 | 0 | | | | |
| SPECIAL RULES | N/A | | | | | | | | |

| EKU | | | | | | | | | Melee (R2), Reach (Staves), Medium |
|---|---|---|---|---|---|---|---|---|---|
| A transposed oaken oar turned dedicated Weapon. | | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP | |
| Physical | 0 | -10 | 15 | N/A | N/A | 2 | 0 | N/A | |
| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | | | |
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage | | |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 | | |
| DAMAGE RANGE | | | | | | | | | |
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other | | | | |
| Graze | 0 | 0 | 4 | 0 | 0 | | | | |
| Strike | 0 | 0 | 5 | 0 | 0 | | | | |
| Core | 0 | 0 | 6 | 0 | 0 | | | | |
| SPECIAL RULES | N/A | | | | | | | | |

# Unique (Garrote Wire Darts)

A family of Weapons built around controlling movement and disarming opponents over raw damage, a trained user of Garrote Wire Darts is a threat to behold in narrow alleys and close quarters.

| SPIKED CAST NET | Melee (R4), Unique (Garrote Wire Dart), Light |
|---|---|
| An octagonal wire net with spikes at each corner allowing for ease of trapping targets. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 5 | 0 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 0 | 1 | 0 |
| Strike | 0 | 3 | 0 | 2 | 0 |
| Core | 0 | 5 | 0 | 2 | 0 |
| SPECIAL RULES | When used one-handed you ignore Piercing DMG applied, and gain Snared 1 to all Attacks made with the Spiked Cast Net. | | | | |

| JUGGLING URCHIN | Melee (R3/6*), Unique (Garrote Wire Dart), Light |
|---|---|
| A central steel Core with six lengths of wire extending outward in spikes. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 0 | 0 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 0 | 1 | 0 |
| Strike | 0 | 3 | 0 | 2 | 0 |
| Core | 0 | 5 | 0 | 2 | 0 |
| SPECIAL RULES | When you Attack, for an additional 1AP, you may extend the Range of your Attack to Range 6. | | | | |

## Unique (Hook Swords)

Swords designed to bypass defenses or even act like a Flexible Weapon on a rigid frame. These Unique Weapons have the properties of Flexible and Bladed Weapons. They provide an ancient answer to a modern question: How do you hit the guy who doesn't want to be hit?

| CHINESE HOOK SWORDS | Melee (R3*), Unique (Hook Sword), Medium, Paired |
|---|---|
| A Sword with a long, thin, Bladed hook at the end and crescent guard. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Trained | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 5 | 4 | 0 | 0 | 0 |
| Core | 7 | 6 | 0 | 0 | 0 |
| SPECIAL RULES | The extended Range is only available when using Chinese Hook Swords in pairs. | | | | |

| KHOPESH | Melee, Unique (Hook Sword), Heavy |
|---|---|
| A Sword design from antiquity, a large sloping blade allows the user to hook shields very nicely. | |

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 5 | 1 | 0 | 0 | 0 |
| Strike | 7 | 3 | 0 | 0 | 0 |
| Core | 9 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | When attacking an opponent with a Shield, if you roll a Core Strike, the opponent drops the Shield. | | | | |

# Unique (Kusarigama)

The sickle or kama, is another that falls into the time-honored tradition of farm implement turned Weapon. By adding a weight and length of chain or rope, you gain Reach and obscure Attack lines as all strand Weapons do.

| KUSARIGAMA | | | | | | Melee (R4), Unique (Kusarigama), Medium | | |
|---|---|---|---|---|---|---|---|---|
| A kama and a meteor hammer chain had a lovechild. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 0 | -5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon* | Torque | Other |
| Graze | 2 | 1 | 2 | 0 | 0 |
| Strike | 3 | 2 | 3 | 0 | 0 |
| Core | 4 | 3 | 4 | 0 | 0 |
| SPECIAL RULES | Slashing and Piercing DMG only apply to kama strikes.<br>Bludgeon DMG only apply to weighted-end strikes.<br>When wielded Two-handed, gain the Flexible (Strand) Tag. | | | | |

| SMALL KUMADE AND NOOSE | | | | | | Melee (R5), Unique (Kusarigama), Heavy | | |
|---|---|---|---|---|---|---|---|---|
| A small, one-handed kumade with a length of wire attached to a spliced slip loop. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 0 | -5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 0 | 2 | 0 |
| Strike | 0 | 2 | 0 | 3 | 0 |
| Core | 0 | 5 | 0 | 4 | 0 |
| SPECIAL RULES | Piercing DMG only apply to Kumade strikes.<br>Torque DMG only apply to noose strikes.<br>When wielded Two-handed, gain the Flexible (Strand) Tag. | | | | |

# Unique (Mists & Dusts)

Ranging from less lethal deterrents to outright poison, Mists and Dusts sit in a strange crossroads of both de-escalation techniques and murderous intent. Thus, it's often held as a taboo Weapon choice and style for those meant to uphold the peace.

## BEAR SPRAY — Range (5M), Unique (Mists & Dusts), Light

**An aerosolized, capsaicin Projectile mixed with a gel-like adhesion factor to deter would-be attackers, both two and four legged.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Gears | 10 | 10 | 10 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 0 | 0 | 0 |
| Strike | 0 | 0 | 0 | 0 | 0 |
| Core | 0 | 0 | 0 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## POTENT POLLEN — Range (3M), Unique (Mists & Dusts), Light

**A magically enhanced particulate used to initiate and exacerbate a multitude of allergies to the point of anaphylactic shock and laryngeal edema.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Masks | 10 | 0 | 10 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 0 | 0 | 0 |
| Strike | 0 | 0 | 0 | 0 | 0 |
| Core | 0 | 0 | 0 | 0 | 0 |
| SPECIAL RULES | On Graze: Inflict Distracted 1<br>On Strike: Inflict above effects and Blinded 1<br>On Core: Inflict above effects and Muted 2<br>On Crit: Inflict above effects and Immobile 1 | | | | |

## Unique (Razorsaws)

A vicious Weapon from the inter-amagiate period consisting of a double-sided cleaver with a hinge mechanism. When folded, the user may Attack exclusively with the Weapon's Serrated edge. When extended, the user may Attack with the Serrated edge, or a long, incredibly Keen cleaver.

| GIANT'S RAZOR | Melee, Unique (Razorsaw), Serrated*, Keen*, Transforming, Super Heavy |
|---|---|

**A straight razor with a spine of aggressive teeth, scaled for felling giants.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 4 | 2 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 6 | 0 | 6 | 0 | 0 |
| Strike | 8 | 0 | 8 | 0 | 0 |
| Core | 10 | 0 | 10 | 0 | 0 |
| SPECIAL RULES | When Extended, apply the Keen Tag and only use Slash PDMG.<br>When Folded, apply the Serrated Tag and only use Bludgeon PDMG. | | | | |

| RAZORSAW | Melee, Unique (Razorsaw), Serrated*, Keen*, Transforming, Heavy |
|---|---|

**A large, two handed, double handed Weapon. One side of the square blade has a tapered edge, the other a saw blade.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 3 | 0 | 0 | 0 |
| Strike | 5 | 5 | 0 | 0 | 0 |
| Core | 7 | 7 | 0 | 0 | 0 |
| SPECIAL RULES | When Extended, apply the Keen Tag and only use Slash PDMG.<br>When Folded, apply the Serrated Tag and only use Pierce PDMG. | | | | |

# Unique (Scissors)

Combat Scissors and sheers are macabre Weapons first adopted in the Dark Ages, to keep regenerating quarry in check. They excel at incapacitating large monstrum by severing weakened joints and limbs.

## DIRE SHEARS — Melee, Unique (Scissors), Medium

**A large set of steel shears meant for rending thick Armor and monster flesh alike.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 4 | 2 | 0 | 0 | 0 |
| Core | 6 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | **Snip Snip**: As a 1AP Action, after a successful Attack or Technique Action, you may slam the jaws shut and deal an additional 3 Slashing PDMG. | | | | |

## PRUNING SAW — Melee, Unique (Scissors), Heavy

**Two-handed Scissors capable of lopping limbs from flora, fauna, and everything in between.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | -10 | -15 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 2 | 0 | 0 | 0 |
| Strike | 5 | 3 | 0 | 0 | 0 |
| Core | 7 | 4 | 0- | 0 | 0 |
| SPECIAL RULES | **Snip Snip**: As a 2AP Action, after a successful Attack or Technique Action, you may slam the jaws shut and deal an additional 5 Slashing PDMG. | | | | |

# Unique (Scythes)

Scythes have been associated with death and the end of cycles the world over since their invention. That longstanding symbolism has shaped the Inherences of Scythes to be particularly attuned to mordant ends.

## WHEAT REAPER — Melee (R2), Unique (Scythes), Medium

**The quintessential Scythe, a long narrow blade with a canted shaft and hand holds.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 0 | -10 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 3 | 1 | 0 | 0 | 0 |
| Strike | 5 | 2 | 0 | 0 | 0 |
| Core | 6 | 2 | 0 | 0 | 0 |
| SPECIAL RULES | On Graze or Strike Roll, inflict Snared 1.<br>On Core roll, inflict Prone 1. | | | | |

## LIGHT OF NEW DAY — Melee (R2), Unique (Scythes), Heavy

**A Scythe honed on a cobweb and the breeze at dawn.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | -10 | -10 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 4 | 0 | 0 | 0 | 0 |
| Strike | 7 | 0 | 0 | 0 | 0 |
| Core | 10 | 0 | 0 | 0 | 0 |
| SPECIAL RULES | On Graze or Strike Roll, inflict Snared 1.<br>On Core roll, inflict Prone 1. | | | | |

# Unique (Sinew Blade)

A particular kind of blade-based Weapon with extendable jointed segments. This Unique Weapon can transform between its sinew (Flexible) and contracted (solid) forms.

## IVY'S KISS — Melee (R2*), Unique (Sinew Blade), Transforming, Medium

**A short, gladius-like blade in its retracted form, within are extended segments to allow for flexible movement and whipping action when fully opened.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Slash* |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 4 | 1 | 0 | 0 | 1 |
| Core | 4 | 2 | 0 | 0 | 2 |

| SPECIAL RULES | |
|---|---|
| | Has two modes that must be chosen when used:<br>Sinew Form: This allows Melee Attacks to Strike opponents at Range 2<br>Contracted Form: This adds +1 Slashing PDMG to the DMG total. |

## BARBED TONGUE — Melee, Unique (Sinew Blade), Transforming, Heavy

**A segmented blade curled upon itself almost like a bladed mace. When the sinew is relaxed it unveils a heavy chopping blade.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 3 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Slash* |
| Graze | 2 | 0 | 0 | 0 | 1 |
| Strike | 4 | 0 | 0 | 0 | 3 |
| Core | 7 | 0 | 0 | 0 | 5 |

| SPECIAL RULES | |
|---|---|
| | Has two modes that must be chosen when used:<br>Sinew Form: Add Serrated and Reach 2 to Melee Attacks<br>Contracted Form: Add Bleed 1 to DMG total. |

# Unique (Triggerblades)

Trigger blades fall into two categories: Emanator and Firearm. Emanators will emit a flash of power once a successful hit is landed, emphasizing the destructive power of the wielder's wyrd. The firearm type offers a varietal Weapon that can work at both distant and close ranges.

## SQUALLBLADE — Melee, Unique (Triggerblade - Emanator), Light

**A single-handed blade with a series of slots along the spine for Ether Shells not unlike licenses with Anima. As the Ether Shell is spent, an internal device pops the spent casings out.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | E.S. | 4 | 1 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 2 | 1 | 0 | 0 | 0 |
| Strike | 4 | 2 | 0 | 0 | 0 |
| Core | 6 | 3 | 0 | 0 | 0 |
| SPECIAL RULES | After landing a Core or Critical Strike, you may choose to expend an Ether Shell (E.S.) to unleash 5 TDMG on top of your DMG rolled. | | | | |

## PISTOLSWORD — Melee (R10), Unique (Triggerblade - Firearm), Medium

**A sleek combination of both small caliber revolver and saber.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Physical | 10 | 5 | 15 | N/A | N/A | 2 | 0 | 1* |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | S. Cal | 6 | 2 | 94 | 3 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| ke Score \| Type | Slash | Pierce | Bludgeon | Torque | Pierce* |
| Graze | 1 | 2 | 0 | 0 | 2 |
| Strike | 2 | 3 | 0 | 0 | 4 |
| Core | 3 | 5 | 0 | 0 | 6 |
| SPECIAL RULES | When used at Range, deduct 1 ammo from the capacity and use the Pierce* DMG only. | | | | |

# Weighted (Axes)

Axes have a time-honored tradition of being farm implements converted into Tools of war. The weighty chop with a sharp edge works both on trunk and limb, be it flora or persona.

| BATTLE AXE | | | | | | | | Melee, Weighted (Axe), Medium |
|---|---|---|---|---|---|---|---|---|
| A double-headed broad Axe used in combat. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 95 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 4 | 0 | 1 | 0 | 0 |
| Strike | 6 | 0 | 2 | 0 | 0 |
| Core | 8 | 0 | 3 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

| GIANTS' BANE | | | | | | | | Melee, Weighted (Axe), Colossal, Sorcerous |
|---|---|---|---|---|---|---|---|---|
| An enormous colossal Axe with unrivaled Slashing power. | | | | | | | | |
| STRIKE BONUS | | | | | | COSTS | | |
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/AP |
| Arms | N/A | N/A | 0 | N/A | N/A | 4 | 2 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 90 | 6 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 6 | 0 | 2 | 0 | 0 |
| Strike | 8 | 0 | 3 | 0 | 0 |
| Core | 10 | 0 | 4 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# Weighted (Bludgeons)

The first kind of Tool taught to man, be it a stick or a rock off the ground. Hammers, batons, canes, and saps have all been crushing body and souls alike since time immemorial.

## WARHAMMER — Melee, Weighted (Bludgeon), Heavy

**A Weapon first popularized by Homer's Judges that found new life in the crusades. A massive smashing head with a back spike capable of dealing considerable Piercing damage.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/ AP |
| Arms | -10 | -20 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 95 | 4 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 2 | 4 | 0 | 0 |
| Strike | 0 | 3 | 6 | 0 | 0 |
| Core | 0 | 4 | 8 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

## RIOT BATON — Melee, Weighted (Bludgeon), Light, Concealable

**Standard issue carry for Amagiate, often kept until the officer in question refines their preferred Weapons.**

| STRIKE BONUS | | | | | | COSTS | | |
|---|---|---|---|---|---|---|---|---|
| Attribute | Main Hand | Off-Hand | Two-Hand | Worn | TK | Base AP | Exus/AP | Ammo/ AP |
| Arms | 10 | 5 | 15 | N/A | N/A | 2 | 0 | N/A |

| MISCELLANEOUS. | | | AMMUNITION | | | CRITICAL | |
|---|---|---|---|---|---|---|---|
| DV | Stridence | Inherence | Type | Cap. | Reload AP | Threshold | Damage |
| 0 | 0 | 0 | N/A | N/A | N/A | 95 | 2 |

| DAMAGE RANGE | | | | | |
|---|---|---|---|---|---|
| Strike Score \| Type | Slash | Pierce | Bludgeon | Torque | Other |
| Graze | 0 | 0 | 2 | 0 | 0 |
| Strike | 0 | 0 | 4 | 0 | 0 |
| Core | 0 | 0 | 6 | 0 | 0 |
| SPECIAL RULES | N/A | | | | |

# CHAPTER VII: ENDEAVORS - CRAFTING & PERFORMANCES

# Overview

Most Character Skills can be applied and resolved in a matter of seconds following the basic D100 Skill Challenge formula. But certain momentous Challenges, like creating items, performing for a crowd, or participating in a physical contest like a marathon, can require sustained focus, preparation, and the use of special facilities or Equipment. These more involved Skill Challenges are referred to as **Endeavors** and use their own check system.

The overwhelming majority of Endeavors come in two flavors: **Crafts** and **Performances**. These Endeavors are further subdivided into two types each: **Physical** and **Magical Crafts**, and **Artistic** and **Athletic Performances**.

## Crafts

Forging Armor, brewing a batch of potions, and Enchanting physical objects with magical effects are just a few examples of what a Crafting Endeavor can entail. The overwhelming majority of crafting Challenges require a certain grade and number of Materials.

Physical and Magical Crafting Endeavors are nearly identical in mechanics, save that Physical Crafts typically use **Ingredients**, or specific Materials and items, whereas Magical Crafts use **Reagents**, which are often fungible within the same grade. Artificing, which blurs the line between Magical and Physical Crafting, often requires both Ingredients and Reagents.

## Performances

Any sort of public contest, showcase, or exhibition can be considered a Performance Endeavor. Rather than physical Materials, most Performances have a minimum **Renown** requirement. Potential benefits, such as Renown gains or monetary rewards from a successful Performance, will scale with the amount of Renown that must be required to attempt the Performance.

Note, successfully completing higher stakes performances will increase the Character's Renown significantly, but public failures can also result in loss of Renown. Accruing negative Renown, or **Infamy**, will prevent a Character from participating in most conventional performances... but it may also open the door to unique roleplaying opportunities!

**When to Perform Endeavors?**

Endeavors are performed outside of combat or other potentially hazardous situations, during the party's downtime. Depending on player interests and the story FMs are playing, some campaigns might not interact with the Endeavor system at all. In most cases, it will be rare for all party members to have Endeavors they want to work on simultaneously. Consequently, we recommend that FMs host Endeavor-dedicated sessions when non-pertinent players are absent, or at the end of a session, so players who are not participating in the Endeavors can leave early if they are uninterested.

# Anatomy of Endeavors

Every Endeavor has four categories of variables to consider, affecting the following factors:

| PROJECT | MATERIALS | CIRCUMSTANCES | TOOLS |
|---|---|---|---|
| **The Character's goal**<br><br>Determines all of the minimum Endeavor **requirements**, (Skill Rank, Reagents and/or Renown) and the **outcome table** for completing the Endeavor. | **The Materials being used or performed**<br><br>Determines the **Endeavor Target** the player must reach to successfully complete the Endeavor, adds a **Difficulty modifier**.<br><br>Many Materials also provide special **benefits to crafted items.** | **The situation and conditions affecting the work**<br><br>Adds a **Difficulty modifier** encompassing the extenuating factors affecting the Character's attempt to work. | **The Tools at the Character's disposal**<br><br>The Tool kits a Character possesses determine their **ability to adjust their Endeavor Dice Score** after the initial roll. |
| **EXAMPLE PHYSICAL CRAFTING ENDEAVOR** | | | |
| **Craft an Armored Jacket**<br><br>**Requires**<br>(A) Blacksmithing (30)<br><br>(B) 4 Units of Metal, 1 Uniform Jacket<br>**Outcome Table**<br>Armor Rewards | **Mithril**<br><br>**Endeavor Target**<br>Total Progress score required: 30<br>**Material Difficulty**<br><br>Challenging Material:<br>+20 Difficulty<br>**Material Quality**:<br>Fitted 1 per unit of Mythril used, Runic 2 to Armor and Defensive Weapons | **"A quiet, resource-rich forge with ample time."**<br><br>**Circumstantial Penalty**<br>Ideal circumstances: +0 Difficulty. | **(A) Intermediate Blacksmithing Tools (B) Enthusiast Blacksmithing Tools**<br><br>**Tool Bonuses**<br>(A) +1 additional hand rerolls, Re-roll one Critical Mistake<br><br>(B) Re-roll One Critical Mistake |
| **EXAMPLE ATHLETIC PERFORMANCE ENDEAVOR** | | | |
| **Participate in a Local Bicycle Race**<br><br>**Requires**<br>(A) Cycling Ranks (10)<br><br>(B) 5 Renown<br>**Outcome Table**<br>Athletic Performance – C-Class Rewards | **Arroyo-Seco Course**<br><br>**Endeavor Target**<br>Total Progress score required: 20<br>**Material Difficulty**<br><br>Intermediate Course:<br><br>+20 Difficulty | **"It rained this morning. Still some light wind with a crowded field. And that's the good news. You can't stop thinking about your case..."**<br><br>**Circumstance Penalty**<br>Bad circumstances:<br><br>+40 Difficulty | **(A) Comfortable (2), Reliable Cycling Tools**<br><br>**(B) Comfortable, Reliable Cycling Tools**<br>**Tool Bonuses**<br><br>(A) Reroll 2 Crucial Mistake, +1 additional Hand Reroll<br><br>(B) Reroll 1 Crucial Mistakes, +1 additional Hand Reroll |

# Endeavor Challenges: Blow-by-Blow

## Step 1: Determine a Project

When beginning an Endeavor, Characters must first declare a Project, which will determine the Material and situational requirements for the Endeavor. Harder or more complex projects yield the greatest rewards, but they also typically require more specific circumstances and costly Ingredients. Characters must also meet a minimum amount of Lead Skill Ranks to attempt a Project. A Character can brew a common cold relief potion with just a few 5 Ranks in Alchemy, but they wouldn't even know how to approach creating a Philosopher's Stone.

### Example Project Matrices

| Project | Ranks | Required Materials or Renown | Reward Table |
|---|---|---|---|
| **Brewing Cold Relief Potions X3** | Alchemy (5) | 1 Unit of C-Class Reagents | Alchemy (Batch) |
| **Playing Guitar at a Bar** | Guitar (15) | 5 Renown | Artistic Performance – D-Class Rewards |
| **Forging a Mace** | Black-smithing (15) | 2 Units of Metal | Weapons |
| **Running a Marathon** | Distance Running (20) | None | Athletic Performance – C-Class Rewards |
| **Performing a Violin Concerto** | Violin (25) | 15 Renown | Artistic Performance – B-Class Rewards |
| **Crafting a Prosthetic Hand** | Artificing (35) | 5U of Metal, 3U of Rubber, 2U Leather, 10 Motorics Arrays | Artifice (Bespoke) |
| **Transmuting a Lord's Stone** | Alchemy (50) | 3U Grade A Reagents from each cardinal elemental Tag. | Alchemy (Bespoke) |

## Step 2: Select Materials

For Crafting Endeavors, **Materials** refer to the Ingredients being processed, worked, or assembled. In Performances, the Material refers to things like the music being played, the track being run in a marathon, the choreography being danced, the complexity of a shadow puppet being cast, and other forms of expression. Certain Materials are harder to work than others, and this is reflected two ways.

First, the Material of a Project sets the **Endeavor Target**—the score that players are shooting for with their Endeavor Check. As you would expect, it is harder to maximize the potential of Materials with high Endeavor Targets.

Some Enchanting Reagents are less stable than others, which is reflected in adjustments to the Project's Difficulty.

There are advantages to using or performing more challenging Materials however. Certain resources will provide Crafts with unique qualities that improve their values beyond the standard values listed in the preceding chapter, referred to as **Material Bonuses**. When applicable to performances, Material Bonuses manifest as Renown Bonuses achieved when the player meets or exceeds their Endeavor Target.

## Example Crafting Materials Matrices

| Material (Selected Project) | Material Bonus | Difficulty Modifier | Endeavor Target |
|---|---|---|---|
| **Ashwood** (Mold a Bow) | No bonus. | 0 | 20 |
| **Caramenza** (Italian Opera – Lead Performer) | +20 Renown | 30 | 40 |
| **Black Iron** (Forge a longsword) | Grants the produced Weapon the "Bane" Tag. | 20 | 30 |
| **Bench Press - Personal Best** (Weightlifting competition) | +5 Renown. | 15 | 15 |
| **Autumn Faedust** (Brew Beast Nectar) | No Bonus. | 10 | 15 |
| **Spring Faedust** (Build Artificed Motorics Arrays) | No Bonus. | 10 | 15 |
| **Summer Faedust** (Flamewreath Enchantment) | Enchantment's Stridence is reduced by 5. | 20 | 20 |
| **Winter Faedust** (Weave Bespoke Ice Animus) | Ice Animus gains a Tier 2 flourish. | 15 | 20 |
| **Contemporary Electronic Music** (DJing at a party) | No Bonus. | 10 | 15 |

***NOTE: in the context of combat, peril, or other "Action" a Character could perform a comparable feat with a simple Skill Challenge Roll. In the context of a public Performance, however, it becomes an Endeavor Challenge.**

For obvious reasons, there aren't tables for everything under the sun, but these examples should demonstrate the range of a Material's influence over Crafting and Performance Endeavors. We encourage FMs to use these tables as templates for their own, customized Endeavor Challenges that are pertinent to their players' interests.

**There are also several universe-specific (Animathurgy) and fantasy-themed (blacksmithing) Material Tables listed in the sections below to provide more examples to refer to.**

**What About Projects with Different Types of Materials?**

So. Bad news first: you always use the highest Difficulty Modifier and highest Endeavor Target of the Materials being used, even if they belong to different Materials. Now the good news: Projects receive all of the pertinent Material bonuses of every Material and Reagent used. For big projects, it is generally wise to use the highest quality (and highest Difficulty) Ingredients together.

## Step 3: Determine Circumstances

Circumstances encompass the environment, conditions, time constraints, personal stress and other extenuating context that could impact a Character's ability to perform at their best. Say, for example, the Character's job or reputation is on the line, or they were recently injured in combat, or the facility they are working at is crowded... All these conditions constitute a malus that works against their Total Skill Modifier (Skill Ranks + Dominant Attribute + Ability Check).

In an ideal setting, nothing holds the Character back and they can truly give it their all. Since conditions are rarely idyllic, however, typical Difficulty modifiers vary from -10 to -30. Disaster scenarios—your party's *one* shot at a Public Speech Challenge to halt a riot before combat breaks out, or a competition with world-altering stakes (in either the global or personal sense), or the Character is crafting Weapons on the front of a battlefield—range from 60 to 80, up to a maximum circumstance malus of -100. The deck cannot be stacked higher against you.

Finally, anything *above* a modifier of zero is considered "cheating," and translates to the Character taking shortcuts, making magical bargains, or generally half-assing things. Any one of these decisions can bite the Character in the ass sooner or later per FM discretion. Benevolent FMs may consider granting 'legal' bonuses to Difficulty in exchange for Favor.

FMs may roll to determine certain aspects of circumstances through randomization (for example, the weather), or they may declare the rate of circumstances outright.

## Step 4: Endeavor Challenge Check

Once the Core four variables are set, all that is left is for the Character to try their luck! The standard formula for an Endeavor Challenge Check is similar to a normal D100 Skill Challenge, but instead of the D100 Roll, the player draws from their Ability Deck instead.

**ENDEAVOR CHALLENGE CHECK FORMULA**

**Total Skill Modifier (Lead Skill Ranks + Dominant Attribute + Pertinent Skill Bonuses + Ability Check) -Difficulty (Material Penalties + Circumstance Penalties)**

**For every ten Ranks scored, the Character will roll 1D6 towards meeting their Endeavor Target.** Each pip on an Endeavor dice is considered one point of **Progress** toward the Endeavor Target. Natural 1s, however, are considered **Crucial Mistakes**, and cannot be rerolled under normal circumstances.

If a player draws a Critical Card during their Ability Check, they may freely reroll Crucial Mistakes. Conversely, if a player draws a Failure Card from their Ability Deck, the Endeavor Critically Fails immediately. All of the staked Renown and Reagents are lost, and nothing is produced, though the Character does gain +5 Ranks in the Endeavor's Lead Skill as a consolation. If a Character falls slightly short of their target, it is not the end of the world: the result will simply be subpar compared to reaching or exceeding the target. **An Endeavor only fails if the crafter falls short of their target by 10 Progress.**

After the initial Endeavor Dice roll, if the player's total Progress meets or exceeds their Endeavor Target, they may decide to end their Endeavor immediately and receive their rewards (in which case, skip to Step 5). With the (usual) exception of Crucial Mistakes, **the player can re-roll any number of dice in their Endeavor Dice Hand up to two times—provided they meet the essential requirements for their Endeavor.**

"Essential requirements" are left to FM discretion, but generally adhere to common sense. You need a hammer and anvil to blacksmith something, for instance. If a player *must* attempt an Endeavor without essential Tools, they cannot reroll their dice after their initial roll. That said, environmental requirements like specific facilities are absolute. Even if you have all the necessary blacksmithing Tools, you cannot attempt a Project without a forge, or something that can be rigged to function as such.

Characters who intend to focus on crafting will want to acquire good **Tools** on short order, as they allow Characters to further adjust their Progress score in various ways, should they fall short of their Endeavor Target. The term "Tools" refers to inventory items that are conceptualized as a set of several related Tools, each affording a number of benefits depending on which Quality Tags, and how many Ranks of each it has.

## Quality Tags for Tools

**Comfortable**: Reroll one Critical Mistake per Rank.
**Extensive**: Roll one additional Endeavor Die per Rank.
**Reliable**: The Character gains one additional Endeavor hand re-roll per Rank.
**Well-Made**: The Character adds +3 to their Endeavor Score per Rank.

Higher grades of Tools possess more Bonus Quality Tags and Ranks, enabling more dramatic Progress adjustments. Characters can purchase starter Tools from stores or by ordering them online, but they will typically only have one Quality Tag and a single Rank. The best Tools are generally created via crafting Endeavors themselves.

Any and all Endeavors can benefit from Tools. For seemingly minimalist Challenges, they may consist of a good pair of athletic shoes and a comfortable uniform. Or, for something like office work, Tools may consist of a good laptop, scented candles, and nice stationary. Long-term, abstract Endeavors (see "Compositions," later in the chapter) may see the Character consulting a body of research or a curated list of references, which would also qualify as Tools. Even a Character's singing ability can be improved with a good microphone, and—in the world of *Anno Amagium*—magic charms that improve lung capacity or correct pitch. A Character can use up to two Tools (again, conceptualized as a discrete kit of things) for a single Endeavor.

After all the desired adjustments have been made, or after every option has been depleted, it is time for the Character to claim their reward.

## Step 5: Refer to Pertinent Tables for Reward

Based on their final Endeavor Score, a player will reap their rewards from an example table in this book, or by filling an Endeavor Chart with rewards that roughly correspond to the following template:

| Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship/Performance**: The best possible result for this Project. Items are dramatically better than storebought equivalents (bulk items are also produced at a much higher volume than normal). Performances yield tremendous Renown and open up several opportunities. |
| 15 | **Great Craftsmanship/Performance:** Second best possible result for this Project. Items are significantly improved over storebought equivalents (bulk items are also produced at a higher volume than normal). Performances yield significant Renown and present new opportunities. |
| 10 | **Good Craftsmanship/Performance:** Third best outcome for this Project. Items are considerably improved over storebought equivalents (bulk items are also produced at a slightly higher volume than normal). Performances yield considerable Renown, and may present new opportunities. |
| 5 | **Respectable Craftmanship/Performance:** Decent result with noticeable benefits. Items are appreciably better than ready-made alternatives. Performances increase Renown. |
| = | **Handmade Craftsmanship/Capable Performance**: A normal result. Items are only slightly better than their storebought counterparts. Performances yield only a meager increase in Renown. |
| -1 | **Unremarkable Craftsmanship/Performance**: A less-than-perfect result. Items are equivalent to a storebought counterpart. Performances yield no Renown, but performing Characters receive basic compensation. |
| -5 | **Poor Craftsmanship/Performance**: A bad result. Items are noticeably flawed compared to storebought counterparts and bulk items are produced at a lower volume than normal. The Performer suffer a slight loss of Renown and receive diminished compensation. Character gains 2 Ranks in the Challenges' Lead Skill. |
| -10 | **Crafting/Performance Failure**: The Endeavor fails. No items are produced, and half of all physical and magical Materials are lost. The Character suffers a noticeable loss of Renown, and is asked to leave the venue or disqualified from the event. Character gains 3 Ranks in the Challenge's Lead Skill. |

# Artistic Performance Indexes

The following indexes list examples of Projects and Materials to undertake Artistic Performance Endeavors. All Artistic Performances use the same Reward Tables (varying by Rank) depending on the Project undertaken, listed at the end of this section.

## Acting

Successful acting Challenges are not only predicated on persuasiveness, but how compelling they are. You might be able to convince somebody of a Performance, but the mark of a master is the ability to make the audience care. It entails emotional expression, body language, and creativity. It is solely predicated on Masks, unlike the overwhelming majority of Performance Endeavors, which rely instead on innovation.

### Projects

| Project | Ranks Required | Renown Required | Reward Table Rank |
|---|---|---|---|
| **Symvision Commercial** | 5 | None | C Rank |
| **Play – Supporting Actor** | 10 | 5 Renown | C Rank |
| **Web Serial Scene - Lead** | 15 | 10 Renown | B Rank |
| **Film Scene - Supporting Actor** | 20 | 20 Renown | B to A Rank |
| **Film Scene – Lead** | 25 | 25 Renown | A Rank |

### Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Extra/Understudy** | -5 (Easy Challenge) | 15 |
| **Slapstick/Folly** | -10 (Simple Challenge) | 20 |
| **Sketch Comedy/Genre Work** | -15 (Average Challenge) | 25 |
| **Awards-Bait** | -20 (Moderately difficult Challenge) | 30 |
| **Olde English Literature** | -25 (Extremely difficult Challenge) | 40 |

# Dance

As with acting, the goal of a dance Performance is to not only execute the proper choreography, but to make an emotional connection with your audience. Dancing relies on Innovation.

## Projects

| Project | Ranks Required | Renown Required | Reward Table Rank |
|---|---|---|---|
| Casual Performance | 5 | None | C Rank |
| Conservatory Recital | 10 | 5 Renown | C Rank |
| Performance – Corps. | 15 | 10 Renown | B Rank |
| Performance – Demi-Soloist | 20 | 20 Renown | B Rank |
| Performance – Soloist | 25 | 25 Renown | A Rank |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| Extra/Understudy | -5 (Easy Challenge) | 15 |
| Slapstick/Folly | -10 (Simple Challenge) | 20 |
| Sketch Comedy/Genre Work | -15 (Average Challenge) | 25 |
| Awards-Bait | -20 (Moderately difficult Challenge) | 30 |
| Olde English Literature | -25 (Extremely difficult Challenge) | 40 |

# Instrumental Performance

Again, a musician's goal is to move their audience. Once again, instrumental Performances rely on Innovation.

## Projects

| Project | Ranks Required | Renown Required | Reward Table Rank |
|---|---|---|---|
| Street Corner Show | 5 | None | C Rank |
| Open Mic Showcase | 10 | 5 Renown | C Rank |
| Local Show | 15 | 10 Renown | B Rank |
| Concert – Warmup Act | 20 | 20 Renown | B Rank |
| Concert - Headliner | 25 | 25 Renown | A Rank |

### Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Beginner Rock** | -5 (Easy Challenge) | 15 |
| **Simple Country** | -10 (Simple Challenge) | 20 |
| **Intermediate Classical** | -15 (Average Challenge) | 25 |
| **Complex Instrumental** | -20 (Moderately difficult Challenge) | 30 |
| **Virtuoso Classical** | -25 (Extremely difficult Challenge) | 35 |

## Prestidigitation

Legerdemain or "Hand-Dancing" (as stage magic is referred to in *Anno Amagium*) relies on practiced motor skills and showmanship. So Innovation is the dominant stat once again.

### Projects

| Project | Required Ranks | Renown | Table |
|---|---|---|---|
| **Street Work** | 5 | None | Class-C Artistic Performance |
| **Table Work** | 10 | 5 Renown | Class-C Artistic Performance |
| **Symvision Bit Part** | 15 | 10 Renown | Class-B Artistic Performance |
| **Stage Show** | 20 | 20 Renown | Class-A Artistic Performance |
| **Traveling Stage Show** | 25 | 25 Renown | Class-A Artistic Performance |

### Material

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Basic Card Play** | -5 (Easy Challenge) | 15 |
| **Intermediate Ball and Cups** | -10 (Simple Challenge) | 20 |
| **Advanced Rings** | -15 (Average Challenge) | 25 |
| **Astonishing Card Play** | -20 (Moderately difficult Challenge) | 30 |
| **Breathtaking Stage Illusion** | -25 (Extremely difficult Challenge) | 35 |

# Singing

Singing requires practiced skills and emotional/artistic persuasiveness. You guessed it: Innovation again.

## Projects

| Project | Required Ranks | Renown | Table |
|---|---|---|---|
| **Karaoke** | 5 | None | Class-C Artistic Performance |
| **Choir Performance** | 10 | 5 Renown | Class-C Artistic Performance |
| **Local Rock Show** | 15 | 10 Renown | Class-B Artistic Performance |
| **Musical (Main Cast)** | 20 | 20 Renown | Class-A Artistic Performance |
| **Concert (Headline Act)** | 25 | 25 Renown | Class-A Artistic Performance |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **National Anthem** | -5 (Easy Challenge) | 15 |
| **Choral Music** | -10 (Simple Challenge) | 20 |
| **Adult Pop/Rock** | -15 (Average Challenge) | 25 |
| **Death/Scream Metal** | -20 (Moderately difficult Challenge) | 30 |
| **Italian Opera** | -25 (Extremely difficult Challenge) | 35 |

# Artistic Performance Reward Tables

The following tables demonstrate the sort of plot developments, rewards, and consequences a Character can achieve through Artistic Performance. C-Class rewards are the most meager, and A-Class are the most impressive. For pertinent rewards, look at **Book 4: Fate Master Guide**.

## C-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 20 Renown, pertinent rewards at FM discretion. Choose 2:<br>A) Go viral and gain +10 Renown<br>B) Acquire a mentor in your field of art (increase Skill Ranks via roleplaying)<br>C) Acquire a Collaborator in your field of art (roleplaying opportunities)<br>D) Gain an agent (receive future Performance opportunities) |
| 15 | **Great Performance:** Gain 20 Renown, pertinent rewards at FM discretion, choose 1:<br>A) Go viral and gain 5 additional Renown<br>B) Gain an invitation to another Performance opportunity<br>C) gain a collaborator in your field of art (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 15 Renown, pertinent rewards at FM discretion. Choose 1:<br>A) Gain an invitation to another Performance opportunity<br>B) gain a collaborator in your field of art |
| 5 | **Respectable Performance:** Gain 10 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 5 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 5 Renown, no rewards. |
| -10 | **Performance Failure**: Lose 10 Renown, suffer a disgrace or Injury at FM discretion. |

## B-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 30 Renown, pertinent rewards at FM discretion. Choose 2:<br>A) Gain an agent (receive future Performance opportunities)<br>B) Gain a great sponsorship (receive a free Tool with 3 Quality Ranks of your choosing)<br>C) Gain a collaborator in your field of art (roleplaying opportunities)<br>D) Go viral, receive an additional 10 Renown |
| 15 | **Great Performance:** Gain 25 Renown, pertinent rewards at FM discretion. Choose 2:<br>A) Go viral, gain an additional 10 Renown<br>B) Gain an agent (receive future Performance opportunities)<br>C) Gain a collaborator in your field of art (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 20 Renown, pertinent rewards at FM discretion, choose 1: A) Go viral and gain +5 Renown, B) gain a Collaborator in your field of art. |
| 5 | **Respectable Performance:** Gain 15 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 10 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 10 Renown, no rewards. |
| -10 | **Performance Failure**: Lose 15 Renown, suffer a disgrace or Injury at FM discretion. |

## A-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 50 Renown, pertinent prizes at FM discretion, gain an elite sponsorship (one free Tool with 5 Quality Ranks of your choosing), gain an agent, and 2 collaborators in your field of art. |
| 15 | **Great Performance:** Gain 40 Renown, pertinent prizes at FM discretion. Choose 2:<br>A) gain an excellent sponsorship (one free Tool with 4 Quality Ranks of your choosing)<br>B) gain an agent (receive future competition opportunities)<br>C) gain a collaborator in your field of art (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 30 Renown, pertinent rewards at FM discretion. Choose 1:<br>A) gain a sponsorship (receive one free Tool with 3 Quality Ranks of your choosing)<br>B) gain an agent (receive future competition opportunities<br>C) gain a collaborator in your field of art (roleplaying opportunities) |
| 5 | **Respectable Performance:** Gain 20 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 10 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 15 Renown, pertinent rewards at FM discretion, suffer a disgrace at FM discretion. |
| -10 | **Performance Failure**: Lose 25 Renown, pertinent rewards at FM discretion, suffer a disgrace or Injury at FM discretion. |

# Athletic Performance Indexes

The following indexes list examples of Projects and Materials to undertake Athletic Performance Endeavors. All Athletic Performances use the same Reward Tables, listed at the end of this section.

## Boxing

Boxing is a bit of an oddity, as it comes close to stepping on the toes of combat, but the Endeavor system still can still comfortably accommodate athletic pugilism with the right frame of mind. The key FMs should keep in mind, is that the Circumstance Difficulty will inevitably scale up with a Project's Required Ranks and Renown (a Global Title Match under otherwise ideal circumstances would still start at about a -30 to -40 Difficulty malus), *and* the available "Materials" for high Renown matches are exclusively comprised of powerful opponents.

Like most Athletic Challenges, Boxing relies on the Character's Physical Attribute.

### Projects

| Project | Required Ranks | Required Renown | Reward Table |
|---|---|---|---|
| **Practice Spar** | 5 | None | C-Class Athletic Performance |
| **Local Title Match** | 10 | 5 Renown | C-Class Athletic Performance |
| **State Title Match** | 15 | 10 Renown | B-Class Athletic Performance |
| **National Title Match** | 20 | 20 Renown | A-Class Athletic Performance |
| **Global Title Match** | 25 | 25 Renown | A-Class Athletic Performance |

### Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Beginner Opponent** | +5 to Difficulty (Easy Challenge) | 15 |
| **Skilled Opponent** | +10 to Difficulty (Average Challenge) | 20 |
| **Professional Opponent** | +15 to (Moderate Challenge) | 25 |
| **Champion Opponent** | +20 to Difficulty (Difficult Challenge) | 30 |
| **Masterful Opponent** | +25 to Difficulty (Extremely difficult Challenge) | 35 |

# Gymnastics

Once again, Gymnastics can be performed in the heat of combat. Depending on the context of the Performance, the FM may ask the player to perform an Innovation or Physical Challenge.

## Projects

| Project | Required Ranks | Required Renown | Reward Table |
|---|---|---|---|
| Training | 5 | None | C-Class Athletic Performance |
| Local Exhibition | 10 | 5 Renown | B-Class Athletic Performance |
| State Exhibition | 15 | 10 Renown | B-Class Athletic Performance |
| National Exhibition | 20 | 20 Renown | A-Class Athletic Performance |
| Global Exhibition | 25 | 25 Renown | A-Class Athletic Performance |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| Simple Floor Routine | +5 to Difficulty (Easy Challenge) | 15 |
| Average Apparatus | +10 to Difficulty (Average Challenge) | 20 |
| Advanced Balance Beam | +15 to (Moderate Challenge) | 25 |
| Expert Apparatus | +20 to Difficulty (Difficult Challenge) | 30 |
| Masterful Floor Routine | +25 to Difficulty (Extremely Difficult Challenge) | 35 |

# Track and Field

Tests of speed, strength and endurance typically fall under Physical, but certain raw strength-based Challenges may rely instead on Arms.

## Projects

| Project | Required Ranks | Renown | Table |
|---|---|---|---|
| Training | 10 | None | C-Class Athletic Performance |
| Local Meet | 20 | 5 Renown | B-Class Athletic Performance |
| State Meet | 30 | 10 Renown | B-Class Athletic Performance |
| National Meet | 40 | 20 Renown | A-Class Athletic Performance |
| Global Meet | 50 | 25 Renown | A-Class Athletic Performance |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| Conservative Sprint | +5 to Difficulty (Easy Challenge) | 15 |
| Challenging Hurdles | +10 to Difficulty (Average Challenge) | 20 |
| Strenuous Long-Jump | +15 to (Moderate Challenge) | 25 |
| Record-Setting Sprint | +20 to Difficulty (Difficult Challenge) | 30 |
| Grueling All-Around | +25 to Difficulty (Extremely Difficult Challenge) | 35 |

# Weightlifting

Amagia tend to be jacked. Why not show it off? Though form is important, weight lifting is primarily based on the strength of your physical instrument, and relies solely on Arms.

## Projects

| Project | Required Ranks | Required Renown | Table |
|---|---|---|---|
| **Lifting Session** | 5 | None | C-Class |
| **Local Exhibition** | 10 | 5 Renown | C-Class |
| **State Exhibition** | 15 | 10 Renown | B-Class |
| **National Exhibition** | 20 | 20 Renown | B-Class |
| **Global Exhibition** | 25 | 25 Renown | A-Class |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Conservative Hammer Curls** | +5 to Difficulty (Easy Challenge) | 15 |
| **Average Bench press** | +10 to Difficulty (Average Challenge) | 20 |
| **Personal Best Deadlift** | +15 to (Moderate Challenge) | 25 |
| **Record-Breaking Bench press** | +20 to Difficulty (Difficult Challenge) | 30 |

# Swimming

In the context of Performance, swimming competitions rely solely on the Character's Physical Attribute.

## Projects

| Project | Ranks | Renown | Table |
|---|---|---|---|
| **Practice Meet** | 20 | None | C-Class |
| **Local Meet** | 30 | 5 Renown | B-Class |
| **State Meet** | 40 | 10 Renown | B-Class |
| **National Meet** | 50 | 20 Renown | A-Class |
| **Global Meet** | 60 | 25 Renown | A-Class |

## Materials

| Material | Difficulty Modifier | Endeavor Target |
|---|---|---|
| **Conservative - Backstroke** | Easy Performance: -10% Difficulty | 15 |
| **Pool Average** | Simple Performance: 0% Difficulty | 20 |
| **Fast-Time - Breaststroke** | Moderately Difficult: +10% to Difficulty | 25 |
| **Personal Best - Butterfly** | Difficult to perform: +15% to Difficulty | 30 |
| **Record-breaking - Freestyle** | Extremely Difficult: +20% to Difficulty | 35 |

# Athletic Performance Rewards

The following tables list examples of the potential gains, story developments and other outcomes a Character can earn via Athletic Performance. As with the arts, C-Class rewards are humble while A-Class rewards are really something to crow about.

## C-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 20 Renown, pertinent prizes at FM discretion. Choose 2:<br>A) Go viral and gain an additional 10 Renown .<br>B) Gain an agent (future competition opportunities)<br>C) Acquire a rival in your sport (roleplaying opportunities)<br>D) Acquire a mentor in your sport (roleplaying opportunities with potential for Skill Ranks gain) |
| 15 | **Great Performance:** Gain 20 Renown, pertinent prizes at FM discretion. Choose 1:<br>A) Go viral and gain 5 Renown<br>B) Gain an invitation to another Performance opportunity<br>C) gain a rival in your sport (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 15 Renown, pertinent rewards at FM discretion. Choose 1:<br>A) Gain an invitation to another Performance opportunity<br>B) gain a rival in your sport. |
| 5 | **Respectable Performance:** Gain 10 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 5 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 5 Renown, no rewards. |
| -10 | **Performance Failure**: Lose 10 Renown, suffer an Injury at FM discretion. |

## B-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 30 Renown, pertinent prizes at FM discretion, gain an agent, an excellent sponsorship (a free Tool with 4 Quality Ranks of your choosing), and a rival in your sport (roleplaying opportunities). |
| 15 | **Great Performance:** Gain 25 Renown, pertinent prizes at FM discretion. Choose 2:<br>A) Gain a great sponsorship (a free Tool with 3 Quality Ranks of your choosing)<br>B) Acquire an agent (receive future competition opportunities)<br>C) Acquire a rival in your sport (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 20 Renown, pertinent rewards at FM discretion. Choose 1:<br>A) Go viral and gain an additional 10 Renown<br>B) Gain a Rival in your sport (roleplaying opportunities) |
| 5 | **Respectable Performance:** Gain 15 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 10 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 10 Renown, no rewards. |
| -10 | **Performance Failure**: Lose 15 Renown, suffer an Injury at FM discretion. |

## A-Class Rewards

| Target | Outcomes |
|---|---|
| 20 | **Excellent Performance**: Gain 50 Renown, pertinent prizes at FM discretion, an elite sponsorship (a free Tool with 5 Quality Ranks of your choosing), an agent, and a rival. |
| 15 | **Great Performance:** Gain 40 Renown, pertinent prizes at FM discretion, choose 2:<br>A) Gain an excellent sponsorship (a free Tool with 4 Quality Ranks of your choosing)<br>B) Acquire an agent (receive future competition opportunities)<br>C) Acquire a rival in your sport (roleplaying opportunities) |
| 10 | **Good Performance:** Gain 30 Renown, pertinent rewards at FM discretion, choose 1:<br>A) Gain a great sponsorship (a free Tool with 3 Quality Ranks of your choosing)<br>B) Acquire an agent (receive future competition opportunities)<br>C) Acquire a rival in your sport (roleplaying opportunities) |
| 5 | **Respectable Performance:** Gain 20 Renown, pertinent rewards at FM discretion. |
| = | **Capable Performance**: Gain 10 Renown, pertinent rewards at FM discretion. |
| -1 | **Unremarkable Performance**: Gain 0 Renown, pertinent rewards at FM discretion. |
| -5 | **Poor Performance**: Lose 15 Renown, pertinent rewards at FM discretion. |
| -10 | **Performance Failure**: Lose 25 Renown, pertinent rewards at FM discretion, suffer an Injury at FM discretion. |

# Physical Crafting Indexes

Who doesn't love building things? The tables below illustrate some of the more common Crafts a Character may decide to create with their own hands and Tools.

## Armor Crafting

Putting aside protective Contracts, a Character's defensive stats almost exclusively rely on Armor. Having somebody capable of crafting better Defensive gear is always a boon to a party. Positive Armor qualities are conveyed via Material Bonuses or by exceeding the Materials' Endeavor Target. Flaws are randomly assigned by an Endeavor Dice Roll after the crafter misses their Endeavor Target by a substantial amount.

### Armor Qualities

- ◊ **Fine** increases Inherence and sell value by 10% per Rank
- ◊ **Fitted** provides +2 Defensive Value per Rank
- ◊ **Reinforced** provides +1 Physical Damage Reduction per Rank
- ◊ **Runic** provides +1 Flat Damage Reduction per Rank
- ◊ **Warded** provides +1 Magical Damage Reduction

### Armor Flaws

- ◊ **Endeavor Dice Roll of 1-2 = Uncomfortable**: -5 to Armor's Defensive Value
- ◊ **Endeavor Dice Roll of 3-4 = Crude**: -20 Inherence
- ◊ **Endeavor Dice Roll of 5-6 = Ugly**: -30% to item value

### Armor Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Gains Fitted 5, Fine 5, and Runic. |
| 15 | **Great Craftsmanship:** Gains Fitted 4, Fine 4, and Reinforced or Warded. |
| 10 | **Good Craftsmanship:** Gains Fitted 3 and Fine 3. |
| 5 | **Respectable Craftmanship:** Gains Fitted 2 and Fine 2. |
| = | **Handmade Craftsmanship:** Gains Fitted 1, and Fine 1. |
| -1 | **Unremarkable Craftsmanship:** Functional (standard) statistics. |
| -5 | **Poor Craftsmanship:** Armor rolls a Flaw. Gain 2 Ranks in Lead Skill. |
| -10 | **Crafting Failure:** Lose half of the Reagents, no item created. Gain 3 Ranks in Lead Skill. |

# Weapon Crafting

Same as Armor, qualities are conveyed via Material Bonuses or by exceeding the Materials' Endeavor Target. When the crafter misses their Endeavor Target by a substantial amount, they must roll an Endeavor Die to determine a flaw.

## Weapon Qualities

- ◊ **Balanced** provides +2% to Strike Rolls (accuracy) per Rank.
- ◊ **Fatal** provides +1% to Critical Range per Rank.
- ◊ **Fine** provides +10 to Inherence and 10% to sale value per Rank.
- ◊ **Honed** provides +1 Base Damage per Rank.

## Weapon Flaws

- ◊ **1 = Dull**: Weapon suffers -1 Base Damage
- ◊ **2-3 = Awkward**: Weapon suffers -5 to hit
- ◊ **4-5 = Crude**: Weapon suffers -20 Inherence
- ◊ **6 = Ugly**: -30% to item value

## Weapon Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Gains Balanced 5, Fatal 3, Fine 5, and Honed 2. |
| 15 | **Great Craftsmanship:** Gains Balanced 4, Fatal 2, Fine 4, and Honed 1. |
| 10 | **Good Craftsmanship:** Gains Balanced 3, Fatal 1, Fine 3. |
| 5 | **Respectable Craftsmanship:** Gains Balanced 2, Fatal 1, and Fine 2. |
| = | **Handmade Craftsmanship:** Weapon gains Balanced 1 and Fine 1. |
| -1 | **Unremarkable Craftsmanship:** Functional (standard) statistics. |
| -5 | **Poor Craftsmanship:** Roll a flaw. Gain 2 Ranks in Lead Skill. |
| -10 | **Crafting Failure:** Lose half of the Reagents, no item created. Gain 3 Ranks in Lead Skill. |

# Tool Crafting

Tools are a vital part of Endeavors, providing bonuses that allow Characters to reroll Critical mistakes, roll additional Endeavor dice, and improve their Progress scores in other ways. Qualities are conveyed via Material Bonuses or by exceeding the Materials' Endeavor Target. Each individual Tool Quality can reach a maximum of 3 Ranks, and each Tool can possess a total of 6 Quality Ranks. Conversely, Tool Flaws are randomly assigned by Endeavor Dice Roll after the crafter misses their Endeavor Target by a substantial amount.

## Tool Qualities

- ◊ **Comfortable**: Reroll one Critical Mistake per Rank.
- ◊ **Extensive**: Roll one additional Endeavor Die per Rank.
- ◊ **Reliable**: The Character gains one additional Endeavor hand re-roll per Rank.
- ◊ **Well-Made**: The Character adds +3 to their Progress per Rank.

## Tool Flaws

- ◊ **1-2 = Crude**: -5 Circumstance Malus
- ◊ **3-4 = Bulky**: +10% Encumbrance
- ◊ **5-6 = Ugly**: -30% to Sell Value

### Tool Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship**: Tool gains 6 Quality Ranks. |
| 15 | **Great Craftsmanship**: Tool gains 5 Quality Ranks. |
| 10 | **Good Craftsmanship**: Tool gains 4 Quality Ranks. |
| 5 | **Respectable Craftsmanship**: Tool gains 3 Quality Ranks. |
| = | **Handmade Craftsmanship**: Tool gains 2 Quality Ranks. |
| -1 | **Unremarkable Craftsmanship**: Tool gains 1 Quality Ranks. |
| -5 | **Poor Craftsmanship:** Tool gains 1 Quality Rank, and rolls a Flaw. Gain 2 Ranks in Lead Skill. |
| -10 | **Crafting Failure:** Lose half of the Reagents, no item created. Gain 3 Ranks in Lead Skill. |

## Blacksmithing

Well-crafted Tools, Weapons, and Armor are typically superior to store-bought options because they have greater Inherence (allowing them to receive more powerful enchantments), and access to Quality Tags that improve various properties about the Weapon, listed below.

### Example Projects (Armor)

| Project | Ranks | Resources | Table |
|---|---|---|---|
| **Antiballistic Vest** | 20 | 2U Kevlar, 2U Fae Silk, 1 Chainmail Shirt | Armor |
| **Armored Boots** | 5 | 2U Metal, 1 Pair of Boots | Armor |
| **Armored Pants** | 10 | 3U Metal, 1U leather, 1 Peacekeeper Fatigues | Armor |
| **Armored Licenses** | 5 | 1U Metal, 1 Peacekeeper Licenses | Armor |
| **Armored Gloves** | 5 | 1U Metal, 1 Pair of Leather Gloves | Armor |
| **Armored Waistcape** | 10 | 2U Metal, 1 Peacekeeper Waistcape | Armor |
| **Chainmail Shirt** | 15 | 2U Metal, 1U Fae Silk | Armor |
| **Brawler's Gauntlets** | 10 | 2U Metal, 1 Leather gloves | Armor |
| **Pauldrons** | 10 | 4U Metal, 2U Leather | Armor |
| **Full Rifle Plate** | 25 | 5U Ceramic Plate, | Armor |
| **Plated Pants** | 15 | 3U Metal, 1 Pair of Armored Pants | Armor |
| **Plated Uniform Jacket** | 20 | 4U Metal, 1 Peacekeeper Uniform Jacket | Armor |

## Example Projects (Weapons and Tools)

| Project | Ranks Required | Material Requirements | Table |
|---|---|---|---|
| **Axe** | 10 | 1U Metal/Weight Class, + (1U Wood or 1U Metal) | Weapons |
| **Basher** | 5 | 1U Metal | Weapons |
| **Bludgeon** | 5 | 1U Metal/Weight Class + (1U Metal or 1U Wood) | Weapons |
| **Boot Knives** | 15 | 2U Metal, 1 Pair of Boots | Weapons |
| **Skinning Tools** | 10 | 4U Metal | Tools |
| **Chef's Tools** | 15 | 3U Metal | Tools |
| **Colossal Weapons** | 15 | 5U Metal | Weapons |
| **Combat Chain** | 10 | 3U Metal/Weight Class | Weapons |
| **Polearm** | 10 | 1U Metal/Weight Class, + (1U Metal or 1U Wood) | Weapons |
| **Razorsaw** | 15 | 2U Metal/Weight Class | Weapons |
| **Ripper Sword** | 10 | 2U Metal/Weight Class, +1U Metal, +1 Motoric Array (Artificing) | Weapons |
| **Scythe** | 15 | 1U Metal/Weight Class, + (1U of Metal or 1U Wood) | Weapons |
| **Shield** | 10 | 1U Metal/Weight Class | Weapons |
| **Small Blade** | 5 | 1U Metal/Weight Class | Weapons |
| **Smithing Tool Set** | 15 | 10U Metal | Tools |
| **Sword** | 10 | 2U Metal/ Weight Class | Weapons |
| **Thrusting Shield** | 10 | 3U Metal/Weight Class | Weapons |
| **Thrown Weapons** | 10 | 1U/Weight Class per 3 Weapons | Weapons |
| **Whip-Head** | 5 | 1U Metal | Weapons |
| **Combat Scissors** | 20 | 3U Metal/Weight Class | Weapons |
| **Fist Weapons** | 5 | 1U Metal per hand | Weapons |
| **Fencing Weapons** | 10 | 1U Metal/Weight Class | Weapons |
| **Climbing Tool Kit** | 10 | 1U Metal, +1U Metal/Rope per Meter | Tools |
| **Triggerblade** | 25 | 3U Metal/Weapon Weight Class, mechanical components (Artificing or Gunsmithing) | Weapons |
| **Hook Blades** | 20 | 4U Metal | Weapons |
| **Kestral** | 15 | 1U Metal | Weapons |
| **Kusarigama** | 25 | 4U Metal | Weapons |
| **Katana** | 20 | 2U Metal/Weight Class | Weapons |

# Leatherworking

Leatherworking is a useful Skill for flexible, medium-weight Armor and container crafting.

## Example Projects

| Project | Ranks Required | Material Requirements | Table |
|---|---|---|---|
| **Head (Bash Cap/ Helmet)** | 10 | 2U Leather | Armor |
| **Chest (Gorget/ Cuirass/ Brigantine)** | 20 | 2U Leather, 1U Metal | Armor |
| **Arms (Pauldrons/Bracer/ Gauntlets)** | 10 | 2U Leather | Armor |
| **Legs (Cuisse/ Greaves/ Sabatons)** | 10 | 3U Leather, 1U Metal | Armor |
| **Gloves** | 5 | 1U Leather | Armor |
| **Spats/ Gaiters** | 5 | 1U Leather, 1 Unit of Boots | Armor |
| **Small Trinkets** | 5 | 1U Leather | Armor |
| **Belts (Utility/Shoulder Rig)** | 5 | 2U Leather, 1U Metal | Misc. |
| **Holders (Holsters/ Sheath/ Scabbard)** | 5 | 1U Leather | Misc. |

# Physical Materials Index

Physical Materials are measured in units (U), and, as one would expect, are the primary components for physical crafting Challenges. Below are some common categories containing examples of physical Materials, though FMs can invent other categories (threads, beads, glass, etc.) based on the same formats.

## Metals

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Aluminum** | -10 | Uncomfortable 2.<br>Reduce typical Armor and Weapon size Tag by 1. | 0 |
| **Brass** | 10 | Fitted 1 to Armor and Defensive Weapons. | 20 |
| **Copper** | 10 | Warded 1 to Armor and Defensive Weapons. | 20 |
| **Tin** | 15 | Runic 1 to Armor. | 25 |
| **Steel** | 20 | Reinforced 2 to Armor. | 30 |
| **Sky Iron** | 25 | Fine 2 to Armor and Goods.<br>Endeavors to Enchant an item made with Sky Iron have a reduced Endeavor Target by 15. | 35 |
| **[Element]-Kissed Steel** | 20 | [Element] MDMG resist to Armor.<br>+(X) [Element] MDMG to Weapons. | 30 |
| **Mythril** | 45 | Fitted 1 per unit of Mythril used, Runic 2 to Armor and Defensive Weapons.<br>When an item made with Mythril is Worn or Equipped, Character gains the Well Aware Trait. | 55 |
| **Orichalcum** | 50 | Fitted 5 to Armor and Defensive (X) Weapons.<br>Balanced 3 and reduce typical Weapon size Tag by 1 for Weapons. | 60 |
| **White Iron** | 40 | All items made with White Iron gain the Light Tag.<br>Endeavors to Enchant an item made with White Iron have a reduced Endeavor Target by 25.<br>Honed 3 to Weapons. | 50 |
| **Black Iron** | 50 | Endeavors to Enchant an item made with Black Iron have an increased Endeavor Target by 50.<br>Any item made with Black Iron will deal 5 True DMG to any full or half Fae that comes in contact with it. | 60 |
| **Adamantine** | 35 | Reinforced 4 to Armor.<br>Honed 2 to Weapons. | 45 |

## Leathers & Hides

Primarily used by leatherworkers, and in rare circumstances, magical hides and leathers can be used as faunal components for alchemic recipes.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Cow Leather** | 0 | N/A | 10 |
| **Buffalo Leather** | 5 | Fine 1 and Reinforced 1 to Armor. | 15 |
| **Suede** | 5 | Fine 1 and Runic 1 to Goods. | 15 |
| **Dire Gator Scaled Hide** | 10 | Reinforced 1 to Armor, Fine 2 to Goods. | 20 |
| **Hydra Hide** | 20 | Warded 2 to Armor, Fine 3 to Goods. | 30 |
| **Drake Scaled Hide** | 30 | Warded to Armor, Fine 3 to Goods. | 40 |
| **Light Monstrum Hide** | 5 | Reinforced 1 to Armor. | 15 |
| **Monstrum Hide** | 10 | Reinforced 2 to Armor. | 20 |
| **Serpent Hide** | 10 | Runic 2 to Armor. | 20 |
| **Thick Monstrum Hide** | 15 | Reinforced 3 to Armor | 25 |
| **Preserved Naga Hide** | 20 | Reinforced 1, Runic 1 to Armor. | 30 |

## Textiles

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Plis d'armure** | 35 | Runic 1, Fitted 2, and Fine 1 to Armor, Goods, and Weapons. | 45 |
| **Cotton Cloth** | 0 | N/A | 10 |
| **Linen** | 10 | Fine 2 to Goods. | 20 |
| **Canvas** | 15 | Reinforced 2 to Armor and Goods. | 25 |
| **Duck Cloth** | 15 | Reinforced 1 and waterproofed to Armor and Goods. | 25 |
| **Silk** | 20 | Fine 2, Warded 1 to Armor. | 30 |
| **Fae Denim** | 10 | Reinforced 1 to Armor and Goods. | 20 |
| **Steelweave** | 40 | Reinforced 2 to Armor and Goods. | 50 |
| **Wool** | 15 | Reinforced 1 and Heat DMG resistance to Armor and Goods. | 25 |

# Wood

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Balsa** | -30 | Uncomfortable 5 to Armor, Bulky 3 to Tools, Dull 5 to Weapons. | 0 |
| **Pine** | 0 | N/A | 0 |
| **Oak** | 15 | Balanced 1 to Weapons, Reliable 1 and Well-Made 1 to Tools. | 25 |
| **Mesquite** | 25 | Fitted 2 to Armor, Fatal 1 to Weapons. | 35 |
| **Mahogany** | 25 | Fine 4 to Armor, Tools, and Weapons. | 35 |
| **Desert Ironwood** | 30 | Reinforced 3 and Fitted 2 to Armor and Defensive Weapons. | 40 |
| **Hazel** | 15 | Warded 3 to Armor and Defensive Weapons. | 25 |
| **Hangman's** | 25 | Fatal 5 and Honed 3 to Weapons. | 35 |
| **Bodhi** | 40 | Convert all MDMG that would be dealt with a Weapon made with a Bohdi branch into temporary MDR for all allies (not including self) within a 3M radius. This aura lasts 1 turn. | 50 |
| **White Tree** | 40 | Whomever wields or wears any object made from the White Tree wood is conferred a regal standing. +40 to Persuasion or Intimidation Challenges. | 50 |
| **Harrow Wood** | 50 | Convert half the damage dealt by this Project to True Damage. The wielder suffers half that amount of TDMG. | 60 |

# Magical Crafting Indexes

The following indexes list unique item qualities and examples of Projects to undertake in various magical crafting Endeavors. Projects are sorted by craft, with a list of pertinent qualities obtainable via crafting, batched Projects (bulk item production) and bespoke Projects (specifically produced items).

## Alchemy

By imbibing alchemical substances, a Character will consume their Urdic Constitution. In exchange, they will receive benefits that typically last longer than Boons provided by Contracts, temporary immunity to certain Banes, or temporary Abilities such as sharpened senses. Alchemists also frequently refine existing physical resources into magical Reagents usable by other craftsman. Flaws are randomly assigned by an Endeavor Dice Roll after the crafter misses their Endeavor Target by a substantial amount.

**Alchemical Efficacy**: Each Rank of Efficacy increases a numerical effect of the potion by 1. For example, a potion lasting 1 day could now last 2 days. A potion that restores 3 Resilience per turn can now restore 4 per turn, and so forth.

### Alchemic Batch Qualities

- **High Yield**: Provides 1 additional Consumable per Rank.
- **Low Yield**: Reduces Consumable yield by 1 per Rank.
- **Potent**: Provides 1 Efficacy per Rank.
- **Refined**: Reduces Urdic Constitution Costs by 1 per Rank (to a minimum of 1).

### Alchemic Flaws

- **Rough (Flaw Roll of 1-2)**: Increases Urdic Constitution cost by 1.
- **Diluted (Flaw Roll of 3-4)**: Reduce duration of potion by 1/2, rounded down.
- **Botched (Flaw Roll of 5-6)**: Reduce Efficacy by 1 (to a minimum of 1).

### Negative Side Effects

- **Toxic**: Suffer Toxin.
- **Foul**: Suffer Mute 1.
- **Paralytic**: Suffer Immobilize 1.
- **Hallucinogenic**: Suffer Blind 1.
- **Mind Numbing**: Suffer Distract 2.
- **Innervating**: Suffer Weakness 2.

### Positive Side Effects

- **Refreshing**: Gain Invigorate 2.
- **Stimulant**: Gain Haste 2.
- **Urdostimulant**: Lower Ability Check Thresholds by 10 for 2 turns.
- **Steroid**: Gain Strength 3.
- **Neurotropic**: Gain Focus 3.
- **Sobering**: Gain Grounded 3.
- **Fortifying**: Gain Braced 3.

## Example Batched Alchemical Projects

| Project (Yield) | Ranks Required | Material Requirements | Item Description |
|---|---|---|---|
| **Cold Remedy (x3)** | 5 | 1U Grade C floral physical Reagent, 1U Grade C liquid physical Reagent | Clears sinus pressure and relieves other common cold symptoms for 1 day at the expense of 1 UC. |
| **Alchemical Treatment Elixir (x5)** | 20 | 2U Grade B metaphysical Reagent, 1U Grade C liquid physical Reagent | A common crafting component for Armor and Weapons. |
| **Alchemic Ink (x10)** | 15 | 1U Grade C metaphysical Reagent, 1U Grade C liquid physical Reagent | A staple Tool for enchanters and Sigilry. |
| **Black Milk (x3)** | 15 | 1U Arcane-Tagged magic Reagent (class C or higher) | Reduce Exus by 2 on start of each turn for the rest of combat. Consumes 2UC. |
| **Bezoar (x3)** | 10 | 1U charcoal, 1U any magical Reagent (class C or higher) | Immediately cancel all alchemical effects and restore UC to full. Cures Toxin Bane. |
| **Elemental Resistance Draught (x3)** | 20 | 2U of any cardinal or derived element-Tagged Reagent (class B or higher) | Character gains resistance to pertinent element for 1 Day. Consumes 3UC. |
| **Staunch Tonic (x3)** | 10 | 1U of any magical Reagent (class B or higher) | Grants immunity to Bleed. When you are the target of any kind of healing check, the healer rolls with Prejudice. |
| **Bleak Wine (x3)** | 20 | 1U of any magical Reagent (class A or higher) | Afflicts the imbiber with acute depression and lowers Ability Check thresholds by 5 for 2 hours. Consumes 3UC. |

## Example Bespoke Alchemical Projects

| Project | Ranks Required | Material Requirements | Item Description |
|---|---|---|---|
| **Shimmer Pearl** | 10 | 1U of any magical Reagent (class B or higher) | Blurs the consumers body and grants +10 Standing Defense and 20 to stealth for 3 hours. Consumes 2UC. |
| **Gryphon Liver Decoction** | 25 | 1 Preservation Bottle, 1 Gryphon Liver, 2U magical Reagents (class A or higher) | Provides lowlight vision, Vital Eye and Strength for 1 hour. Consumes 3UC. This decoction can be refilled indefinitely with 1U of liquid magical Reagent (class B or higher). |
| **Lord's Stone** | 50 | 3U Grade A Reagents from each cardinal Elemental Tag. | A 5U Class S Reagent that acts as if it possesses all Tags. Can be used to power any Contract, some intermediate rituals, and most complex enchantment. |
| **Chimeric Urdo-Mutagen Decoction** | 30 | 1U Chimera Flesh, 2 magical Reagents of any type (class A or higher) | Provides 2 MDMG reduction for 1 hour. Consumes 4 UC. This decoction can be refilled indefinitely with 1U of liquid magical Reagent (class A or higher). |
| **Etheric Preservation Jar** | 5 | 1 glass jar, 1U Alchemical Treatment Elixir (per size of jar (Small = 1, Medium =2, Large =3)) | Can be used to contain metaphysical Reagents or preserve etheric physical Ingredients that would degrade in reality. |

## Batch Alchemic Rewards

| Endeavor Target | Outcomes |
|---|---|
| **20** | **Excellent Craftsmanship:** High Yield 4, Potent 2, and have 1 Positive Side-Effect. |
| **15** | **Great Craftsmanship:** High Yield 3, Potent 2. |
| **10** | **Good Craftsmanship:** High Yield 2, Potent 1. |
| **5** | **Respectable Craftmanship:** High Yield 1, Potent 1. |
| **=** | **Handmade Craftsmanship**: Potent 1. |
| **-1** | **Unremarkable Craftsmanship:** Standard stats without side effects, Low Yield 1. |
| **-5** | **Poor Craftsmanship:** Roll 1 Flaw, Low Yield 2. Gain 2 Ranks in Alchemy. |
| **-10** | **Crafting Failure:** Half of the required Reagents are lost and nothing is produced. Gain 3 Ranks in Alchemy. |

## Bespoke Alchemic Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Project rolls 3 Positive Side Effects, has Potent 2, and Refined 2. |
| 15 | **Great Craftsmanship:** Project has 2 Positive Side Effects, Potent 1, Refined 1. |
| 10 | **Good Craftsmanship:** Project has 1 Positive Side Effect, Potent 1, Refined 1. |
| 5 | **Respectable Craftmanship** Project has 1 Positive Side Effect, Potent 1. |
| = | **Handmade Craftsmanship**: Project has Potent 1. |
| -1 | **Unremarkable Craftsmanship:** Project has no special qualities. |
| -5 | **Poor Craftsmanship:** Project rolls 2 Negative Side Effects. Gain 2 Ranks in Alchemy. |
| -10 | **Crafting Failure:** No useable items are produced. Gain 3 Ranks in Alchemy. |

# Animathurgy

Creating Anima allows Characters to customize familiar spells with enhanced Anima, or craft more specific Anima that will satisfy exacting Contract requirements. An Animus can have a total maximum of 7 Ranks of Tier 1 Flourishes. Each Tier 1 Flourish type can have a maximum of 5 Ranks. An Animus can have a maximum of two Tier 2 Flourishes. Each Tier 2 Flourish type can have a maximum of 1 Rank. An Animus may have a maximum of 1 Recursion type.

## Animathurgic Batch Qualities

- ◊ **High Yield**: Provides 1 additional Consumable per Rank.
- ◊ **Low Yield**: Reduces Consumable yield by 1 per Rank.

## Tier 1 Anima Flourishes

- ◊ **Charming**: When used, this Animus provides the caster with one Stack of Charm (choice) per Rank.
- ◊ **Cleansing**: When used, this Animus clears 2 stacks of Banes affecting the caster.
- ◊ **Devastating**: Spells have their Direct Damage (as opposed to Damage Over Time effects) increased by 2 per Rank.
- ◊ **Implacable**: Spells that force Hazard Challenges have all of their Difficulty Challenges increased by 10 per Rank.
- ◊ **Reaching**: Ranged spells (non-Touch or adjacent spells) have their Range increased by 5 Meters.
- ◊ **Renewing**: When used, this Animus will restore 1 Resilience per Rank to the caster. If the caster is near-full Resilience, overflow healing will persist as Temporary Resilience.

## Tier 2 Anima Flourishes

- ◊ **Bolstering**: When used, this Animus provides the caster with 2 PDR for 2 turns.
- ◊ **Flashy**: Spells receive Side-Flash (1X3) and Rear-Flash (3X2) AOE dealing 3 MDMG of the spell's dominant type. This is *in addition* to any other Flash effects the spell may have.
- ◊ **Freed**: When used, this Animus eliminates all Exus costs associated with the Contract.
- ◊ **Intense**: Spells inflicting Banes inflict 2 additional stacks of each Bane type applied. Only one Rank of this Flourish may be applied to an Animus.

- ◊ **Incontestable**: This spell cannot be cancelled or countered under normal circumstances.
- ◊ **Myriad**: Spells that have multiple targets or conjure multiple projectiles increase their number of targets or projectiles by 2.
- ◊ **Shielding**: When used, this Animus provides the caster with 2 MDR for 2 turns.
- ◊ **Twinned**: A single-target spell may be cast on a second legal target.
- ◊ **Prolonged**: Increases the duration of non-combat spells by 40 minutes.

## Recursions

- ◊ **Dedicated**: This Anima is committed to being used for a single, specific spell, but it will recharge after only 10 minutes.
- ◊ **Typal**: This Anima will recharge with the same broad type of energy over the course of 30 minutes.

## Example Batched Animathurgic Projects

| Project (Yield) | Ranks Required | Subtypes | Material Requirements | Item Description |
|---|---|---|---|---|
| **Cardinal Elemental (3x)** | 10 | Air, Earth, Fire Water | 1U Class C Elemental Material (of pertinent Elemental type. EG: Fire Anima require 1U of Fire-Tagged Material) | Basic Anima satisfying cardinal Elemental magic requirements. |
| **Kinetic (3x)** | 15 | Force, Slashing, Bludgeoning, Piercing and Torque | 1U of any grade B magical Reagent | Anima amplifying the Telekinetic properties of spells. |
| **Sensory (3x)** | 25 | Auditory, Visual, Textural, Somatic, Olfactorily, Proprioceptive, etc. | 2U of any grade C magical Reagent, or 1U of pertinent grade C Sensory Tagged Reagent | Anima satisfying spells requiring specific Sensory properties. |
| **Egregoric Anima (3x)** | 40 | Tremendous variation: sacred and infernal (further differentiated by religion), general belief, etc. | 2U of any grade B magical Reagent | Anima satisfying magic with Egregoric requirements. |
| **Gygax Vessels (6x)** | 5 | N/A | 1U of any grade C magical Reagent | Generalized Anima powering simple artifice and Exempt Contracts. |
| **Essentialist (3x)** | 30 | Tremendous variation based on the attuned region (forest, urban, coastal, mountain, etc.) | 1U of any grade C floral magical Reagent) and 1U of any grade C faunal magical Reagent | Anima satisfying essentialist-specific requirements. |
| **Derived Elemental (3x)** | 30 | Variation ranging from paper to bone to acid to metal and so forth. | 2U of any grade C Elemental Reagent or 1U of any grade B pertinent Elemental Tag | More exotic and specific Elemental Anima. |

## Example Bespoke Animathurgic Projects

| Project | Ranks Required | Subtypes | Material Requirements | Item Description |
|---|---|---|---|---|
| **Cardinal Elemental+** | 25 | Same varieties as batched | 1U of a grade B etheric Reagent Tagged with the desired element | An improved cardinal Elemental Animus. |
| **Derived Elemental+** | 30 | Same varieties as batched | 1U of a grade B Elemental Reagent Tagged with the desired element | An improved derived Elemental Animus. |
| **Emotion Anima** | 40 | Varying emotions (Rage, sorrow, remorse, etc.) | 3U of a grade B Psychic or 2U of emotionally Tagged magical Reagents | Anima enabling emotion-specific Contracts. |
| **Chance Anima** | 50 | Fortune, Entropy, Inertia, etc. | 2U of any grade A magical Reagent | A spell that tips the scales of probabilities. |
| **Kinetic+** | 30 | Same varieties as batched | 2U of any grade B magical Reagent | An improved kinetic Animus. |
| **Sensory+** | 30 | Same varieties as batched | 2U of any grade B magical Reagent, or 1U of any Sensory-Tagged grade B magical Reagent | An improved Sensory Animus. |
| **Egregoric+** | 40 | Same varieties as batched | 4U of any grade B magical Reagent, or 2U of any grade A magical Reagent | An improved Egregoric Animus. |
| **Temporal+** | 40 | Variants based on speed, foresight, deceleration, etc. | 3U of any grade A magical Reagents | A rare, temporally focused Animus. |
| **Essentialist+** | 50 | Same varieties as batched | 2U of any grade B floral magical Reagent and 2U of any grade B faunal magical Reagent | An improved Animus satisfying essentialist-specific requirements. |
| **Anima++ (Mod)** | 60 | You may apply this modifier to any Bespoke Anima Project to add one T1 Flourish to the results | Double Material requirements. Apply Material Difficulty modifiers only once. | A bespoke Anima that has been further improved beyond its base properties. |

## Batch Animathurgy Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** High yield 3, five Ranks of T1 Flourishes, one T2 Flourish. |
| 15 | **Great Craftsmanship:** High yield 2, four Ranks of Tier 1 Flourishes. |
| 10 | **Good Craftsmanship:** High yield 1, three Ranks of Tier 1 Flourishes. |
| 5 | **Respectable Craftmanship:** High yield 1, two Ranks of Tier 1 Flourishes. |
| = | **Handmade Craftsmanship**: Two Ranks of Tier 1 Flourishes. |
| -1 | **Unremarkable Craftsmanship:** Normal yield and statistics. |
| -5 | **Poor Craftsmanship:** Low Yield 1, gain 2 Points of Animathurgy. |
| -10 | **Crafting Failure:** No usable items produced, half of resources are lost, gain 3 Points of Animathurgy. |

## Bespoke Animathurgy Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship**: Seven Ranks of T1 Flourishes, two Ranks of T2 Flourishes, and one Recursion. |
| 15 | **Great Craftsmanship**: Five Ranks of T1 Flourishes, one T2 Flourish, and one Recursion –OR– 7 Ranks of T1 Flourishes and two T2 Flourishes. |
| 10 | **Good Craftsmanship**: Four Ranks of T1 Flourishes and one T2 Flourish–OR–One Recursion. |
| 5 | **Respectable Craftmanship**: Three Ranks of T1 Flourishes and one T2 Flourish. |
| = | **Handmade Craftsmanship**: Three Ranks of T1 Flourishes. |
| -1 | **Unremarkable Craftsmanship:** Normal yield and statistics. |
| -5 | **Poor Craftsmanship**: Upon use, raise Exus by +5, gain 2 Ranks of Animathurgy. |
| -10 | **Crafting Failure:** No usable items produced, half of resources are lost, gain 3 Ranks of Animathurgy. |

# Artificing

Artificers create magical technology that can turn the tide of battle, or solve a number of other practical problems. They are also the chief architects of Tools for other craftsman, and the creators of components for many projects. Most artifice are powered by Gyves or derivatives thereof, and have energy or ammunition requirements when used. Bespoke Artifice can possess 3 Ranks of any upgrade type, and a total of 5 upgrades. Artificial Flaws are only rolled if the artificer misses their Endeavor score by a significant margin.

## Artificial Batch Qualities

- ◊ **High Yield**: Provides 1 additional item per Rank.
- ◊ **Low Yield**: Reduces item yield by 1 per Rank.
- ◊ **Fine**: Increases the Project's value and Inherence by 10% per Rank.
- ◊ **Improved**: Raise the rarity Grade of components by 1 (up to an A Rank maximum).

## Artificial Flaws

- ◊ **Ugly (Flaw Roll of 1-2)**: Project receives -30% value.
- ◊ **Bulky (Flaw Roll of 3-4)**: Project requires +5 carrying capacity.
- ◊ **Inefficient (Flaw Roll of 5-6)**: Project requires 1 additional energy or ammo per use.

## Artificial Bespoke Upgrades

- ◊ **Efficient**: Each Rank of Efficiency lowers energy costs of artifice by 1 (to a minimum of 1).
- ◊ **Sleek**: Reduces the required capacity of the Project by 1 (to a minimum of 2).
- ◊ **Capacious**: Increase the energy or ammunition reserves of the Project by 5.

## Example Batched Artificing Projects

| Project (Yield) | Required Ranks | Material Requirements | Item Description |
|---|---|---|---|
| **Universal Components (x10)** | 5 | 1U of Grade C metal | A collection of wiring and machined parts that are used in simple artifice. |
| **Ether Dilator (x3)** | 10 | 2U of universal components | A part that focuses or diffuses etheric output. |
| **Etheric Coupling (x3)** | 15 | 2U of universal components, 1 Gyve | A slot for a rechargeable power source. |
| **Aether Coil (x5)** | 10 | 1 Gyve, 2U universal components | Ammunition for the Artificer's various devices. |
| **Structural Framework (x5)** | 20 | 2U of Grade C metal | Structural components for larger artifice. |
| **Basic Rune-Etched Metal (x5)** | 25 | 2U of Grade B metal | Rune inscribed metal used in simple artifice. |
| **Sigiled Rune-Etched Metal (x5)** | 30 | 2U of Grade A metal, 2U Grade B Etheric Ink | Rune etched metal painted with alchemic inks. |
| **Magic Chaff Grenade (x5)** | 15 | 2U Grade C flammable powder, 2U plastic, 1U universal components | A chaff grenade that deploys magic disrupting plastics. Note: This Project rolls on the Weapon crafting reward table rather than the Batched Artificing Reward Table. |

## Example Bespoke Artificing Projects

| Project | Required Ranks | Material Requirements | Item Description |
|---|---|---|---|
| **Magical Crafting Tools** | 15 | 2U universal components, 3U Grade C metal, 2U Glass | A set of Tools used for Artificing, Enchanting, Alchemy, or Animathurgy. NOTE: This Project rolls on Tool Crafting Reward Table than Bespoke Artificing Reward Table. |
| **Workshop Machines** | 40 | 3U structural framework, 5U universal components | These are free-standing machines used to outfit a crafting workshop or lab with essential Tools for crafting. |
| **Gygax Engine** | 35 | 5U Structural Framework | A Gygax generator. Required to power extremely large artifice. |
| **Aethershell** | 10 | 2U ether dilator, 1U etheric coupling, 1U Grade B metal | A wearable personal protection system. Uses Aether Coils for energy. |
| **Artificed Turret** | 15 | 1U structural framework, 2U basic rune-etched metal, 3U universal components, 1 etheric coupling | A stationary (by default) modular turret that can be improved with various attachments. Uses Aether Coils for energy and consumes various ammo types depending on turret head. Uses standard ballistic ammunition by default. |
| **Aether Magnet** | 20 | 1U ether dilator, 1U basic rune etched metal | A reusable-deployable trap that pulls and Slows adjacent targets. Uses Aether Coils for ammunition. |

## Batched Artificial Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Gains Fine 5, high yield 3, Improved 1. |
| 15 | **Great Craftsmanship:** Gain Fine 4, high yield 2. |
| 10 | **Good Craftsmanship:** Gain Fine 3, high yield 1. |
| 5 | **Respectable Craftmanship:** Gain Fine 2, high yield 1. |
| = | **Handmade Craftsmanship**: Gain Fine 1. |
| -1 | **Unremarkable Craftsmanship:** Functional (standard) item specifications. |
| -5 | **Poor Craftsmanship:** Low yield, gain 2 Ranks in Artificing. |
| -10 | **Crafting Failure:** No Materials are produced, gain 3 Ranks in Artificing. |

## Bespoke Artificial Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Gain Fine 5, select 5 Ranks of Upgrades. |
| 15 | **Great Craftsmanship:** Gain Fine 4, select 4 Ranks of Upgrades. |
| 10 | **Good Craftsmanship:** Gain Fine 3, select 3 Ranks of Upgrades. |
| 5 | **Respectable Craftmanship:** Gain Fine 2, select 2 Ranks of Upgrades. |
| = | **Handmade Craftsmanship:** Gain Fine 1, select 1 Upgrade. |
| -1 | **Unremarkable Craftsmanship:** Functional (standard) item specifications. |
| -5 | **Poor Craftsmanship:** Roll an Artificial Flaw, gain 2 Ranks in Artificing. |
| -10 | **Crafting Failure:** Lose half Reagents (rounded down), no item created, gain 3 Ranks in Artificing. |

# Enchanting

Perhaps the most versatile form of crafting, Enchanting involves the painstaking layering of magic into an item's Inherence, bestowing permanent (or long-term) supernatural effects or bonuses to the item. Batch Enchanting is somewhat rarer, as Consumable items can only have a single enchantment placed on them at a time. Enchanting Embellishments can be earned through strong crafting rolls on bespoke items. An enchantment can have a maximum of 5 Embellishments, with a maximum of 3 Ranks in a single embellishment type.

## Enchanting Batch Qualities

- **High Yield**: Provides 1 additional item per Rank.
- **Low Yield**: Reduces item yield by 1 per Rank.

## Enchanting Flaws

- **Abuzz (Flaw Roll of 1-2)**: The enchantment makes an annoying buzzing sound.
- **Spotty (Flaw Roll of 3-4)**: This enchantment has only a 50% chance of triggering.
- **Crass (Flaw Roll of 5-6)**: This enchantment consumes 20 additional Inherence (this flaw reduces batched yields by 50%).

## Enchanting Embellishments

- **Compelling**: The embellishment causes enchantments that force Challenge rolls to increase their Difficulty thresholds by 5 per Rank.
- **Concise**: The embellished enchantment consumes 5 less Inherence per Rank (to a minimum of 10).
- **Eloquent**: The embellished enchantment imposes 5 less Stridence per Rank (to a minimum of 5).
- **Expressive**: This enchantment bestows an additional audio-visual effect on the object. More Ranks enable more elaborate and prominent effects.
- **Wrathful**: Damaging enchantments increase outgoing damage of the dominant type by 1 per Rank.

- ◊ **Trusty**: This embellishment causes enchantments that grant Boons to increase the imparted Boon stack by 1 per Rank.
- ◊ **Canny**: When applied to accessories, the embellished enchantment grants +5 to a non-crafting Skill of the enchanter's choice.
- ◊ **Protective**: When applied to Armor or accessories, the embellished enchantment grants +5 to Defensive Value per Rank.
- ◊ **Guiding**: When applied to Weapons, the embellished enchantment provides +5 to Strike Rolls per Rank.
- ◊ **Grand**: This embellishment gives enchantments with use charges one more use charge per Rank.

## Example Batched Enchanting Projects

| Project (Yield) | Required Ranks | Material Requirements | Description |
|---|---|---|---|
| **Preservation Jars (x5 Jars)** | 15 | 5 glass jars, 1U Grade C alchemic ink | Prevents Faen and Egregoric objects from degrading in reality, saving them for future use. Exhausts the jars' Inherence. |
| **Ether-Sigil Bullets (x20 Bullets)** | 10 | 1U Grade C alchemic ink | These sigil-inscribed bullets deal MDMG rather than PDMG. Exhausts ammunition's Inherence. |
| **Clever Arrows (x20 Arrows)** | 15 | 1U Grade B alchemic ink | These arrows confer +15 to Strike Rolls. Exhausts ammunition's Inherence. |
| **Mulebuck Shells (x8 Shells)** | 20 | 1U Grade B alchemic ink | Attacks at Range 1 will inflict knockback 2. Exhausts ammunition's Inherence. |
| **Elemental Kissed Metal (x10U Metal)** | 30 | 1U Grade C alchemic ink, 1 Grade B Elemental-Tagged metaphysical Reagent, 10U Grade C Metal | Adds an Elemental Tag to the metal in question. Exhausts the components' Inherence. |

## Example Bespoke Enchanting Projects

| Project | Required Ranks | Material Requirements | Description |
|---|---|---|---|
| **Seal of Freshness** | 5 | 1U Grade C alchemic ink | Applicable to any food container. The flavor and freshness of food stored within will be maintained for up to a week (at which point the enchantment must be reapplied). Requires 15 Inherence and imparts 5 Stridence. |
| **Blazing Shroud** | 15 | 1U Grade C alchemic ink, 1U Grade B Fire-Tagged Metaphysical Reagent | Applicable to melee Weapons. This Weapon gains a flaming Glamour, and deals 2 Fire MDMG per Attack. Requires 30 Inherence, Imposes 20 Stridence. |
| **Fox's Wit** | 35 | 1U Grade A alchemic ink, 1U Grade A metaphysical Reagent | Applicable to accessories (jewelry, ribbons, glasses, masks, etc.) Increases the wearer's Masks Attribute by 10. Requires 60 Inherence and imposes 30 Stridence. |
| **Cat's Eyes** | 10 | 1U Grade C alchemic ink | Applicable to eye and face-wear. Allows the user to see clearly in absolute darkness. Requires 30 Inherence and Imposes 30 Stridence. |
| **Radiant Strobe** | 15 | 1U Grade B alchemic ink | Applicable to any Equipment. Twice per battle, the wearer may release a 1X3 cone of light that inflicts Blind 2 on all targets within the AOE. Requires 40 Inherence and imposes 20 Stridence. |
| **Marrow Rime** | 30 | 1U Grade A alchemic ink, 1U Grade B Water Tagged metaphysical Reagent OR 1U Grade C ice-Tagged metaphysical Reagent | Applicable to any Weapon. On successful Strike, opponents must make a Fortitude Hazard Challenge Roll of 100 or suffer Frostbite 1. Requires 50 Inherence and imposes 40 Stridence. |
| **Band of Strength** | 25 | 1U Grade B alchemic ink, 2U Grade B physical Reagents | Applicable to any ring. At the start of battle, the user receives Strength 2. Requires 30 Inherence, imposes 20 Stridence. |
| **Cleansing Pulse** | 40 | 3U Grade C alchemical ink | Applicable to any accessory. Twice per battle, the wearer may clear all stacks of a single Boon type. Requires 40 Inherence, imposes 30 Stridence. |
| **100 League Stride** | 40 | 3U Grade B alchemical ink, 1U Air-Tagged metaphysical Reagent | Applicable to any footwear. The wearer's base movement speed is increased by 1. Requires 50 Inherence, imposes 40 Stridence. |

## Batch Enchanting Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Project receives High Yield 5. |
| 15 | **Great Craftsmanship:** Project receives High Yield 4. |
| 10 | **Good Craftsmanship:** Project receives High Yield 3. |
| 5 | **Respectable Craftmanship:** Project receives High Yield 2. |
| = | **Handmade Craftsmanship**: Project receives High Yield 1. |
| -1 | **Unremarkable Craftsmanship:** Project receives standard yield and statistics. |
| -5 | **Poor Craftsmanship:** Project suffers Low Yield 1 and rolls 1 Flaw, gain 2 Ranks in Enchanting. |
| -10 | **Crafting Failure:** Half the Reagents are lost, and no item is produced, gain 3 Ranks in Enchanting. |

## Bespoke Enchanting Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Excellent Craftsmanship:** Select 5 Embellishments. |
| 15 | **Great Craftsmanship:** Select 4 Embellishments. |
| 10 | **Good Craftsmanship:** Select 3 Embellishments. |
| 5 | **Respectable Craftmanship:** Select 2 Embellishments. |
| = | **Handmade Craftsmanship**: Select 1 Embellishment. |
| -1 | **Unremarkable Craftsmanship:** Standard Enchantment specifications. |
| -5 | **Poor Craftsmanship:** Roll 1 Flaw, gain 2 Ranks in Enchanting. |
| -10 | **Crafting Failure:** No enchantment, lose ½ resources (rounded down), gain 3 Ranks in Enchanting. |

# MAGICAL MATERIALS INDEX

The following indexes list the various properties of some example Reagents that can be used in Alchemy, Animathurgy, Artificing, and Enchanting.

# Alchemic Reagents

Reagents specifically germane to alchemical crafting.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Flower Pollen** | 10 | Grade C Floral-Tagged physical Material. If flower's seasonal court matches the element of the Project, +1 Efficacy, else +5 Difficulty mod. | 20 |
| **Carnivorous Plant Sap** | 15 | Grade B physical Material. When used for an alchemical Project, the Project gains the Foul side effect, and the consumer becomes extremely hungry. | 30 |
| **Willow Bark** | 30 | Grade C physical Material. When used for an alchemical Project, the Project is affected by the flaw Rough, and the consumer gains Charm Tomes for 3 turns. | 30 |
| **Bat Wings** | 10 | Grade B Faunal-Tagged physical Material. When used for a Faunal Material requirement with an alchemical recipe, gain low light vision for 5 hours. | 20 |
| **Eye of Newt** | 20 | Grade A Faunal-Tagged physical Material. When used for an alchemical Project, the consumer gains true sight for 1 day. | 30 |
| **Coyote Bone Marrow** | 30 | Grade B Faunal-Tagged physical Material. When used for an alchemical Project, the Project imparts Charm Masks. | 40 |
| **Alkahest** | 30 | Grade C physical Material. When used for an alchemical Project, gain Potent 1. The Project becomes moderately alcoholic. | 40 |
| **Pixie Dust** | 10 | Grade C Fae-Tagged etheric physical Material. When used for an alchemical Project, the Project induces euphoria and hyper vivid sight upon consumption. | 20 |
| **Elf Dust** | 25 | Grade B Fae-Tagged etheric physical Material. When used for an alchemical Project, the Project induces Strength 2 and Focus 2, elevated pulse, and vivid sight upon consumption. | 35 |
| **Ogre Dust** | 40 | Grade B Fae-Tagged etheric physical Material. When used for an alchemical Project, the Project imparts Strength for the rest of combat, Hex Mental for the rest of combat, grants 3 Rage if the consumer has unlocked the resource, and induces extreme irritability. | 30 |
| **Muse Dust** | 50 | Grade A Fae-Tagged, Water-Tagged etheric physical Material. When used for an alchemical Project, the Project inflicts Blind 1 (due to intense hallucinations). When Blind wears off, the Project imparts Charm Masks, Charm Innovation, and Calm for the rest of combat. | 50 |
| **Deionized Water** | 10 | Grade C physical Material. When used for an alchemical Project, imparts the Diluted Flaw and the Refreshing Positive Side Effect. | 20 |

## Animathurgic Reagents

It should be noted that most animathurgic Reagents are metaphysical, and require an etheric containment vessel of some kind.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Fire Ether Fiber** | 5 | Grade C Fire-Tagged metaphysical Material. Satisfies basic energy requirements. | 10 |
| **Kinetic Ether Strand** | 10 | Grade B kinetic Force Tagged metaphysical Material. Satisfies Advanced energy requirements. | 20 |
| **Tropical Ether Current** | 15 | Grade A metaphysical Material. Satisfies expert energy requirements. | 45 |
| **Brash Flame Whisp** | 10 | Grade C Fire-Tagged metaphysical Material. Satisfies basic energy requirements and increases Fire spell MDMG by 1. | 25 |
| **Errant Zephyr** | 25 | Grade B Air-Tagged metaphysical Material. Satisfies Advanced energy requirements, and allows the caster to take 2 steps before or after casting the Contract. | 30 |
| **Muse Tear** | 30 | Grade A Water-Tagged, Fae-Tagged physical Material. Satisfies expert energy requirements and grants the Character Focus and Calm for the remainder of combat. | 50 |
| **Satyr's Laugh** | 30 | Grade A Earth-Tagged, Fae-Tagged metaphysical Material. Satisfies expert energy requirements and grants the caster Charm Physical and Charm Instinct for the remainder of combat. | 50 |

## Artificing Reagents

Most Artificing components are fairly standardized and do not afford additional benefits. But certain pieces of rare technology can be incorporated into designs for enhanced functionality.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Universal Component Grade C (B, A)** | 10 (15, 20) | N/A | 20 (25, 30) |
| **Ultra-Charger** | 40 | An elective additional component that can be added to any Project. Doubles the energy capacity of the Project it is incorporated into. | 35 |
| **Ether-Harmonics** | 30 | Can be substituted for any required amount (Units) and Grade of Universal Components. Increases a bespoke Project's Inherence by 30. | 40 |
| **Structural Framework Grade C (B, A)** | 15 (20, 30) | N/A | 30 (35, 40) |

## Enchanting Reagents

Enchanters' primary Reagents are alchemic inks, used to draw directly on the item, or to create ritual arrays around the item that will allow them to inscribe the magic into the object's Inherence.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Alchemic Ink (Grade C)** | 10 | N/A | 20 |
| **Alchemic Ink (Grade B)** | 30 | If substituted for Grade C Alchemic Ink, gain 1 Rank of the Expressive Embellishment, and lower Endeavor Target by 5. | 30 |
| **Alchemic Ink (Grade A)** | 45 | If substituted for Grade B Alchemic Ink or lower, gain 2 Ranks of the Expressive Embellishment, and lower Endeavor Target by 10. | 40 |

## Fungible Reagents

Fungible Reagents are rare Materials that can be used as wild cards in recipes. They generally demand a great deal of Skill to use properly (as reflected by their demanding Difficulty Modifiers), but they have lower Endeavor Targets due to their wealth of power.

| Material | Difficulty Mod | Material Bonuses | Endeavor Target |
|---|---|---|---|
| **Lord's Stone** | 40 | A Lord's Stone will fulfil any Consumable spot with any required Tags for any Crafting Endeavor Challenge. | 30 |
| **Urdic Bezoar** | 30 | An urdic bezoar will fulfil any Faunal requirement for any Crafting Endeavor Challenge. | 35 |
| **Magic Bean** | 30 | A Magic Bean will fulfil any Floral requirement for any Crafting Endeavor Challenge. | 35 |
| **Continual Apparatus** | 30 | A Continual Apparatus will fulfil any Mechanical Consumable spot required for any Crafting Endeavor Challenge. | 35 |
| **Fae Heart** | 30 | A Fae Heart will fulfil any Faen Consumable spot required for any Endeavor crafting recipe. | 35 |

# Atypical Endeavors

Endeavors are deliberately flexible to accommodate a variety of use cases, but some edge cases cannot be addressed by standard Crafting and Performance Challenge rules. Below are a few examples of Atypical Endeavors.

## Compositions

More abstract Crafts, like writing a novel or composing a symphony only require time as a resource, but they tend to require much more of it than Physical or Magical Crafts (weeks or even months as opposed to hours and days). These Crafts are referred to as **Compositions**.

**Compositions also have extremely high Endeavor Targets, but their Endeavor Points are earned cumulatively over multiple crafting sessions, rather than a threshold that must be cleared in a single sitting.** In other words, if a Character rolls a total of 26 Endeavor Points while writing a novel, they will have 26 points towards the novel's massive Endeavor Target of 1000.

## Composition Project Examples

| Project Type | Skill Rank Requirements | Total Endeavor Score Required |
|---|---|---|
| **Album** | Composing (20) or Producing (20) | 1000 |
| **Article** | Writing (15) or Journalism (10) | 50 |
| **Ballet** | Choreography (30) | 2000 |
| **Blueprint (House)** | Architecture (20) | 500 |
| **Blueprint (Highrise)** | Architecture (30) | 1000 |
| **Comedy Routine** | Writing (20) or Comedy (15) | 200 |
| **Dance** | Choreography (20) | 500 |
| **EP** | Composing (20) or Producing (20) | 500 |
| **Tabletop Game** | Game Design (20) | 2000 |
| **Logo Design** | Graphic Design (15) | 150 |
| **Novel** | Writing (20) or Storytelling (20) | 1000 |
| **Poem** | Writing (10), or Poetry (5), or Pretentiousness (20) | 100 |
| **Song (Lyrics)** | Writing (30) or Lyrical Composition (15) | 300 |
| **Song (Melody)** | Composing (15) | 200 |
| **Symphony** | Composing (30) | 2000 |
| **Textbook** | Writing (30) or Academics (25) | 1500 |
| **Website** | Web-Development (10) | 500 |

The good news is, in such cases, success is eventually inevitable without worry of losing precious resources. Furthermore, there is no need to roll on an Outcome Chart, as FMs should always roleplay the consequences of Composition Endeavors coming to fruition.
The bad news? Writing a book or composing a symphony can take a long time indeed, and a Character cannot take a year-long break in their adventuring to binge the task.

### Composition Endeavor Variable Breakdown

- The **Project** of a Composition is the nature of what is being written: screenplay, thesis, short story, poem, ballad, etc.
- A Composition Endeavor's **Material** is the topic of the Composition. More complex topics are harder to capture with choreography, writing, or song.
- The **Circumstances** affecting Compositions are very similar to those of regular Crafting Endeavors. Can the Character concentrate? Are they comfortable? The FM may also take Character's mental state into account.
- Tools may consist of reference Materials, software, stationary, etc. and can be used normally.

# Excursions

Searching through a library for reference material, visiting bars to ask about a missing person, or inquiring about local rumors are just a few activities that could be potentially tedious to roleplay. Endeavors like these are called **Excursions**, and they can be proposed by Fate Masters or the players at any time. Typically, Excursions only cost time, and will yield **Insights**—tidbits of information that will push the party toward the right avenue of inquiry. If an Excursion goes poorly due to a bad Skill Roll, however, the Insights a Character receives may be misleading.

## Excursion Endeavor Variable Breakdown

- The **Project** of an Excursion is always seeking out specific information, like casing a public location to try and assess security, exits, or entryways. Or searching for rumors about vampires in a small town. The Endeavor Difficulty should be based on things like the size of the building being cased, or the number and notoriety of vampires in the region.
- In the case of Excursions, the Endeavor's **Material** is the method a player would like to use to gain information. Do they want to hit up a bar for vampire gossip? Do they want to see if they can arrange a tour of a building being investigated? Generally, the more hands-on the approach, the higher the Endeavor cost
- **Circumstances** affecting Excursions include things like time of day, weather, type of establishments being visited, and even the presence of security or dangerous entities that must be avoided.
- Applicable Tool Kits depend on the approach a Character will be taking, and can include disguises, documents, or bribes.

## Excursion Rewards

| Endeavor Target | Outcomes |
|---|---|
| 20 | **Crucial Insight:** The FM not only gives the party a strong hint on how to proceed, but they may provide bonuses to Skill Challenges during the next phase of the mission. |
| 15 | **Valuable Insight:** A conspicuous push in the right direction, this Insight recommends a specific, reliable plan to make progress in the story. |
| 10 | **Intriguing Insight:** The FM provides good, reliable advice on how to proceed. |
| 5 | **Useful Insight:** A tidbit that could be the beginning of a plan. |
| = | **Basic Insight:** A mild suggestion for the party's next course of action. |
| -1 | **Weak Insight**: The Character's fact-finding mission provides only the most superficial context. |
| -5 | **Unreliable Information:** The Character receives conflicting or conditional information, making it difficult to accurately assess a situation or plan. |
| -10 | **Bad Information:** The Character missed crucial details in their fact-finding mission, but they are confident that they nailed it. The FM has license to lead the party deeply astray. |

# Shopping

Shopping, when it does not need to be role-played, is another systematic necessity that can bog down or derail campaigns. In Anno Amagium, shopping is treated similarly to Excursions, save that the rewards table yields **Buying Options** rather than Insights.

## Shopping Endeavor Variable Breakdown

- ◊ A Shopping Endeavor's **Project** is finding the desired item, or items, and its Endeavor Difficulty should be based on considerations like item rarity, regional and seasonal availability, and similar market forces
- ◊ The **Material** being used to modify the Difficulty is the price range the Character is willing (or able) to pay. Lowballing an item's cost will make the search harder, while a willingness to overspend may make finding things easier
- ◊ **Circumstances** that affect shopping are the Character's current location, and factors like weather, which may affect outdoor markets, and time, which may affect store hours. Cities typically have more buying options than rural towns or other remote areas, though this is not the case for every item. Farms are great for produce, for instance.
- ◊ The only Essential **Tools** for shopping are money and a vendor. If player has access to an exclusive catalogue of wares, concierge service, or trade network, they qualify as more Advanced Tools.

### Example Shopping Rewards

| Endeavor Target | Endeavor Outcomes |
|---|---|
| 20 | **Great Deal:** An improved or unique version of the item is available to the Character, or the specific item requested is available at a deeply discounted price. |
| 15 | **Variety and Discount:** The Character finds multiple favorable purchasing options. |
| 10 | **Variety:** The Character has access to several comparable options when buying. |
| 5 | **Discount:** The item in question is available at a decent discount. |
| = | **Item Found:** The Character's query is available at market rates. |
| -1 | **High Markup:** An item with all (or most) of the qualities the player is seeking can be acquired… at a steep price. |
| -5 | **Inferior Item:** An inferior substitute is available at the intended asking price. |
| -10 | **Inferior Item at High Markup:** You can get gouged for an unsatisfying substitute. |

# ENDEAVOR ADVANCEMENT

Characters can invest in Endeavor Skills in the same manner they would invest in any other Skill. Skill Ranks can be purchased at the following rate:

**Ranks 1-15: 3 Ranks per Credit**
**Ranks 16-35: 2 Ranks per Credit**
**Ranks 35-50: 1 Rank per Credit**
**Ranks 50-65: 2 Credits per Rank**
**Ranks 65+: 3 Credits per Rank**

In addition to purchasing Skills with Credits, when Characters perform Poor Craftsmanship (Endeavor Target -5), suffer Crafting Failure (Endeavor Target -10), or Critical Crafting Failure (Ability Check Failure) while working on an Endeavor, they gain a small number of Lead Skill Ranks permanently (2, 3, and 5 respectively).