



AURUM

RULEBOOK v6.0

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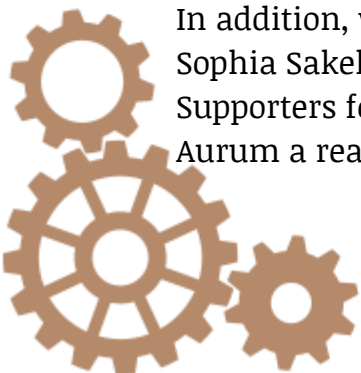


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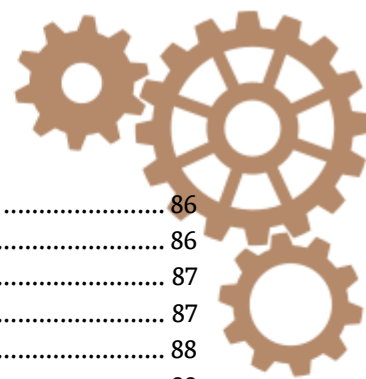
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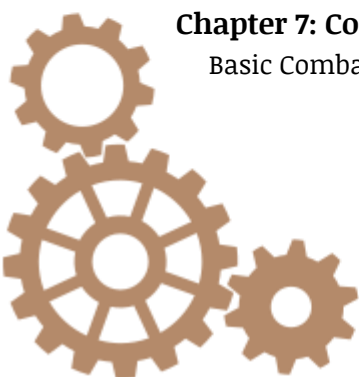
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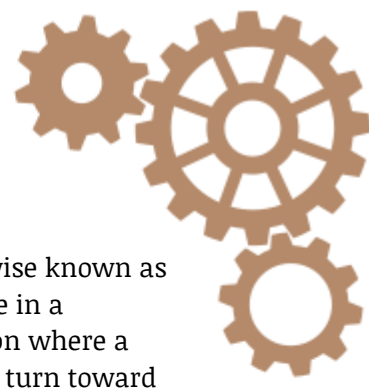
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CHAPTER 1: INTRODUCTION

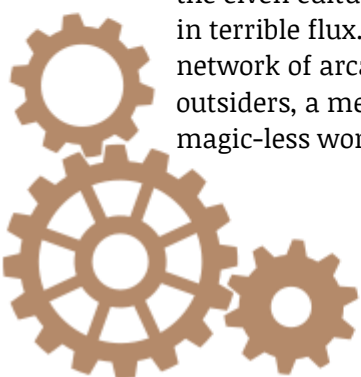
Aurum is a Steampunk-Fantasy themed combat “Live Action Roleplay” game (otherwise known as “LARP”) centered around exploration, discovery, and teamwork. The game takes place in a stereotypical fantasy world called Sha’uru brought forward to an industrial revolution where a startling new continent, Antioch, has been discovered. The eyes of the major powers turn toward Antioch and competition to control the resources of the new world is fierce! You, the heroes, are hired by one of these powers to assist in exploring the frontier, claiming land and making discoveries, and writing your own destiny in this Age of Discovery.

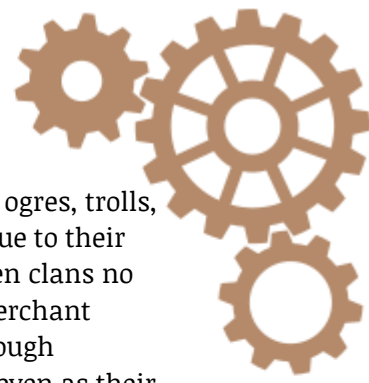
WHAT MAKES AURUM DIFFERENT?

- The story of Aurum takes place in a world that started out as high-fantasy, but with magic slowly dying and the discovery of a new element, the technology of the world is moving away from magical reliance to use of machines and steam power.
- The Aurum combat system borrows from “Nordic” LARP, SCA (“Society for Creative Anachronism”), and traditional American LARP cultures to form a unique combat system that minimizes numerical damage calls and maximizes immersive realness with physical and emotional safety being of utmost importance.
- The game mechanics does away with character “levels” entirely, instead choosing to focus on story and character development through roleplay as the pinnacle of player achievement. Endgame character development is based on roleplay and exploration to find and invent new skills and items within the world.
- The magic system is innovative in that magic-users are not glass cannons with words of power to destroy foes even at the lowest levels; instead, mages start as ritualists, needing to slave over their books and components to make their effects take place after a significant investment of time. As their power grows, they become more succinct and exacting in their art and, with enough time and study, potentially can become the spell-slingers of fantasy we are more familiar with.

GENERAL SETTING

The world of Sha’uru was once like many typical fantasy realms. The species you commonly associate with fantasy—humans, elves, dwarves, goblins, orcs—existed semi-independently in their own homelands, utilizing medieval technology and dying magical arts to go about their lives. All of that changed when the dwarves—the Dur—discovered the mineral colloquially known as Aurum. Initially used to craft explosive devices, it was soon discovered that it could also be burned as a fuel source. Eventually, the first Aurum-fueled steam-powered machines were invented. Though much cruder than contemporary steam-powered technology, this laid the groundwork for the rise of a merchant class among the Durren clans and pushed the world from one that relied on magic to one that relied on technology and machines. At around the same time, the Afsla Nisse—the elven culture most steeped in magic—noticed that the magical leylines around the world were in terrible flux. Without knowing the cause of this change, the Nisse established a world-wide network of arcane schools to better monitor and document this phenomenon (and, unknown to outsiders, a means to amass ancient relics and solidify their waning status in an increasingly magic-less world).





In the present day, we are at a time most of the monstrous species of fantasy—orcs, ogres, trolls, dragons—have been hunted to near-extinction; of these, only the Goblins survived due to their shrewd business acumen and relationship with the Human governments. The Durren clans no longer exist in their original fashion and are now the Durren Corporate Interests: merchant households that wield the power formerly held by nobility but is now controlled through mercantile prowess. The Nisse continue to cling to their ancient cultures and ways, even as their numbers and power dwindle. Humans proliferated throughout the world and traded freely between the Dur, Nisse, and Goblins. Increased technology lead to greater demand for Aurum, but as fruitful mines became harder to find, the Durren trading companies began sending expeditions into the wilderness to tract new sources.

In the in-game year of 1863, one exploratory mission took a wrong turn and found the westernmost shore of an undiscovered continent to the south of the Old World continents. The first to land there called it Antioch, after an ancient city that was a favorite subject of a scholar aboard the discovering vessel. The Durren Trading Companies and the Goblin Syndicates quickly mobilized to capitalize on this new source of Aurum and to expand into this new frontier.





CHAPTER 2: CORE RULES & CONCEPTS

EVENT BASICS

PLAYING AT EVENTS

While every attendee of an event is considered a player, there are two forms of characters players may play:

- *Player Characters*—Often shortened to “PCs”, these are characters which players create for themselves. Players determine the Class, personality, skills their PC has, and it is typically through these PCs that players explore the game world of Aurum.
- *Non-Player Characters*—Often shortened to “NPCs”, these are characters which serve the interest of the Plot team and telling the stories within the world of Aurum. Players who volunteer to play NPCs are given pre-designed characters, often with guidance or specific instructions about how the character should be played in order to facilitate the needs of Plot.

PCING

Players who pay to attend events do so as their Player Characters. In addition to playing their character for the entire event, players are also granted 2 XP and 1 Story Development Action for their registered character. The registered character can learn or be taught skills, interact with other characters, and may buy, sell, trade, craft, or exchange items or in-game money.

ALTERNATE CHARACTERS

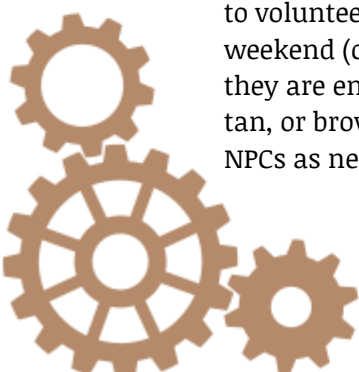
Players have the option of creating multiple additional characters (also known as “alts”). Players can choose to register as many of their characters for an event as they want, and players may play their registered characters for as long or as little as they like (or not play alternate characters at all) during an event.

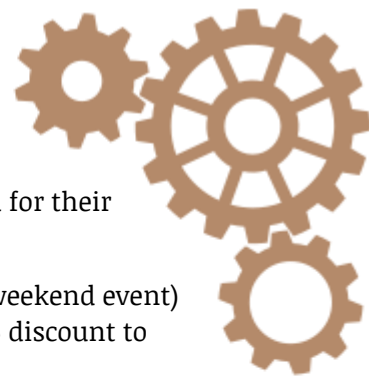
Registered alt characters will always receive 2 XP and 1 SDA, regardless of how long a player plays them. If a player chooses to not play a registered alt character at all during an event, that character cannot learn or be taught skills for that event (the XP will be “banked” for later use), cannot interact with other characters (even remotely), and cannot buy, sell, trade, craft, or exchange items or in-game money until the character is played at an event.

Characters played by the same player can never directly know each other (though having heard of each other through other players’ characters is acceptable), and players can never knowingly collaborate, trade, or make any requests between their own characters either directly or indirectly.

NPCING

Players are not required to perform NPC shifts during any event. However, players are welcome to volunteer for a shift or multiple shifts at their discretion, or even play as NPCs for the entire weekend (called Full-Time NPCing, or FTNPCing). Regardless of how long a player is NPCing, they are encouraged to wear plain, un-patterned clothing in neutral colors (e.g. white, black, tan, or brown) which are comfortable to move around in. Additional costuming is provided to NPCs as needed.





Players who volunteer to NPC are awarded the following rewards as a thank-you for their services:

- *For non-FTNPCs:* 40 Service Points per shift (typically 4-hours long during a weekend event)
- *For FTNPCs:* \$0 event cost, 500 Service Points, 2 XP for one character, and a \$5 discount to their next paying event
 - Note: The \$5 discount does not stack upon itself, regardless of how many months in a row a player FTNPCs.

CHECK-IN/CHECK-OUT

CHECK-IN

All players and staff must check in before they begin playing. Check-in is performed at the Logistics station (sometimes called the “Quartermaster”), which is typically found in the main play area of the event site. When checking in players receive their character card in a plastic bag along with any cards for components/item/currency the character has acquired. Both PC and FTNPC players must check in so that staff is aware of their presence, and so Logistics may apply appropriate rewards/updates to their character cards.

CHECK-OUT

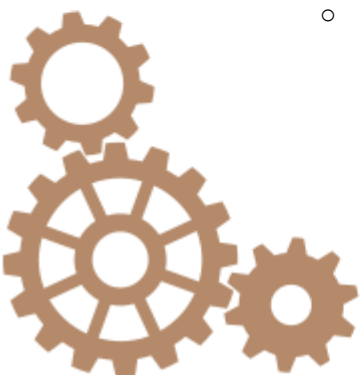
Once play has officially concluded for the event, player must turn in their character cards and item tags to Logistics. This allows the Logistics team to update players’ characters and item Durability, as well as keep item cards in a safe location. If component/item/currency cards are not turned in, Aurum LARP cannot guarantee they will be available for the next attended event and will not replace any cards lost, forgotten, stolen, or destroyed due to not being turned in.

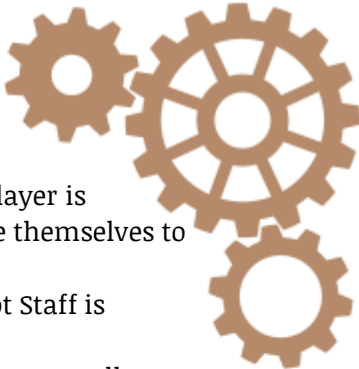
Players are expected to clean up their own personal belongings and sleeping areas during and after the event. This includes but is not limited to packing and removal of costuming, bedding, makeup, etc., as well as any food, wrappers, containers, and so on. Repeated failure to clean up after oneself may result in disciplinary action. Additionally, while players are not required to assist with general camp cleanup, volunteers are greatly appreciated and are awarded Service Points for their assistance.

STATES OF PLAY

Between the start of an event and its official closing, there are three main “States of Play” players will encounter during the course of any event. Whenever a change in the default State of Play is required, the player should audibly call the name of the appropriate State of Play so all nearby relevant players can hear the call.

- **“Hold!”**—This call is used explicitly to signal a full-stop in play and is reserved for Out of Game (“OOG”) health & safety issues or when important information needs to be shared by game staff. When hearing this call, all players hearing it should immediately stop where they are, repeat the call so others can hear it, and wait until staff signals that play is safe to resume.
 - Players should always call a Hold if they feel the immediate health or safety of themselves or other players is at risk, or if there is any evidence that physical or emotional safety could be at risk.



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- e.g. spotting a tripping hazard behind another player, or the player is experiencing a real-life emotional trigger and needs to remove themselves to a safe location, etc.)
 - **“Scene!”**— Typically used by plot staff members, and is reserved for when Plot Staff is setting an In Game (“IG”) scene or explaining the mechanics of an encounter
 - Players are not required to stop all play when a Scene is called, but it is generally suggested players listen to a Scene to understand something that may be happening in-game.
 - **“Clarify!”**— May be used by any player as needed, and is reserved for asking another player or Marshal for further explanation of an OOG rule, effect, or mechanic
 - If a player calls for a Clarify, other players not directly involved in the Clarify should either pause their own play or ignore the Clarifying players and continue play around them until the Clarify has resolved.

STATES OF INTERACTION

While the general assumption is that all players are in-character once an event has officially begun, players and staff may sometimes wear headbands or baseball caps which a uniform in specific colors. These headbands/hats are meant to be visual cues that signify how these players may interact with or be interacted with by other players in the game. The following list includes the most common colors seen during a standard event:

- **White**—This player is considered to be Out of Game. Other players who are in-game should ignore the presence of these players as their characters. If the player is a Marshal, players may interact with them to ask out-of-game questions or receive out-of-game clarifications but should otherwise act as if the Marshal is not there.
 - Any player may don a white headband at any time if they need to step away from in-game activities. However, it is recommended that in-character players first remove themselves from in-character activities and groups and find an out-of-the-way place to do so to avoid breaking the immersion of other players.
 - Players who abuse the white headband signal to avoid in-game consequences or repeatedly put on their headband in the middle of in-game activities may be found to be in violation of our Code of Conduct and be subjected to disciplinary action.
- **Orange**—This player is a Non-Combat Player. These players may never directly engage or be engaged in physical combat. For full rules concerning Non-Combat Players, see the Non-Combat Player section in Chapter 7.
- **Blue**—This character is Aetheric in nature. These players may only be affected by or interacted with skills or abilities which specifically state they affect/interact with Aetheric entities.
 - *Note:* Some inanimate objects or areas may be marked by blue lighting, blue tape, or some other blue signal, which indicates the object/area is Aetheric in nature. A Marshal or Marshal Notes left with the object/area will explain how players may interact with these objects/areas.
- **Purple**—This character is Hidden, Sneaking, or Invisible. These players may only be affected by or interacted with skills or abilities which specifically state they affect/interact with Hidden, Sneaking, and/or Invisible entities.
 - *Note:* Some characters, inanimate objects, or areas may be marked by purple lighting, purple tape, or some other purple signal, which indicates the object/area is

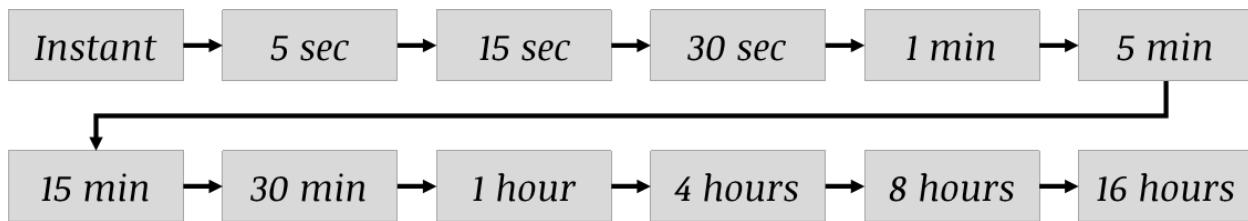


Magical in nature. The marked player, a Marshal, or Marshal Notes left with the object/area will explain how players may interact with these objects/areas.

Sometimes, other colors may be used to signify additional effects. In cases where such additional colors are utilized, their significance will be explained at Opening Ceremonies and/or by Plot Staff as needed.

TIME INTERVALS

Time Intervals are used to indicate how long it takes to perform certain tasks, or how long an effect lasts. The below chart indicates the standard intervals which most effects and skills operate under.



Sometimes the duration of an effect/ability will increase or decrease the standard Time Interval by a number of “steps”; this means the effect/ability’s duration is moved to the Interval the indicated number of “steps” above or below the original Time Interval.

For example:

It takes 15 seconds to perform the First Aid skill. However, using a First Aid Kit reduces the roleplay timer of the First Aid skill by 1 Interval. When using a First Aid Kit, it only takes 5 seconds to perform First Aid.

Another example:

The standard duration of a potion is 1 minute. An alchemist has an ability which allows them to increase the duration of a potion by 2 steps and uses this ability on the potion. The potion now will last for 15 minutes when used.

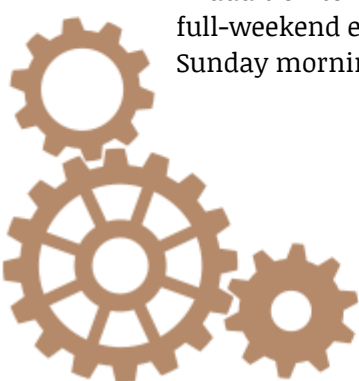
Some abilities and effects have non-standard durations. If such effects/abilities are modified by effects which increase or decrease the Time Interval of the effect/ability, the time is modified based on the closest Time Intervals to the effect/ability’s original duration.

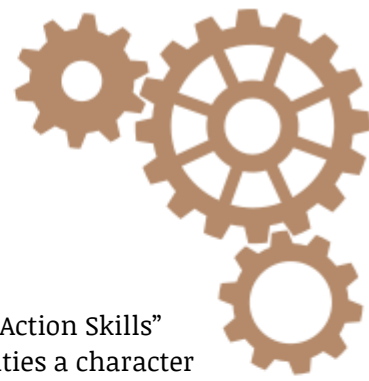
For example:

It normally takes 10 minutes to cast a certain ritual. The caster has a Goblin Market bonus which reduces the casting time of one ritual by 1 Time Interval each time it is cast during the event. The ritual now takes only 5 minutes to cast.

PERIODS

In addition to Time Intervals, the event is broken into standard blocks of time called Periods. For full-weekend events, Periods are 4 hours long beginning at 10 pm Friday night and cycle until 2 am Sunday morning. For one-day events, Periods last for 2 hours, starting from 11 am until 9 pm.





SKILL BASICS

TYPES OF SKILLS

There are two main categories all standard purchasable character skills fall under: “Action Skills” and “Permanent Skills”. Regardless of type, purchasable skills represent specific abilities a character possesses to affect themselves, other characters, or the game environment. The availability of skills a character can learn is dependent on their chosen character Class, plus a list of “General Skills” that any character can access to purchase.

Additionally, beyond the standard skills listed in this rulebook, there exist “Hidden Skills” which characters can discover through roleplay and plot interaction.

ACTION SKILLS

Action Skills require Action Points to utilize, and typically are abilities which trigger Encounters when used. Typically, most Action Skills require only 1 AP to use, though exceptions exist and are listed in the individual skill description.

Action Skills usually also require the player to verbally announce their use (e.g. calling “Crit” when striking a target with a weapon, or calling “Dodge” to avoid taking the effect of an opponent’s strike), or otherwise inform relevant parties of their use (e.g. informing a marshal when using a knowledge-gathering Action Skill). Some Action Skills may also require specific roleplay, materials, or other prerequisites associated with their use; such specifications are listed within the individual skill description when they exist.

Some Action Skills may have a specific duration of their effect; for such skills, the effect may not be activated on the same target from any source (regardless of how many AP the user spends) until the initial duration has concluded or the effect is otherwise nullified or removed.

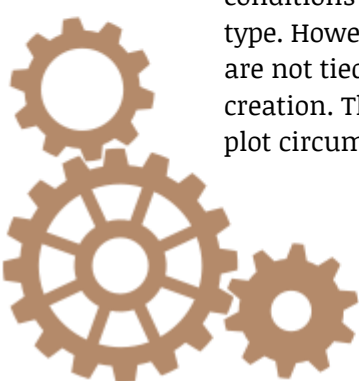
PERMANENT SKILLS

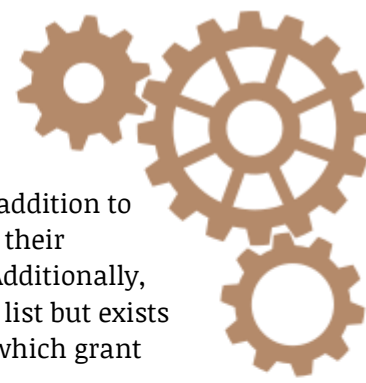
Permanent Skills do not require Action Points to utilize, and typically are abilities or knowledge which may be used freely without initiating Encounters (though exceptions exist if the Permanent Skill is used in a way that can be contested by another character). Permanent Skills are typically always available to use by the possessing character, or otherwise produce some type of passive effect on the character (e.g. the *Tough* skill increase the base number Toughness Points a character has, and the character does not have to do expend anything to benefit from this higher baseline Toughness).

Many Permanent Skills require specific roleplay, materials or other prerequisites associated with their use; such specifications are listed within the individual skill description when they exist.

HIDDEN SKILLS

Hidden Skills can either be Action Skills or Permanent Skills and operate under the same conditions which apply to the category they fall under as they do for standard skills of the same type. However, Hidden Skills have special rules regarding how they are obtained. Hidden Skills are not tied directly to specific character Classes, and thus cannot be purchased at character creation. They must be discovered through exploration, roleplay, and/or participation in specific plot circumstances.





Many Hidden Skills have specific skill prerequisites in order to be purchased, in addition to appropriate roleplay. While Hidden Skills are not included on specific Class lists, their prerequisite skills may limit their purchase to characters with specific Classes. Additionally, characters generally may not learn a skill that does not exist on their own Class list but exists as a standard skill on another Class list as a Hidden Skill (though Hidden Skills which grant access to another Class's standard skills may exist).

Hidden Skills may also not be directly taught to other players unless the character with the Hidden Skill also has an ability (which itself is typically a separate Hidden Skill) which allows them to teach the Hidden Skill to others. However, characters can share the experiences which may have led to or resulted in them learning a Hidden Skill, which can assist other characters in finding a way to unlock the Hidden Skill for themselves; however, there potentially can be multiple paths to learning a Hidden Skill, and characters are free to explore any alternative routes that may result in discovering desired Hidden Skills they wish. Ultimately, however, all Hidden Skills are unlocked at the sole discretion of the Plot Staff team; simply because a character is pursuing a specific Hidden Skill does not guarantee they can or will obtain it.

LEARNING SKILLS

While the game does not have character “levels”, characters still earn Experience Points (or “XP”) to spend on learning skills. Characters may only learn skills which appear on their character Class list or the General list (or are Hidden Skills they have been approved by Plot to learn) and that they have the required amount of XP to spend. Some skills also require the character to already possess specific prerequisite skills before the new skill can be purchased; typically, this is only for ranked skills where the previous rank must be purchased prior to learning the next higher rank, or for Hidden Skills (prerequisite skills would be made aware to the player once the Hidden Skill has been unlocked for their character).

There are two methods by which a character can learn new skills outside of character creation: self-teaching and being taught by another character. Regardless of teaching method, players should do their best to perform immersive roleplay regarding the learning of new skills.

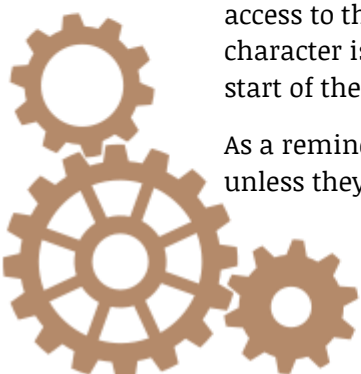
SELF-TEACHING

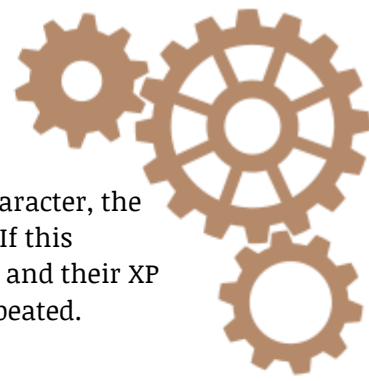
Characters may “self-teach” any skill on their character’s Class or the General list which they have the appropriate amount of XP to purchase. Players can self-teach any number of skills so long as they have enough XP, though they cannot teach themselves multiple ranks of the same skill within the same event (however, if a character was taught a rank by another character, they may self-teach the next rank within the same event). When a character self-teaches a skill, they will be able to use the self-taught skill at the start of the following event.

TEACHING OTHER CHARACTERS

Characters have the option to roleplay teaching a standard skill they know to another character. In order to successfully teach a skill, the student character must have access to the skill either through the own character Class or the General list; so long as the student has access to the skill, it does not matter which list the teacher learned the skill from. When a character is taught a skill by another character, they will be able to use the taught skill at the start of the next Period of the event.

As a reminder, characters can never teach other characters any Hidden Skill they possess unless they also have a skill or ability which states they may teach the Hidden Skill to others.





When a character has either self-taught a skill or has been taught by another character, the player should mark down that the skill is being learned on their character card. If this documentation is not received, it will be assumed the character learned nothing and their XP will be banked for later use, and any roleplay to learn the skill will have to be repeated.

ENCOUNTERS

When any PC or NPC takes aggressive action towards another character, this starts an “Encounter”. Encounters can last as little as a few seconds to as long as several minutes or even hours, depending on the situation. “Aggressive action” is typically combat-oriented (e.g. using melee or ranged weapons to strike at an opposing target) but may also encompass use of “social skills” the character possesses which may affect another character in some oppositional or contestable way.

Encounters, once started, last until the following criteria are met:

- All characters involved in the Encounter are no longer actively engaging in physical combat and/or utilizing contestable skills against other characters.
- All characters involved in the Encounter are no longer in any stage of their Death Count, and/or are permanently dead.

Exception: Even if the above criteria have been met, a Plot Marshal may declare that an Encounter is still ongoing until additional conditions have been satisfied.

When an Encounter has concluded, all characters reset their Action Points to their current effective maximum, restore any lost points of Toughness, may reset any worn armor to their maximum Armor Points, and any other effects which state they expire or reset after an Encounter do so.

Additionally, Encounters may end for some characters but not others in special cases, such as when a character is not aware that another character is taking aggressive action against them.

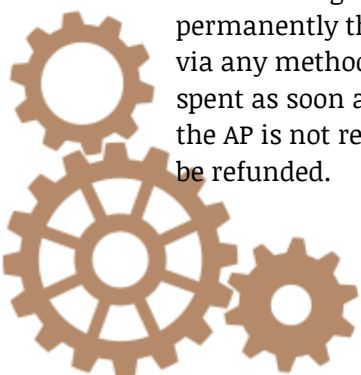
For example:

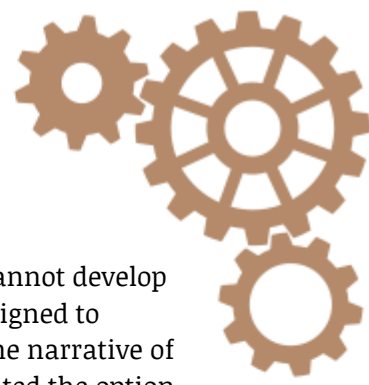
A character is attacked by an assassin and has used all of their Action Points while fleeing into the woods. They find a hiding spot under some trees and wait for the assassin to leave. The assassin searches the area but gives up the chase, and sits down to rest, thereby resetting their Encounter; The assassin’s target, however, still actively hiding because they know the assassin is nearby, is still considered within the same Encounter until either the assassin leaves the area entirely, or the target leaves the area without triggering a new Encounter for the assassin.

ACTION POINTS

Action Points (often shortened to “AP”) are used to fuel Action Skills, as well as item effects which state they require Action Points to use. Action Points automatically reset after the conclusion of Encounters, but do not get restored while an Encounter is active unless some effect or ability is used which states it restores a character’s AP.

Action Points are a shared resource for all Action Skills and abilities that require AP to use. Every character begins with a pool of 5 AP, and this pool may be increased either temporarily or permanently through various skills and effects. Regardless of how many additional AP are gained via any method, no character may have or spend more than 15 AP per Encounter. Action Points are spent as soon as an Action Skill or AP-using effect is called; even if the called ability has no effect, the AP is not refunded unless the effect states otherwise or a designated Marshal rules the AP can be refunded.





STORY DEVELOPMENT ACTIONS

Aurum is a game which focuses on storytelling, but sometimes a character's story cannot develop simply from the time spent at an event. The Story Development Action system is designed to quantify what a character does between events so that a player may further along the narrative of their character. When a player attends an event as a PC, they automatically are granted the option to submit one Story Development Action (shortened to "SDA") for their character included with their event fee. While typically applied to the character played during the live event, if a player has one or more alternate characters (or "alts"), they may choose to apply this automatic SDA submission to an alt character instead.

An additional SDA submission may be purchased each event, up to a maximum of two total submissions per character per event. Multiple SDAs within a month for a character can in no way be connected to, contingent upon, or otherwise directly interact with the result of each other (i.e. no chaining of SDAs or making contingencies based on the success or failure of the other action). Furthermore, a player may never have an alt character's SDAs be connected to, contingent upon, or otherwise directly interact with the result of the SDAs of the player's other characters.

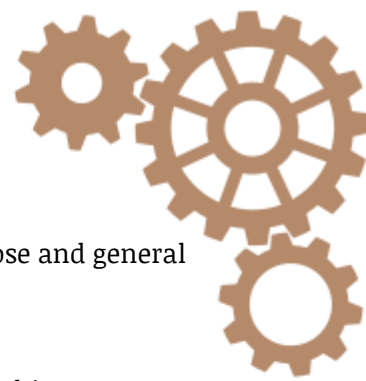
Full-time NPCs do not automatically receive SDA submissions, but may purchase the option as a separate fee, as well as purchase and submit additional SDAs for their characters as normal.

SUBMITTING STORY DEVELOPMENT ACTIONS

After the conclusion of an event, players have up to one week to submit their Story Development Actions to the Plot team (typically by midnight on the Sunday following the event weekend). Players should use the online submission form located on the game website (www.aurumlarp.com/forms) to complete their submissions. The form contains several sections:

- **Player Name**—Enter your out-of-game player name (does not have to be your legal name if a different name is preferred, so long as it can be traced back to the correct person)
- **Character Name**—Enter the name of the character who is taking the specified action
- **Email Address**—Enter the email address you would like the response sent to
- **Story Development Action Type**—Select from "Mission/Research, Assist, or Correspond with Trade Contact" (explained below)
- **Relevant Skills**—List any skills your character has that you believe are relevant towards the desired action your character is taking
 - Note: You may list as many of your character's skills as you would like, but not every skill may apply a bonus towards the specified action and thus may be ignored at Plot discretion.
- **Story Development Action Details**—Describe the nature of and specific details for your desired action (e.g. the type of item you are trying to invent, which plotline you are investigating, which area of the world you are exploring and how you plan to explore it, etc.)
 - Note: While specified actions do not have to always be simplistic in nature, it is preferable to avoid submitting a long sequence of desired actions which would be contingent upon previous steps of the action to succeed; it is generally better to frame a submission in terms of what the character's intended end result is rather than a step-by-step description of what a character is doing without listing a concrete end-goal for the action.





TYPES OF STORY DEVELOPMENT ACTIONS

There are three main types of Story Development Actions, each with their own purpose and general effect:

MISSION ACTIONS

This is the most general standard Story Development Action. It encompasses anything a character wishes to do that does not fall under the other categories. Action SDAs can be anything from tracking down information on a plotline, to exploring the game world, to attempting to uncover Hidden Skills. The results of the SDA are modified only by the acting PC's skillset, except in cases of other characters' use of an Assist Action (see below).

Research—This is a special subcategory of Action SDAs which allow characters to invent new items. A character must possess one or more skills which grant the ability to perform Research for a given type of item (typically Rank 1 of a Science Theory skill or Rank 1 of an Art).

ASSIST ACTIONS

This Action allows a character to assist another character's SDA to influence their success, rather than performing a Mission or Correspondence for themselves. The effectiveness of the assistance is dependent upon both the character being assisted and the character(s) doing the assistance. While Assisting characters can Assist without having any skills related to the main Action, in general, having related skills will better increase the odds of success.

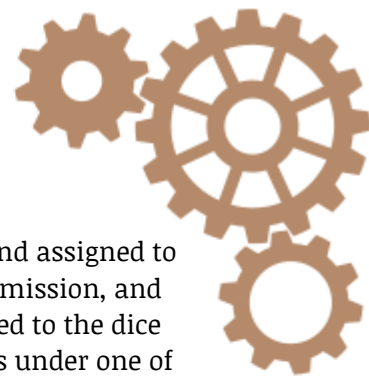
Players should only submit an action as an Assist Action if their intention is to have their character dedicate their efforts entirely to helping another character's action succeed. If a character has their own goals for an action that simply happens to be occurring alongside/in the same place as another character's action, the character should mark their submission as a Mission Action instead.

CORRESPONDENCE ACTIONS

This Action allows a character to contact an NPC with whom they have established a Trade Contact (i.e. have been approved and purchased the *Trade Contact* or *Underground Trade Contact* skill for). The correspondence may ask the contacted NPC to perform some kind of activity on their behalf, such as making good on a favor, procuring information on a plotline, or finding a lead on employment opportunities. Although the player's actions determine what their relationship with their Trade Contact is like, the Plot team ultimately decides what the NPC is capable of and who they may be connected to besides the player character.

Standard Trade Contacts (or Underground Trade Contacts) provide a baseline bonus to success to represent the general skills, connections, or resources available to the Trade Contact NPC, and this bonus can only be further modified at the Plot team's discretion based on the specific task asked of the NPC (i.e. players cannot "rank up" a standard Trade Contact with additional XP expenditure or add their own character's skills towards the success of the NPC's action). However, Improved Trade Contacts can be further improved with additional purchases via Service Points (see **Chapter 8: Service Rewards**) and may gain additional skill modifiers and resources to influence the outcome of Correspondence Actions they are involved in.





RESOLVING ACTIONS

Once a player has submitted their SDAs after an event, the submission is reviewed and assigned to one or more Plot members to resolve. A single dice roll out of 100 is made for the submission, and any bonuses (or detriments!) from relevant skills or Plot-assigned modifiers are added to the dice roll to produce the final result roll. Depending on this roll, the character's action falls under one of the following categories:

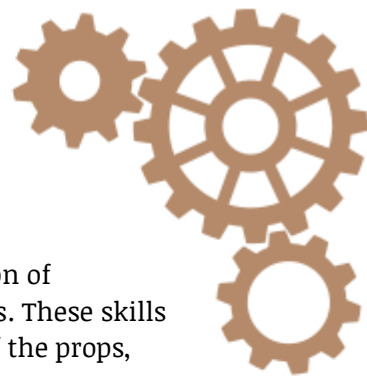
- 1%* = Complete and Total Failure
- 2% - 30% = Failure with a Minor Bonus
- 31% - 50% = Minor Success
- 51% - 80 % = Success
- 81% - 99% = Success with a Minor Bonus
- 100%** = Complete and Unexpected Success

** In the case where a base dice roll is a natural 1, the action automatically fails regardless of any bonuses that might raise the result above 1.*

*** In the case where a base dice roll is a natural 100, the action automatically succeeds regardless of any detriments that might lower the result below 100.*

Once the final result roll is determined, the assigned Marshal(s) will write an in-game description of the result, as well as include any out-of-game notes about the result of action (e.g. bonuses towards future actions, the description of an invested item, etc.). The response is then emailed to the address provided in the submission, typically no later than the week before the event.





CRAFTING

Crafting is a major component of the game system. In general, crafting is the creation of permanent and consumable in-game items through the use of many “crafting” skills. These skills mechanically operate in similar ways on an out-of-game level, but differ in terms of the props, roleplay, and plot “flavor” of their results or how they are utilized in-game.

CRAFTING CATEGORIES

There are two major categories all crafting skills fall under: Sciences, and Arts. Each Science consists of two branches—Theory and Practice—of ranked skills, while each Art consists of a single ranked tree. See *Chapter 5: The Sciences* and *Chapter 6: The Arts* for more information about each category.

HOW TO CRAFT

In order to craft items, a character must have the appropriate rank of the item’s associated Science and/or Art, a valid Schematic for the item, and required Components listed for the item they wish to craft. A crafter must first check in with Logistics (or a Plot Marshal, if on a module) to confirm they have the necessary skills/materials, and then must spend the required time (as noted on the schematic) roleplaying the crafting of the desired item. Once the roleplay time is complete, the crafter returns to Logistics to exchange their component cards for a signed and stamped item card.

COMPONENTS

Crafters need to gather the material components listed in the item’s Schematic in order to craft the item. Components are broken into two categories: Named Components and Generic Components.

Named Components are components which have specific names and sources (e.g. Amber Stone, Bar Stock, Concentrated Ectoplasm), and cannot be substituted for anything—even other Named Components—when crafting items.

Generic Components are components which fall into several different categories but are otherwise non-specific in what the materials are beyond their general category. So long as a crafter has the appropriate number of Generic Components of the listed type(s) in a recipe, they can be used; a Generic Chemical Component works just the same in an *Explosive* as it would if used for a *Healing Draught* instead. When it comes to roleplaying using Generic Components, players can represent them with anything that feels immersive and appropriate for the component’s category.

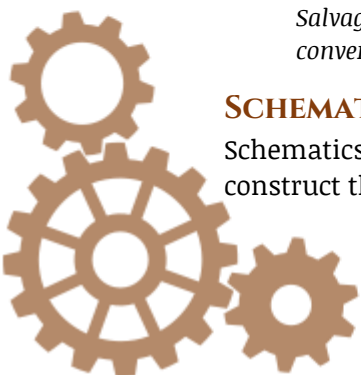
The types of Generic Components are:

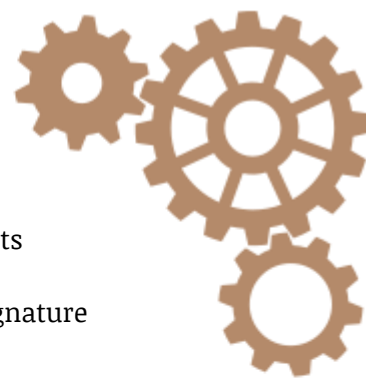
- Chemical
- Crystal
- Herb
- Mineral
- Tergora
- Textile
- Salvage*

** This is a special type of Generic Component which typically can only be acquired through the Mathematical Reclamation skills. While item recipes will never list Salvage as a required component, Salvage Components can be substituted for any other Generic Component in a recipe at a 2:1 conversion ratio.*

SCHEMATICS

Schematics (or Recipes) are in-game items which represent the instructions on how to construct the various craftable items in the game.





Valid Schematic cards contain the following information:

- Item Name
- Crafting Rank
- Crafting Category
- Named Components
- Generic Components
- Craft Time
- Marshal Stamp/Signature

Characters may create a copy of a Schematic if they have a skill which states they may make copies of Schematics of that type. To copy a Schematic, the player must have a valid Schematic card to copy from (or have previously memorized the recipe) and must spend 1 Textile Component and 15 minutes of time copying the Schematic, after which they may turn in their Textile Component to Logistics to receive a new Schematic card for the copied recipe.

INTERDISCIPLINARY & MULTI-PERSON SCHEMATICS

While most Schematics fall under only one specific crafting category, some recipes require two or more different Sciences or Arts involved in their crafting. To craft interdisciplinary Schematics, a character either must possess all required fields at the listed rank themselves, or work with one or more other characters who at least have any of the required fields/ranks they lack. Similarly, to copy an interdisciplinary Schematic, the copying character must possess at least Rank 1 of all Sciences or Arts involved in the recipe (multiple characters cannot assist in creating copies of Schematics).

Certain Schematics may also specify a minimum number of individuals being required to craft the item. In general, all characters participating in the crafting of a multi-persons Schematic must have at least one rank of the Schematic category (though exceptions may apply and would be indicated by a Marshal or on the Schematic card).

If a multi-person Schematic is also interdisciplinary, there is an additional requirement for the item to be crafted: if one of the required categories is listed at a higher rank than the others, then all characters participating in the crafting *must* possess the higher-ranked field at the listed rank.

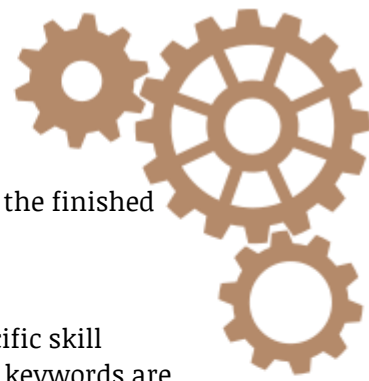
MEMORIZING SCHEMATICS

Alternative to having a Schematic card, characters may also memorize recipes, meaning they do not have to have an in-game Schematic card for memorized recipes in their possession at the time of crafting such items. Characters automatically memorize a recipe after crafting (or helping to craft) the item at least three times within a single event; players should check in with Logistics to ensure the memorized recipe is added to their character card. However, if a character does not possess all or some of the appropriate ranks of the Science and/or Art required to craft the item, they must work with another character or characters who do possess the required ranks in order to craft a memorized Schematic.

PLAYER-INVENTED SCHEMATICS

Through Research SDAs, players may invent new items in addition to any listed in this rulebook. Over time, crafted versions of these items become available for purchase from the in-game Quartermaster by any player. While the names and effects of these items will be listed in this rulebook as they become available for public purchase, the Schematics for the items always remain under the sole ownership of the inventing player (though the original inventors may copy, share, or sell the Schematics of their inventions however they wish). Players may never take a player-invented Schematics as part of character creation and may





never purchase player-invented Schematics from the Quartermaster, even if the finished item has been made public.

ITEM KEYWORDS

Many craftable items can be labeled with one or more “keywords” to denote specific skill interactions, use, or other mechanical properties about the item. Some common keywords are listed below:

- **Ammunition**—Items which serve as ammunition for certain weapons.
- **Chemical**—Items which require the *Apply Chemical* skill of appropriate rank to use.
- **Component**—Items which can be used as a Named Component in certain recipes.
- **Consumable**—Items which are automatically destroyed after the listed number of uses.
- **Defensive**—Items which have magical effects that are defensive in nature.
- **Instantaneous**—Rituals or items which instantly take effect once cast/crafted.
- **Latent**—Rituals which must be willingly invoked by the bearer/user to take effect.
- **Medicine**—Items which require the *Administer Medicine* skill of appropriate rank to use.
- **Offensive**—Items which have magical effects that are offensive in nature.
- **Perishable**—Items which become inert and unusable after their Durability expires. Certain Perishable items may be Reconstituted depending on their item category.
- **Persistent**—Rituals which have a persistent, active effect once cast.
- **Renewable**—Items which become unusable after their Durability expires but can be repaired using an appropriate-rank Repair skill to restore its Durability.
- **Trap**—Items which may only be detected and handled by characters with an ability which states they may do so without breaking or triggering the trap.
- **Utility**—Items which have magical effects that are utilitarian or variable in nature.

ITEM DURABILITY

Unless specified otherwise, all crafted items have a standard duration of Durability of three played events, after which the item is either automatically destroyed or requires repair before being able to be used again. A month of Durability is only expended from a character’s items if the player attends a live event as that character; no Durability is lost if a player misses an event or does not play the character during an event.

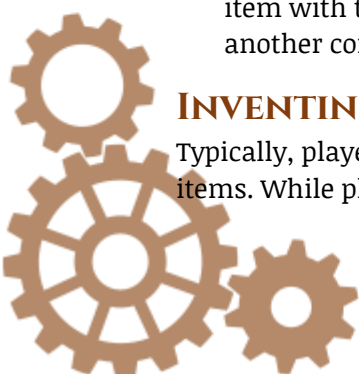
Generic Components, Named Components, and crafted *Ammunition* items do not have any Durability and last indefinitely until used.

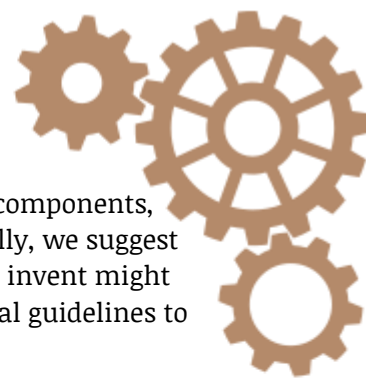
ITEMS AS COMPONENTS

Some items may be crafted as either a Named Component that can be used in certain recipes or as a power source/ammunition for certain items. When crafting an item with multiple versions, the crafter must designate at the time of crafting what version they are creating, and the item cannot be changed to a different version once it is crafted. An item can never use the component version of an item as a power source/ammunition, and items crafted as a power source/ammunition can never be used as a Named Component in recipes. Additionally, any item with the “Component” keyword can never be Transmuted into another component or from another component.

INVENTING NEW ITEMS

Typically, players must utilize the Story Development Action system to research the creation of new items. While players are welcome to submit whatever effects and uses of a particular desired





invention they wish, the Rules team ultimately has final say on the category, rank, components, mechanical effects, and any skill prerequisites needed for use of the item; additionally, we suggest players review the items listed within this rulebook to see if something they wish to invent might already exist in some form to avoid unsatisfying redundancy. Below are some general guidelines to keep in mind when inventing:

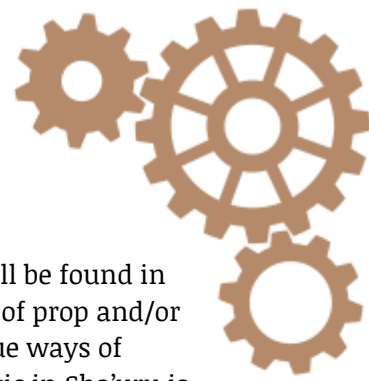
Rank 1 Inventions—Consumable defensive items, items which emulate or grant a single use of utility/non-combat skills, or consumables with a minor/limited effect. Also, may be a modification to an existing Rank 1 recipe to a different, but functionally similar type (e.g. Fire to Ice), or a modification of an existing non-consumable Rank 1 item into a lesser, single-use-consumable form.

Rank 2 Inventions—Items which emulate or grant a single use of combat skills or limited-use consumables with a moderate effect. Also, may be a modification to an existing Rank 2 recipe to a different, but functionally similar type (e.g. Fire to Ice), or a modification of an existing non-consumable Rank 2 or lower recipe that adds a short-duration effect at an additional cost or a once-per-event effect at no cost. May also be consumable items which grant use of a skill the character does not have.

Rank 3 Inventions—Items which are a modification to an existing Rank 3 recipe to a different, but functionally similar type (e.g. Fire to Ice), or a modification of an existing non-consumable Rank 3 or lower recipe that adds a long-duration effect at an additional cost or a short-duration effect at no cost. May also be items which grant use of a skill the character does not have once per Encounter/event while possessing the item.

Rank 4 Inventions—Items which are a modification to an existing Rank 4 recipe to a different, but functionally similar type (e.g. Fire to Ice), or a modification of an existing non-consumable Rank 3 or lower recipe that adds a permanent effect at an additional cost or a long-duration, once-per-event effect at no cost. May also be items which grant use of a skill the character does not have so long as they possess the item.





MAGIC

Magic in the world of Sha'uru is waning but can still be encountered. Most magic will be found in the form of alchemical creations or through occult rituals which require some form of prop and/or roleplay to activate or use. While players are encouraged to come up their own unique ways of representing any magical capabilities their characters may possess, the state of magic in Sha'uru is generally not the typically-flashy style of spell-casting often depicted in traditional fantasy, and no players may start out capable of using this type of what Sha'uru considers "True Magic".

However, occasionally players may encounter NPCs who *can* perform feats of "True Magic" or have True Magic-like abilities, such as throwing fireballs from their hands or opening portals from nowhere. These spells and effects are incredibly rare to see and can only be defended from by magic or another ability which states that it can defend against magical attacks (e.g. a Warding Charm). Such True Magic spells are delivered via Skill Packet and will affect a targeted player no matter where they may have been struck with the Skill Packet.

MAGICAL ITEMS AND EFFECTS

While full-blown spell-slinging is rare in Sha'uru, practitioners of the Occult are capable of performing effective and potent ritual magics to imbue trinkets and charms with mystical effects which can be invoked by users as needed.

Sometimes, players may encounter an area or object that contains magical properties. These will typically have appropriate set dressing and accompanying Marshal Notes (marked with a purple piece of ribbon, duct tape, and/or paper) describing the properties in detail. The Marshal Notes are out-of-game but can be read by characters using a skill which allows them to see/identify magic to bring that knowledge into game. Typical information found on the Marshal Notes are the name, rank, effects, duration, and a dated Marshal's signature. Objects/locations with unsigned notes are invalid and should be ignored, and players should treat the object or location as mundane.

MAGIC ITEM LIMITS

Characters may only have up to three Defensive magical items, three Offensive magic items, and three Utility magic items active on their person at a time. Each item must be unique in its effect; while a character may possess multiple of the same magic item on their person at the same time, they may only invoke and benefit from one of the items per Encounter.

For example:

A Hedgemage creates two Warding Charms to carry around for defense. During an adventure, they are attacked, and they invoke one of their Warding Charms. However, even though they have another Warding Charm on their person, it is inactive and cannot be invoked to defend another attack until the start of the next Encounter.

Additionally, should a character pick up an item of a category for which they already have the maximum allowed on their person, the character must choose one of their items within that category to become inactive until the character is no longer exceeding the limit.





CHAPTER 3: CHARACTER CREATION

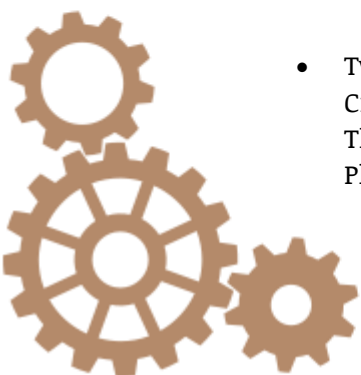
CREATING A CHARACTER

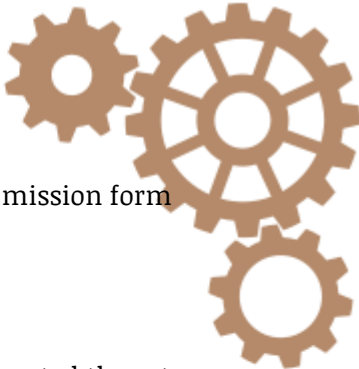
While creating a new character may seem intimidating at first, the process can be broken down into several simple steps:

1. Choose a Species/Culture, a Class List, and a character name. While certain Species/Cultures may have boons or cultural inclination to certain classes/professions, there is no out-of-game restriction on which class a character chooses, so pick a Species and Class that you as the player will have the most fun roleplaying!
2. Every new character begins with 10 Experience Points (plus any additional XP either purchased or earned from FTNPCing) to spend on learning skills from their chosen Class (up to 20 XP total; additional earned XP beyond 20 is not lost but cannot be spent at character creation). You are not required to spend all available XP at character creation; any XP unspent will be banked for later use/learning at events. However, regardless of how much XP a character has, they cannot start with any skills higher than Rank 2 at character creation.
 - a. *Note:* All characters automatically begin with a “native” Literacy (dependent on their chosen Species) for 0 XP unless they take the *Illiterate* skill. See *Chapter 4: Skills Descriptions* for more information)
3. Choose your starting equipment for your new character. Every character begins with 5 Kroner (Aurum’s in-game currency) and chooses starting items based on the categories listed below. If the character does not have a skill which applies to that category (or if the player opts to not take an item from that category), they gain an additional 5 Kroner per category they take not items for.

STARTING EQUIPMENT CATEGORIES

- One melee weapon of choice applicable to any one of all the melee weapon skills the character knows [*Simple Weapon*, *1-Handed & Shield*, *Great Weapon*, *Florentine*]
 - For *1-Handed & Shield*, the character may begin with one *Simple Weapon* and one *Shield*
 - For *Florentine*, the character may begin with two *Simple Weapons* of choice
- One ranged weapon of choice and six units of ammunition applicable to any one of all the ranged weapon skills the character knows [*Firearms*, *Ranged Weapons*]
- One piece of armor in each location applicable to any one of all the Armor skills the character knows [*Light Armor*, *Medium Armor*, *Heavy Armor*]
 - *Armor Locations:* Head, Left Arm, Right Arm, Left Leg, Right Leg, Torso
 - Additionally, the player must have an appropriate physical representation for each piece of armor they wish to have at character creation, regardless of purchased skills; players will not be given cards for armor pieces for which they do not have Marshal-approved representation.
- Two Schematics and enough components to craft one of each item from among all the Crafting skills the character knows [*Alchemy*, *Occult*, *Poisons*, *Aetheric Science Theory/Practice*, *Chemistry Theory/Practice*, *Natural Science Theory/Practice*, *Physics Theory/Practice*]



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4. Submit your character to Logistics, either online using the New Character Submission form or in-person with Logistics staff at an event.

REROLLING CHARACTERS

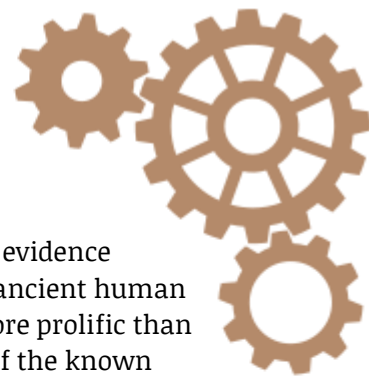
Sometimes, a player may realize the character they designed is not quite what they wanted them to be and wish they could change certain aspects of the character, or a player may realize they do not enjoy playing the character at all and want to go in a completely different direction. Prior to the fourth event of playing a character, players are permitted to change any part of the character's Species, Class, or skills (using any XP they have earned up to that point) however they wish while retaining any items, money, character ties, knowledge, experiences, etc. the character had. Events are counted only when a player plays the character for the full event—FTNPC events do not count against the reroll time limit.

After the character has been played for at least four normal events, no further changes can be made beyond learning skills from the Class the character already has. Alternatively, players may reroll such characters entirely; however, the new character may only start with the standard 10 XP + up to no more than three events worth of earned XP (even if the original character had more XP before being rerolled). Additionally, characters rerolled in this way do not carry over any of the items, money, character ties, knowledge, experiences, etc. of the old character to the new character. If a character is rerolled after an event but prior to the cutoff date for SDA submissions, they may submit any purchased SDAs they may have for that event for the new character.

PLAYABLE SPECIES

A variety of sentient species inhabit the world of Sha'uru, the following which are available to choose as Player Characters; other species exist in the world; however, they only exist as NPCs under Plot discretion. Each species consists of several sub-cultures, each with their own costuming requirements (which must always be clearly visible). Beyond the specified costuming requirements, characters may dress and accessorize in any many they feel is befitting for the character and setting, so long as it does not imitate or could be confused for the costuming requirements of another species/culture.

Each species and sub-culture also come with specific skill “boons” which represent a general affinity towards such skills as a result of being raised in a specific Species' culture. This does not mean all characters of the species/culture automatically have these boon skills for free—the boons merely allow the character to purchase the skill at a discounted rate, or grant access to learn the skill at its standard cost if the skill is not on the character's chosen Class.



HUMANS

Humans are the youngest of the four major Species of the world. Most archeological evidence shows that Dur and Nisse had established cities that are older than any artifacts of ancient human cultures. However, Humans possess a spirit and wanderlust that has made them more prolific than the other species. The Silverthorn Empire, established in 1178, spread through most of the known world and controlled vast sections of land. They were instrumental in ending the Goblin War of 1663 by force, and it was their decision to make Goblins subservient to the Human Empire that eventually saved the Goblins from extinction. As the Dur continued their purge of the monstrous species from the world of Sha'uru, the Humans saw merit in recognizing the Goblins as a people. In 1771 the Humans freed the Goblins from servitude and negotiated their recognition as a sovereign nation with The Bicontinental Pact. Since then, Humans have been the central hub of trade and commerce among the species of the world who prefer not to deal with the others directly for their own reasons. The last empress, Viola-Rose Harewood Silverthorn, dissolved the empire to form the Confederacy of Allied Republics, the current Human government. The Confederacy is divided into 13 Republic States, composed of a variety of distinct cultures.

COMMON HUMANS

This culture represents the bulk of the common citizens of the Confederacy. Most are monotheistic and follow the teachings of the Temple of the Golden One. It is through the teaching of the Church and through their warlike and wandering past that most humans have become familiar with the medical arts.

COSTUMING REQUIREMENTS: None

BOONS: Natural Science Practice II [-1 XP on-list; 3 XP off-list], May choose Literacy: Goblin at character creation

IMPERIAL HUMANS

Though the Silverthorn Empire was dissolved in 1803, the noble families of the Confederacy were cultivated for over 700 years. As such, they are a cut above the common humans of the Confederacy—or so they believe. The Imperials (or "blue bloods", as their detractors might call them) have had to reconcile with the fact that in an industrial society the nobles only hold as much sway as their businesses. While this is not a problem for the major noble houses, the lesser houses who do not have the same financial clout have found that the expeditions to Antioch have presented a unique opportunity: for who better to guide the infrastructure and political leadership of the new world than those who have ruled in the past?

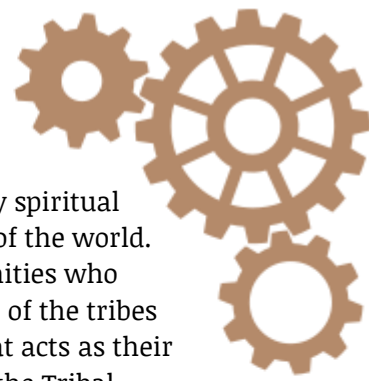
COSTUMING REQUIREMENTS: A preference for fancy/high-class clothing styles, as well as high necklines and worn gloves. Additionally, the character is required to have a hyphenated first name and must roleplay a strong distain for physical contact with non-Imperials.

BOONS: Natural Science Practice II [-1 XP on-list; 3 XP off-list], Willpower II [-1 XP on-list; 5 XP off-list], May choose Literacy: Goblin at character creation

TRIBAL HUMANS

The Tribes of Barlethan are a curiosity, as they were a political movement that began in the smallest of the 13 Republics, Barlethan, at the start of the discovery of Aurum and the





development of Durren steam technology and Aetheric Science. They are a deeply spiritual people, but unlike most of their brethren, they follow a sort of naturalistic view of the world. The Tribals began to go into the secluded places of the world and set up communities who revered the natural world and proscribed the use of steam technology. Today, all of the tribes are collectively represented within the Confederacy by a council in Barlethan that acts as their Governor. This Council selects the Parliamentary Representatives that speak for the Tribal nations as a whole.

COSTUMING REQUIREMENTS: Lots of beaded accoutrements, such as necklaces or in the hair, which much be easy to see and kept over the top layer of clothing. All of the beads should be uniform in pattern/color order, as this denotes the specific tribe; as such, multiple players choosing to play characters from the same family must use the same bead pattern.

BOONS: Natural Science Practice II [-1 XP on-list; 3 XP off-list], Alchemy II [-1 XP on-list; 3 XP off-list], May choose Literacy: Goblin at character creation

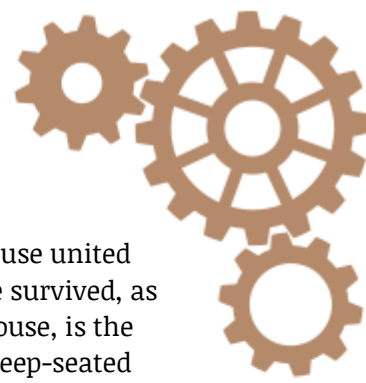
WAYFARING SEEKERS

The Wayfaring Seekers were once a small group of humans who believed that out in the world there existed a great artifact of magical power, the Heart of Sha'uru. They believed this legendary device had the power to restore the waning magic of the world, and so many of them decided to wander the world and seek it out. In their travels, the Wayfarers convinced like-minded people to join them, and eventually they became a culture unto themselves. Within a few generations, the diehard seekers who still searched for the Heart of Sha'uru became fewer in number, as no trace of the artifact had yet been uncovered, but the families of Wayfarers continued their way of life. Wayfaring Seekers are known as resourceful traders who are friendly and jovial, though a few bad eggs have given some the impression that they tend to be vagrants and thieves.

COSTUMING REQUIREMENTS: Comfortable and worn clothing suited for travel, typically with a patchwork, ruffled, layers, or makeshift look. A compass rose "tattoo" must be drawn on a consistently exposed/visible body part (such as the face, or the back of a hand). The tattoo must be easily visible, larger than a half-dollar coin, and may be drawn in any color except green; the design can be as plain or as intricate as the player chooses, so long as the design is recognizable as a compass rose.

BOONS: Natural Science Practice II [-1 XP on-list; 3 XP off-list], Any single purchase of a Rank II Trade Contact (or Underground Trade Contract, if available to character's class) [-1 XP], May choose Literacy: Goblin at character creation





DUR (“DWARVES”)

Dur, whom have been clannish since ancient times, were once divided into noble house united under a single monarch. In modern times, only a few of the great noble houses have survived, as many of the clans gave way to merchant households; Stoneforge, a Mountain Dur house, is the oldest and most powerful of these old clans. A common trait in Durren culture is a deep-seated need to leave behind a legacy of some kind. This is what leads most Dur to seek out their fortune in the world at large, and to join several of the expeditions exploring the new continent of Antioch. Their gruff nature and ancient lineage tend to make them appear to be intolerant of other Species; and they have a particularly strong hatred of Goblin-kind, as the Dur and Goblins warred since time immemorial. Many claim (especially the Dur themselves) that they were responsible for the genocide of orcs in the old world.

ASTEGOS DUR (“CITY DWARVES”)

The Astegos Dur are composed of Dur who have left behind their original communities to settle in human society, either for trade or out of curiosity; for this they are often seen as lesser cousins of their brethren from the Durren nations. Though they still often display traits stereotypical to all Dur and for this are still seen as a cut above humans and elves by their more distinct Durren cousins, the Astegos Dur more often culturally resemble the society of their non-Durren neighbors.

COSTUMING REQUIREMENTS: Must wear a chest-length, fake beard of any natural hair color; the beard must be plain and may not be decorated in any manner. Alternatively, a player may substitute the beard for a single braid worn on the left side of the head; the braid must be at least 1" thick, and abide by all other requirements for beards.

BOONS: Trade Contact I (Dur) [-1 XP], Tough I [-1 XP]

VUONO DUR (“MOUNTAIN DWARVES”)

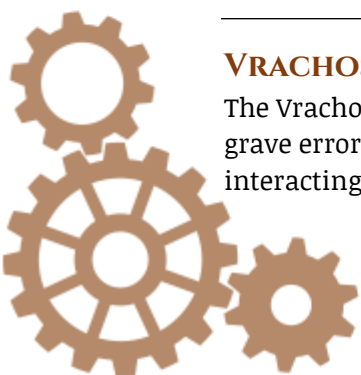
The Vuono Dur still see earth and stone as their true home, so they tend to build most of their settlements at the base of mountain ranges or large hills. They are more social than their Vrachos Dur cousins and recognize the need to forge strong alliances with the other species in order to prosper. The strongest merchants in the world are counted among the Vuono Dur, and because of this they believe in strong family ties and personal honor; to impugn upon the honor of a Vuono Dur is to invite their wrath.

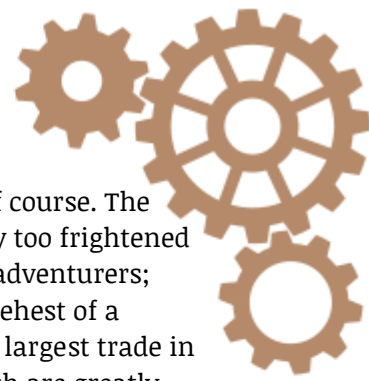
COSTUMING REQUIREMENTS: Must wear a chest-length, fake beard either dark brown or black in color; the beard must be decorated with jewelry (such as chains, pendants, or beads) which can be in any color and of any metal. Alternatively, a player may substitute the beard for a single braid worn on the left side of the head; the braid must be at least 1" thick, and abide by all other requirements for beards.

BOONS: Trade Contact I (Dur) [-1 XP], Tough I [-1 XP], Grit II [-1 XP on-list; 4 XP off-list]

VRACHOS DUR (“DEEP DWARVES”)

The Vrachos Dur claim to be the oldest of Dur. They are of the opinion that the other Dur made a grave error by leaving behind their sacred duty to care for the deep places in the earth, and by interacting with the world above on a regular basis they became corrupted by other cultures,





leaving the Vrachos as the only true Durren culture—if you ask a Vrachos Dur, of course. The rest of the Dur tend to see them as stuffed-shirt traditionalists who are generally too frightened of the world above to leave it. There are few among them that choose the life of adventurers; though there are those who do leave, whether for personal gain or through the behest of a patron who requires an agent in the world above. The Vrachos Dur maintain the largest trade in plants and fungi which only grown deep beneath the surface, commodities which are greatly sought out by poison-makers and alchemists.

COSTUMING REQUIREMENTS: All exposed skin must be painted a light grey color with a stone-like texture. Must wear a chest-length, fake beard either white, light silver, or a natural red in color; the beard must be plain and may not be decorated in any manner. Alternatively, a player may substitute the beard for a single braid worn on the left side of the head; the braid must be at least 1" thick, and abide by all other requirements for beards.

BOONS: Trade Contact I (Dur) [-1 XP], Tough I [-1 XP], Blind Fighting [-1 XP on-list; 2 XP off-list], Tracking [-1 XP on-list; 1 XP off-list], Poisons II [-1 XP on-list; 3 XP off-list]

OURANOS DUR ("SKY DWARVES")

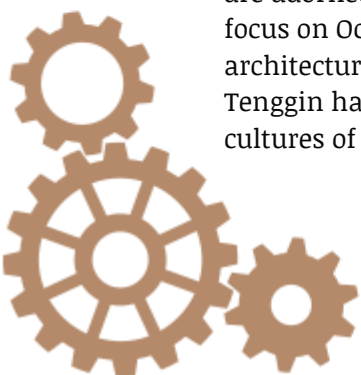
The Ouranos Dur are the youngest of the Dur. Only a few generations old, their society and culture developed alongside steam technology. The merchant houses of the Ouranos Dur were the first to recognize the value of Aurum and its engineering applications, and these Dur decided to break away from traditional Durren norms to make their homes above the mountaintops in large floating cities. Chief among the Ouranos Dur inventions in the aether ship, which are large, steam-powered dirigibles. This technology allowed them to become experts at shipping goods through air travel, earning the enmity of the Vand Nisse, who see it as less of an art and more of blindly trusting unreliable contraptions. Most Ourano Dur tend to have brash and big personalities and are famous for being loud and raucous. Whereas the other Dur tend to grate non-Dur with self-proclaimed greatness, Sky Dwarves do so simply by being obnoxious and rowdy.

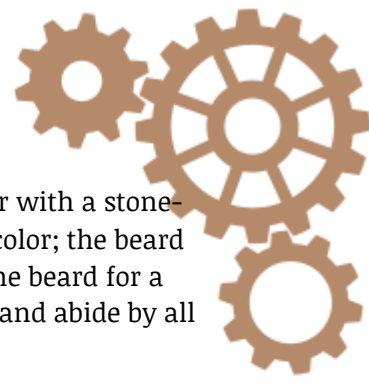
COSTUMING REQUIREMENTS: Must wear a chest-length, fake beard either blonde or light brown in color; the beard must be decorated with feathers of any color woven into the beard. Alternatively, a player may substitute the beard for a single braid worn on the left side of the head; the braid must be at least 1" thick, and abide by all other requirements for beards.

BOONS: Trade Contact I (Dur) [-1 XP], Tough I [-1 XP], Trade Contact II (Any) [-1 XP], Physics Practice II [-1 XP on-list; 3 XP off-list], Cannot ever take a Goblin or Vand Nisse as a Trade Contact

TENGGIN DUR ("SWAMP DWARVES")

The Tenggin Dur are a sub-species of Dur found only on the continent of Antioch. They are characterized by their stone grey skin with green and brown veins. Their hair and/or beards are adorned with bones and moss or ivy. Tenggin are a non-industrial species, preferring to focus on Occult, Alchemy and the Aetheric sciences rather than mass manufacturing, complex architecture, or machinery. Since their formal inclusion as part of the Durren Kingdom, the Tenggin have slowly begun to expand their knowledge of the sciences which have shaped the cultures of their Calydon counterparts.



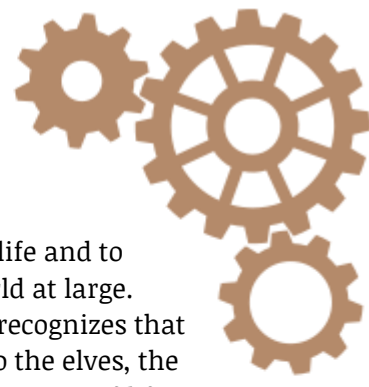


COSTUMING REQUIREMENTS: All exposed skin must be painted a light grey color with a stone-like texture. Must wear a chest-length, fake beard either white or light silver in color; the beard must be decorated vines, moss or bones. Alternatively, a player may substitute the beard for a single braid worn on the left side of the head; the braid must be at least 1" thick, and abide by all other requirements for beards.

BOONS: Trade Contact I (Dur) [-1 XP], Tough I [-1 XP], Occult I [-1 XP], Occult II [-1 XP on-list; 3 XP off-list], Aetherics Practice I [-1 XP], Aetherics Practice II [-1 XP on-list; 3 XP off-list], Aetherics Theory I [-1 XP], Aetherics Theory II [-1 XP on-list; 3 XP off-list]

IMPORTANT NOTES: This species is restricted to players who have played the game for at least a full year (either as a PC or NPC in any combination), as access to this species as a playable culture was unlocked by the player base through in-game roleplay and playing this species requires deeper familiarity with the setting. Players interested in creating a Tenggin Dur PC should inquire with the Plot team to ensure they are aware of any relevant information regarding Tenggin culture and can play the species in an appropriate manner.





NISSE (“ELVES”)

The core belief of all Nisse is “life is beautiful”. They believe that in order to promote life and to enhance its beauty, one should devote themselves to a high art that benefits the world at large. However, understanding that not all possess the talents of an artisan, Nisse culture recognizes that there are portions of that high art which any individual can devote themselves to. To the elves, the greatest aspiration one can have in life is to devote themselves to mastering a single aspect of life in order to heighten the beauty and perfection of the world. Through the ages, like-minded elves gathered in order to support the art which they felt called to them, eventually evolving into the Nisse cultures of the modern age. The most numerous in the world are the Vand Nisse, Slagte Nisse, and Afsla Nisse (though others exist in too small numbers to have notable presence). Even Nisse who did not grow up in one of the three major cultures still share a portion of the Nisse belief in the spirit of art and beauty.

HUS NISSE (“CITY ELVES”)

The Hus Nisse are comprised of Nisse who have either failed to achieve status in one of the other Nisse societies, or have willfully flouted such things to pursue their own greatness. Many Hus Nisse become philanthropists in order to be patrons of artisans with skills greater than their own.

COSTUMING REQUIREMENTS: Pointed ears of any length

BOONS: Trade Contact I (Nisse) [-1 XP], Charm I [-1 XP on-list; 3 XP off-list]

AFSLA NISSE (“ARCANE ELVES”)

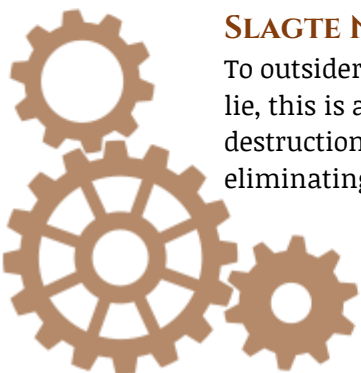
The Afsla Nisse are the oldest of Nisse. As such, their high art is also one of the oldest in the world: magic. The Afsla Nisse believe magic is the true art, and occult study, arcane practice, and recovering forgotten arcane knowledge is all within the purview of their expertise. The great capital cities of the Afsla Nisse are also home to some of the strongest leylines in the world, and they comprise a majority of The Curiositas Arcanum Circle membership. Some Afsla Nisse spend years as apprentices studying lore and magical history before ever attempting to wield the arcane at all. Within the Afsla Nisse society, the height of renown is discovering forgotten arcane knowledge, second only to the invention of new spells and charting new leylines. It is this search for glory and power that drives many Afsla Nisse to leave the cities to seek their fortune. Even the few who show little talent or care for the arcane find a facility with it that others do not share.

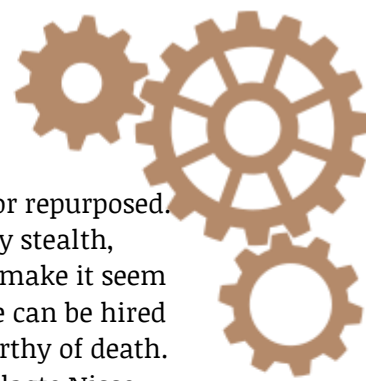
COSTUMING REQUIREMENTS: Pointed ears of any length. Purple runes drawn on the upper half of the face.

BOONS: Trade Contact I (Nisse) [-1 XP], Charm I [-1 XP on-list; 3 XP off-list], Occult I [-1 XP], Occult II [-1 XP on-list; 3 XP off-list]

SLAGTE NISSE (“DARK ELVES”)

To outsiders the Slagte Nisse claim that theirs is the Art of the Hunt. Though technically not a lie, this is a mere cover for their true love: the Art of Assassination. Murder and wanton destruction are ugly and cheap compared to the exquisite thrill of finding a worthy quarry and eliminating them. The Slagte Nisse believe that society must constantly progress and there are





always unwanted elements that hold it back. These elements must be removed or repurposed. When they fell that they have found a truly irredeemable individual, they employ stealth, subterfuge, poisons, and guile to eliminate them. The true master of the art can make it seem as if their quarry died when they were meant to. Though sometimes Slagte Nisse can be hired to kill, they never accept a contract without first ensuring the subject is truly worthy of death. The Black Rose, the largest guild of assassins in the known world, is run by the Slagte Nisse. Very few people outside of Slagte Nisse culture know the truth, and those that do never speak of it lest they be seen untrustworthy, or worse, prey. The greatest crime in Slagte Nisse society is the taking of innocent lives. To cut a life short before it has had the chance to prove its potential and worth is something that brands any offender as worthy prey.

COSTUMING REQUIREMENTS: Pointed ears of any length. Blackened "ritual scarring" makeup on the upper half of the face.

BOONS: Trade Contact I (Nisse) [-1 XP], Charm I [-1 CP on-list; 3 XP off-list], Waylay [-1 XP on-list; 4 XP off-list], Tracking [-1 XP on-list; 1 XP off-list]

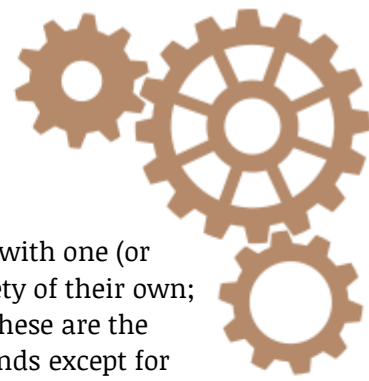
VAND NISSE ("SEA ELVES")

Vand Nisse do not dwell or survive in the sea; they do, however, take supreme joy in sailing upon it. They view sea travel as a true expression of the freedom that mortals possess. To sail is not simply to place a ship in water; there are nuances that most of the lesser species cannot fathom about guiding a ship from port to port. Knowing the weather, ocean currents, ship, crew, and how all these pieces come together; charting a course, menial tasks such as ship maintenance, and negotiating safe passage are all an artform. Because of this viewpoint, Vand Nisse have a heavily mercantile society where captainship is a symbol of high status and owning a fleet places you among the elite. Even piracy and similar scoundrelly still hold true to the core tenants of Vand Nisse beliefs, though they are still considered an unsavory and unlawful lifestyle. Vand Nisse who choose to become adventurers do so to seek their fortune in order to be better able to own their own ship. These make up the bulk of the Vand Nisse seen outside of the high seas and port cities. Their natural ability and work ethic make them excellent philanthropists. Most Vand Nisse tend to come in contact with Vrachos and Vuono Dur who use their services to transport their goods across the world.

COSTUMING REQUIREMENTS: Pointed ears of any length. Blue tribal-like tattoos painted on the upper half of the face.

BOONS: Trade Contact I (Nisse or Dur) [-1 XP], Charm I [-1 XP on-list; 3 XP off-list], Swim [0 XP], Climb [-1 XP on-list; 1 XP off-list], Trade Contact II (Dur) [-1 XP], May never take Ouranos Dur as a Trade Contact





GOBLINITES (HALF-GOBLINS)

Goblinites are so named because they are half-breeds with one goblin parent mixed with one (or more, in the case of Homunculi) other sentient Species. Goblinites have no true society of their own; instead, they tend to incorporate themselves into Human or Goblin settlements (as these are the most tolerant towards Goblinites). Nisse do not welcome any Goblinites into their lands except for Kobolds whom they tolerate due to their part-Nisse heritage. Dur tend to treat all Goblinites save Homunculi as beasts, no better than dogs; many Dur will actively attempt to put down Goblinites—especially Gnomes—found within the borders of Durren lands. Homunculi, however, are at least recognized as property within in Durren settlements, though they are still regarded as unclean and unfit to merit any respect. Goblins freely welcome Goblinites into Goblin lands but tend to exploit them knowing Goblinites entering their lands are desperate and lack better prospects elsewhere. However, due to the terms of the Crimson Ravine Peace Accords that ended the wars between Goblins and the other Species, Goblinites are afforded protections to their existence outside of the sovereign lands of the Nisse and Dur.

HALFLINGS (HUMAN/GOBLIN)

Known to the Nisse as "Halvdelen Maend" and to the Dur as "Andres Miso", Halflings are the product of Human and Goblin parents. They tend to lead happy-go-lucky lifestyles, enjoying drinking and merrymaking. This is mostly a coping method to drown away the fact they are considered lesser by both species of their parentage. Humans typically see Halflings as "notably different", relegated to being treated as side-show freaks or cripples. Goblins tend to see them simply as lesser goblins who are only good for working in food service or as messengers, and not much else. Because of this, Halflings tend toward adventuring and being vagabonds in order to seek out better fortunes in the world.

COSTUMING REQUIREMENTS: Must have green makeup around the eyes, a fake unibrow, and fake mutton chops (or long curls in front of the ears). Optional: fake fur on feet.

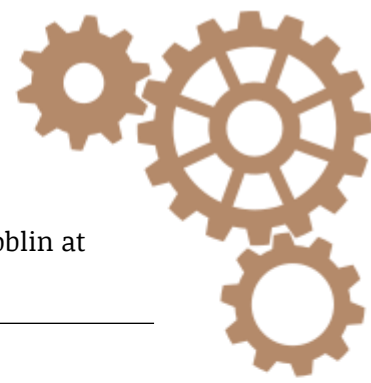
BOONS: Dodge [-1 XP on-list; 3 XP off-list], Trade Contact I (Any) [-1 XP], May choose Literacy: Goblin at character creation

GNOMES (DUR/GOBLIN)

Known to the Nisse as "Unaturlig Dvaerg", and to the Dur as "Vdelygma Dur", as the product of Dur/Goblin parentage, Gnomes are shunned by most species at best, and despised at worst. The Dur in particular are highly intolerant of Gnomes; though a Dur will not kill a Gnome outright for simply existing Dur will typically refuse to acknowledge or work with Gnomes. This has made Gnomes rather crafty at hiding and existing underfoot. When living in Durren settles, Gnomes will make homes in the sewers of the floating cities of Sky Dwarves, or in the furthest reaches below even the earthen homes of Mountain and Deep Dwarves.

COSTUMING REQUIREMENTS: Must have green makeup around the eyes. Must wear large round fake ears, and a fake goatee at least 3" long and in any color available to any Dur subspecies. Alternatively, a player may substitute the goatee for a single braid worn on the left side of the head; the braid must be at least 1" thick and abide by all other requirements for beards.





BOONS: Dodge [-1 XP on-list; 3 XP off-list], Trade Contact I (Any) [-1 XP], Disable Device [-1 XP on-list; 2 XP off-list], Tough I [-1 XP], May choose Literacy: Goblin at character creation, Cannot ever take Dur as a Trade Contact

KOBOLDS (NISSE/GOBLIN)

Known to the Nisse as "Snavset Nisse", and to the Dur as "Vromikos Xotica", Kobolds are the offspring of Nisse and Goblin parents. Nisse see Kobolds with pity, for they are potentially "corrupted", but at least are still in part elves. Regardless, Kobolds are considered to be unclean or otherwise "undesirables" and are typically in the lowest of castes as indentured servants or menial laborers. If found in human cities, it is typically because they have run away or are representatives of a Nisse family who has indentured them into servitude.

COSTUMING REQUIREMENTS: Must have green makeup around the eyes. Must wear pointed ears of any length, with either a septum ring with a charm attached or a series of linked chain earrings on one or both ears.

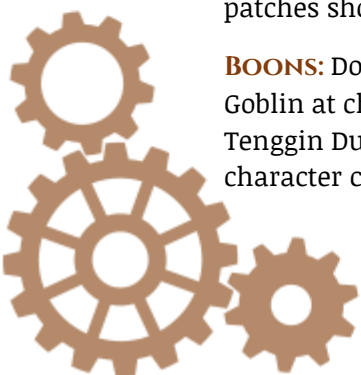
BOONS: Dodge [-1 XP on-list; 3 XP off-list], Trade Contact I (Any) [-1 XP], Hide [-1 XP on-list; 2 XP off-list], Find/Set Traps [-1 XP on-list; 2 XP off-list], Blind [-1 XP on-list; 3 XP off-list], May choose Literacy: Goblin at character creation, Cannot ever take Nisse as a Trade Contact

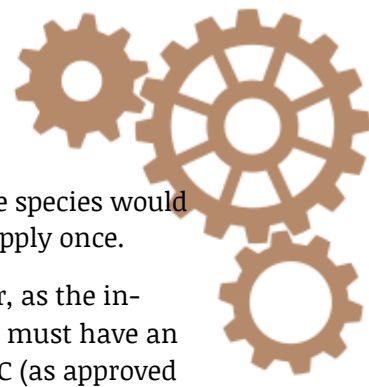
HOMUNCULI (ALCHEMICAL CREATIONS)

It is common knowledge that Homunculi are created by Goblins and sold as living constructs to other species or kept as servants for Goblin interests. Though the process is kept incredibly secret by the Goblins, Homunculi are created via an alchemical process which fuses dead tissue and blood taken from other species with that of goblins. Nine out of ten Homunculi created have no free will of their own, with barely any personality if at all; the bulk of these are kept by Goblins as subservient automatons. However, around 10% of Homunculi created do have personalities and free-will; these are almost universally sold off to the other species as servants. Because of the variations which result from the nature of their creation, individual Homunculi will show a variation in natural aptitudes and talents; however, in general, Homunculi are seen as constructs which sacrifice raw strength and durability in favor of their ability to perform more complex tasks and cognitive thinking. Homunculi are also inherently genderless (for reproductive organs are unnecessary for their created purpose), though some individuals choose to adopt gender traits on their own.

COSTUMING REQUIREMENTS: Must have all exposed flesh painted with a blended patchwork of skin tones matching the species chosen for the composition of the Homunculi, and with at least 50% being green. Must wear pointed ears of any length, and any hair should match the color (either naturally or through makeup/wigs) that of the chosen Dur component. If Wayfaring Seeker is chosen for the Human component, a partial or full compass rose "tattoo" must be visible on the player. If choosing a tattooed subspecies of Nisse, parts of the player's non-green patches should have markings appropriate to the chosen Nisse subspecies.

BOONS: Dodge [-1 XP on-list; 3 XP off-list], Trade Contact I (Any) [-1 XP], May choose Literacy: Goblin at character creation; Additionally, choose one boon each from a Human, Dur (except Tenggin Dur), and Nisse subspecies; the character is not required to purchase these boons at character creation, but standard boon rules apply and the choices made may determine



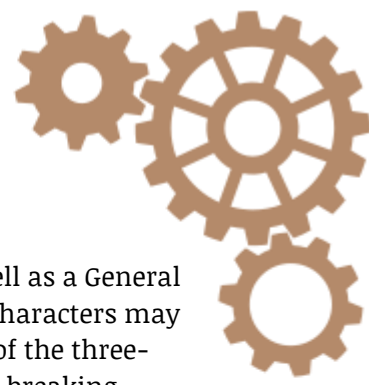


additional costuming requirements (see above). *Note:* If a boon from two or more species would discount the same skill, the discount does not stack with itself and would only apply once.

IMPORTANT NOTES: All PC Homunculi are part of the free-willed 10%; however, as the in-game world considers Homunculi property rather than people, all PC Homunculi must have an in-game "owner" by in-game law. This owner may be either another PC or an NPC (as approved by Plot). Non-Homunculi PCs may purchase multiple Homunculi contracts in-game but may only have contract purchased at character creation. If multiple Homunculi PCs wish to be owned by the same PC, that PC would have to buy all but one of their contracts from an NPC or another PC in-game, a process handled by the Plot Team.

Additionally, Aurum staff recognizes that the ownership of another player's PC can be a very fragile situation. We recommend a lot of communication regarding boundaries and expectation between any players who wish to engage in this sort of roleplay together, either before the characters are created or before the in-game purchase occurs. In-game purchases can only occur if both parties agree to the purchase out-of-game (though in-game roleplay regarding the situation can happen however the parties wish to roleplay it). Homunculi PCs can never be compelled, coerced, or forced by their in-game owner to spend their XP, SDAs, or SP on an out-of-game level in any way they do not wish—PC owners can never take away the agency of the Homunculi player, and in-game roleplay towards such ends can only occur if the Homunculi player enthusiastically consents to it out-of-game. Should a player on either side of the owner/homunculi dynamic later determine they are uncomfortable with the arrangement but do not feel comfortable renegotiating with the other player involved directly, please notify a staff member you are comfortable with ASAP and Aurum will do its best to create an equitable situation for the transfer of ownership as discretely as possible. As this is sensitive information, such a request will only be made to the staff member initially notified and the Game Directors. Please also refer to our Code of Conduct for our zero-tolerance policy against mistreatment of people out-of-game.





CLASS LISTS

There are six Classes from which players may choose from for their character, as well as a General List of skills which any character may learn from regardless of their chosen Class. Characters may only ever have one Class, and this Class can never be changed once chosen (outside of the three-event reroll period). While the Class names are designed to be used in-game without breaking immersion, players are not beholden to any stereotypes that might be associated with a Class, and may roleplay their character's Class however they wish to interpret how and why their character has an aptitude for such a skillset.

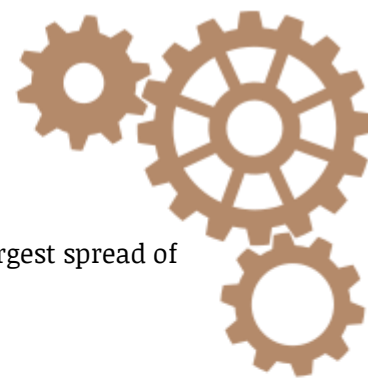
ENGINEER

Engineers are primarily a crafting class, with an emphasis on the practical Sciences and mechanical inventions.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	3	1 / 2 / 3
Armor, Light	<i>Once</i>	1
Armor, Medium	<i>Once</i>	2
Disable Device	<i>Once</i>	2
Focused Study [Choice]	<i>Special *</i>	2
Practice, Aetheric Science	4	1 / 2 / 3 / 4
Practice, Chemistry	4	1 / 2 / 3 / 4
Practice, Mathematics	4	2 / 3 / 4 / 5
Practice, Natural Science	4	1 / 2 / 3 / 4
Practice, Physics	4	1 / 2 / 3 / 4
Theory, Aetheric Science	2	2 / 3
Theory, Chemistry	4	2 / 3 / 4 / 5
Theory, Mathematics	4	2 / 3 / 4 / 5
Theory, Natural Science	2	2 / 3
Theory, Physics	4	2 / 3 / 4 / 5
Tough	1	2
Weapon, Firearms	<i>Once</i>	2

** The number of purchases of this skill is once for each category of Theory, [Science] the character possesses. See the full skill description in Chapter 4 for more information.*



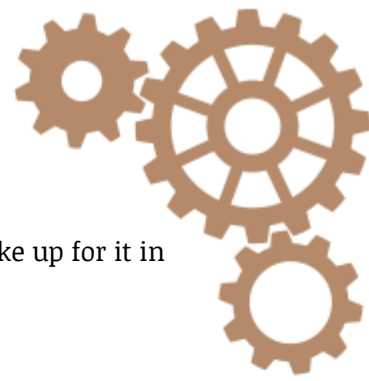


ENTREPRENEUR

Entrepreneurs are designed to be a "jack of all trades" class. Though they have the largest spread of skills, they typically do not have access to higher ranks or the most potent abilities.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	4	1 / 2 / 3 / 4
Armor, Light	Once	1
Blind	Once	3
Charm	Once	3
Climb	Once	1
Disable Device	Once	2
Distract	Once	1
Dodge	Once	3
Find/Set Traps	Once	2
Hide	Once	2
Pick Lock	Once	2
Pickpocket	Once	2
Poisons	4	2 / 3 / 4 / 5
Practice, Chemistry	2	3 / 4
Sneak	Once	3
Theory, Chemistry	2	3 / 4
Underground Trade Contract	2	3 / 4
Waylay	Once	4
Weapon, Firearms	Once	2
Weapon, Ranged	Once	2
Willpower	2	4 / 5



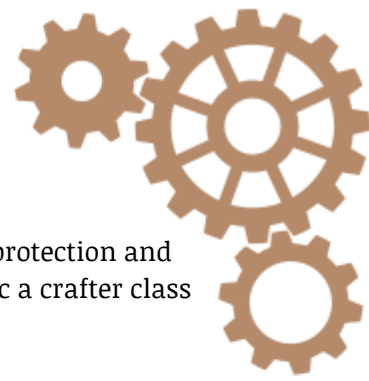


EXPLORER

Explorers are a secondary fighter class. They are not the hardest of fighters, but make up for it in having access to ranged weapons and more utilitarian skills.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	4	1 / 2 / 3 / 4
Armor, Light	<i>Once</i>	1
Blind	<i>Once</i>	3
Blind Fighting	<i>Once</i>	2
Climb	<i>Once</i>	1
Crit	<i>Once</i>	3
Crit Shot	<i>Once</i>	3
Disarm	<i>Once</i>	2
Dodge	<i>Once</i>	2
Find/Set Traps	<i>Once</i>	2
Grit	2	3 / 4
Hide	<i>Once</i>	2
Jump	<i>Once</i>	1
Survival	4	2 / 3 / 4 / 5
Tracking	<i>Once</i>	1
Waylay	<i>Once</i>	4
Weapon, Firearms	<i>Once</i>	2
Weapon, Florentine	<i>Once</i>	2
Weapon, Great Weapons	<i>Once</i>	2
Weapon, Ranged	<i>Once</i>	2
Willpower	1	3



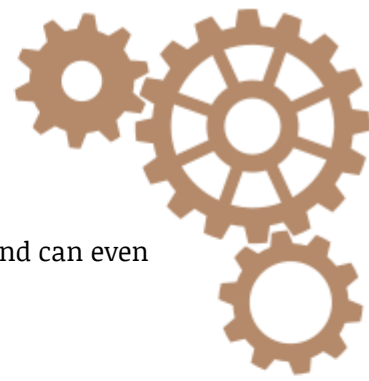


HEDGEMAGE

Hedgemages are primarily a support class, creating potions and trinkets that grant protection and minor bonuses. Hedgemages are more of a ritual-based class and thus tend to mimic a crafter class more than a fighter class in combat situations.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	2	1 / 2
Alchemy	4	2 / 3 / 4 / 5
Occult	4	2 / 3 / 4 / 5
Practice, Aetheric Science	4	2 / 3 / 4 / 5
Reconstitute	2	2/3
Theory, Aetheric Science	4	2 / 3 / 4 / 5
Weapon, Ranged	<i>Once</i>	2
Willpower	3	4 / 5 / 6



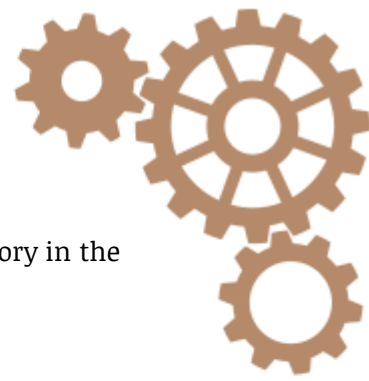


MERCENARY

Primarily a fighter class, Mercenaries are able to use all weapons and armor types and can even parry blows for others.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	3	1 / 2 / 3
Armor, Light	<i>Once</i>	1
Armor, Medium	<i>Once</i>	2
Armor, Heavy	<i>Once</i>	3
Battle Cry	<i>Once</i>	2
Battle Tactics	3	1
Blind Fighting	<i>Once</i>	2
Booming Voice	3	2 / 3 / 4
Climb	<i>Once</i>	1
Crit	<i>Once</i>	3
Crit Shot	<i>Once</i>	3
Disarm	<i>Once</i>	2
Dodge	<i>Once</i>	3
Grit	3	2 / 3 / 4
Jump	<i>Once</i>	1
Parry	<i>Once</i>	2
Resilient	<i>Once</i>	3
Skilled Defender	<i>Once</i>	3
Survival	2	2 / 3
Taunt	<i>Once</i>	2
Tough	3	3 / 4 / 5
Weapon, 1-Hand & Shield	<i>Once</i>	2
Weapon, Firearms	<i>Once</i>	2
Weapon, Florentine	<i>Once</i>	2
Weapon, Great Weapons	<i>Once</i>	2
Weapon, Ranged	<i>Once</i>	2
Willpower	2	4 / 5





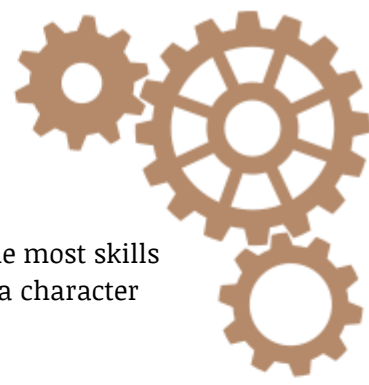
SCIENTIST

Scientists are the primary healing and invention crafting class. They excel at all Theory in the Sciences and have a modest spread of other crafting skills.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Acuity	2	1 / 2
Battle Cry	<i>Once</i>	2
Battle Tactics	3	1
Booming Voice	1	3
Charm	<i>Once</i>	3
Focused Study [Choice]	<i>Special *</i>	1
Poisons	4	2 / 3 / 4 / 5
Practice, Aetheric Science	4	2 / 3 / 4 / 5
Practice, Chemistry	2	2 / 3
Practice, Mathematics	4	2 / 3 / 4 / 5
Practice, Natural Science	4	2 / 3 / 4 / 5
Practice, Physics	2	2 / 3
Reconstitute	2	2/3
Theory, Aetheric Science	4	1 / 2 / 3 / 4
Theory, Chemistry	4	1 / 2 / 3 / 4
Theory, Mathematics	4	2 / 3 / 4 / 5
Theory, Natural Science	4	1 / 2 / 3 / 4
Theory, Physics	4	1 / 2 / 3 / 4
Willpower	1	3

** The number of purchases of this skill is once for each category of Theory, [Science] the character possesses. See the full skill description in Chapter 4 for more information.*





GENERAL SKILLS

The skills on the General List are available to any character, regardless of class. While most skills on this list are of the most basic level, it provides access to skills that can round out a character beyond the offerings of their class.

SKILL NAME	RANKS/ PURCHASES	XP COST PER RANK
Alchemy	1	3
Armor, Light	<i>Once</i>	2
Fisticuffs	<i>Once</i>	0
Fortune Telling	<i>Once</i>	1
Grit	1	3
Literacy [Choice]	<i>Special *</i>	1
Occult	1	3
Poisons	1	3
Practice, Aetheric Science	1	3
Practice, Chemistry	1	3
Practice, Mathematics	1	3
Practice, Natural Science	1	3
Practice, Physics	1	3
Reconstitute	1	3
Resilient	<i>Once</i>	4
Retain	<i>Once</i>	2
Survival	1	3
Swim	<i>Once</i>	1
Theory, Aetheric Science	1	3
Theory, Chemistry	1	3
Theory, Mathematics	1	3
Theory, Natural Science	1	3
Theory, Physics	1	3
Tough	1	3
Trade Contact	3	2 / 3 / 4
Trip	<i>Once</i>	1
Underground Trade Contract	1	4
Weapon, Firearms	<i>Once</i>	4
Weapon, Ranged	<i>Once</i>	3
Weapon, Simple	<i>Once</i>	1
Willpower	1	4

* This is for Literacy skills beyond a character's native Literacy (which can be taken for 0 XP at character creation). See the full skill description in Chapter 4 for the list of available Literacies.





CHAPTER 4: SKILL DESCRIPTIONS

STANDARD SKILLS

Below are descriptions for the current standard skills available to learn. For XP costs and Class availability, see *Chapter 3: Classes*.

ACUITY

Permanent Skill

Permanently increases the Action Point pool of a character by +1 per rank purchased.

ALCHEMY

Permanent Skill

Allows the character to use Alchemical skills up to the highest rank purchased (see **Chapter 6** for the list of Alchemical skills by rank).

ARMOR [LIGHT, MEDIUM, HEAVY]

Permanent Skill

Allows the character to wear pieces of armor and receive Armor Points for the armor pieces dependent on the purchased type of armor. Worn Armor only works if the player is struck on the armor piece itself. If multiple types of armor cover a single location, only the armor with the highest base point value will count for the purposes of protection.

Armor does not inherently stop bullets, regardless of category.

When dealing with Torso hits, Armor Points are used before *Toughness* unless the attack states it bypasses *Armor*. Helmets of any category provides the additional points of armor to the Torso, and these points are the last Armor Points lost in combat.

The types of Armor and their Armor Point values are as follows:

Light Armor

[Leather, Padded Gambeson, Brigandine]

Can negate one strike per location per piece before needing resetting.

Medium Armor

[Ringmail, Chainmail, Scalemail]

Can negate two strikes per location per piece before needing resetting.

Heavy Armor

[Plate Mail, Banded Mail]

Can negate three strikes per location per piece before needing resetting.

BATTLE CRY

Action Skill (3 AP)

The character roleplays giving an inspirational battle speech or discussing tactics to two friendly targets within 30 ft, then calls out “Battle Cry: <Tactic>”, choosing one of their known Battle Tactics effects to invoke. A character may activate multiple Battle Tactic effects with one use of Battle Cry but must expend the required AP amount for each additional effect. A character may be under the effect of any number of unique Battle Tactics at a time, but the same effect can never stack with itself regardless of source.

BATTLE TACTICS

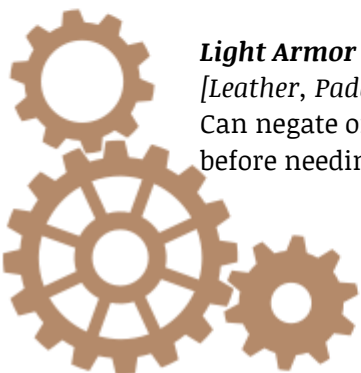
Permanent Skill

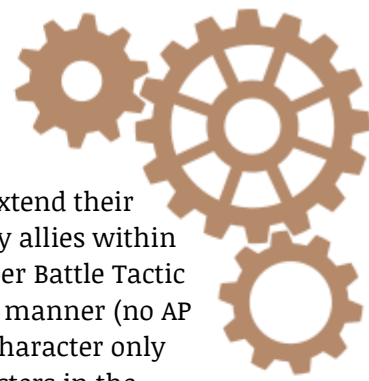
For each purchase of this skill, the character may choose one of the following effects to use with Battle Cry. The character must meet the prerequisite listed for the Tactic they wish to purchase.

Fortify

Prerequisite: Tough I

The character and the chosen targets gain +1 effective rank of Tough for the remainder of the encounter.





Orders

Prerequisite: Willpower 1

The character and the chosen targets gain +1 effective rank of Willpower for the remainder of the encounter.

Rally

Prerequisite: Acuity 1

The character and the chosen targets gain +1 effective rank of Acuity for the remainder of the encounter.

BLIND

Action Skill (1 AP)

Places the target under a *Blinded* effect which renders them unable to see, attack, or defend against attacks for 5 seconds unless the target character has *Blind Fighting*. For the duration, the target may only move at a heel-to-toe pace. The character using this skill must roleplay as if they were throwing sand or some other foreign substance that is not an in-game item into the target's eyes by using a skill-pack (however, out-of-game the user should **NEVER** aim directly at the target's face; for safety they may aim at the target's torso instead). This skill may be avoided with the *Dodge* skill but cannot be stopped by *Parry*.

BLIND FIGHTING

Permanent Skill

Allows a character to continue fighting as normal while *Blinded* with anyone within a ten-foot radius. Though this skill requires no AP to use, the player must out-of-game call out "Blind Fighting" to indicate use of this skill.

BOOMING VOICE

Permanent Skill

At Rank 1, the character may extend their Battle Cry to up to a total of 4 characters including themselves.

At Rank 2, the character may extend their Battle Cry to up to a total of 6 characters including themselves.

At Rank 3, the character may extend their Battle Cry to include all friendly allies within the same encounter for +2 AP per Battle Tactic effect being augmented in this manner (no AP expenditure is required if the character only includes 6 or fewer total characters in the Battle Cry).

CHARM

Action Skill (1 AP)

[Charm Effect] Causes the target to view the character using this skill as being non-hostile, non-threatening, or friendly to the target for 5 minutes. This is not a *Dominate* effect, and so the target is not compelled or required to take any action the user may ask of them, but the target should be more inclined to go along with or perform a favor for the user as a friend would.

In order to activate this skill, the user must roleplay with their target in such a way that would cause them to be viewed as non-threatening to the target, which can include (but is not limited to) complimenting the target, begging for one's life, offering a bribe, etc.

CLIMB

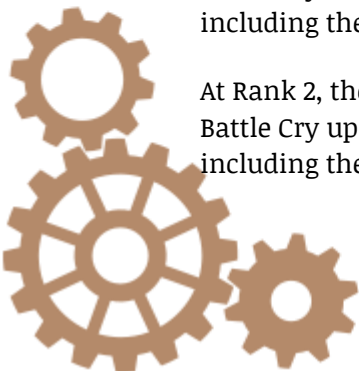
Permanent Skill

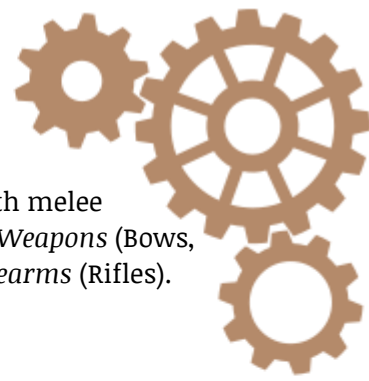
Allows the character to climb on/over in-game obstacles in Plot Marshal-designated areas or scenes.

CRIT

Action Skill (1 AP)

Allows a melee strike delivered to the Torso to bypass all ranks of *Tough* the target possesses. The player must successfully land the blow the target's torso area. This skill does not bypass *Armor*, and any active Armor Points will absorb strikes augmented with this skill as though it were normal damage until no more Armor Points remain.





CRIT SHOT

Action Skill (3 AP)

Allows a *Ranged Weapon* or *Firearms* strike delivered to the Torso to bypass all ranks of *Tough* the target possesses. The player must successfully land the blow the target's torso area. This skill will not go through any type of *Armor* on its own but may bypass *Armor* if the ammunition type states it bypasses *Armor* (e.g. bullets). However, if the ammunition type does not state it bypasses *Armor*, any active *Armor Points* on the Torso will absorb strikes augmented with this skill as though it were normal damage.

DISABLE DEVICE

Permanent Skill

Allows the character to attempt to disarm, disengage, or otherwise turn off or disable any sort of trap or machinery. The player must confer with a Marshal to see if their attempt is successful or has additional requirements (such as a roleplay timer). If a trap/device is hidden, it may not be disabled until the character has successfully found the object using appropriate means, or until another character with the ability to find hidden objects has pointed it out to the character using this skill.

DISARM

Action Skill (1 AP)

Causes the target to drop whatever they are holding in the hand of the arm which was successfully struck by this skill. If a one-handed weapon is in the hand, the target must drop (not throw) the weapon to the ground directly below them, and the target may not pick it or any other object up with that hand for 5 seconds. If the target is holding a two-handed weapon with both hands, then must release the weapon with the targeted hand but do not have to drop the weapon to the ground; however, the target still may not wield or pick up any object in the targeted hand for 5 seconds.

This skill may only be used with melee weapons, two-handed *Ranged Weapons* (Bows, Crossbows), or two-handed *Firearms* (Rifles).

DISTRACT

Action Skill (1 AP)

[Charm Effect] Causes the target to be distracted and to look away from the source of the effect, and to be unable to take any offensive actions for 5 seconds, though the target may still use defensive skills or actions. Another character taking offensive action against the target will break the distraction.

In order to activate this skill, the user must roleplay with their target in such a way which can be considered distracting, including (but not limited to) shouting at the target to look at them, shouting at the target to look in a different direction while pointing, etc.

DODGE

Action Skill (1 AP)

Allows the character to negate any one physical attack or AoE attack which would otherwise affect them, except for *Waylay* or attacks from *Firearms*. This skill can never be used while the character is wearing *Medium Armor* or *Heavy Armor*.

FIND/SET TRAPS

Permanent Skill

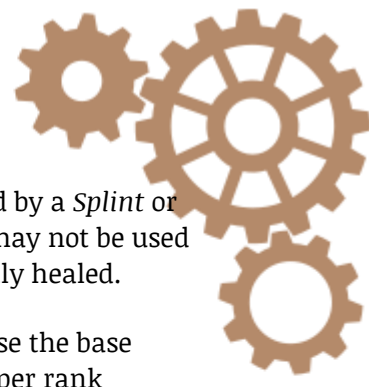
Allows the character the ability to successfully find any traps within a 10-foot visible radius or set up a trap which states this skill must be used to do so. To find a trap, the character must stand still and roleplay looking around for 15 seconds.

FISTICUFFS

Permanent Skill

Allows the character to use Unarmed Attack Boffers in combat (see **Chapter 7: Combat** for more information about Unarmed Combat).





FOCUSED STUDY

Permanent Skill

Allows the character to choose an area of specialization within a field of Science. This skill may only be purchased once for every category of *Theory*, [Science] the character has purchased, and the chosen focus area may be any topic so long it is related to the selected field. Players should consult with a Plot Marshal or the Creative Director to determine whether the desired focus area is appropriate or relevant to the chosen Science.

When using skills from the chosen field which would normally grant the character information regarding the subject from a Marshal, they may announce their *Focused Study* specialization (if relevant) to gain additional information. Additionally, indicating a *Focused Study* for *Research* SDAs may be listed to confer additional benefits to success if the invention is related to the specialized area.

FORTUNE TELLING

Permanent Skill

Allows the character to do a fortune telling reading to gain general insight into some upcoming future event or occurrence. The user of this skill can perform a reading (e.g. tarot, bone throwing, palm reading, etc.) once per Encounter to receive an answer of “Good Tidings”, “Ill Tidings” or “Future Uncertain” about their question. This skill may be utilized only on marshal-run Encounters or at marshal discretion.

Additionally, possessing this skill gives a +10% bonus to *Oracle* checks.

GRIT

Action Skill (1 AP)

When activated, allows the character to continue using a limb as normal immediately after it has been struck in combat for a base duration of 30 seconds. After the duration has lapsed, the limb will be broken and

completely useless until healed by a *Splint* or similar means, and this skill may not be used again on the limb until it is fully healed.

Additional ranks of *Grit* increase the base duration by one Time Interval per rank purchased.

HIDE

Action Skill (1 AP)

Upon activation, allows the character to become *Hidden* and mundanely invisible to other characters. This skill can only be activated while standing completely still behind any foliage, object, or structure which can reasonably hide at least 75% of the user's body; once activated, the player should put on a purple headband to indicate that they are *Hidden*. Any offensive actions, movement, or loud noises made by the *Hidden* character will immediately break the effect.

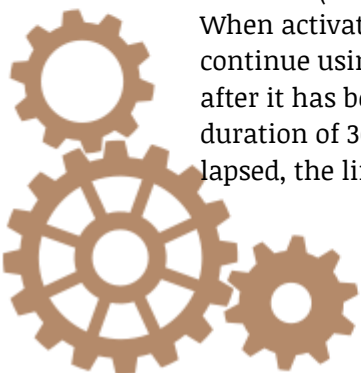
The presence of characters *Hidden* through this skill may be detected at a Marshal's discretion using *Tracking*; however, the *Tracking* character will only be able to know the *Hidden* character is within 15 feet of their location so long as the *Hidden* character does not take actions which break the *Hidden* effect.

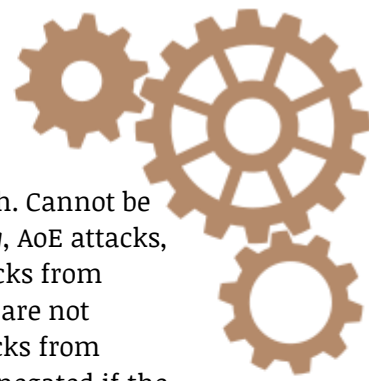
ILLITERATE

Permanent Skill

This skill must be taken at character creation for 0 XP and renders the character unable to read or write in any language, including the native language of their Species. This skill may be removed by being taught to read any language in-game and spending 1 XP.

There are no inherent benefits to taking this skill beyond interesting roleplay and/or character development.





JUMP

Permanent Skill

Allows the character to jump over in-game obstacles in Plot Marshal-designated areas or scenes.

LITERACY

Permanent Skill

Allows the character to be able read and write in the alphabet of the chosen Literacy. All characters have the option to begin with a “native” Literacy available to their Species for 0 XP at character creation. The choices for “native” Literacies are *Human*, *Nisse*, *Dur*, and *Goblin* (Note: only Humans and Goblinites may choose *Goblin* as their native literacy); additionally, characters are free to purchase any number of Literacies beyond their native Literacy at character creation or may “self-teach” these options at events. However, there may be additional Literacies which may exist and must be discovered in-game, regardless of character origin.

Choice of Literacy has no bearing on a character’s ability to speak and understand verbal speech. Furthermore, so long as the character does not have the *Illiterate* skill (i.e. possesses at least one Literacy, native or otherwise), there is no impact on their ability to read/follow Schematics.

Unless indicated otherwise, all written materials are assumed to be written in *Human* by default.

OCCULT

Permanent Skill

Allows the character to use Occult skills up to the highest rank purchased (see **Chapter 6** for the list of Occult skills by rank).

PARRY

Action Skill (1 AP)

Allows the character to use a melee weapon or a Shield to negate one physical attack made against themselves or against another

character within weapon-reach. Cannot be used to negate *Disarm*, *Waylay*, AoE attacks, or attacks from Firearms. Attacks from behind may be negated if they are not augmented with *Waylay*. Attacks from Ranged Weapons may only be negated if the character is wielding a *Shield*.

PICK LOCK

Permanent Skill

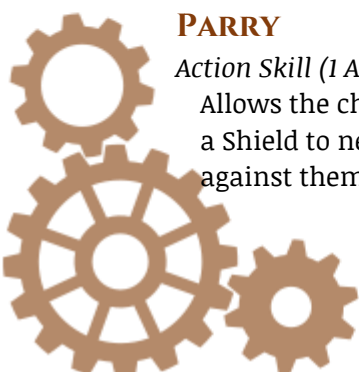
Allows the character to attempt to pick a lock on Plot Marshal-designated items.

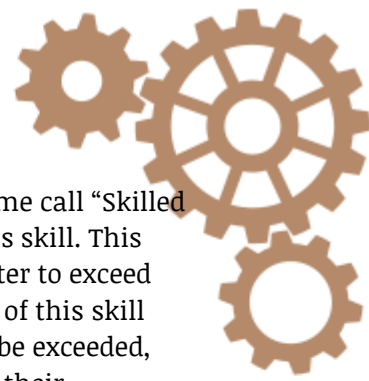
PICKPOCKET

Permanent Skill

Allows the character to place or take a single in-game item card or object small enough to fit in the palm of the player’s hand into or from a bag, pocket, or pouch of another character. Out-of-game objects may never be taken through use of this skill.

A Marshal **MUST** be present to witness the use of this skill. In order to use this skill, the player must place an alligator clip (or similar mechanism) on the bag/pouch/pocket they wish to *Pickpocket* from; if the target player does not detect the clip being placed after 10 seconds, the user has successfully stolen an item. The observing Marshal will then take one item at random from the targeted container to give to the *Pickpocketing* character privately (to preserve the anonymity of the thief); if the targeted container holds no in-game items, the *Pickpocketing* character received nothing but is still undetected as having *Pickpocketed* the target. The exchange of cards is an out-of-game interaction, and the targeted character should do their best to roleplay being unaware of the theft and only “discover” the theft in a natural, roleplay-appropriate way.





POISONS

Permanent Skill

Allows the character to use Poisons skills up to the highest rank purchased (see **Chapter 6** for the list of Poisons skills by rank).

PRACTICE, [SCIENCE]

Permanent Skill

Allows the character to use Practice skills of the specified Science up to the highest rank purchased (see **Chapter 5** for the list of Science skills by category and rank).

RECONSTITUTE

Permanent Skill

One purchase of this skill allows the reconstitution of a Rank 1 or 2 Chemistry, Alchemy, or Poisons item listed as “Perishable” by expending 1 generic chemical component and 1 time interval less than it takes to craft the item roleplaying its reconstitution. A reconstituted item will expire again after 3 events, as standard.

A second purchase of this skill functions the same way, but for Rank 3 or 4 Chemistry, Alchemy, or Poisons items.

RESILIENT

Permanent Skill

Adds 5 minutes to the Injured Count of the character. This additional time is applied after all other bonuses and detriments affecting the character’s Injured Count.

RETAIN

Action Skill (1 AP)

Allows the character to negate the effect of a *Disarm* skill used against them.

SKILLED DEFENDER

Permanent Skill

Once per Encounter, when the character successfully uses the *Parry* skill to defend an attack made against another character during the Encounter, the character may regain up to 3 spent AP. Though this skill requires no AP to

use, the player must out-of-game call “Skilled Defender” to indicate use of this skill. This skill does not allow the character to exceed their maximum AP pool; if use of this skill would cause the maximum to be exceeded, the character will simply be at their maximum AP.

SNEAK

Action Skill (1 AP)

Allows a character who is currently successfully *Hidden* to remain invisible for 5 seconds after the effect would otherwise have been broken, even while moving. The player must audibly call “Sneak 1, Sneak 2, etc...” while using this skill. The *Hide* skill may not be used again until 5 seconds after the *Sneak* has ended and the character meets all other requirements for *Hide*. Any offensive actions taken by the *Sneaking* character will immediately break the effect and cause the character to become visible.

SURVIVAL

Permanent Skill

Allows the character to use Survival skills up to the highest rank purchased (see **Chapter 6** for the list of Survival skills by rank).

SWIM

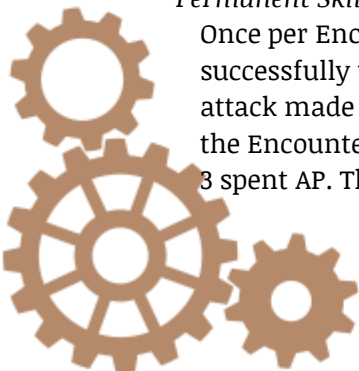
Permanent Skill

Allows the character to safely or more easily swim in in-game water in Plot Marshal-designated areas or scenes.

TAUNT

Action Skill (1 AP)

Causes the target to concentrate their attacks on the character using this skill for 1 minute. The target must be within 10 feet of the character using this skill to be affected. If *Willpower* would reduce the Time Interval of this effect to Instant, the target must still attempt to make one attack upon the character using this skill before attacking a different character or leaving combat.



In order to activate this skill, the user must roleplay with their target in such a way that antagonizes the target into a fight, which can include (but is not limited to) hurling insults, challenging the target to a duel, or angering the target with harsh truths or lies.

THEORY, [SCIENCE]

Permanent Skill

Allows the character to use Theory skills of the specified Science up to the highest rank purchased (see **Chapter 5** for the list of Science skills by category and rank).

TOUGH

Permanent Skill

Allows the character to negate one additional strike of Torso damage per rank. This skill can stack with *Armor* and is depleted after all Torso Armor Points are negated unless hit with a strike that bypasses *Armor*. Though this skill requires no AP to use, the player must out-of-game call “Tough” to indicate use of this skill.

Points of *Toughness* can absorb damage dealt by *Firearms* that would put the character into their Death Count (until all *Toughness* is expended or otherwise bypassed) but will not negate the *Bleeding Wound* effect of a successful *Firearms* strike. Unless under an effect which reduces the maximum *Toughness* of the character, all ranks of *Toughness* are restored after the conclusion an Encounter.

TRACKING

Permanent Skill

Allows the character attempt to follow a physical trail left by a target, such as via footprints, scent, noises, etc. The player must confer with a Marshal prior to using this skill and should roleplay searching for tracks appropriately.

While this skill will not tell the user the precise location of a *Hidden* character, the

general presence of a *Hidden* character may be indicated at Marshal discretion if the *Hidden* character is within 15 feet of the user.

TRADE CONTACT

Permanent Skill

Each purchased rank of this skill allows the character to call upon an individual NPC to assist with legally finding information or employment via *Correspondence* SDAs. Each purchase of this skill is for a single, unique NPC; however, multiple purchases can be used to “upgrade” the same NPC.

There are several restrictions regarding NPCs which can be taken as Trade Contacts:

- The NPC may not be a criminal of any type.
- Only NPCs from Plot-approved backstories may be taken as Trade Contacts at Character Creation.
- Ranks of this skill cannot be purchased outside of Character Creation without prior Plot approval to ensure the character and NPC have properly established an appropriate in-game relationship.
- Goblin NPCs can never be taken by any character except for Humans or Halflings; other Species-specific limitations will also apply (see the descriptions for each Species for more information).

TRIP

Action Skill (1 AP)

Allows the character to physically trip or slow the movement of a target character without causing the target in-game injury. The user must successfully throw a Skill Packet or strike with a melee weapon at one of the target's legs; the target must then stop and stand in place, and may not take any offensive actions, for 5 seconds (though they may still defend themselves normally). Though taking a knee to represent being

tripped is not strictly required, it is encouraged to do so if the target may do so safely.

If a melee weapon is used to apply this skill, the target does not take any damage to their *Toughness* or otherwise enter the Injured state as a result of this skill; only the halting effect of this skill applies, as use of this skill indicates simply sweeping out the footing of the character without delivering actual harm or damage.

If a skill-packet, Ranged Weapon, or Rifle Firearm is used to apply this skill, the user must still throw the skill-packet/fire their weapon and expend a unit of ammunition; however, such attacks may strike either a leg or the torso and be considered successful. Though the target player must be struck physically, they do not take any of the normal effects of the ammunition as use of this skill indicates an intentional "warning shot" that halts movement but delivers no damage.

UNDERGROUND TRADE CONTACT

Permanent Skill

Each purchased rank of this skill allows the character to call upon an individual NPC to assist with finding illegal information or employment via *Correspondence* SDAs. Each purchase of this skill is for a single, unique NPC; however, multiple purchases can be used to "upgrade" the same NPC.

Unlike with Trade Contacts, there are no restrictions on the Species or nature of the NPC—even ignoring Species-specific restrictions—with the following exceptions:

- Only NPCs from Plot-approved backstories may be taken as Underground Trade Contacts at character creation.
- Ranks cannot be purchased outside of character creation without prior Plot approval to ensure the character and

NPC have properly established an appropriate in-game relationship.

WAYLAY

Action Skill (1 AP)

Allows the character to knock another character unconscious for 5 minutes; targets are not put into any stage of their Death Count from being struck with this skill. Injuring the target character by any means will wake them, though they are still Injured if this is done and must be healed normally.

To use this skill, the user must successfully strike the target in the back between the shoulder blades with a melee weapon while the target is unaware of the user's presence and call "Waylay" to indicate use of this skill. *Ranged Weapons, Firearms, and Fisticuffs* cannot deliver a *Waylay*. Targets may only call defenses to this skill which specifically state they defend against *Waylay* or defend against attacks from surprise.

WEAPON, [CATEGORY]

Permanent Skill

Allows the character to use any weapon of the chosen category. Not all categories are available to all Classes; see the Class Lists for the specific categories available to each class.

The available weapon categories and the weapons they include are:

Simple Weapons

[Dagger, Club, Sword, Hammer, Staff]

The character may use a single melee weapon of 1-handed size in either hand but may not wield a weapon in their off-hand or use a shield. The character may also wield a single Staff in one hand (for blocking only) or two hands (for striking).

Florentine

The character may wield one weapon from the *Simple Weapon* category (excluding Staff)

in each hand at the same time. This skill also allows the character to dual-wield a firearm and a melee weapon if they have also purchased the *Weapon [Firearms]* skill.

Ranged Weapons

[Bow, Crossbow, Throwing Knives]

The character may use any ranged weapon except Firearms. Ranged weapons can never be dual-wielded even with the *Weapon [Florentine]* skill.

Firearms

[Pistol, Revolver, Musket, Rifle]

The character may use one- or two-handed firearms in one or both hands. This does not allow the character to wield a firearm at the same time as a melee weapon unless the character also has purchased the *Weapon [Florentine]* skill.

1-Hand & Shield

The character may wield one weapon from the *Simple Weapon* category (excluding Staff) in one hand and a Shield of any size in the other.

Great Weapons

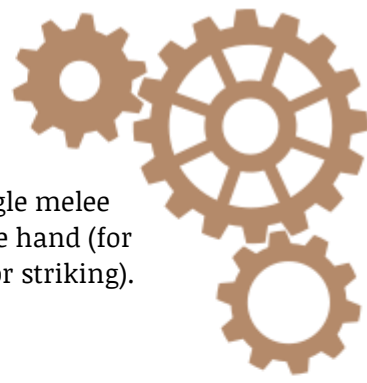
[Sword, Hammer, Club, Polearm]

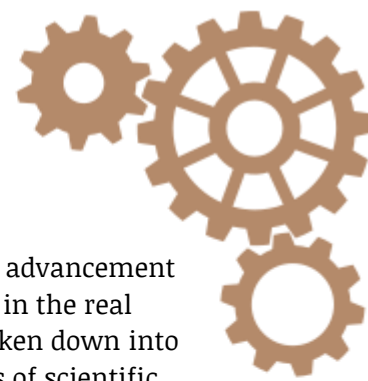
The character may wield a single melee weapon of 2-handed size in one hand (for blocking only) or two hands (for striking).

WILLPOWER

Permanent Skill

Reduces the duration of any *Charm Effect* affecting the character by one Time Interval per rank the character possesses. Unless stated to have an alternative effect instead, effects with durations reduced to Instant are negated entirely.





CHAPTER 5: THE SCIENCES

Science is a major part of Aurum, as the themes of exploration encompass scientific advancement and invention as much as it does the discovery new places. As the subject of science in the real world is vast and often complex, for simplicity the sciences in Aurum have been broken down into a limited number of mechanical skills under a limited number of broader categories of scientific fields of study.

As we cannot reasonably create a separate skill for every piece of knowledge a player or character may know about a field of science, we instead operate under this general premise: Any player may attempt to use their scientific knowledge to improve immersion so long as it does not provide a mechanical advantage beyond their character's purchased Science skills, or would be an unreasonable reach beyond their character's level of in-game proficiency in a field of science.

In practice, this means that players have freedom to use their out-of-game scientific knowledge to create immersive demonstrations of their character's scientific knowledge, so long as they do not abuse this trust to gain unfair advantage over other players. For example, if a character has purchased ranks in *Science*, *Chemistry* and they wish to teach this skill to others by making a volcano with baking powder and vinegar, the player does not have to purchase in-game materials or have a recipe for "Chemistry: Volcano" to do so, as a baking soda volcano offers no in-game advantage. On the other end of the spectrum, players who try to convince other players or a Marshal they can use their character's Chemistry skills to create a chemical compound to erode a structure or poison another character because the player OOG knows how to do so, or tries to do simple things with their OOG knowledge so often that it stretches believability to the point of breaking immersion, the player would be in violation of this trust.

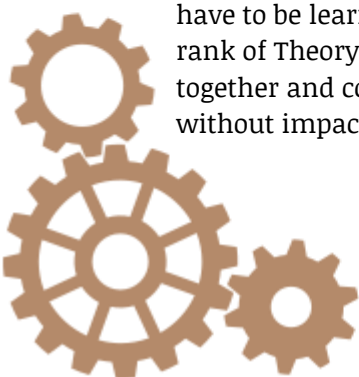
There are five standard Sciences which characters may learn:

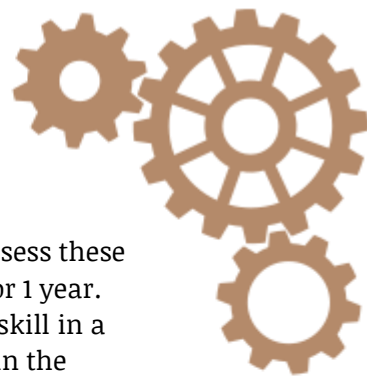
- **Aetheric Science**—The science of ghosts, poltergeists, demons, and "aetheric" energy
- **Chemistry**—The science of chemicals, ingested medicines, and various inorganic substances
- **Mathematics**—The science of numbers and their application, as well as acting as a "support class" for the other sciences
- **Natural Science**—The science of medical technology, physiology, and applied medicine
- **Physics**—The science of physical objects, metals, and mechanics

Each Science below contains the following sections: Practice Skills, Theory Skills, and Standard Schematics. The Standard Schematics section only shows a description of the items' effects; see *Appendix A: Schematic Tables* for tables listing the information required to craft Standard Schematics.

THEORY VS. PRACTICE

Each category of the Sciences is split into two branches, Theory and Practice. Each branch is further broken into ranks, under which specific skills are conferred per rank. These additional skills do not have to be learned separately and are automatically granted when the character purchases that rank of Theory or Practice. While the Theory and Practice sides of a field are designed to work together and complement each other, a character can specialize in or prioritize one over the other without impacting their ability to effectively utilize the ranks they already have.





SCIENTIFIC MANUALS

Certain Science skills listed below are labeled as “Manual” skills. Characters who possess these skills may craft a basic instruction Manual for 25 Textile Components, which lasts for 1 year. Crafted Manuals may be used by characters who do not possess the skills to use the skill in a limited capacity. The frequency of how often a Manual may be used is denoted within the description for the Manual skill (typically, once per Encounter or once per event). A Manual skill use may only be done once per Encounter, regardless of how many Manuals for the skill are present or how many characters attempt to use them.





AETHERIC SCIENCE

PRACTICE SKILLS

AETHERIC SCIENCE RANK 1

BUILD AETHERIC DEVICE I

The character may follow Rank 1 *Aetheric Science* Schematics to build Rank 1 *Aetheric Science* items.

REPAIR AETHERIC DEVICE I

The character may repair Rank 1 or Rank 2 Aetheric Devices by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Interval to roleplay the repair.

AETHERIC SCIENCE RANK 2

AETHERIC TAMPERING

Manual Skill (Use Frequency: Once per event)

The character may double the effectiveness of an *Aetheric Device* when activating the device. The device is then destroyed at the end of its use duration and cannot be repaired. This skill has no effect on devices which are normally destroyed by their use (e.g. *Aetheric Disruptors*).

BUILD AETHERIC DEVICE II

The character may follow Rank 2 *Aetheric Science* Schematics to build Rank 2 *Aetheric Science* items.

AETHERIC SCIENCE RANK 3

BUILD AETHERIC DEVICE III

The character may follow Rank 3 *Aetheric Science* Schematics to build Rank 3 *Aetheric Science* items.

REPAIR AETHERIC DEVICE II

The character may repair Rank 3 or Rank 4 Aetheric Devices by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Interval to roleplay the repair.

AETHERIC SCIENCE RANK 4

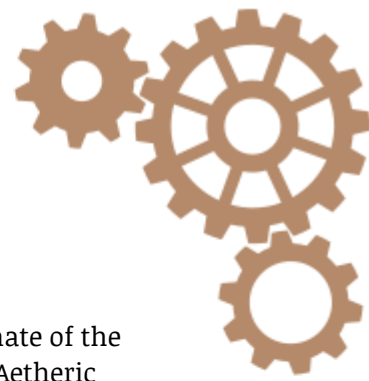
BUILD AETHERIC DEVICE IV

The character may follow Rank 4 *Aetheric Science* Schematics to build Rank 4 *Aetheric Science* items.

TEMPERED BY THE AETHER

The character is considered to have one point of *Armor* in every location (each limb, the torso, and the head/helmet) versus attacks from Aetheric sources. If the Aetheric attack can also be stopped by physical *Armor*, these points stack.





THEORY SKILLS

AETHERIC SCIENCE RANK 1

AETHERIC ANALYSIS

The character may spend 1 AP to ask a Marshal to provide a reasonable estimate of the Aetheric properties of an object, creature, or force in an encounter (e.g. if an Aetheric creature can manifest, what the Aetheric resonance of an object is, etc.). If the question is not relevant to the Encounter, the player does not expend the AP.

AETHERIC DESIGN

The character may use Research SDAs to design new *Aetheric Devices*. Additionally, the character may also copy any *Aetheric Science Schematic* for 1 Textile Component.

AETHERIC SCIENCE RANK 2

ARTISAN'S INSIGHT

Once per event, the character may craft an *Aetheric Device* they can craft as a Masterwork item. Masterwork items take 1 Time Interval less to repair and/or increase the item's expiration date by 1 event (if applicable).

AETHERIC SCIENCE RANK 3

AETHERIC INTUITION

This skill provides a bonus to the success of researching new *Aetheric Science Schematics*.

AETHERIC SCIENCE RANK 4

MASTER OF RESONATION

When crafting *Aetheric Attraction Crystals*, the character may increase the craft time by 1 Time Interval to create an *Unstable Aetheric Attraction Crystal* (U.A.A.C.). U.A.A.C.'s may not be used as Components for crafting but contain double the amount of charges.

PARAGON OF INVENTION (AETHERIC SCIENCE)

When performing Research SDAs to invent new *Aetheric Science Schematics*, the character makes two dice rolls and uses the most favorable result of the rolls.

STANDARD SCHEMATICS

RANK 1 AETHERIC SCIENCE ITEMS

AETHER GOGGLES

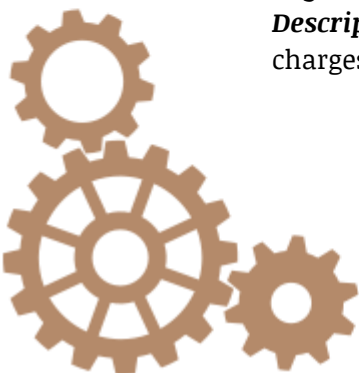
Keywords: Renewable

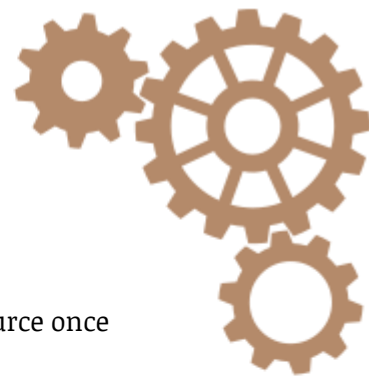
Description: The user may expend 1 AP to activate *Aether Sight*, which allows the character to see Aetheric Forces and Creatures that may be hidden to the naked eye.

AETHERIC ATTRACTION CRYSTAL I

Keywords: Ammunition, Component

Description: A Rank 1 Aetheric power source in the form of a large crystal which holds 5 charges. The charges cannot be "refilled" once expended.





RANK 2 AETHERIC SCIENCE ITEMS

AETHERIC STABILIZER

Keywords: Component, Renewable

Description: Requires the use of an *Aetheric Attraction Crystal* as a power source once created. Dampens Aetheric fields by 1 Rank while active.

Duration: 1 hour per A.A.C. charge used

AETHERIC DISRUPTOR

Keywords: Component, Consumable, Perishable

Description: A single target grenade that counts as a physical attack vs. Aetheric Creatures only. Bypasses all *Armor* and *Toughness*. Only one *Aetheric Disruptor* may be thrown at a time.

RANK 3 AETHERIC SCIENCE ITEMS

AETHERIC ATTRACTION CRYSTAL II

Keywords: Ammunition, Component

Description: A Rank 2 Aetheric power source in the form of a large crystal which holds 10 charges. The charges cannot be "refilled" once expended.

AETHERIC CAGE TRAP

Keywords: Renewable, Trap

Description: Requires the use of an *Aetheric Attraction Crystal* as a power source once created. This device can either be thrown by any character or laid down as a trap with *Set Traps*. When triggered, imprisons one Aetheric Creature for the duration. If thrown, the device may be countered with *Dodge* or *Parry*.

Duration: 5 minutes per A.A.C. charge used

RANK 4 AETHERIC SCIENCE ITEMS

AETHERIC NEUTRALIZER

Keywords: Component, Renewable

Description: Requires the use of an *Aetheric Attraction Crystal* as a power source once created. Acts as a *Firearm* weapon, but only affects Aetheric Creatures, and can affect Aetheric Creatures even when not materialized. Attacks from this weapon bypass *Aetheric Armor* and may not be countered with *Parry*. Expends one A.A.C. charge per shot taken.

AETHERIC RIFT GENERATOR

Keywords: Renewable

Description: Requires the use of an *Aetheric Attraction Crystal* as a power source once created. Requires either Rank 4 *Aetheric Science Theory* or Rank 4 *Aetheric Science Practice* to operate. This device consumes 5 charges from the A.A.C. to allow the user to move briefly through the Aether for 15 seconds. While in the Aether, the character may only be detected by characters with *Aether Sight*, and may only be affected by abilities or effects which state they affect Aetheric targets.





CHEMISTRY

PRACTICE SKILLS

CHEMISTRY RANK 1

APPLY CHEMICAL I

The character may safely apply and handle Rank 1 *Chemicals* (*Medicines* and *Poisons* of any rank cannot be applied with this skill).

MIX CHEMICAL FORMULA I

The character may follow Rank 1 *Chemistry* Schematics to manufacture Rank 1 *Chemistry* items.

CHEMISTRY RANK 2

APPLY CHEMICAL II

Manual Skill (Use Frequency: Once per event)

The character may safely apply and handle Rank 2 *Chemicals* (*Medicines* and *Poisons* of any rank cannot be applied with this skill).

MIX CHEMICAL FORMULA II

The character may follow Rank 2 *Chemistry* Schematics to manufacture Rank 2 *Chemistry* items.

CHEMISTRY RANK 3

APPLY CHEMICAL III

The character may safely apply and handle Rank 3 *Chemicals* (*Medicines* and *Poisons* of any rank cannot be applied with this skill).

MIX CHEMICAL FORMULA III

The character may follow Rank 3 *Chemistry* Schematics to manufacture Rank 1 *Chemistry* items.

CHEMISTRY RANK 4

APPLY CHEMICAL IV

The character may safely apply and handle Rank 4 *Chemicals* (*Medicines* and *Poisons* of any rank cannot be applied with this skill).

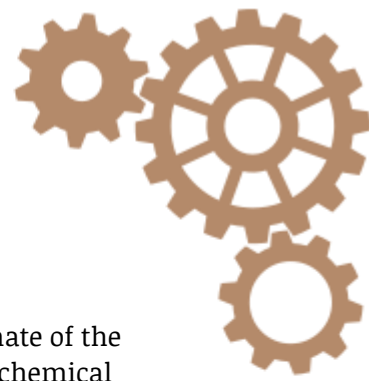
BETTER LIVING THROUGH CHEMISTRY

Any *Medicines* applied to the character have their durations increased by 1 Time Interval.

MIX CHEMICAL FORMULA IV

The character may follow Rank 4 *Chemistry* Schematics to manufacture Rank 4 *Chemistry* items.





THEORY SKILLS

CHEMISTRY RANK 1

CHEMICAL ANALYSIS

The character may spend 1 AP to ask a Marshal to provide a reasonable estimate of the chemical properties of an object or substance in an encounter (e.g. what the chemical composition of a substance is, general reactivity of an object, etc.). If the question is not relevant to the encounter, the player does not expend the AP.

CHEMICAL DESIGN

The character may use Research SDAs to design new *Chemistry* Schematics. Additionally, the character may also copy any *Chemistry* Schematic for 1 Textile Component.

CHEMISTRY RANK 2

ARTISAN'S HAND

Once per event, the character may craft a *Chemistry* Schematic they know as a Masterwork item. Masterwork items take 1 Time Interval less to repair and/or have an increased expiration date of 1 event (if applicable).

CHEMISTRY RANK 3

FORMULAIC INTUITION

This skill provides a bonus to the success of researching new *Chemistry* Schematics.

CHEMISTRY RANK 4

MASTER OF DISTILLATION

The character may take the Named Component of any *Chemical* or *Medicine* and double it after 5 minutes of roleplay. Distilled Components cannot be doubled again. This skill has no effect on Named Components which are not part of Schematics labeled as *Chemicals* or *Medicines*.

PARAGON OF INVENTION (CHEMISTRY)

When performing Research SDAs to invent new *Chemistry* Schematics, the character makes two dice rolls and uses the most favorable result of the rolls.

STANDARD SCHEMATICS

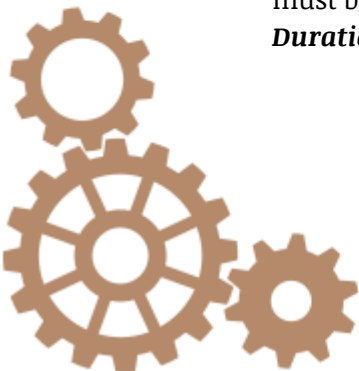
RANK 1 CHEMISTRY ITEMS

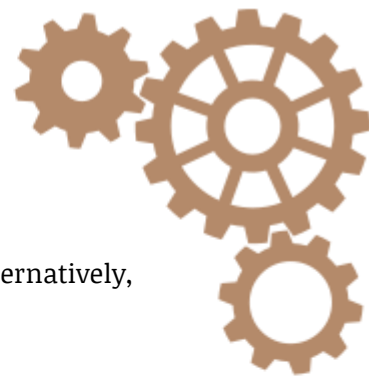
FERRIC CHLORIDE

Keywords: Chemical, Consumable, Perishable

Description: Can be applied to a piece of armor or weapon to allow it to negate the next strike or skill that would put the item into repair. When applied, a signed and stamped card indicating the application must be kept with the treated item's card; the Ferric Chloride card must be turned in to a Marshal once the effect has been used or its duration has expired.

Duration: 4 hours





IODINE

Keywords: Consumable, Medicine, Perishable

Description: Removes the *Chemical Damage* Status Effect from the target; alternatively, heals a Rank 1 *Infection*.

SMELLING SALTS

Keywords: Consumable, Perishable

Description: Instantly wakes an unconscious, but otherwise un-Injured, target to consciousness without causing damage. Recipe yields 10 doses.

RANK 2 CHEMISTRY ITEMS

ANESTHETIC OINTMENT

Keywords: Consumable, Medicine, Perishable

Description: Negates any active *Intense Pain* or *Persistent Pain* Status Effects on the target for the duration.

Duration: 1 hour

GUNPOWDER

Keywords: Ammunition, Component

Description: Serves as ammunition for *Pistols* and *Muskets*. Recipe yields 5 doses.

MINOR EXPLOSIVE

Keywords: Consumable, Perishable

Description: Can be thrown at a target to cause 1 point of physical AoE damage in a 5-ft radius. *Armor* and *Tough* stop this damage as normal.

TEMPORARY ADHESIVE

Keywords: Chemical, Consumable, Perishable

Description: Attaches an inanimate object weighing no more than 5 lbs. to any solid surface (use of duct tape or similar is recommended to represent adhesive bond).

Duration: 1 minute

RANK 3 CHEMISTRY ITEMS

ERIGERON HETEROPHYLLUM

Keywords: Consumable, Medicine, Perishable

Description: While under the effects of this medicine, the target's Injured stage is increased by 1 minute and their Critical stage is increased by 15 minutes. This effect combines with the *Resilient* skill but has no effect on the Comatose stage.

Duration: 1 hour

EXPLOSIVE

Keywords: Consumable, Perishable

Description: Can be thrown at a target to cause 2 points of physical AoE damage in a 5-ft radius. *Armor* and *Tough* stop this damage as normal.

LESSER ACID

Keywords: Chemical, Consumable, Perishable

Description: Can be thrown via Skill Packet or applied to an object directly. If thrown at a target, causes 1 point of *Chemical Damage* and is considered an AoE attack for purposes of defense. If the location hit is covered by *Armor*, this chemical instead puts the affected





armor piece into repair after it absorbs the numerical damage as normal. If applied directly, permanently destroys up to 1 cubic inch of metal or wood; requires 15 second of RP to apply.

RANK 4 CHEMISTRY ITEMS

ACID

Keywords: Chemical, Consumable, Perishable

Description: Can be thrown via Skill Packet or applied to an object directly. If thrown at a target, causes 2 points of *Chemical Damage* and is considered an AoE attack for purposes of defense. If the location hit is covered by *Armor*, this chemical instead puts the affected armor piece into repair after it absorbs the numerical damage as normal. If applied directly, permanently destroys up to 5 cubic inches of metal or wood; requires 15 second of RP to apply.

BARTHOLOMEW'S EFFICACIOUS ELIXIR

Keywords: Consumable, Medicine, Perishable

Description: While under the effects of this Medicine, all *Natural Science Practice* skills used on the character have their roleplay timers reduced by 1 Time Interval for the duration. This reduction stacks with other timer-reducing effects. A character may only be affected by this Medicine once per event.

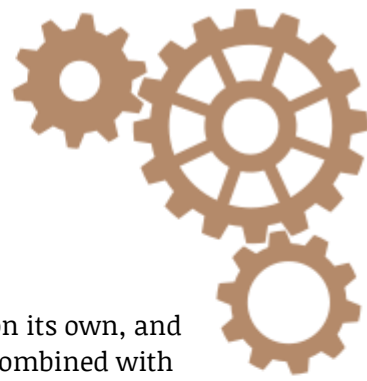
Duration: 1 hour

MAJOR EXPLOSIVE

Keywords: Consumable, Perishable

Description: Can be thrown at a target to cause 3 points of physical AoE damage in a 5-ft radius. *Armor* and *Tough* stop this damage as normal.





MATHEMATICS

SPECIAL NOTES

Despite its status as a Science, *Mathematics* cannot be used to invent or craft items on its own, and thus has no listed Standard Schematics. However, many *Mathematics* skills can be combined with their own crafting skills of other Sciences or Arts to enhance the effectiveness of those skills. Alternatively, a character with *Mathematics* may roleplay assisting others with crafting to apply their *Mathematics* skills to assist other characters instead.

PRACTICE SKILLS

MATHEMATICS RANK 1

GEOMETRIC ALIGNMENT

The character may spend 1 AP and 5 seconds of roleplay to increase the use duration of one *Mechanical* or *Aetheric Device* by 1 Time Interval. This can only be used once per item per event.

MATHEMATICAL RECLAMATION I

The character may spend 15 seconds of roleplay attempting to scrap a destroyed Scientific device (i.e. items which are specifically crafted via Science category Schematics) to gain 1 Salvage Component. This skill may only be used on object which are beyond repair and may only be used once ever per object.

MATHEMATICS RANK 2

CRYPTOGRAPHY

Manual Skill (Use Frequency: One sentence, once per code)

The character may *Encrypt* or *Decrypt* a message with a code or cipher by spending 30 seconds per sentence roleplaying the encryption/decryption.

PRECISE MEASUREMENTS

When crafting, the character may double the Generic Components and increase the craft time by 1 Interval of a *Chemistry* or *Alchemy* recipe to double the yield of that recipe. The character may use this skill to assist others who are crafting to double the other character's yield so long as both characters roleplay working together to craft the item.

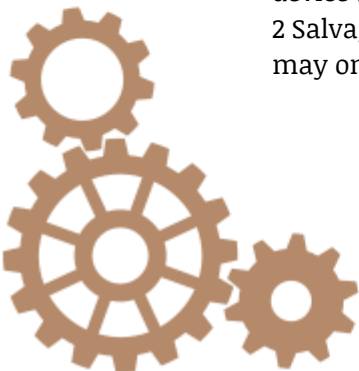
MATHEMATICS RANK 3

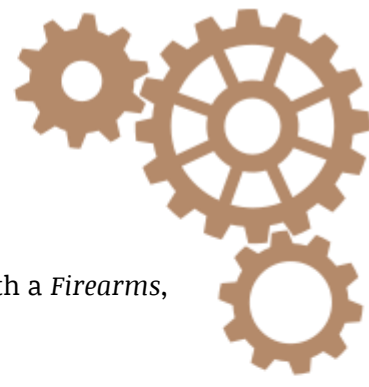
EFFICIENT RECALIBRATION

The character may spend 3 AP to have a broken *Mechanical*, *Medical*, or *Aetheric Device* work for one encounter. This skill may only be used once on the item before it must be repaired normally.

MECHANICAL RECLAMATION II

The character may spend 15 seconds of roleplay attempting to scrap a destroyed Scientific device (i.e. items which are specifically crafted via Science category Schematics) to gain 2 Salvage Components. This skill may only be used on object which are beyond repair and may only be used once ever per object.





MATHEMATICS RANK 4

CALCULATING AIM

The character may spend 3 AP to automatically hit a target within 30 feet with a *Firearms*, *Ranged Weapons*, or thrown-item attack.

EXPONENTIAL APPLICATION

When crafting, the character may triple the Generic Components and increase the craft time by 1 Interval of any Rank 3 or lower Science Schematic to double the yield of that recipe. The character may use this skill to assist others who are crafting to double the other character's yield so long as both characters roleplay working together to craft the item. This skill may not be combined with crafting Arts Schematics.

THEORY SKILLS

MATHEMATICS RANK 1

BASIC CALCULATION

The character may spend 1 AP to ask a Marshal to provide a reasonable estimate of the to a mathematical dimension or calculation made during an Encounter (e.g. calculating the distance between two objects, what the general volume of an object is, etc.). If the question is not relevant to the encounter, the player does not expend the AP.

EQUATIONAL REASONING I

This skill provides a bonus to the success of researching knowledges and Schematics in other fields of Science.

MATHEMATICS RANK 2

COLLABORATION

The character may use an Assist SDA to add their *Equational Reasoning I* bonus to another character's Research SDA.

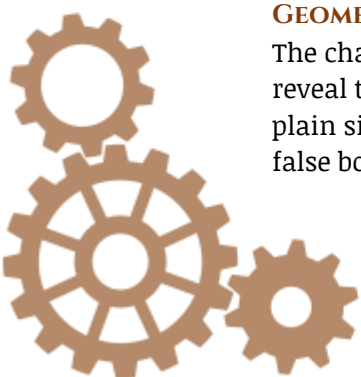
STATISTICAL ANALYSIS

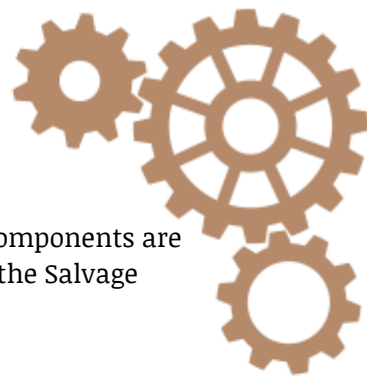
The character may spend 1 minute of roleplay working out figures/doing calculations and ask a Marshal a single question regarding the statistical likelihood of a given event (e.g. "Based on their known criminal records, what is the likelihood these bandits are currently armed?", "Based on the size and weight of the Aethership, what is the likelihood we will plummet to our deaths should the second engine fail?", etc.). The character must have at least some basic or general data on the given event at the time of calculation in order to perform the analysis. Another question on the likelihood of the same event cannot be asked again until a substantial amount of new/additional data is found. The answer given will most often be presented as a percentage or range, whichever fits the question better.

MATHEMATICS RANK 3

GEOMETRIC PERCEPTION

The character may spend 2 AP to reveal *Hidden* characters or objects. This skill does not reveal things which are rendered invisible by magical means, only things hidden from plain sights through mundane skill or construction (e.g. characters using Hide, secret doors, false bottoms, physical traps, etc.).





MATHEMATICAL MICROMANAGEMENT

When crafting or assisting in the crafting of a Schematic in which Salvage Components are being used to substitute for Generic Components, the character may convert the Salvage Components at a 3:2 ratio instead of 2:1.

MATHEMATICS RANK 4

EQUATIONAL REASONING II

This skill provides an additional bonus to the success of researching knowledges and Schematics in other fields of Science.

GAME THEORY

The character gains tactical insight into predicting the moves of opponents through advanced mathematical probability calculation and may spend 2 AP to defend against attacks as per the *Dodge* skill.





NATURAL SCIENCE

PRACTICE SKILLS

NATURAL SCIENCE RANK 1

ADMINISTER MEDICINE I

The character may safely administer Rank 1 *Medicines* (*Chemicals* and *Poisons* of any rank cannot be applied with this skill).

FIRST AID

The character may perform 15 seconds of roleplay per injury to heal injured characters, including themselves (so long as they are conscious and have at least one undamaged arm). A single use of this skill will do one of the following:

- Restore a limb which was disabled by a standard combat strike (i.e. not due to an additional skill or special effect).
- Restore a character from the Injured Stage to healthy (though any damaged limbs must be healed separately)
- Apply a *Splint* to heal a limb which was disabled by a non-standard combat strike (e.g. a limb which was broken due to the expiration of Grit, a skill which states it breaks a limb)
- Activate/trigger the effect of an item or skill which states it requires use of *First Aid*

NATURAL SCIENCE RANK 2

ADMINISTER MEDICINE II

The character may safely administer Rank 2 *Medicines* (*Chemicals* and *Poisons* of any rank cannot be applied with this skill).

TREAT BLEEDING WOUND

The character may spend 1 minute of roleplay to remove the *Bleeding Wound* Status Effect from a character currently effected by it and doubling their time on their current Death Count timer (i.e. effectively negating the normal penalty of a Bleeding Wound). This skill does not affect any Death Count-reducing effects except for *Bleeding Wounds*.

NATURAL SCIENCE RANK 3

ADMINISTER MEDICINE III

The character may safely administer Rank 3 *Medicines* (*Chemicals* and *Poisons* of any rank cannot be applied with this skill).

TRANSFUSION

The character may spend 15 seconds of roleplay to use a *Transfusion Kit* and heal a character as per the effects of a *Transfusion Kit*.

TREAT ELEMENTAL DAMAGE

The character may spend 5 minutes of roleplay to remove one Elemental Damage Status Effect from a character. If a character is affected by multiple instances of Elemental Damage, each type must be treated separately. This skill has no effect on the Chemical Damage Status Effect.





NATURAL SCIENCE RANK 4

ADMINISTER MEDICINE IV

The character may safely administer Rank 4 *Medicines* (*Chemicals* and *Poisons* of any rank cannot be applied with this skill).

INTENSIVE CARE

The character may spend 5 minutes of roleplay to *Resuscitate* a character in the Critical Stage and bring them to the Injured Stage, or to bring a character in the Comatose Stage to the Critical Stage. This skill does not remove any Debilitations incurred from being in the Comatose Stage.

SURGERY

The character may spend 30 minutes of roleplay to follow *Surgery Schematics* to perform surgeries on other characters. This skill also requires the use of a *Full Surgery Tool Kit* to perform.

THEORY SKILLS

NATURAL SCIENCE RANK 1

NATURAL RESEARCH

The character may use Research SDAs to design new *Natural Science* items or *Poisons*. Additionally, this skill provides a bonus to the success of researching new *Medical Devices*.

NATURAL SCIENCE SAVANT I

The character may follow Rank 1 *Natural Science Schematics* to build Rank 1 *Natural Science* items; may also copy any *Natural Science Schematic* for 1 Textile Component. Additionally, the character may repair Rank 1 or Rank 2 *Natural Science* items by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Interval to roleplay the repair.

NATURAL SCIENCE RANK 2

DIAGNOSIS

Manual Skill (Use Frequency: Once per encounter)

The character may spend 1 AP to ask a Marshal any number of questions within 1 minute about a specific target's state of health and wellbeing (e.g. what stage of their Death Count they are in, if the target is poisoned, what kind of wounds the target sustained, etc.). Some questions/answers may require additional roleplay or skills to answer.

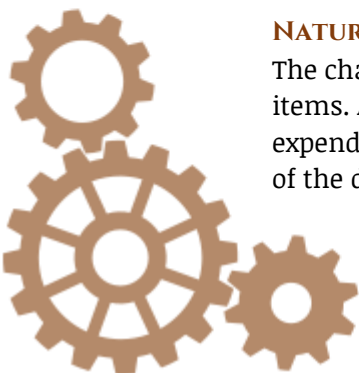
NATURAL SCIENCE SAVANT II

The character may follow Rank 2 *Natural Science Schematics* to build Rank 2 *Natural Science* items.

NATURAL SCIENCE RANK 3

NATURAL SCIENCE SAVANT III

The character may follow Rank 3 *Natural Science Schematics* to build Rank 3 *Natural Science* items. Additionally, the character may repair Rank 3 or Rank 4 *Natural Science* items by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Time Interval to roleplay the repair.





POISON ADAPTATION

The character increases or decreases the Time Interval on any *Poison* which is affecting them by 1, in whichever direction would make the *Poison* less effective.

NATURAL SCIENCE RANK 4

MEDICAL PRODIGY

The character may spend 1 AP to reduce the Time Interval required for their next use of any Rank 1 or Rank 2 *Natural Science Practice* skill they possess. Alternatively, the character may spend 5 AP to reduce the Time Interval required for their next use of any Rank 3 or Rank 4 *Natural Science Practice* skill they possess. This effect will stack with other time-reduction effects towards those skills.

NATURAL SCIENCE SAVANT IV

The character may follow Rank 4 *Natural Science Schematics* to build Rank 4 *Natural Science* items.

PARAGON OF INVENTION (NATURAL SCIENCE)

When performing Research SDAs to invent new *Natural Science Schematics*, the character makes two dice rolls and uses the most favorable result of the rolls.

STANDARD SCHEMATICS

RANK 1 NATURAL SCIENCE ITEMS

FIELD SURGERY KIT

Keywords: Renewable

Description: Reduces the RP time requirement of *Treat Bleeding Wound* by 1 Time Interval.

FIRST AID KIT

Keywords: Renewable

Description: Reduces the RP time requirement of *First Aid* by 1 Time Interval.

RANK 2 NATURAL SCIENCE ITEMS

SPLINT

Keywords: Consumable, Perishable

Description: Allows a character with *First Aid* to restore a Limb which has been broken. The broken Limb must remain splinted for 30 minutes after being treated before it may be used normally again. While in the *Splint*, a character may activate the *Grit* skill with the splinted Limb if they possess it, but the splinted Limb will be broken once again when the use of *Grit* expires and must be treated with a new *Splint* with the 30 minute recovery period for the limb to be healed.

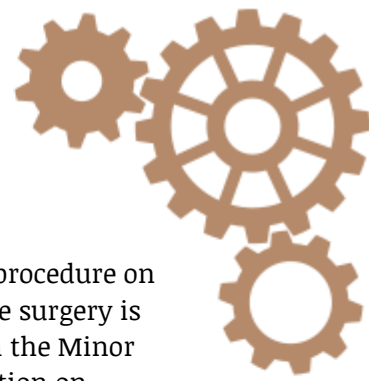
RANK 3 NATURAL SCIENCE ITEMS

MEDICAL TRAUMA KIT

Keywords: Renewable

Description: Reduces the RP time requirement of *Intensive Care* by 1 Time Interval. Alternatively, may be used as a *First Aid Kit* if used in conjunction with *First Aid*.





MINOR CORRECTIVE SURGERY

Keywords: Consumable

Description: Allows a character with the *Surgery* skill to perform a surgical procedure on another character to remove one Minor Debilitation from the target. Once the surgery is completed the target character replaces the removed Minor Debilitation with the Minor Recovery Debilitation (see *Chapter 7: Combat (Debilitations)* for more explanation on Debilitations and recovery).

TRANSFUSION KIT

Keywords: Consumable, Perishable

Description: Allows a character with the *Transfusion* skill to perform a blood transfusion. The user must designate one character as the Recipient and another as the Donor (who must be uninjured at the start of the transfusion). At the conclusion of the transfusion, the Recipient character is brought from Critical to Injured, and the Donor character is brought from healthy to Injured.

RANK 4 NATURAL SCIENCE ITEMS

CORRECTIVE SURGERY

Keywords: Consumable

Description: Allows a character with the *Surgery* skill to perform a surgical procedure on another character to remove one Moderate Debilitation from the target. Once the surgery is completed the target character replaces the removed Minor Debilitation with the Moderate Recovery Debilitation (see *Permanent Debilitation* for more explanation on Debilitations and recovery).

FULL SURGERY TOOL KIT

Keywords: Renewable

Description: Allows a character with the *Surgery* skill to perform *Surgeries*.





PHYSICS

PRACTICE SKILLS

PHYSICS RANK 1

BUILD MECHANICAL DEVICE I

The character may follow Rank 1 *Physics* Schematics to build Rank 1 *Physics* items.

REPAIR MECHANICAL DEVICE I

The character may repair Rank 1 or Rank 2 Mechanical Devices by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Time Interval to roleplay the repair.

PHYSICS RANK 2

BUILD MECHANICAL DEVICE II

The character may follow Rank 2 *Physics* Schematics to build Rank 2 *Physics* items.

IMPROVISED ADJUSTMENTS

When crafting a Rank 1 or Rank 2 *Mechanical Device*, the character may expend 1 additional Named Component normally used to craft the device to increase one numerical aspect of the device by 1 (e.g. *Armor* can take an additional strike of damage, the duration of a trap lasts 1 Time Interval longer, etc.). If the device does not have any numerical aspects (e.g. weapons), the time needed to repair the device is reduced by 2 Time Intervals instead of 1. This skill can only take affect once per item per event, and the adjustment will fade at the end of the event. The player must carry a signed and dated card (given by a Marshal) indicating the adjustment with the item card for the remainder of the event or until the item is destroyed.

PHYSICS RANK 3

BUILD MECHANICAL DEVICE III

The character may follow Rank 3 *Physics* Schematics to build Rank 3 *Physics* items.

REPAIR MECHANICAL DEVICE II

The character may repair Rank 3 or Rank 4 Mechanical Devices by expending 1 Generic Component normally used to craft the device and taking the craft time of the device reduced by 1 Time Interval to roleplay the repair.

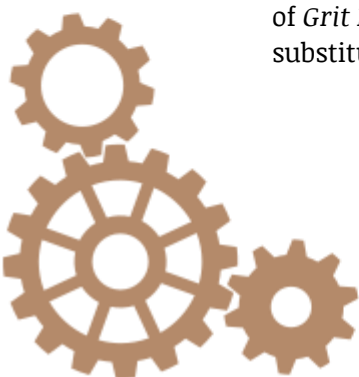
PHYSICS RANK 4

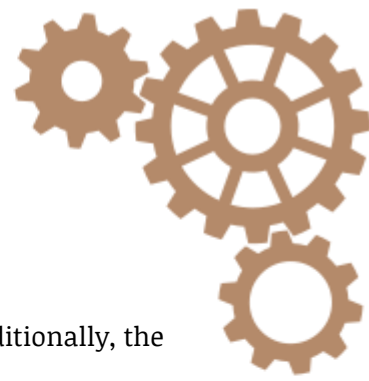
BUILD MECHANICAL DEVICE IV

The character may follow Rank 4 *Physics* Schematics to build Rank 4 *Physics* items.

FORGED BY INVENTION

The character is considered to have one rank higher of both *Grit* and *Tough* than they have previously purchased for the purpose of use (this will grant the character effective use of *Grit I* and *Tough I* if they have not purchased any rank of either skill). This skill does not substitute as a prerequisite for purchasing higher ranks of *Grit* or *Tough*.





THEORY SKILLS

PHYSICS RANK 1

MECHANICAL DESIGN

The character may use Research SDAs to design new *Physics* Schematics. Additionally, the character may also copy any *Physics* Schematic for 1 Textile Component.

MECHANICAL INTUITION

This skill provides a bonus to the success of researching new *Physics* Schematics.

PHYSICS RANK 2

PHYSICAL ANALYSIS

Manual Skill (Use Frequency: Once per encounter)

The character may spend 1 AP to ask a Marshal to provide a reasonable estimate of the physical properties of an object in an encounter (e.g. what metal an object is made of, the general density of an object, etc.). If the question is not relevant to the encounter, the player does not expend the AP.

PHYSICS RANK 3

ARTISAN'S EYE

Once per event, the character may craft a *Physics* Schematic they know as a Masterwork item. Masterwork items take 1 Time Interval less to repair and/or have an increased expiration date of 1 event (if applicable).

PHYSICS RANK 4

DISCERN DESIGN FLAW

After having performed a successful Physical Analysis on an object that is craftable with *Physics*, the character may spend 5 AP and tag the target holding the object (or the object itself) with a skill-packet in order to place the item instantly into needing repair.

PARAGON OF INVENTION (PHYSICS)

When performing Research SDAs to invent new *Physics* Schematics, the character makes two dice rolls and uses the most favorable result of the rolls.

STANDARD SCHEMATICS

RANK 1 PHYSICS ITEMS

BULLET

Keywords: Ammunition

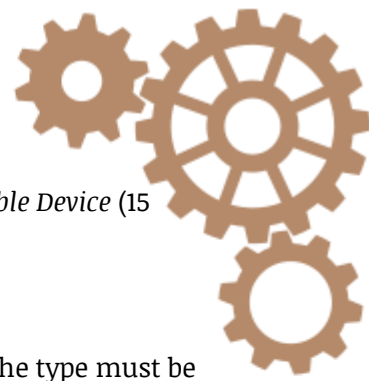
Description: Serves as ammunition for *Revolvers* and *Rifles*. Recipe yields 1 unit.

CALTROPS

Keywords: Renewable, Trap

Description: Can be thrown or set on the ground to cover a 2-ft-by-2-ft area (represented by a piece of cloth or tarp with the item card visibly attached to the center). Any character who makes contact with the area takes 1 point of physical damage to the limb which made contact with the trap. This damage does not slow or inhibit the forward motion of the affected target directly but may disable the limb through damage as normal. The trap will





take effect for up to 5 points of contact or until the trap is disabled with *Disable Device* (15 seconds).

GREAT WEAPON

Keywords: Renewable

Description: Crafts one *Great Weapon* [Dagger, Sword, Club, Hammer, Axe]. The type must be specified at the time of crafting and cannot be changed later.

RANGED WEAPON

Keywords: Renewable

Description: Crafts one *Ranged Weapon* [Bow, Crossbow] or one unit of *Ranged Weapon Ammunition* [Arrow, Bolt]. The type must be specified at the time of crafting and cannot be changed later.

SHACKLE TRAP

Keywords: Renewable, Trap

Description: Can be thrown or set on the ground to cover a 2-ft-by-2-ft area (represented by a piece of cloth or tarp with the item card visibly attached to the center). Any character who makes contact with the area will be pinned to the trap for up to 1 minute or until the trap is disabled with *Disable Device* (15 seconds).

SIMPLE WEAPON

Keywords: Renewable

Description: Crafts one *Simple Weapon* [Dagger, Sword, Club, Hammer, Axe, Quarterstaff] or one *Thrown Weapon* [Dagger, Hammer, Axe]. The type must be specified at the time of crafting and cannot be changed later.

RANK 2 PHYSICS ITEMS

ARMOR, LIGHT

Keywords: Renewable

Description: Crafts a single piece of *Light Armor* [Leather, Studded Leather] which covers either the Torso, one Limb, or the Head and provides 1 Armor Point to the covered location. The location must be specified at the time of crafting and may not be changed later.

ARMOR, MEDIUM

Keywords: Renewable

Description: Crafts a single piece of *Medium Armor* [Chainmail, Ringmail] which covers either the Torso, one Limb, or the Head and provides 2 Armor Points to the covered location. The location must be specified at the time of crafting and may not be changed later.

ARMOR, HEAVY

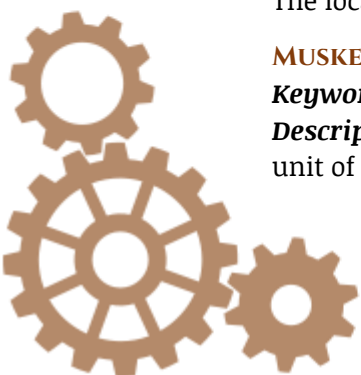
Keywords: Renewable

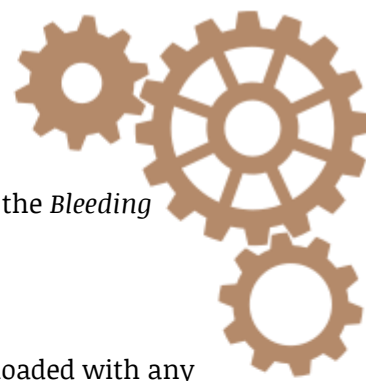
Description: Crafts a single piece of *Heavy Armor* [Plate Mail, Banded Mail] which covers either the Torso, one Limb, or the Head and provides 3 Armor Points to the covered location. The location must be specified at the time of crafting and may not be changed later.

MUSKET

Keywords: Renewable

Description: Crafts one 2-handed *Firearm* which uses *Gunpowder* as ammunition. Only 1 unit of ammunition may be loaded and fired at a time before needing to reload the weapon.





Attacks from this weapon are not stopped by normal *Shields* and inflict both the *Bleeding Wound* and *Persistent Pain* status effects upon the target.

NEEDLE TRAP

Keywords: Renewable, Trap

Description: Can only be set on a door or locked container. The trap may be loaded with any *Contact Poison* with the appropriate rank of *Administer Poison*. The first character to open the door or container will be pricked by the needle and injected with the loaded *Poison*, which affects the target as per the *Poison's* description. Once set, the trap remains until triggered, or until the trap is disabled with *Disable Device* (1 minute). If disabled with *Disable Device*, the trap may be disabled intact and reset as normal with *Set Traps*; if reset in this manner, the previously loaded poison remains loaded and cannot be exchanged.

NET TRAP

Keywords: Renewable, Trap

Description: Can be thrown or set on the ground to cover a 3-ft-by-3-ft area (represented by a piece of cloth or tarp with the item card visibly attached to the center). This trap may only be used outdoors near a tree. Any character who makes contact with the area will be hoisted 10 feet into the air and suspended in the net for up to 1 hour or until the trap is disabled with *Disable Device* (1 minute).

PISTOL

Keywords: Renewable

Description: Crafts one 1-handed *Firearm* which uses *Gunpowder* as ammunition. Only 1 unit of ammunition may be loaded and fired at a time before needing to reload the weapon. Attacks from this weapon are not stopped by normal *Shields* and inflict both the *Bleeding Wound* and *Persistent Pain* status effects upon the target.

PIT TRAP

Keywords: Renewable, Trap

Description: Can be thrown or set on the ground to cover a 3-ft-by-3-ft area (represented by a piece of cloth or tarp with the item card visibly attached to the center). This trap may only be used outdoors on non-rocky terrain. Any character who makes contact with the area falls 10 feet into a pit and take 1 point of physical Torso damage; the character is trapped in the pit until they *Climb* out or is assisted out via rope/ladder/etc.

REVOLVER

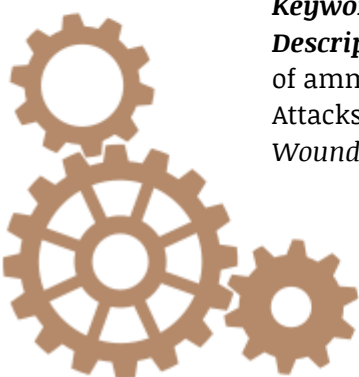
Keywords: Renewable

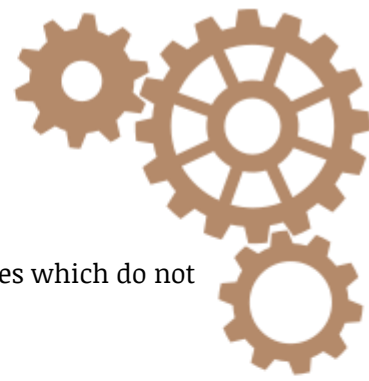
Description: Crafts one 1-handed *Firearm* which uses *Bullets* as ammunition. Up to 5 units of ammunition may be loaded and fired at a time before needing to reload the weapon. Attacks from this weapon are not stopped by normal *Shields* and inflict both the *Bleeding Wound* and *Persistent Pain* status effects upon the target.

RIFLE

Keywords: Renewable

Description: Crafts one 2-handed *Firearm* which uses *Bullets* as ammunition. Up to 5 units of ammunition may be loaded and fired at a time before needing to reload the weapon. Attacks from this weapon are not stopped by normal *Shields* and inflict both the *Bleeding Wound* and *Persistent Pain* status effects upon the target.





SHIELD

Keywords: Renewable

Description: Crafts one *Shield* which will block any number of physical strikes which do not state they go through *Shields*.

SPRINGBOARD TRAP

Keywords: Renewable, Trap

Description: Can be thrown or set on the ground to cover a 2-ft-by-2-ft area (represented by a piece of cloth or tarp with the item card visibly attached to the center). The first character who makes contact with the area will be knocked 10 feet backwards from the direction of their forward motion, launching them overhead of any characters within 10 feet behind them, and takes 1 point of physical Torso damage from the fall. Once set, the trap remains until triggered, or until the trap is disabled with *Disable Device* (1 minute). If disabled with *Disable Device*, the trap may be disabled intact and reset as normal with *Set Traps*.

RANK 3 PHYSICS ITEMS

BASIC CLOCKWORK LIMB

Keywords: Renewable

Description: This mechanical limb can be placed over a Limb, or completely replace a missing Limb. While the *Clockwork Limb* is worn and in functional operation, the character may use the limb as normal, even if disabled, Debilitated, or missing. Additionally, the *Clockwork Limb* adds 1 Armor Point to the location in which the limb is worn. If the *Clockwork Limb* is reduced to 0 Armor Points, the *Clockwork Limb* becomes non-functional and the limb unusable until the *Clockwork Limb* is repaired.

REINFORCED ARMOR PLATING

Keywords: Renewable

Description: When permanently installed onto a *Clockwork Limb* or piece of *Heavy Armor*, allows the item to protect against attacks from standard *Firearms*. Counts as a separate item for the purposes of repair.

SPRING LOADED BOOTS

Keywords: Renewable

Description: Allows the user to activate the *Jump* skill as if they possessed it once per Period for 0 AP.

STEAM POWERED BATTERING RAM

Keywords: Renewable

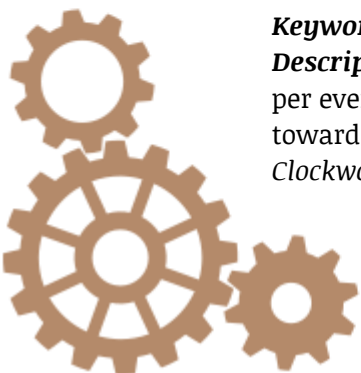
Description: Crafts a battering ram which collapses down to a 12-in-by-in-3-in size when not in use. When activated, the device expands. anchors itself to the ground, then thrusts forward to break down and open a non-reinforced door.

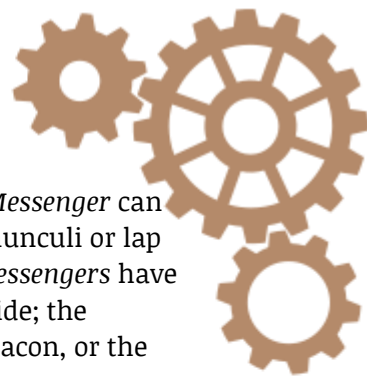
RANK 4 PHYSICS ITEMS

BASIC CLOCKWORK MESSENGER

Keywords: Renewable

Description: Crafts a single clockwork automaton and accompanying homing beacon. Once per event, the *Clockwork Messenger* can be activated, upon which it will attempt to move towards the location of the paired homing beacon in the most direct path possible. The *Clockwork Messenger* can travel anywhere that can be reached within 30 days, after which





the *Clockwork Messenger* will power down and stop moving. The *Clockwork Messenger* can be in any shape or configuration the crafter desires (generally small toy homunculi or lap dogs) no larger than 1 cubic foot in size. Regardless of shape, all *Clockwork Messengers* have a built-in space large enough to contain a single roll paper or parchment inside; the compartment only opens once the *Clockwork Messenger* reaches its paired beacon, or the compartment is forced open with *Disable Device* or *Pick Lock*.

ENERGY DISPLACEMENT KIT

Keywords: Component, Consumable, Renewable

Description: When attached to a piece of *Armor*, allows the *Armor* to stop attacks of a specific energy type (chosen at time of installation) for one Encounter, including attacks that would normally bypass *Armor*. The energy types this device can stop are: Fire, Electric, Frost, Aetheric, Magic. If activated, this item is destroyed at the end of the Encounter regardless of how many attacks it stopped.

HYPER COLLAPSIBLE PARACHUTE

Keywords: Renewable

Description: Functions as a normal parachute that will slow a character's descent from height at marshal discretion, except that it may be represented by a physrep as small as 2-in-by-4-in-by-6-in (though it may be larger if desired).

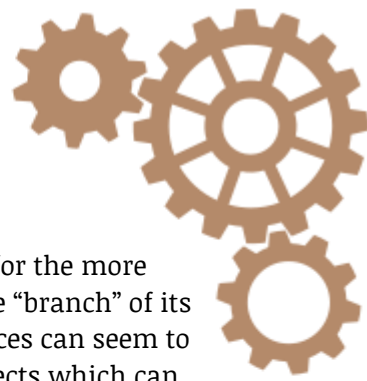
STEAM POWERED PERSONAL MAGNETIC FIELD GENERATOR

Keywords: Renewable

Description: Requires Rank 4 *Physics Theory* to operate. This device generates a field strong enough to make the user immune to all attacks for the duration, or until the user chooses to stop operating the device. The user must remain in place and may take no other actions except to continue operating the device while benefitting from its effects. May only be activated once per Period.

Duration: 5 minutes





CHAPTER 6: THE ARTS

While science is a major part of the modern aspects of Sha'uru, there is still a place for the more mystical and non-scientific Arts. Unlike the Sciences, the Arts consist only of a single “branch” of its subject, and specific skills are conferred per rank purchased per Art. While the Sciences can seem to have more variety in their use and expression, the Arts tend to have more potent effects which can transcend the usual boundaries of their scientific counterparts. Though Sha'uru has embraced science, the mystical and practical arts still have relevance, and sometimes, necessity to survive and thrive.

Players are encouraged to roleplay their Arts skills in flavorful and immersive ways. Beyond the material requirements listed in the recipes and rituals for the Arts, players may include any additional objects and materials that help create an immersive experience for players watching or interacting with such items. Players are free to invent their own incantations, mystical sigils, or processes for Arts recipes however they wish, so long as doing so would not give them an unfair advantage or is an overreach of the mechanical effects of the Art/item.

There are four standard Arts which characters may learn:

- **Alchemy**—The art of potions, transmutation, and pseudo-magical substances
- **Occult**—The art of mystical charms, ritual magic, and enchantments
- **Poisons**—The art of ingested, weapon-delivered, and dust-based harmful substances
- **Survival**—The art of assessing natural dangers and surviving harsh environment

Each Art below contains the following sections: Skills and Standard Schematics. The Standard Schematics section only shows a description of the items' effects; see *Appendix A: Schematic Tables* for tables listing the information required to craft Standard Schematics.





ALCHEMY

SKILLS

ALCHEMY RANK 1

APPRENTICE ALCHEMIST

The character may spend 1 AP to identify an alchemical compound. The character may follow Rank 1 *Alchemy* Schematics to manufacture Rank 1 *Alchemy* items; may also copy any *Alchemy* Schematic for 1 Textile Component. Additionally, the character may use Research SDAs to design new *Alchemy* Schematics.

BASIC TRANSMUTATION I

The character may spend 5 minutes to take two Named Components which are used in *Alchemy* Schematics and transmute them into a single, but different Named Component used in any Rank 1 *Alchemy* Schematic.

ALCHEMY RANK 2

BASIC TRANSMUTATION II

The character may spend 5 minutes to take two Named Components (at least one of which must be a Rank 2 Component) which are used in *Alchemy* Schematics and transmute them into a single, but different Named Component used in any Rank 2 *Alchemy* Schematic.

JOURNEYMAN ALCHEMIST

The character may follow Rank 2 *Alchemy* Schematics to manufacture Rank 2 *Alchemy* items. Additionally, this skill provides a bonus to researching new *Alchemy* Schematics.

ALCHEMY RANK 3

BASIC TRANSMUTATION III

The character may spend 5 minutes to take two Named Components (at least one of which must be a Rank 3 Component) which are used in *Alchemy* Schematics and transmute them into a single, but different Named Component used in any Rank 3 *Alchemy* Schematic.

MASTER ALCHEMIST

The character may follow Rank 3 *Alchemy* Schematics to manufacture Rank 3 *Alchemy* items. Additionally, this skill allows the character to increase the duration of any alchemy they consume by 1 Time Interval.

ALCHEMY RANK 4

BASIC TRANSMUTATION IV

The character may spend 5 minutes to take two Named Components (at least one of which must be a Rank 4 Component) which are used in *Alchemy* Schematics and transmute them into a single, but different Named Component used in any Rank 4 *Alchemy* Schematic.

GRAND MASTER ALCHEMIST

The character may follow Rank 4 *Alchemy* recipes to manufacture Rank 4 *Alchemy* items. Additionally, this skill allows the character to increase the duration of any alchemy they consume by an additional Time Interval (for a total of 2 additional Time Intervals).





STANDARD SCHEMATICS

RANK 1 ALCHEMY ITEMS

LESSER ANTIDOTE

Keywords: Consumable, Perishable

Description: Instantly heals a Rank 1 *Poison*.

LESSER FIREBOMB

Keywords: Consumable, Perishable

Description: Deals 1 point of physical Fire damage to a single target. Only one may be thrown at a time; requires either a Skill Packet or an appropriate *Thrown Weapon*-style physrep.

LESSER HEALING DRAUGHT

Keywords: Consumable, Perishable

Description: Instantly brings a character from Injured to healthy; alternatively, restores the use of a limb disabled by damage and does not require a *Splint*.

LESSER POTION OF SUNSET AND SUNRISE

Keywords: Consumable, Perishable

Description: When imbibed by a willing character, changes their biological gender to the opposite gender or renders them physically genderless for the duration.

Duration: 24 hours

RANK 2 ALCHEMY ITEMS

ANTIDOTE

Keywords: Consumable, Perishable

Description: Instantly heals a Rank 2 or lower *Poison*.

FIREBOMB

Keywords: Consumable, Perishable

Description: Deals 1 point of physical AoE Fire damage to all targets in a 5-ft radius. Only one may be thrown at a time; requires either a Skill Packet or an appropriate *Thrown Weapon*-style physrep.

PURE BREATH POTION

Keywords: Consumable, Perishable

Description: Allows a character to be able to breathe normally for the duration in conditions which otherwise would cause them harm by breathing the surrounding air, or they are in a location where breathing is impeded otherwise impossible (such as breathing underwater).

Duration: 10 minutes

RANK 3 ALCHEMY ITEMS

GREATER ANTIDOTE

Keywords: Consumable, Perishable

Description: Instantly heals a Rank 3 or lower *Poison*.





HEALING DRAUGHT

Keywords: Consumable, Perishable

Description: Instantly brings a character from Critical to Injured; alternatively, restores the use of a limb disabled by damage and does not require a *Splint*, or reduces the recovery time of a splinted limb by 1 Time Interval (stacks with similar effects).

POTION OF CLARITY

Keywords: Consumable, Perishable

Description: Reduces the crafting time of all *Science*, *Poison*, and *Alchemy* Schematics crafted by the user within the duration of the effects of this potion by 1 Time Interval.

Duration: 1 hour

POTION OF SUNSET AND SUNRISE

Keywords: Consumable, Perishable

Description: When imbibed by a willing character, changes their biological gender to the opposite gender or renders them physically genderless for the duration.

Duration: 1 event

RANK 4 ALCHEMY ITEMS

DRAUGHT OF LIFE

Keywords: Consumable, Perishable

Description: Instantly brings a character from Comatose to healed and restores the use of all disabled or broken Limbs. This does not cure any Debilitations already possessed by the character or any Debilitations gained from being in the Comatose stage.

GREATER FIREBOMB

Keywords: Consumable, Perishable

Description: Deals 2 points of physical AoE Fire damage to all targets in a 5-ft radius. Only one may be thrown at a time; requires either a Skill Packet or an appropriate *Thrown Weapon*-style physrep.

JUGGERNAUT POTION

Keywords: Consumable, Perishable

Description: Increases the user's effective rank of *Grit* and *Tough* by +1 for the duration of this potion. If the character does not possess one or both of either *Grit* or *Tough*, the character temporarily gains Rank 1 of each ability.

Duration: 1 hour





OCCULT

SKILLS

OCCULT RANK I

ARCANE SIGHT

The character may spend 1 AP to see the arcane properties of a place or object. Certain effects or objects may only be able to be seen with this skill; such information would be obtained through a Marshal or written Marshal Notes.

ARCANE STUDY I

The character may follow Rank 1 *Occult* Schematics to cast Rank 1 *Occult* rituals; may also copy any *Occult* Schematic for 1 Textile Component. Additionally, the character may use Research SDAs to design new *Occult* rituals.

OCCULT RANK 2

ARCANE STUDY II

The character may follow Rank 2 *Occult* Schematics to cast Rank 2 *Occult* rituals. Additionally, this skill provides a bonus to the success of researching new *Occult* rituals.

ARCANE TAMPERING

The character may spend 1 AP to attempt to either dampen or enhance the flow of magic in an area (up to 8 feet x 10 feet) or in a magical object; depending on the nature of the tampering, there may be unexpected or even catastrophic effects. If a Marshal determines that the character does not possess enough skill to tamper or if the area/object does not contain enough magic to be tampered with, the character does not expend the AP.

OCCULT RANK 3

ARCANE STUDY III

The character may follow Rank 3 *Occult* Schematics to cast Rank 3 *Occult* rituals.

TAP INTO THE ARCANE

The character is able to sense leylines and discern their basic properties (i.e. the player may read any Marshal Notes regarding the leyline and know the information in-character). The character can also tap into leylines to assist in the casting of rituals; this temporarily drains the leyline, but reduces the time to cast the ritual by 1 Time Interval; the number of times the leyline may be drained varies and will be denoted on the Marshal Notes.

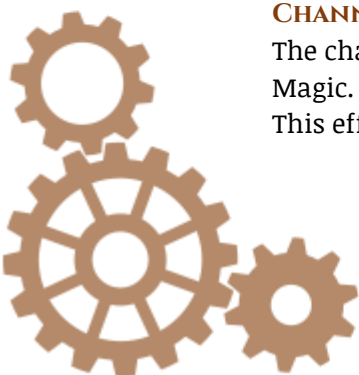
OCCULT RANK 4

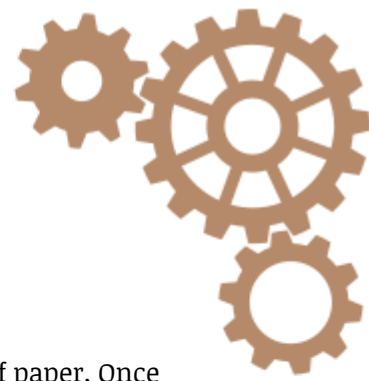
ARCANE STUDY IV

The character may follow Rank 4 *Occult* Schematics to cast Rank 4 *Occult* rituals. Additionally, this skill provides an additional bonus to the success of researching new *Occult* rituals.

CHANNEL THE ARCANE

The character can use *Tap into the Arcane* to drain a leyline and empower themselves with Magic. This allows any melee weapon wielded by the character to swing for Magic damage. This effect lasts for 1 hour.





STANDARD SCHEMATICS

RANK 1 OCCULT ITEMS

ARCANE INK

Keywords: Component, Consumable, Perishable, Utility

Description: Creates enough magical ink to cover up to one 8.5" by 11" sheet of paper. Once the ink is used to scribe a message, the ink fades from view and becomes invisible to the unaided eye; once used, the ink can only be seen and read by a character using the Arcane Sight skill. Aside from becoming invisible upon use, the ink otherwise has the same properties as standard pen ink. Unused ink can be stored indefinitely, but it is expended once applied regardless of how much is used.

BEGUILING TRINKET

Keywords: Consumable, Offensive, Latent

Description: Enchants a small pouch or bag which can be placed upon or give to a target. Once in a target's possession, the user may invoke the charm for 1 AP and call "Beguiling Trinket" aloud. The target is then charmed to the user as per the Charm skill, except for it being a magical attack rather than a true Charm Effect (and is thus unaffected by skills or effects which affect Charm Effects). While under the effects of this item, the target will be unaware they have been magicked, but once the duration of the effect expires the target will know they were under the effects of a spell.

Duration: 1 event (Up to 5 minutes when invoked)

WARDING CHARM

Keywords: Consumable, Defensive, Latent

Description: Creates a trinket which can be invoked once to stop any one physical or magical attack directed at or which strikes the wearer. The user must call "Warding Charm" aloud to invoke the effect.

Duration: 1 event (Instant when invoked)

RANK 2 OCCULT ITEMS

LESSER WEAPON ENCHANTMENT

Keywords: Latent, Offensive

Description: This ritual enchants a single melee weapon or unit of Ammunition to strike once with Magic. Melee weapons may be used normally without expending the effect of this ritual until the wielder chooses to invoke the effect, after which the ritual expires.

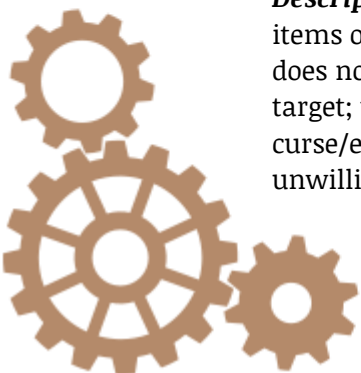
Ammunition automatically invokes and expends the effect of this ritual when fired, even if the attack misses. Attacks from enchanted Weapons and Ammunition may be defended against as normal for the Weapon/Ammunition type.

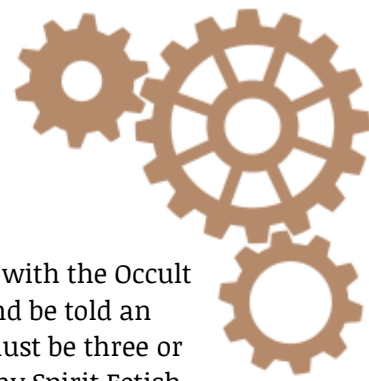
Duration: 1 event (Instant when invoked)

SEVER LESSER BOND

Keywords: Instantaneous

Description: This ritual severs the bond between one willing target and up to three magical items of any Rank in their possession. The ritual has no effect on the items themselves and does not remove any properties of the items beyond the active link between them and the target; the items may affect a new target normally as per the description of their curse/effects. Alternatively, this ritual may be used to release a single target (willingly or unwillingly) from one Rank 3 or lower curse, or one Rank 3 or lower Possession.





SPIRIT FETISH

Keywords: Renewable, Utility

Description: Creates a permanent fetish that can be used only by characters with the Occult II skill. The user may expend 1 AP to ask an Aetheric Creature one question and be told an answer. The Aetheric Creature must answer truthfully, and their response must be three or fewer sentences long. The same Aetheric Creature may not be the target of any Spirit Fetish use more than three times in a single Encounter.

RANK 3 OCCULT ITEMS

LESSER ARCANE SEAL

Keywords: Persistent, Utility

Description: This ritual must be cast upon a container no smaller than a vial and no larger than 2 cubic feet. While the ritual is active, the container may only be moved, opened, or closed by the caster of the ritual. While enchanted, the container is completely immune to destruction or effects which would open, move, or physically alter it. Only one *Lesser Arcane Seal* may be active on a container at a time and expires at the end of the event in which it was cast. The container should be marked with purple ribbon/tape/glowstick to indicate the active ritual.

Duration: 1 event

SEVER BOND

Keywords: Instantaneous

Description: This ritual severs the bond between one willing target and up to three magical items of any Rank in their possession. The ritual has no effect on the items themselves and does not remove any properties of the items beyond the active link between them and the target; the items may affect a new target normally as per the description of their curse/effects. Alternatively, this ritual may be used to release a single target (willingly or unwillingly) from one Rank 3 or lower curse, or one Rank 3 or lower Possession.

WEAPON ENCHANTMENT

Keywords: Latent, Offensive

Description: This ritual enchants a single Simple Weapon, Thrown Weapon, Great Weapon, or unit of Ammunition to strike with Magic for 1 minute. Melee weapons may be used normally without expending the effect of this ritual until the wielder chooses to invoke the effect, after which the ritual expires. Ammunition automatically invokes and expends the effect of this ritual when fired, even if the attack misses. Attacks from enchanted Weapons may be defended against as normal for the Weapon type; however, enchanted Ammunition may only be defended against by a *Warding Charm*.

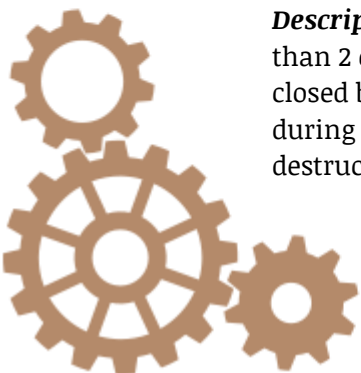
Duration: 1 event (Up to 1 minute once invoked)

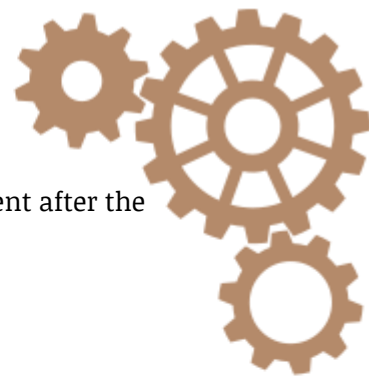
RANK 4 OCCULT ITEMS

ARCANE SEAL

Keywords: Persistent, Utility

Description: This ritual must be cast upon a container no smaller than a vial and no larger than 2 cubic feet. While the ritual is active, the container may only be moved, opened, or closed by the caster of the ritual or up to two others present and designated by the caster during the casting of the ritual. While enchanted, the container is completely immune to destruction or effects which would open, move, or physically alter it. Only one Arcane Seal





may be active on a container at a time and expires at the end of the third event after the event in which it was cast. The container should be marked with purple ribbon/tape/glowstick to indicate the active ritual.

Duration: 3 events

GREATER WEAPON ENCHANTMENT

Keywords: Latent, Offensive

Description: This ritual enchants a single Simple Weapon, Thrown Weapon, Great Weapon, or unit of Ammunition to strike with [Magic] for 15 minutes. Melee weapons may be used normally without expending the effect of this ritual until the wielder chooses to invoke the effect, after which the ritual expires. Ammunition automatically invokes and expends the effect of this ritual when fired, even if the attack misses. Attacks from enchanted Weapons may be defended against as normal for the Weapon type; however, enchanted Ammunition cannot be defended against. The enchantment expires after use, or at the end of the event in which it was cast regardless of use.

Duration: 1 event (Up to 15 minutes once invoked)

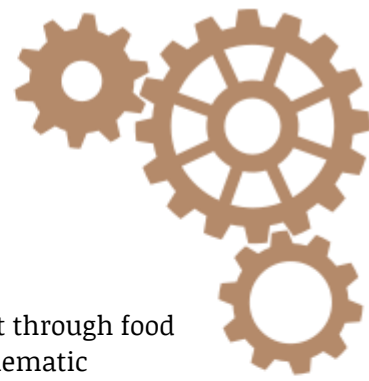
SEVER GREATER BOND

Keywords: Instantaneous

Description: This ritual severs the bond between one willing target and all magical items of any Rank in their possession. The ritual has no effect on the items themselves and does not remove any properties of the items beyond the active link between them and the target; the items may affect a new target normally as per the description of their curse/effects.

Alternatively, this ritual may be used to release a single target (willingly or unwillingly) from one Rank 4 or lower curse, or one Rank 4 or lower Possession.





POISONS

SPECIAL RULES

Poisons can be used in or out of combat, and when crafted can be made to take effect through food (Ingested), through touch (Contact), or through being breathed in (Inhaled). Each Schematic description will list which forms the *Poison* can be crafted into (e.g. [Ingested/Contact/Inhaled], or [Ingested/Contact], etc.); as a note, not all *Poisons* can be made into all forms. The form is chosen at the time of crafting and cannot be changed later and must be written on the item card for the poison. As a reminder, new *Poisons* Schematics are researched with *Natural Science Theory*, not *Poisons*.

The description of each form of poison is as follows:

INGESTED

These *Poisons* must be placed into food or drink. The target must then ingest or imbibe the poisoned food/drink in order for the poison to take effect. Unlike Contact or Inhaled *Poisons*, there is no defense to taking the effect of the *Poison* once ingested (unless a specific skill or ability states it defends against Ingested *Poison*). An appropriate rank of *Administer Poison* is required in order to safely handle and use *Poisons* in this form.

CONTACT

These *Poisons* must be placed onto an object (e.g. weapons, a doorknob, etc.) and must come into contact with the target's skin in order for the poison to take effect. An appropriate rank of *Administer Poison* is required in order to safely coat an object with poisons in this form, though a melee weapon is coated in a Contact *Poison* may be safely wielded by any character who can use the weapon so long as they do not touch the coated area with bare skin, and the poison is not expended until contact with a character is made; however a poisoned blade which strikes functioning *Armor* is not considered to have made contact and is not expended until an undefended strike is made. *Throwing Knives*, *Arrows*, or crossbow *Bolts* may also be coated with Contact *Poisons*, but the poison is always expended once the weapon is thrown/fired. *Bullets* may never be coated in Contact *Poison*; poisons used to coat *Bullets* are immediately wasted.

INHALED

These *Poisons* are dried into a dust or powder contained in a small cloth or burlap satchel which can be thrown from a distance at a target (represented by a skill-packet). *Poisons* in this form do not require *Administer Poisons* to safely handle and may be used by anyone. However, Inhaled poisons may be defended against by any skill or effect which defends against physical attacks (e.g. *Parry*, *Dodge*, a *Warding Charm*, etc.).

SKILLS

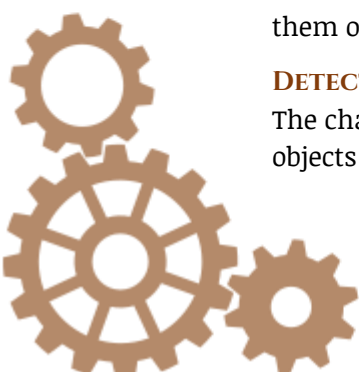
POISONS RANK 1

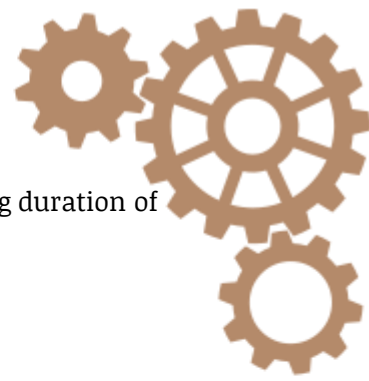
ADMINISTER POISON I

The character may safely handle and administer Rank 1 or Rank 2 *Poisons*, either by placing them onto an object, into food, or as a dust packet.

DETECT POISONS I

The character may spend 1 AP to detect the presence of any Rank 1 or Rank 2 *Poisons* in objects or food. If used in conjunction with the *Diagnosis* skill, the character will be able to





determine the exact poison a character is being affected by and its remaining duration of effect if it is a Rank 1 or Rank 2 *Poison*.

POISONS RANK 2

MANUFACTURE POISONS I

The character may follow Rank 1 *Poison* Schematics to create Rank 1 *Poisons*.

VENOMOUS STUDIES

The character may copy any *Poison* Schematic for 1 Textile Component. Additionally, if the character also possesses the *Natural Research* skill, they are granted a bonus to success when using Research SDAs to design new *Poison* recipes.

POISONS RANK 3

ADMINISTER POISON II

The character may safely handle and administer Rank 3 or Rank 4 *Poisons*, either by placing them onto an object, into food, or as a dust packet.

MANUFACTURE POISONS II

The character may follow Rank 2 *Poison* Schematics to create Rank 2 *Poisons*.

POISONS RANK 4

DETECT POISONS II

The character may spend 1 AP to detect the presence of any Rank 3 or Rank 4 *Poisons* in objects or food. If used in conjunction with the *Diagnosis* skill, the character will be able to determine the exact poison a character is being affected by and its remaining duration of effect if it is a Rank 3 or Rank 4 *Poison*.

MANUFACTURE POISONS III

The character may follow Rank 3 *Poison* Schematics to create Rank 3 *Poisons*.

STANDARD SCHEMATICS

RANK 1 POISONS ITEMS

CREEPING DEATH

Forms: Ingested, Contact

Keywords: Consumable, Perishable

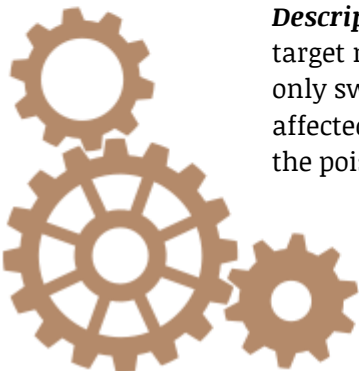
Description: Crafts a slow-acting death poison which kills the target after 8 hours. After 4 hours, the target will look visibly ill (sweating, coughing, pale skin); if they are asleep, they will awaken to heavy coughing fits. After 8 hours, the target is permanently Dead.

SANDMAN'S TEARS

Forms: Ingested, Contact, Inhaled

Keywords: Consumable, Perishable

Description: Crafts a poison which slows the movement of the target for the duration. The target may jog slowly or walk at a quick pace but cannot run. Additionally, the target can only swing or fire a weapon once per 5 seconds and may not use any Dodge skill while affected. If the target becomes physically inactive for 10 seconds while under the effects of the poison, they will fall asleep where they stand; however, loud noises, gentle nudges, or





other similar contact will awaken the sleeping character.

Duration: 5 minutes

RANK 2 POISONS ITEMS

BLACK LILY'S CURSE

Forms: Ingested, Contact

Keywords: Component, Consumable, Perishable

Description: Crafts a poison which wracks the target with an Intense Pain Effect for the duration.

Duration: 30 seconds

HALLUCINOGEN POISON

Forms: Ingested, Contact, Inhaled

Keywords: Consumable, Perishable

Description: Crafts a poison which causes the target to vividly hallucinate for the duration. The target may not take any offensive actions while affected but may defend themselves and move normally.

Duration: 5 minutes

RANK 3 POISONS ITEMS

EXPEDIENT DEATH

Forms: Ingested, Contact

Keywords: Consumable, Perishable

Description: Crafts a fast-acting death poison which kills the target after 5 minutes. The target will immediately look visibly ill (sweating, coughing, pale skin); if they are asleep they will awaken to heavy coughing fits. After 5 minutes, the target is permanently Dead.

PARALYSIS POISON

Forms: Ingested, Contact, Inhaled

Keywords: Consumable, Perishable

Description: Crafts a poison which completely immobilizes the target for the duration.

Duration: 1 minute





SURVIVAL

SKILLS

SURVIVAL RANK 1

ASSESS DANGER

The character may spend 1 AP to assess the hostility of non-humanoid creatures or the presence of natural hazards in an area ("natural hazards" are environmental effects, many of which behave like traps but are the result of non-mechanical sources such as unstable ground, hostile terrain, etc.).

If used on a creature, the character will be given the following information:

- The type of creature it is
- If the creature is aggressive/hostile
- If the creature is young, mature, elder, or unique

BASIC SURVIVAL SKILLS

The character knows basic survival techniques which allows them to create shelter, find potable water, build a fire, and forage/hunt for food for themselves while in the wilderness (the player is responsible for providing any relevant physreps when using this skill at a live event). This skill also provides a bonus to SDAs which involve survival in the wilderness, such as exploration into the jungle, etc.

SURVIVAL RANK 2

INTERMEDIATE SURVIVAL SKILLS

The character knows intermediate survival techniques which allows them to survive hostile environments such as deserts, cold mountain ranges, and swampland, as well as to create shelter, find potable water, build a fire, and forage/hunt for food for themselves and up to four other characters while in the wilderness (the player is responsible for providing any relevant physreps when using this skill at a live event). This skill also provides an additional bonus to SDAs which involve survival in the wilderness, such as exploration into the jungle, etc.

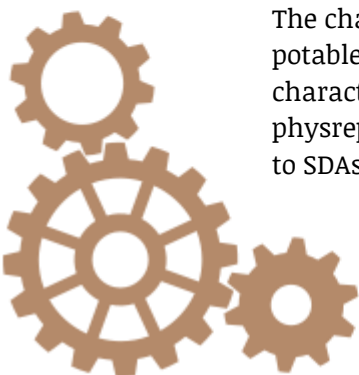
WILDERNESS CONDITIONING I

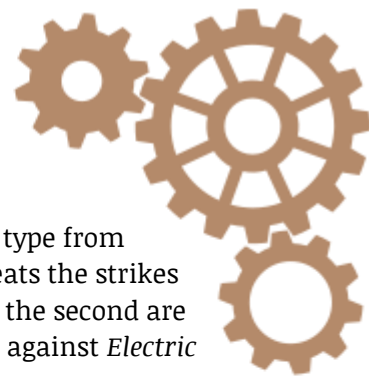
The character chooses either *Fire Damage* or *Frost Damage* at the time of purchase, and this choice cannot be changed later. The first time the character is struck with damage of the chosen type from any source in an Encounter, the character treats the strike as normal damage instead; any additional strikes of the chosen type beyond the first are treated as the appropriate elemental damage. This skill does not ever protect against *Electric* or *Chemical Damage*.

SURVIVAL RANK 3

EXPERT SURVIVAL SKILLS

The character knows expert survival techniques which allows them to create shelter, find potable water, build a fire, and forage/hunt for food for themselves and up to eight other characters while in the wilderness (the player is responsible for providing any relevant physreps when using this skill at a live event). This skill also provides an additional bonus to SDAs which involve survival in the wilderness, such as exploration into the jungle, etc.





WILDERNESS CONDITIONING II

The first and second time the character is struck with damage of the chosen type from *Wilderness Conditioning I* from any source in an Encounter, the character treats the strikes as normal damage instead; any additional strikes of the chosen type beyond the second are treated as the appropriate elemental damage. This skill does not ever protect against *Electric* or *Chemical Damage*.

SURVIVAL RANK 4

EXPOSE WEAKNESS

The character may spend 3 AP to discover one weakness of a non-humanoid creature; this skill may be used only once on the same target per Encounter but may be used once each on multiple different targets within the same Encounter. A Marshal will inform the player of one weakness possessed by the creature; if the creature has no weaknesses, the player does not expend the AP and knows that the creature has no weaknesses.

MASTER OF THE WILDS

The character knows masterful survival techniques which allows them to create shelter, find potable water, build a fire, and forage/hunt for food for themselves and number of characters with them characters while in the wilderness (the player is responsible for providing any relevant physreps when using this skill at a live event). This skill also provides an additional bonus to SDAs which involve survival in the wilderness, such as exploration into the jungle, etc.





CHAPTER 7: COMBAT

BASIC COMBAT RULES

CONSENT TO PHYSICAL COMBAT

In or out of combat, direct physical contact between players (e.g. for roleplaying *First Aid*, etc.) can only occur if consensually agreed upon by both parties, prior to the contact being initiated.

Furthermore, any player may deny physical contact with another player for any reason; the player does not have to share what their reasoning is, and no player may question them about the reason. Furthermore, a player who has previously agreed to physical contact may withdraw their consent at any time for any reason. Violation of proper consent negotiation protocol will NOT be tolerated. Any violation should be reported to a staff member as soon as possible.

See the Aurum Code of Conduct for more about game policies regarding consent and respect of boundaries.

COMBAT SAFETY

In combat, there are several rules in place for the general safety of all players involved, regardless of combat status:

PHYSICAL CONTACT RULES

The only physical contact allowed between players is via the use of an authorized physical representation ("physrep") of weapons. Players may never grab onto, pull on, or use their hands directly on another player, their clothing, or physreps during combat.

Actions such as administering salves or poisons must be done via a combat-safe physrep, such as Skill Packets or foam "vials".

A shield is never considered a weapon; shields may be used to parry blows from combat-safe physreps but can never be used to strike another player or pin a weapon in place/against a surface.

ILLEGAL TARGET AREAS

The following areas of the body are **never** considered legal targets and may never be intentionally struck:

- Head
- Neck
- Hands
- Groin

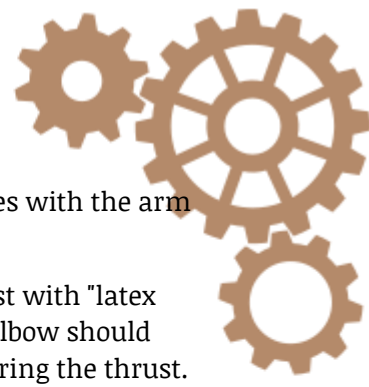
If an accidental strike does occur, the strike is not considered a successful hit and the attacker must immediately cease swinging at the player until the players determine there is no out-to-game injury and it is safe to continue combat.

Though the chest is a legal strike area, players should exercise caution when striking these areas in consideration of possible sensitivity to being struck in the chest.

SAFE STRIKING TECHNIQUES

Swings must be made at a moderate speed with moderate force, i.e. strikes should be hard enough for the target to register the blow, but not hard enough to cause pain. Swings should





also cover no more than a 180-degree arc, and no less than a combined 45-degrees with the arm and 45-degrees with the wrist.

Thrusting is only permitted with "boffer style" weapons; players may never thrust with "latex style" weapons. When thrusting, the elbow should open at least 90 degrees, the elbow should not pass behind the torso during the backswing, and the arm should not lock during the thrust.

EVALUATING SAFE COMBAT

It is the responsibility of the target to indicate when being struck too hard; the attacker should make no argument about the force of the swing and should adjust their motions accordingly. However, players cannot claim excessive force as an excuse to not take valid, legal hits. If necessary, players may involve a Marshal to evaluate the situation and make an official ruling. First offenders for excessive force or unsafe fighting will be given a Verbal Warning. Repeated offenses will result in a formal Combat Violation being noted for the player, which may result in the player being removed from combat for the remainder of the event.

ASSISTIVE DEVICES

For a variety of reasons, players may choose to utilize assistive devices (wheelchairs, hearing aids, walking canes, etc.), either for out-of-game medical reasons or simply as in-character props.

In the case of out-of-game medical necessity, the player can decide whether or not their devices are in-character, or if they are considered out-of-game and that their character does not require such devices (and thus other players should use suspension of disbelief to ignore those devices in-character).

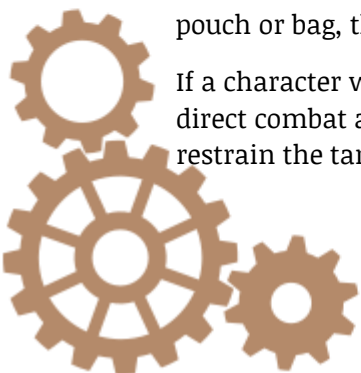
Regardless of purpose and in-game status, assistive devices are never considered legal combat targets, and should never be purposefully aimed at. Should a strike accidentally hit an assistive device, the strike is not considered legal and all normal precautions for illegal strikes should be taken. Players who consistently strike assistive devices will be given Combat Violations and be handled by staff appropriately.

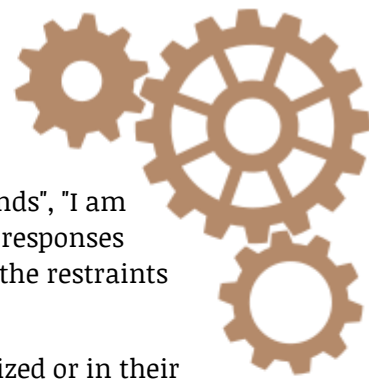
MELEE COMBAT

When struck in a legal target area, players are encouraged to roleplay the hit or damage appropriately in an immersive, but safe, way. There are many ways to do so, but a common tactic is to simply stop forward motion and make a noise of surprise, such as a sharp intake of breath or a grunt of pain (otherwise known as "step and grunt"). However, players ultimately should make sure whatever they choose to do is safe for both themselves and the players around them.

If a strike is deliberately blocked or deflected by a weapon or a shield, then the blow is considered to be unsuccessful, even if the attacker's weapon bounces into striking the target's body in a legal area. Players may **never** "power through" when striking to land successful hits, and players may **never** deliberately move an illegal target area into the path of a strike to avoid taking a legal hit. However, if a blow glances off a weapon or shield and onto a legal target area when the target has not made intentional movement to block, or if the blow strikes an object on the target such as a pouch or bag, the blow is considered a successful hit.

If a character wishes to restrain another character for some reason, they may only do so outside of direct combat and if the target character reasonably could be restrained or a skill has been used to restrain the target. If either player does not consent to physical contact, the attacker should simply





hold up their hands and declare their actions (e.g. "I am restraining you with my hands", "I am tying your hands with rope behind your back", etc.) with the target roleplaying their responses appropriately. Even if the players consent to contact, care should be taken to ensure the restraints are safe and easily removed out-of-game in case of emergency.

Characters may never "finish off" or "dismember" another character who is immobilized or in their Death Count unless they possess a skill which states they can do so. However, no such skill exists within the General or Class Lists and must be discovered in-game.

UNARMED COMBAT

Unarmed Combat varies from normal weapon combat in several ways:

- Instead of using weapons, characters make attacks using their fists or claws using Unarmed Attack Boffers.
 - Unarmed Attack Boffers must be between 15" and 24" in length and must be either bone-white or in a "flesh tone" which matches that of the wielding character.
- Unarmed Attack Boffers do not block weapon strikes in combat; if struck, the character is considered to have been successfully struck in the appropriate limb instead.
- Offensive blows delivered to limbs by Unarmed Attack Boffers have no effect on the target unless accompanied by another skill.
- Offensive blows delivered to the torso by Unarmed Attack Boffers do no damage unless accompanied by another skill, but the target character will be knocked back one step per blow.
 - NOTE: Players should take care to control their strikes and avoid "machine gunning" their shots with Unarmed Attack Boffers the same as with normal weapons.

RANGED COMBAT

Ranged Weapon attacks (which are not *Firearms* attacks) can be in-game parried via the *Parry* ability or similar but cannot intentionally be physically deflected or knocked out of the air with a melee weapon physrep.

The out-of-game arrows or Skill Packets used to represent *Ranged Weapon* attacks may be collected and reused in-game as long as the physrep is functional and safe for combat, and the in-game ammunition item has not been destroyed through roleplay or an appropriate skill.

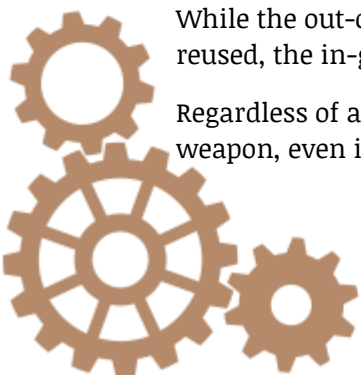
FIREARMS COMBAT

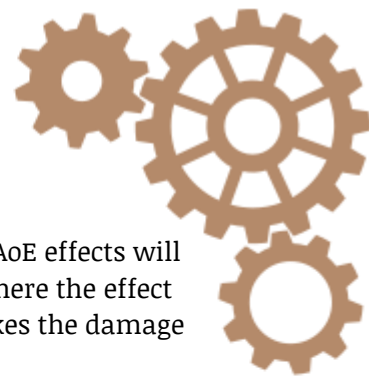
Shots from *Firearms* cannot be parried with melee weapons. They also may not be blocked by shields or armor that do not specifically state they may block shots from *Firearms*. Shots to a *Shield* count as having struck the arm holding the *Shield*; similarly, shots to *Armor* count as having struck the area covered by the *Armor* piece.

By default, unless a skill or effect states otherwise, shots from *Firearms* confer both the *Bleeding Wound* and *Persistent Pain* Status Effects.

While the out-of-game dart or Skill Packet used to represent *Firearms* attacks may be collected and reused, the in-game ammunition is expended once fired/thrown and must be replaced.

Regardless of ammunition type, Firearms require a minimum of 5 seconds of RP to reload the weapon, even if the firearm physrep can be loaded more quickly.





AREA OF EFFECT ATTACKS

Certain items or abilities cause what is known as "Area of Effect" (or "AoE") damage. AoE effects will hit all targets within 5 feet of the primary/central target character or the location where the effect originates from; if the effect causes damage, the location on the character which takes the damage varies based on their position in relation to the primary target/source:

- The Primary Target is always affected in the Torso.
- Any Secondary Targets directly in front of or behind the Primary Target are affected in the Torso
- Any Secondary Targets directly to the left or right of the Primary Target are affected in the Limb (i.e. the arm or leg) closest to the Primary Target.
- Any Secondary Targets diagonal to the Primary Target can be ruled by a Marshal to be either in front/behind or to the side of the Primary Target, but by default are ruled to be in front/behind.

For a visual reference, see below:

TORSO (OR LIMB WITH MARSHAL RULING)	TORSO	TORSO (OR LIMB WITH MARSHAL RULING)
CLOSEST LIMB	TORSO	CLOSEST LIMB
TORSO (OR LIMB WITH MARSHAL RULING)	TORSO	TORSO (OR LIMB WITH MARSHAL RULING)

Red = Front/Behind Axis // Yellow = Left/Right Axis // Grey = Diagonal Axis

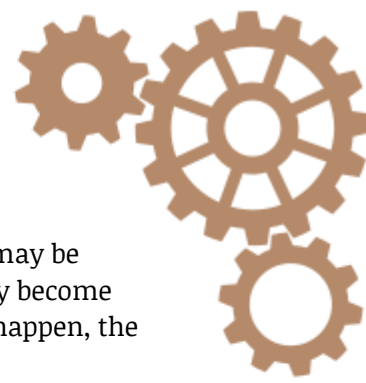
NON-COMBAT PLAYERS

Sometimes a player is unable to participate in the combat aspect of the game due to out-of-game medical reasons. Although combat is an integral part of the game, it is not the only part of the game, and these rules exist allow players with out-of-game limitations to participate in roleplay around combat without having to be directly involved in the physical aspects of combat.

All Non-Combat players must visibly wear an orange-colored headband labeled with "NON-COMBAT" in visible lettering at all times to indicate their Non-Combat status to other players. This headband must be on the top layer of any costuming and should not be easily confused or blend into in-character clothing to ensure visibility.

Non-Combat players are under no obligation to explain their reasoning for choosing to be Non-Combat, though it is recommended to privately inform staff so that they may be aware of any additional medical concerns or needs in the case of emergency or injury. Such information can be sent at any time through the online Accommodations and/or Hard Limits forms.





COMBAT AS A NON-COMBAT PLAYER

Even though Non-Combat players cannot directly engage in physical combat, there may be instances where combat breaks out in their general area where their characters may become involved, or where their character wishes to attack another. Should either scenario happen, the following rules must be followed:

- Non-Combat players should do their best to remain at least 5 feet away (more is recommended if it is more prudent) from combat-active characters engaged in combat.
- Non-Combat players may never carry *Shields* or any weapons (with the exception of *Firearm* and boffer-style *Ranged Weapons*), nor learn or use any skills which require melee weapons to use (e.g. *Parry*).
 - However, Non-Combat characters may use Skill Packets or foam dart blasters to attack others and use appropriate skills with.
- Non-Combat players may never be physically struck with melee weapon physreps or foam-tipped bow-fired arrows, though they may be hit with Skill Packets, foam darts, or coreless foam-only Ranged Weapon physreps.
- In order to attack a Non-Combat character, the following procedure must be followed:
 1. The attacking player must stand within weapon's reach, point their weapon at the target, and describe their intended attack (e.g. "I strike you in the arm", "I shoot you in the chest", etc.)
 2. The targeted Non-Combat character may then call defenses as appropriate to the attack
 3. This cycle of calling attacks/defenses may continue until the attacker wishes to stop attacking, the target runs out of defenses to call and becomes injured, or combat between those involved in otherwise interrupted or separated.
 4. If the Non-Combat character becomes injured, they must put hold arms up at a 90 degree angle and clearly state "I'm injured" to signal the character has fallen to damage, and must begin their normal Death Count until another player approaches within weapon's reach and performs appropriate healing.





COMBAT PHYSREPS

MELEE AND RANGED WEAPONS

MELEE LATEX WEAPONS

Latex weapons are approved on a case-by-case basis, and Aurum currently does not have a list of “pre-approved” brands or styles. However, a list of qualities an approval-worthy latex weapon generally should have is as follows:

- Striking surfaces are fully covered with a soft, springy foam which compresses at least 1/8” – 1/4” when squeezed
- Does not have any large, protruding spikes or decorative elements on striking surfaces that could easily be torn away or caught by other weapons in combat
- All non-striking surfaces are covered with foam with the exception of grips (no exposed core/pipe even on the pommel end)
- Is appropriately sized for the desired in-game weapon item

MELEE BOFFER WEAPONS

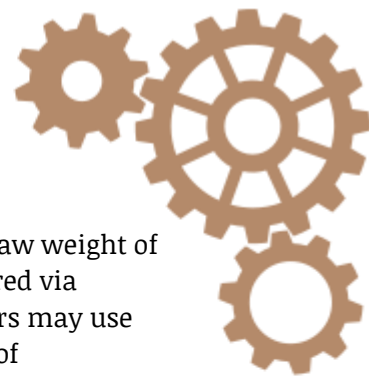
Boffer weapons may be constructed with a core made of either ½” PVC* pipe (for 1-handed weapons or smaller, or “bastard” size weapons if reinforced with a wooden dowel) or ¾” PVC* pipe (for “bastard” size weapons or 2-handed weapons, preferably reinforced with a wooden dowel). All surfaces (excluding the grip) must be covered with closed-cell pipe insulation foam which is at least ½” thick. Additionally, each end must be covered with at least 1” thick open-cell foam, ideally at least 2” on the thrusting tip(s), with small holes poked into the tips to ensure proper compression and release. Crossguards and decorative elements may be constructed out of closed cell pipe insulation foam or open cell foam. Weapons may have additional open-cell padding shaped to represent hammer and axe heads, but should be secured with strapping tape/glue to ensure stability in combat. All exposed foam must be covered with duct tape (strapping tape may be used as an underlayer for securing the foam), though non-striking surfaces may be additionally decorated with electrical/gaffers/mylar tape.

** While PVC pipe is the standard for Aurum boffers, alternative cores such as carbon fiber may be approved on a case-by-case basis. Please consult with a weapon safety marshal prior to construction or use of non-standard materials to ensure safety compliance.*

WEAPON-SPECIFIC CONSIDERATIONS:

- *Thrown Weapons:* Unlike standard boffer weapons, Thrown Weapons must be constructed entirely out of open cell foam covered with duct tape.
- *Unarmed Attack Boffers:* Unarmed Attack Boffers must be constructed with no crossguard, and either be bone-white or of a flesh tone appropriate for the wielding character.
- *Great Weapons:* These weapons must be constructed in such a way to not have any “wobble” or “whip” when being swung either way (such as including a reinforcing wooden dowel secured with glue or small nails inside the core pipe).
 - *Bastard-Size Great Weapons:* These weapons may be wielded with one or two hands in combat, so long as the weapon construction allows the player to maintain a secure, controlled grip while swinging
 - *2-Handed Great Weapons:* These weapons **must** be held with both hands when used in combat in way that maintains a secure, controlled grip while swinging





BOWS/CROSSBOWS

For bows and crossbows, real bows may be used so long as they do not have a draw weight of more than 35 lbs. Arrows/bolts must be foam-tipped, with the foam tightly secured via glue/tape to ensure it does not become dislodged during use. Alternatively, players may use boffer-style bows using Skill Packets or use Nerf-style dart blasters in the shape of bows/crossbows using standard foam darts.

MELEE/RANGED WEAPON SIZES

Weapons must fall within one of the below size categories to be considered an appropriate physrep for the in-game weapon:

Weapon Type	Size
Thrown Weapons	6" – 72"
Unarmed Attack Boffers	15" – 24"
Simple Weapons (minus staves)	15" – 44"
Quarterstaves	60" – 72"
Great Weapons	45" – 72"
Boffer Bows/Crossbows	36" – 60"

FIREARMS

Firearms may be represented by Nerf-style dart blasters so long as they are not fully automatic (though such blasters may be approved if the full-auto feature can be disabled) and utilize standard foam darts. Additionally, dart blasters should be internally unmodified*, though surface modification for decorative purposes is encouraged (regardless, all dart blasters must retain a bright orange tip to comply with government regulations regarding toy/replica firearms in order to be permitted for use at events).

Alternatively, players may use non-functional toy/replica firearms and utilize Skill Packets as ammunition instead. Non-functional toy/replica firearms still must have a bright orange tip to comply with government regulations to be permitted for use at events.

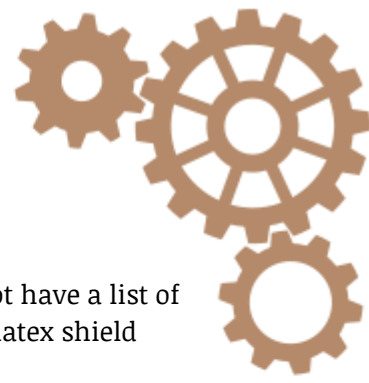
** Internal modifications of dart blasters may be approved on a case-by-case basis. Please consult with a weapon safety marshal prior to use of modified blasters to ensure safety compliance.*

SKILL PACKETS

Skill Packets are small, square bags made of cloth filled with birdseed which are either sewn shut or use a rubber band to secure the cloth into a rounded pouch. Skill Packets should be approximately 2" by 2" in size when filled/closed and should not be filled in such a way that there is no give upon impact. Additionally, only small, round bird seed (e.g. white millet) may be used to fill Skill Packets — no mixes including sunflower shells/seeds or other pointed/sharp seeds will be permitted for use.

Sewn Skill Packets can be created by sewing two 2-1/4" fabric squares on three sides then turning inside out, filling with about 1 tablespoon of bird seed, then closed with a ladder stitch on the open end. Alternatively, a 6" by 6" square can be used to create a gathered pouch filled with 1 tablespoon of bird seed and held closed with a strong rubber band wrapped above the seed ball in such a way that the packet is firm enough to be felt upon striking, but not hard enough to cause pain or injury when thrown in combat.





SHIELDS AND ARMOR

LATEX SHIELDS

Latex shields are approved on a case-by-case basis, and Aurum currently does not have a list of “pre-approved” brands or styles. However, a list of qualities an approval-worthy latex shield generally should have is as follows:

- All edges are covered with at least ½” closed cell foam
- Does not have any hard spikes or decorative elements on the forward face of the shield
- Any hardware on the forward face of the shield lies flush with the surface/is covered by foam padding

BOFFER SHIELDS

Boffer shields may be constructed with a base of either wood, plastic, or metal. All edges must be covered by at least ½” closed cell foam and secured with strapping/duct tape. Any exposed hardware on the forward face of the shield must either lie flush with the surface or be covered by foam padding. Any style of grip/handle may be used so long as it is secure and will not come into contact with other players/weapons during combat. Surfaces may be either covered with tape or painted (though paint should be sealed to prevent flaking off when being struck).

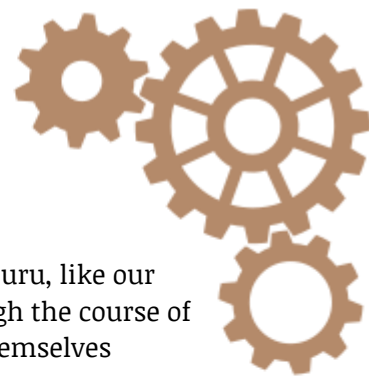
SHIELD SIZES

Shields must be a minimum of 14” in width/diameter. The maximum size of a shield is determined by the player wielding it: shields may be no larger than shoulder-to-knee on the wielding player and should be no wider than the player’s shoulder-width plus 4 inches. Additionally, no shield may be longer than 40” nor wider than 28”, regardless of the size of the wielding player. For all shields, the width must not exceed the length.

ARMOR

Armor may be represented either by real or costume armor pieces. To impart Armor Points when worn in conjunction with an Armor skill, the piece must be of a material (or fabricated to replicate a material) appropriate to the Armor skill(s) of the wearer. Armor which is of poor quality or is not appropriate to the game setting may be given a -1 penalty to the assigned Armor Points of the armor piece. Regardless of material or style, no armor piece should have protruding metal pieces/decorative elements which could potentially cause harm or damage to other players or weapon physreps during combat.





THE DEATH SYSTEM

Injury and ultimately death are a natural part of any world, and in the world of Sha'uru, like our own, characters have but one life to live and death is singular and inevitable. Through the course of combat, or perhaps merely unfortunate circumstances, characters will often find themselves acquiring injury, mechanically represented by the Death System.

ENTERING THE DEATH SYSTEM

LIMB STRIKES

When a character is struck in a limb, they lose use of that limb until it is healed. Being struck in the same limb again will not increase the severity of the injury unless a skill is called that delivers such an effect, nor will the strike be carried to the Torso; however, this does not mean a player should deliberately block strikes with a “deadened” limb (as this risks OOG injury). Regardless of how many times a limb is damaged or affected, the character does not enter the Death System from limb strikes unless they are also affected by a skill or effect which states they enter it. However, the limb still must be healed by appropriate means to be used in combat once again, and damage to limbs is not automatically healed when a character is brought out of their Death Count unless the effect specifically states it does so.

TORSO STRIKES

Characters naturally have a single point of Torso Toughness, which may be temporarily or permanently increased though certain skills or effects (e.g. *Tough*). A character may take as many strikes or attacks to the Torso as they have remaining Toughness points for.

When a character receives a strike to the Torso they cannot defend against or negate, they begin to enter the Death System, which consists of four stages:

1. Injured
2. Critical
3. Comatose
4. Death

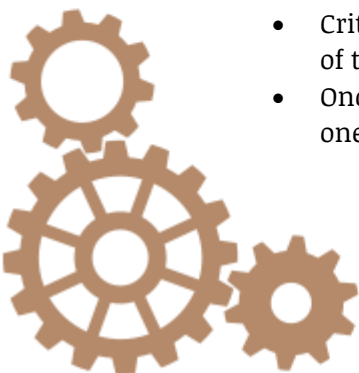
DEATH COUNT STAGES

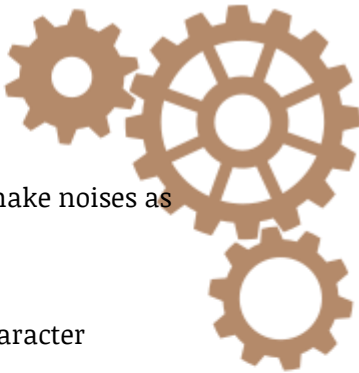
INJURED

- Lasts for 10 minutes
- Injured characters may be healed by any effect which states it brings characters out of the Injured stage (most commonly the First Aid skill)
- Characters with First Aid or healing items may apply it to themselves while Injured, so long as they have at least one undamaged arm
- Injured characters may moan, clutch at wounds, cry for help at an audible whisper, or slowly crawl away until healed or the 10 minutes is reached

CRITICAL

- Begins after the Injured stage timer is exceeded, or an effect brings the character directly to Critical
- Lasts for 30 minutes
- Critical characters may ONLY be healed by an effect which states it brings characters out of the Critical stage (most commonly a Resuscitate effect)
- Once healed out of Critical, the character must roleplay feeling sore for a minimum of one Period



- 
- Critical characters are unconscious, and may no longer move, speak, or make noises as they are slowly bleeding to death

COMATOSE

- Begins after the Critical stage timer is exceeded, or an effect brings the character directly to Comatose
- Lasts for 60 minutes
- Comatose characters may ONLY be healed by an effect which states it brings characters out of the Comatose stage
- Debilitations may be applied at plot discretion based on how long the character was Comatose:
 - 0-15 minutes: No Debilitation
 - 16-30 minutes: Minor Debilitation
 - 31-45 minutes: Moderate Debilitation
 - 46-60 minutes: Major Debilitation

DEAD

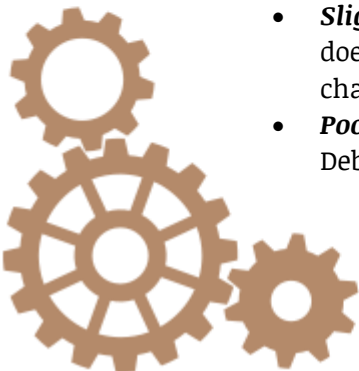
- Begins after the Comatose stage timer is exceeded, or an effect brings the character directly to Death
- Lasts permanently; once a character reaches this stage, they are Permanently Dead, and cannot be healed or resuscitated back to life by any means
- If a character reaches this stage, they should consult with the Game Director or Plot Director for additional information and/or about creating a new character

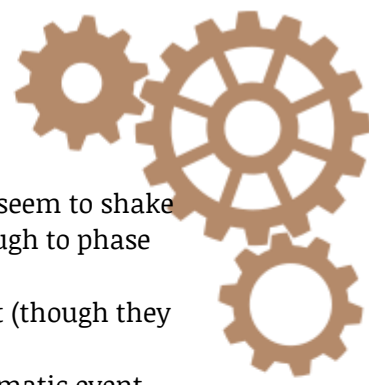
DEBILITATIONS

Characters may obtain permanent Debilitations through the course of play, most commonly through the Death System, but potentially through other in-game roleplay or choosing to begin the game with one or more Debilitations as part of character creation (however, there is no mechanical benefit to starting with a Debilitation beyond the additional roleplay and/or character motivations it might inspire). Minor and Moderate Debilitations can be removed with specific Natural Science skills; Major Debilitations currently have no standard method of removal, and cures must be discovered in-game.

Below is a list of standard Debilitations; Debilitations not on this list may be granted with Plot approval:

MINOR DEBILITATIONS

- **Minor Recovery**—This Debilitation is only gained after a successful *Minor Corrective Surgery*, and this Debilitation replaces the previous Debilitation. The character is affected by the *Persistent Pain* Status Effect for the duration of this Debilitation, which lasts for 3 months.
 - **Shortness of Breath**—After 5 minutes of strenuous activity/exertion (running, active combat, etc.), the character must take a 5 second rest-break before continuing.
 - **Slight Limp**—The character can only walk or run with a slight, but visible, limp. This does not prevent the character from running at all, but it must be noticeable that the character is limping.
 - **Poor Grip**—The character may not ever call the Retain skill for the arm affected by this Debilitation.
- 



- **Chronic Cough**—The character has a chronic, wet cough they can never seem to shake or suppress. The cough is ever-present, but not necessarily powerful enough to phase the character for long.
- **Bad Eyesight**—The character may never use skills with a Rifle or Musket (though they may fire normal shots) and must roleplay as have poor vision.
- **Minor Psychological Trauma**—The character has suffered a minor traumatic event that has induced a minor psychological detriment (e.g. a fear of traveling alone, being unable to look at a person who is bleeding, an irrational phobia of pineapples, etc.). The effect of this Debilitation should be something noticeable when a relevant trigger appears but does not have to be something that constantly would be triggered or would be crippling when triggered.

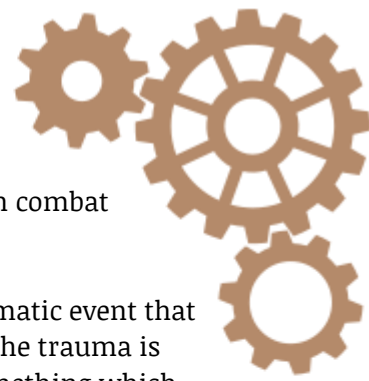
MODERATE DEBILITATIONS

- **Moderate Recovery**—This Debilitation is only gained after a successful *Corrective Surgery*, and this Debilitation replaces the previous Debilitation. The Character is affected by the *Persistent Pain* Status Effect for the duration of this Debilitation, which lasts for 3 months. Additionally, the character's Death Counts are reduced by half as per a *Bleeding Wound* Status Effect (this also stacks with a normal *Bleeding Wound*) for the duration.
- **Winded**—After 1 minute of strenuous activity/exertion (running, active combat, etc.), the character must take a 15 second rest-break before continuing.
- **Heavy Limp**—The character can only walk or run with a heavy, visible limp, and is unable to run more than 5 steps before stopping for 5 seconds before continuing. The use of a cane is not required but encouraged.
- **Bad Arm**—The character has a withered or permanently broken arm. They may not use any offensive or defensive combat skills beyond the normal use of a weapon and cannot swing a weapon faster than one swing/5 seconds with the affected arm.
- **One Eye**—The character is missing an eye and may not use any offensive combat skills with Ranged Weapons or Firearms; they may still fire for normal damage but can only fire one shot every 15 seconds.
- **Moderate Psychological Trauma**—The character has suffered a traumatic event that has induced a moderate psychological detriment (e.g. a fear of the dark, paralyzing arachnophobia, fainting for 15 seconds at the sight of blood, etc.). The effect of this Debilitation should be something which is a routine inconvenience but can be worked around or managed with some effort.

MAJOR DEBILITATIONS

- **Major Recovery**—This Debilitation is only gained after a successful miracle procedure of modern medical science, and this Debilitation replaces the previous Debilitation. The character is affected by the *Persistent Pain* Status Effect, the character has their total purchased ranks of *Grit* and *Tough* reduced by 1 (to a minimum of 0), and the character's Death Counts are reduced by half as per a *Bleeding Wound* Status Effect (this also stacks with a normal *Bleeding Wound*) for the duration of this Debilitation, which lasts 6 months.
- **Amputation**—The character permanently loses a limb.
- **Paraplegic**—The character is unable to walk without the assistance of some kind of device (e.g. a pair of Clockwork Limbs).





- **Blind**—The character is permanently blind and may not engage others in combat without the use of *Blind Fighting*.
- **Mute**—The character is unable to speak or utter any noises.
- **Major Psychological Trauma**—The character has suffered a major traumatic event that has induced a majorly-debilitating psychological trauma. The nature of the trauma is negotiated between Plot and the affected character to ensure it is not something which would offend or out-of-game trigger them or other players. If an appropriate trauma cannot be agreed upon, the character will be afflicted by a different Debilitation at Plot's choosing instead.

STATUS EFFECTS

Certain characters, items, or environmental hazards may deliver specific effects collectively termed “Status Effects”. The most common Status Effects are described below:

BLEEDING WOUND

Reduces all Death Counts by half. Does not stack with other *Bleeding Wounds* but may stack with other effects which reduce Death Count timers.

CHARM EFFECT

Induces non-magical susceptibility of the character to the mental, emotional, or social manipulation of the source. Can only be reduced or negated through abilities or effects which specifically state they defend against *Charm Effects*.

CHEMICAL DAMAGE

Reduces the max AP of the character by 1 point until healed; does not stack with itself but may stack other AP-reducing effects (such as *Elemental Damage*).

ELEMENTAL DAMAGE

Can be either Fire, Frost, or Electric; reduces the max AP of the character by 1 point until healed; does not stack with its own element, but may stack with other *Elemental Damage* types or other AP-reducing effects (such as *Chemical Damage*).

INFECTION [RANKED]

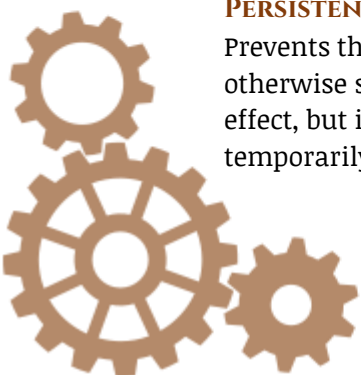
The character must have an unhealed *Bleeding Wound* Status Effect to obtain this effect or be struck with an attack which specifically states it automatically induces *Infections*. Rank 1 and Rank 2 *Infections* will permanently kill an infected character at the end of the event if the effect is left untreated. Rank 3 and Rank 4 *Infections* may kill sooner if untreated (typically within 8-12 hours).

INTENSE PAIN

Overwhelms the character with pain to the point where they cannot move away, or take any offensive/defensive actions, until the effect expires or is negated.

PERSISTENT PAIN

Prevents the character from moving faster than a walking pace until the end of the event or otherwise stated. There currently is no standard skill or effect which will remove this status effect, but it may be temporarily lifted with effects which state they allow the character to temporarily ignore pain.





CHAPTER 8: SERVICE REWARDS

THE SERVICE POINTS SYSTEM

Aurum is not only a game; it is a community of volunteers working together to provide the best experience for all members of the Aurum family. The Service Points System is the most common way Aurum rewards and thanks its players and staff for the contributions they make towards our goals of producing immersive, high-quality content. In most cases, such contributions are in the form of prop/costuming donations, taking voluntary NPC shifts or full-time NPCing, post-event cleanup, or performing some other kind behind-the-scenes support for running events smoothly. Because contributions can vary greatly, it is impossible to list the specific Service Point (or "SP", for short) amounts awarded for each possible option; however, players are encouraged to ask Aurum staff before committing to a donation/service assignment and Aurum staff will endeavor to provide a general idea of the reward amount for the intended service. Service Points can be exchanged for special rewards (including, but not limited to, Components, unique items, SDA bonuses, and temporary skills) for their characters through the "Story Enhancement Templates" or the "Goblin Black Market".

ROLEPLAY CHITS

Roleplay Chits (or "RP Chits") are a special reward for players who go above-and-beyond to bring an immersive, fun, and engaging experience for themselves and other players through their roleplay, costuming, and props. RP Chits provide access to in-game rewards, such as Story Enhancement Templates, Improved Trade Contacts, or other unique rewards.

Players may earn up to a maximum of 3 RP Chits per event, one each from the following sources:

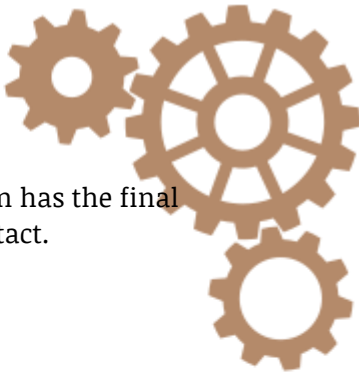
- Nomination by the Creative Director
- Nomination by the Plot Team
- Nomination by another player

RP Chits from the Creative Director and Plot Team are awarded post-event entirely at the Director/Team's discretion. However, each player also may nominate one of their fellow players each event by recording the nominated player's name/character and a brief description of why they are being nominated in the Notes section of their own character card before Check Out.

IMPROVED TRADE CONTACTS

Improved Trade Contacts are unique "upgrades" of standard Trade Contact or Underground Trade Contact NPCs. Unlike standard *Trade Contacts*, Improved Trade Contacts are NPCs who may have more specialized and advanced skills, wider and more influential connections, or have major significance in one or more plotlines or story elements of the game world at large.

Upon purchase of an Improved Trade Contact, a player may specify the type of Contact they are looking for, and the Plot Team will work with the player to create or introduce an appropriate NPC fulfilling those requests as much as possible. Furthermore, Improved Trade Contacts can be further



upgraded to enhance their skills, connections, or significance. However, the Plot Team has the final say on the scope of the abilities/connections/significance of any Improved Trade Contact.

STORY ENHANCEMENT TEMPLATES

Story Enhancement Templates (or “SETs”) are unique character “upgrades” which take the form of drastic in-game alterations to a character’s physical appearance, abilities, and even personality. The degree of change can vary depending on which Template a character takes on—however, once a character has purchased a SET, they may never purchase another for that character.

A character of any Class and Species combination can choose any Story Enhancement Template they desire so long as they have the SP to purchase it, and there are no specific skill prerequisites needed for any SET. SETs are acquired through a combination of two things: in-game roleplay, and spending Service Points/RP Chits. The player is then required to costume and roleplay their SET appropriately according to the flavor and requirements listed in the SET description.

Additionally, each Template is broken into two tiers of costuming intensity:

Basic Level—This tier requires the minimal costuming and/or roleplay requirements of the SET and players are granted the standard skills/abilities for their chosen SET once the SET has been acquired in-game.

Signature Level—This tier requires advanced costuming and/or roleplay appropriate for the SET and is only awarded at staff discretion. In return, Signature Level characters receive additional skills/benefits from their chosen SET.

The full description of a Story Enhancement Template is only revealed upon purchase of the SET. To enquire about purchase costs and other requirements about SETs, contact a member of the senior plot staff. Please note that the intention of SETs is not as a “capstone” for character development—that distinction lies with the Hidden Skills system—but as a reward for exceptional roleplay and service to the game in the form of opportunity for unique costuming and roleplay challenges.

A brief overview of each SET currently available is listed below:

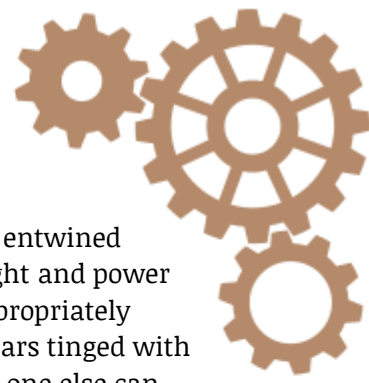
ALIENIST

“Reality is a prison, and Will is a door. And the thing you need to remember about doors...(chuckles)...the thing about doors is that once they're opened, things can pass through in BOTH directions.”

The Alienist has touched one of the fonts of power that lie outside the physical world. They have glimpsed, touched, been touched by, or made pacts with the unknowable and illimitable forces that surround the comforting illusion of the physical world. And in so doing, has become infused with a fraction of that force—Aetheric, Occult, among others—bound to it body and soul.

The Alienist becomes one, in a manner of speaking, with the force they are infused with, and can manipulate it to a much greater degree than a normal person, and with much greater control/precision.

No one else is as steeped in the force of an Alienist as they are themselves. It is as much a part of them as the air in their lungs, or the blood in their veins.



Costuming

Makeup around the left eye (of a color determined by which force they have become entwined with), running in a stripe at least 1.25 inches wide, down to the jawline (to denote light and power showing through cracks in the physical form). Other themed makeup such as an appropriately colored contact lens in the left eye, a streak of the appropriate color in the hair, or scars tinged with that color. Must always roleplay being slightly distracted, as if listening to voices no-one else can hear.

General Abilities

- A deep and pervading knowledge of the chosen force, regardless of the character's previous skills or class.
- Affinity with the chosen force will yield better Marshal results when using skills associated with that force. Same goes for SDAs.
- Resistance against their chosen force, in the form of Armor, Tough, or invokable defenses against the appropriate abilities/attacks.

COMPOUND U

"Who, me? Me?... No, you got the wrong lady, friend. Why would you want to talk to HER? Why? Sure, we look alike, but you're SO much better off, darling, now that I'M. HERE. She'll be back later, the poor dull thing.... and really, wouldn't you rather spend time with me, anyway?"
(laughs)

Compound U is an experimental alchemical. They say each person has a dark side, but that's not strictly true. Rather, every person has another side.

Taking Compound U allows that other side to come to the fore. Literally. Those people who take Compound U (and survive the experience) become addicted to it. But when they take their dose, their other comes out.

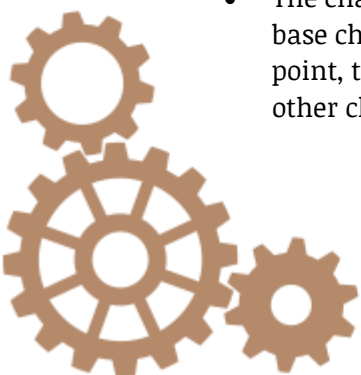
A creature of pure Id and Charisma, the unchained inner self; proud, self-confident, brash, and powerful. Supremely convinced of their own righteousness and in love with everything about themselves. So much better, in their own estimation, than the boring drudge who oversaw their shared body up until now.

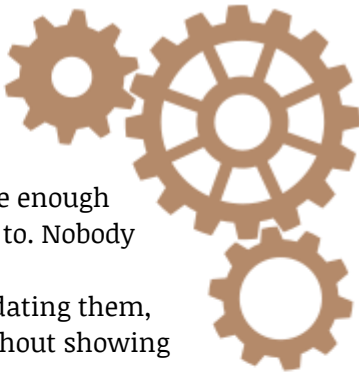
Costuming

Horns, wild unkempt hair, and a selection of other bestial features from a list specified by plot. No tails, wings, additional limbs are permitted, but clawed hands, fangs, tusks, cloven hooves, etc. are all on the list. Must roleplay as being less inhibited and much more brash than the base character. Must choose a new name for themselves and refer to their other "normal" self with disdain and pity. This is the best version of themselves, after all! The two versions of the Compound U character share one body, but do not share memories, or even necessarily the same goals/agendas.

General Abilities

- The character gets a single dose of Compound U each event. They start the event as their base character. Then, at any point they may choose (or not) to drink the potion. At that point, the "other guy" shows up, and the player plays the remainder of the event as that other character.



- 
- Compound U drinkers are creatures of will and faith in themselves. They have enough willpower to stop almost anything from affecting them if they do not want it to. Nobody tells them what to do because they know best!
 - They can affect others with the strength of their will, by taunting and intimidating them, and they're VERY good at it. They are also able to endure tremendous pain without showing it, because that would be admitting weakness.
 - Compound U drinkers also love to be praised, so they will almost always pick something they are good at and refine it to the point of being the best at it.

ORACULAR HOST

“Be still. Marshal your emotions, and then perhaps you might catch a glimpse -just a glimpse- of the world that’s waiting to become. Listen, watch, and be still. The future is at once a babe waiting to be born, and a crone full of wisdom.”

The Oracular Host is a symbiotic being created from a pact formed between a mortal and a creature from another place. Another world. In exchange for time spent observing our world through mortal eyes, the creature from Beyond grants the Host the powers of sight-beyond-sight.

Oracular Hosts must become masters of their own minds in order to survive possession by the creature from Beyond. And in so doing, they learn to reach out past their own physical shell and influence the minds of others.

Costuming

A third eye, which opens in the character's forehead. Should role-play mastery of their own emotions; calm and collected as often as is reasonable.

General Abilities

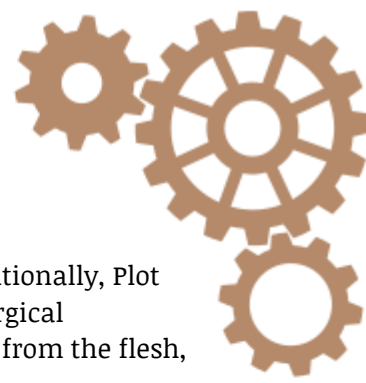
- The Oracular Host can look into the future, with some restrictions. They can do so with more accuracy, and more often, than the methods that are currently available. Their vision is not fool proof, however.
- Oracular Hosts have insight into the Beyond, and the creatures that live there.
- An Oracular Host can connect with the emotions of others, and influence them to feel things intensely, and at their direction. They can soothe a troubled mind, kindle anger, cause dread, and more.

PRODUCT OF SCIENCE

“I’m still me. Just...better. And the best thing about the new me...It’s going to take a lot more than that to stop me.” (Grinding noises from under the skin. Wounds knit closed in a matter of seconds.)

In this age of discovery, not all innovation comes without cost, and not all the results of progress are pretty. But those who dare to push the boundaries of science and medicine can create some truly miraculous and horrifying things.

People who undergo radical surgeries and augmentation sometimes emerge from the process as Products of Science, creatures that possess a toughness and tenacity that no mere mortal can equal.



Costuming

Dark brown makeup around the eyes, to make them look sunken in, and fangs. Additionally, Plot will work with you to design more costuming elements. This could be things like surgical modifications, extreme scarification, unnatural musculature, clockwork protruding from the flesh, and so on.

General Abilities

- The Product of Science is tough. VERY tough. Their newly enhanced bodies are tougher and more resilient than a normal person's. Regardless of what their field of study was before their transformation, they now have the toughness and Grit necessary to function long after a normal person would have succumbed to their wounds.
- In the direst of circumstances, a Product of Science can exert willing control over their enhanced body, forcing it to regenerate and heal itself from even the most grievous wounds.
- You can hit them, cut them, beat them, shoot them, or burn them, but chances are they will just keep coming.

RE-ANIMANT

"The dead do not always remain in their graves. Mostly, this is a terrible thing. But sometimes, hope is kindled beyond death's door.... Get up! Get on your feet!"

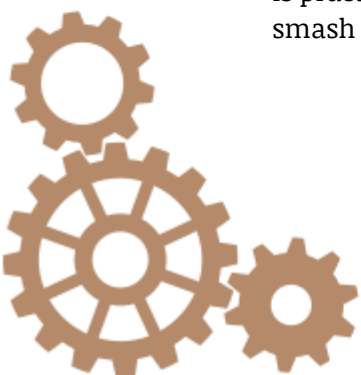
The Re-Animant is the recipient of experimental medical procedures designed to bring a person back from beyond the reach of death. When they arise, they are not undead, but neither are they exactly who they were in life. Strange energies fuel them and lend their bodies the strength of many men.

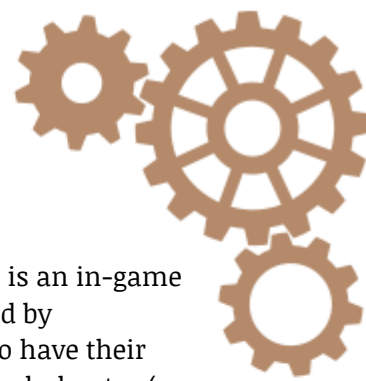
Costuming

Iron Chains and a Collar around the neck, that may never be removed. Inflamed skin running from the collar up to the lower lip and the bottom of the ears. Must roleplay as being somewhat clumsy and brutish.

General Abilities

- The Re-Animant is as strong as many men. They can perform feats of strength that would be unthinkable for even the mightiest of "normal" people.
- The Re-Animant's body has been hardened and made more durable thanks to the re-animating process. They can shrug off the effects of things like Electrodynic attacks and frost/cold effects. Not only do these attack types do little damage, they also do not slow down the Re-Animant.
- Re-Animants do not have the same resistances to fire. Fire may affect them differently than what is described above.
- Re-Animants are slightly duller of wit than they were in life, but their destructive potential is practically unrivaled. A Re-Animant can tear a door off its hinges with its bare hands, smash holes through walls, or even take a rifle and break it in half across its knee!





THE GOBLIN BLACK MARKET

While Service Points are an out-of-game reward for players, the Goblin Black Market is an in-game entity which exists to help explain where and how Service Point rewards are acquired by characters. At events, players can visit the Goblin Black Market by visiting Logistics to have their purchase noted on the player's character card and receive any item cards and/or marshal notes (as applicable). However, as Service Points are earned by the player and not individual characters, players can make Service Point purchases for any of their characters at any time up to their current SP total.

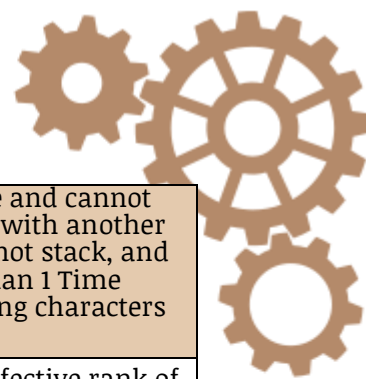
The offerings on the Goblin Black Market are split into *Character Rewards*, which are typically buffs or enhancements automatically applied to the character and require no special item use to get the benefit, and *Wondrous Items*, which are unique in-game items with rare or powerful effects. The Goblin Black Market may periodically update, so check back frequently for new rewards to purchase!

CHARACTER REWARDS

Note: The purchase limits below apply separately per character.

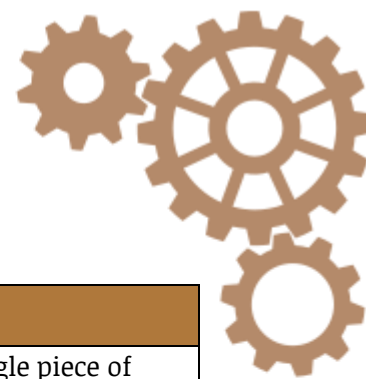
REWARD NAME	COST	LIMIT	DESCRIPTION
<i>Common Connoisseur</i>	10 SP	<i>10 per event</i>	The character receives 1 Generic Component of their choosing per purchase.
<i>Rare Connoisseur</i>	25 SP	<i>2 per event</i>	The character receives 1 Named Component of their choosing per purchase.
<i>Rapid Repairs</i>	25 SP	<i>No limit</i>	Repairs 1 Renewable item in disrepair back to normal function per purchase.
<i>Fast Learner</i>	500 SP	<i>No limit</i>	Grants +1 XP per purchase to a single character of the player's choosing. Multiple purchases of this reward can be spread among all characters the player has.
<i>Tough Cookie</i>	50 SP	<i>Once per event</i>	Allows the character to increase their effective rank of <i>Tough</i> by +1 for the event; if the character does not have any ranks of <i>Tough</i> , they are considered to have <i>Tough I</i> for the event. Purchase of this reward can allow a character to exceed the rank of <i>Tough</i> they normally have access to but cannot ever be used to exceed <i>Tough IV</i> .
<i>Life Insurance</i>	200 SP 400 SP 600 SP	<i>One time ever *</i>	When the purchasing character permanently dies or retires, the player can liquidate the character's assets and transfer them to a new character. The amount transferred is either 25% (200 SP), 50% (400 SP), or 75% (600 SP) depending on the tier purchased. * Players can choose to go up a tier by paying the difference in SP between the previous tier and the desired tier. This does not count as a separate purchase towards the standard limit.
<i>Research Bonus</i>	75 SP	<i>Once per event</i>	Grants the character an additional bonus to the success of a Research SDA. This bonus will only apply for the next SDA submitted and cannot be applied retroactively.
<i>Practiced Ritualist</i>	80 SP/ rank	<i>Once per event</i>	Reduces the amount of time required to perform one Ritual of the character's choosing by 1 Time Interval for the event. The Ritual chosen must be one known





			by the character at the time of purchase and cannot be changed later. If performing a Ritual with another character, the effects of this reward do not stack, and the ritual time is reduced by no more than 1 Time Interval regardless of how many assisting characters have purchased this reward.
Multi-Tasker	50 SP	Once per event	Allows the character to increase their effective rank of <i>Acuity</i> by +1 for the event; if the character does not have any ranks of <i>Acuity</i> , they are considered to have <i>Acuity I</i> for the event. Purchase of this reward can allow a character to exceed the rank of <i>Acuity</i> they normally have access to.
Follow a Lead	50 SP	Once per event	Every now and then a <i>Trade Contact</i> comes through in a big way; purchase of this reward will expedite a knowledge search or further along plot points for a given storyline the character was pursuing. Characters without any <i>Trade Contacts</i> may still purchase this reward to benefit from its effects, but the results will be less reliable/effective than if from a <i>Trade Contact</i> .
Expeditious Correspondence	75 SP	Once per event *	In order to purchase this reward, the player must receive Plot approval and also complete at least one NPC shift during the event of purchase. When purchased, the character expends their SDA for the event to Correspond with a <i>Trade Contact</i> during the event instead; the player will receive the results of this Correspondence at the conclusion of their NPC shift(s) instead of between events. <i>* This reward cannot be purchased if "Expeditious Researcher" was already purchased for the same event.</i>
Expeditious Researcher	100 SP	Once per event *	In order to purchase this reward, the player must receive Plot approval and also complete at least one NPC shift during the event of purchase. When purchased, the character expends their SDA for the event in order to perform a Research action during the event instead; the player will receive the results of this Research at the conclusion of their NPC shift(s) instead of between events. <i>* This reward cannot be purchased if "Expeditious Correspondence" was already purchased for the same event.</i>

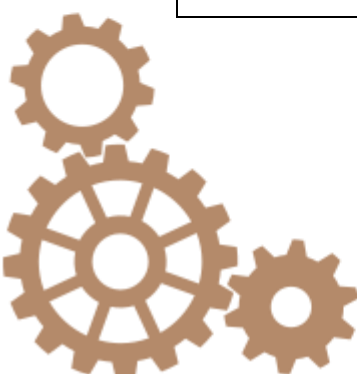




WONDEROUS ITEMS

Note: The purchase limits below apply separately per character.

REWARD NAME	COST	LIMIT	DESCRIPTION
Doctor Spengler's Aetheric Reinforcement Oil	200 SP	1 per event	[Rank 2 Chemical] After applied to a single piece of armor, grants +2 Armor Points to the <i>Armor</i> vs. attacks from Aetheric Creatures. The purchaser has the option of having the <i>Chemical</i> already be applied to a piece of armor they possess or having this as an item which can be used on any piece of armor. If they choose to have this as an item, standard rules for applying <i>Chemicals</i> apply, and it will expire at the end of the event if not used.
Flauvio's Filching Fingercuff	150 SP	1 per event	When placed into a pocket, pouch, or bag, this item will thwart the next <i>Pickpocketing</i> attempt that targets that container. This device is very delicate and thus is rendered useless after one use, or at the end of the event if not used.
Grip Guard Gauntlets	200 SP	1 per event	Once per encounter the character may use the <i>Retain</i> skill for 0 AP, regardless of if the character has learned the skill or not. This item will last for the entire weekend, after which it irreparably breaks.
Lady Perry's Pewter Pestle of Perfection	80 SP/ rank	1 per event	Reduces the amount of time required to craft one <i>Alchemy</i> or <i>Chemistry</i> Recipe of the character's choosing by 1 Time Interval for the event. The Recipe chosen must be one known by the character at the time of purchase and cannot be changed later. If crafting a Recipe with another character, the effects of this reward do not stack, and the craft time is reduced by no more than 1 Time Interval regardless of how many assisting characters have purchased this reward.
Professor Morton's Hyper Reflexive Elixir	300 SP	1 per event	[Rank 2 Medicine] After imbibing, once per encounter the character may use the <i>Dodge</i> skill for 0 AP, regardless of whether the character has purchased the skill, for the remainder of the event. The purchaser has the option of having the <i>Medicine</i> already be administered to themselves or having this as an item which can be used on either themselves or others. If they choose to have this as an item, standard rules for administering <i>Medicines</i> apply, and it will expire at the end of the event if not used.
Skeleton Key	80 SP	1 per event	Can be used to unlock a working door that is not magically sealed. The key is made of very soft metal and thus is rendered useless after one use, or at the end of the event if not used.
Temporary Rubberized Flotation Device	80 SP	1 per event	When used, allows the character the use of the <i>Swim</i> skill for one encounter. The device is not designed for prolonged use and thus is rendered useless after one use, or at the end of the event if not used.





APPENDIX A: SCHEMATIC TABLES

THE SCIENCES

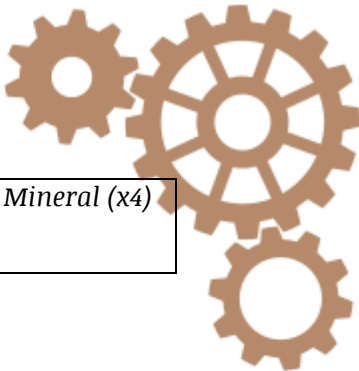
AETHERIC SCIENCE SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Aether Goggles	1	10 min	Aetheric Attraction Crystal I (x1)	Crystal (x1), Tergora (x1)
Aetheric Attraction Crystal I	1	5 min	Concentrated Ectoplasm (x1)	Crystal (x2)
Aetheric Disruptor	2	5 min	Black Onyx (x1)	Chemical (x1). Crystal (x2). Mineral (x2)
Aetheric Stabilizer	2	15 min	Green Topaz (x1)	Crystal (x2), Mineral (x2)
Aetheric Attraction Crystal II	3	15 min	Dense Ectoplasm (x1)	Crystal (x6)
Aetheric Cage Trap	3	10 min	Black Tourmaline (x1)	Chemical (x2). Crystal (x3), Mineral (x3)
Aetheric Neutralizer	4	15 min	Aetheric Attraction Crystal II (x1), Aurum Pulse Assembly (x1)	Chemical (x2), Crystal (x6), Mineral (x6)
Aetheric Rift Generator	4	10 min	Aetheric Attraction Crystal II (x1), Ectoplasm of a Phantasm (x1)	Chemical (x6). Crystal (x6), Mineral (x4)

CHEMISTRY SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Ferric Chloride	1	1 min	Iron Shavings (x1)	Chemical (x1), Mineral (x1)
Iodine	1	1 min	Seaweed Extract (x1)	Chemical (x1)
Smelling Salts (x10)	1	1 min	Hartshorn Salt (x1)	Chemical (x1)
Anesthetic Ointment	2	1 min	Ether Solution (x1)	Chemical (x2)
Gunpowder (x5)	2	5 min	Aqua Regia (x1)	Chemical (x2), Mineral (x2)
Minor Explosive	2	5 min	Aqua Regia (x1)	Chemical (x1), Mineral (x1)
Temporary Adhesive	2	1 min	Animal Hooves (x1)	Chemical (x3)
Erigeron Heterophyllum	3	5 min	Pride Weed (x1)	Chemical (x6)
Explosive	3	10 min	Concentrated Aqua Regia (x1)	Chemical (x3), Mineral (x3)
Lesser Acid	3	1 min	Muriatic Acid (x1)	Chemical (x6)
Acid	4	1 min	Oxygenated Muriatic Acid (x1)	Chemical (x8)
Bartholomew's Efficacious Elixir	4	15 min	Aurum Dust (x1)	Chemical (x6), Crystal (x4)





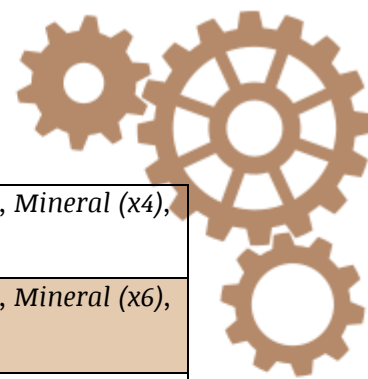
Major Explosive	4	15 min	Saltpeter (x1), Concentrated Aqua Regia (x1)	Chemical (x6), Mineral (x4)
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NATURAL SCIENCE SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Field Surgery Kit	1	5 min	Bullet Extractor (x1)	Chemical (x1), Textile (x1)
First Aid Kit	1	5 min	Isopropyl Alcohol (x1)	Textile (x2)
Splint	2	1 min	Medical Rope (x1)	Tergora (x2), Textile (x1)
Medical Trauma Kit	3	5 min	Pump Assembly (x1)	Chemical (x2), Mineral (x2), Textile (x2)
Minor Corrective Surgery	3	30 min	N/A	Chemical (x3), Textile (x3)
Transfusion Kit	3	1 min	Rubber Hosing (x1)	Chemical (x2), Mineral (x2), Textile (x2)
Corrective Surgery	4	30 min	N/A	Chemical (x6), Textile (x6)
Full Surgery Tool Kit	4	15 min	Chloroform Pump (x1), Scalpel Set (x1)	Chemical (x5), Textile (x5)

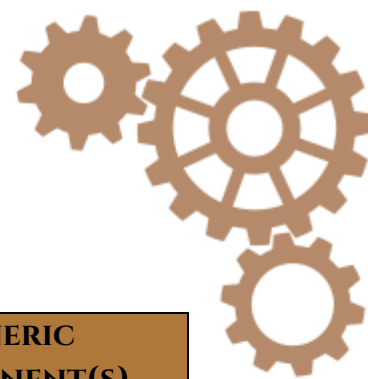
PHYSICS SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Bullet	1	5 min	Gunpowder (x1)	Mineral (x2)
Caltrops	1	1 min	Bar Stock (x1)	Mineral (x1)
Great Weapon	1	5 min	Dense Coal (x1), Bar Stock (x1)	Mineral (x1), Tergora (x1)
Ranged Weapon	1	5 min	Reinforced Sinew (x1), Linseed Oil (x1)	Mineral (x1), Tergora (x1)
Shackle Trap	1	1 min	Bar Stock (x1)	Mineral (x1)
Simple Weapon	1	5 min	Bar Stock (x1)	Mineral (x1), Tergora (x1)
Armor, Light	2	5 min	Bar Stock (x1), Reinforced Thread (x1)	Tergora (x1), Textile (x1)
Armor, Medium	2	5 min	Bar Stock (x1), Reinforced Thread (x1)	Mineral (x2), Tergora (x1)
Armor, Heavy	2	5 min	Bar Stock (x2), Reinforced Thread (x1)	Mineral (x2), Tergora (x2)
Musket	2	15 min	Trigger Assembly (x1)	Chemical (x2), Mineral (x4), Textile (x1)
Needle Trap	2	5 min	Razor Needle (x1)	Mineral (x2)
Net Trap	2	5 min	Weighted Thread (x1)	Textile (x2)
Pistol	2	15 min	Trigger Assembly (x1)	Chemical (x2), Mineral (x2), Textile (x1)
Pit Trap	2	5 min	Impossibly Sharp Spikes (x1)	Tergora (x2)



Revolver	2	15 min	Trigger Assembly (x1), Ammunition Assembly (x1)	Chemical (x2), Mineral (x4), Textile (x2)
Rifle	2	15 min	Trigger Assembly (x1), Ammunition Assembly (x1)	Chemical (x2), Mineral (x6), Textile (x2)
Shield	2	5 min	Bar Stock (x2)	Textile (x2)
Springboard Trap	2	5 min	Reinforced Spring (x1)	Mineral (x2)
Basic Clockwork Limb	3	30 min	Regulator Clock Spring (x1)	Chemical (x2), Mineral (x4)
Reinforced Armor Plating	3	5 min	Ferric Chloride Infused Steel (x1)	Chemical (x2), Mineral (x4)
Spring Loaded Boots	3	5 min	Reinforced Spring (x1)	Mineral (x2), Tergora (x4)
Steam Powered Battering Ram	3	15 min	Aurum Igniting Drive Shaft (x1)	Chemical (x2), Mineral (x2), Tergora (x2)
Basic Clockwork Messenger	4	30 min	Regulator Clock Spring (x1), Magnetite Stone (x1)	Mineral (x8), Tergora (x2)
Energy Displacement Kit	4	5 min	Copper Coil Assembly (x1)	Chemical (x3), Mineral (x4), Tergora (x3)
Hyper Collapsible Parachute	4	5 min	Reinforced Silk (x1)	Mineral (x2), Tergora (x2), Textile (x6)
Steam Powered Personal Magnetic Field Generator	4	30 min	Aurum Igniting Drive Shaft (x1), Magnetite Stone (x1)	Chemical (x2), Mineral (x4), Tergora (x2)





THE ARTS

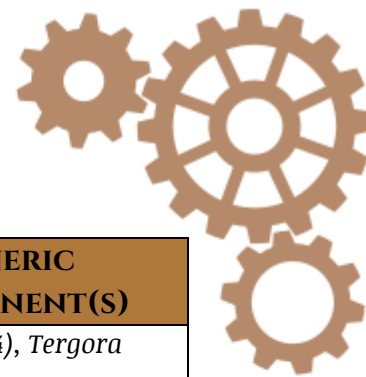
ALCHEMY SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Lesser Antidote	1	1 min	Charcoal Dust (x1)	Chemical (x1), Tergora (x1)
Lesser Firebomb	1	5 min	Chili Powder (x1)	Chemical (x1), Mineral (x1)
Lesser Healing Draught	1	5 min	Thieves' Oil (x1)	Chemical (x1), Crystal (x1)
Lesser Potion of Sunset and Sunrise	1	1 min	Janus Root Extract (x1)	Crystal (x1), Herb (x1)
Antidote	2	1 min	Asp Fang (x1)	Chemical (x2), Tergora (x2)
Firebomb	2	10 min	Volcanic Ash (x1)	Chemical (x3), Mineral (x1)
Pure Breath Potion	2	5 min	Squid Ink (x1)	Herb (x3), Textile (x1)
Greater Antidote	3	1 min	Pungent Bezoar (x1)	Chemical (x4), Tergora (x4)
Healing Draught	3	5 min	Salamander Blood (x1)	Chemical (x4), Crystal (x2)
Potion of Clarity	3	30 min	Drop of Mercury (x1)	Chemical (x3), Crystal (x2), Herb (x3)
Potion of Sunset and Sunrise	3	1 min	Whole Janus Root (x1)	Crystal (x3), Herb (x3)
Draught of Life	4	30 min	Phoenix Ash (x1)	Chemical (x8), Crystal (x4)
Greater Firebomb	4	15 min	Dragon Bone (x1)	Chemical (x6), Mineral (x2)
Juggernaut Potion	4	15 min	Dust of Hermes (x1)	Chemical (x4), Crystal (x2), Herb (x6)

OCCULT SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
Arcane Ink	1	1 min	Leyline Dust (x1)	Chemical (x1)
Beguiling Trinket	1	5 min	Rhodiola Rosea (x1)	Textile (x2)
Warding Charm	1	15 min	Amber Stone (x1)	Textile (x2)
Lesser Weapon Enchantment	2	10 min	Arcane Ink (x1)	Crystal (x2), Textile (x2)
Sever Lesser Bond	2	5 min	Witch Hazel (x1)	Crystal (x2), Textile (x2)
Spirit Fetish	2	1 min	Charoite Crystal (x1)	Tergora (x2), Textile (x2)
Lesser Arcane Seal	3	5 min	Enchanted Thread (x1)	Textile (x6)
Sever Bond	3	10 min	Moon Stone (x1)	Crystal (x2), Textile (4)
Weapon Enchantment	3	15 min	Arcane Ink (x1), Manticore Fur (x1)	Crystal (x3), Textile (x3)
Arcane Seal	4	15 min	Enchanted Twine (x1)	Textile (x8)
Greater Weapon Enchantment	4	30 min	Arcane Ink (x1), Phoenix Feather (x1)	Crystal (x4), Textile (x4)
Sever Greater Bond	4	30 min	Black Salt (x1)	Crystal (x2), Textile (x6)





POISONS SCHEMATICS

ITEM NAME	ITEM RANK	CRAFT TIME	NAMED COMPONENT(S)	GENERIC COMPONENT(S)
<i>Creeping Death</i>	1	10 min	<i>Mandrake Root Extract (x1)</i>	<i>Chemistry (x4), Tergora (x2)</i>
<i>Sandman's Tears</i>	1	5 min	<i>Rainbow Orchid (x1)</i>	<i>Chemical (x2), Tergora (x2)</i>
<i>Black Lily's Curse</i>	2	10 min	<i>Greencap Mushroom (x1)</i>	<i>Chemical (x5), Tergora (x5)</i>
<i>Hallucinogen Poison</i>	2	10 min	<i>Bluecap Mushroom (x1)</i>	<i>Chemical (x4), Tergora (x2)</i>
<i>Expedient Death</i>	3	30 min	<i>Mandrake Root (x1)</i>	<i>Chemical (x4), Tergora (x6)</i>
<i>Paralysis Poison</i>	3	10 min	<i>Redcap Mushroom (x1)</i>	<i>Chemical (x5), Tergora (x5)</i>





APPENDIX B: PLAYER-INVENTED ITEMS

This section contains the descriptions for all player-invented items which are available for public purchase at events. As a reminder, player-invented items may never be taken at character creation, and their Schematics can never be purchased from the Quartermaster at events (though players may attempt to acquire such Schematics directly from the original inventor).

SINGLE-CATEGORY ITEMS

RANK 1 ITEMS

AGNI'S ARCANESSESSOR

Category: Occult

Keywords: Consumable, Latent

Description: This ritual enchants a Y-shaped stick covered with leather thongs and arcane runes to hold six charges. For a single charge the item will lead the user to the nearest ley line. If ley lines are equally far away from the location the item is used, it will lead the user to the stronger of the two ley lines. For two charges the item will instead lead the user to the nearest Arcane ritual in progress. For three charges it will lead the user to the nearest arcane item of rank three or above. This ritual does not dissipate until all the charges on the item have been used.

BLACKWELL'S BROGUE BAUBLE

Category: Occult

Keywords: Consumable, Latent

Description: This ritual creates an item with 3 charges. The item is permanent as long as there is a charge in it. Once the charges are expended, the item is destroyed. A charge may be expended to impart the user the ability to understand Nisse, Durren, Goblin and Common for 10 minutes. No other languages are imparted by this item.

CARROLL'S IGNITION-COIL BLADE

Category: Physics

Keywords: Renewable

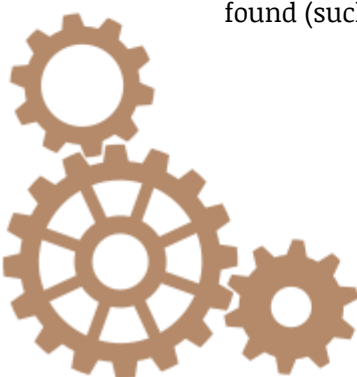
Description: [1-Handed Simple Weapon] One Textile component may be loaded into the weapon to have it swing for Fire once. Once the Textile component has been expended, it requires 15 seconds to reload a new Textile component into the weapon.

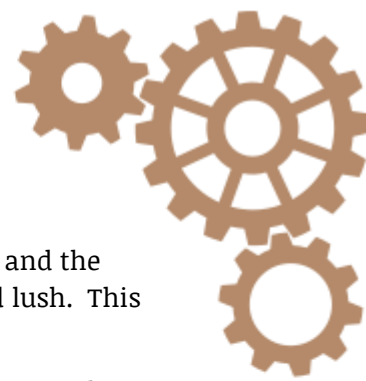
DAWNBRINGER'S RITUAL OF GROWTH

Category: Earth Magic

Keywords: Latent, Utility

Description: This ritual is cast onto a seed which will hold the magic until the end of the event or when the seed is invoked. When invoked the player names the effect and all plant life in the area will be suffused with energy growing at an accelerated rate (Example: "Invoke Bounty"). This ritual has no effect in barren wastelands or areas where no significant plant life can be found (such as stone caves and manmade structures).





The three effects that can be named are as follows:

Bounty: This is a pure Roleplay effect that can be worked out with the player and the marshal. Fruit bearing trees give fruit, flowers bloom, things look pretty and lush. This may have some effects on the game world, but not a hard mechanical effect.

Shroud: A 10' x 10' wall of vegetation grows in front of the caster providing cover and breaking line of sight. The vegetation is not very sturdy and can be cut away with 5 points of physical damage or 1 point of fire damage. This effect lasts for one scene.

Wild Growth: All creatures in the surrounding area (including the caster) are unable to move at faster than a walking pace as the vegetation in the area makes faster travel impossible. Skills that allow characters to move through natural hazards at normal speeds will work and allow those characters to move normally. This effect lasts for one scene.

DEWITT'S GLITTER BOMB

Category: Alchemy

Keywords: Consumable, Perishable

Description: The target of this alchemical bomb is affected as per the *Distraction* skill for 5 seconds. This effect counts as a charm for the purposes of defense.

DEWITT'S IMMOBILIZING PASTE

Category: Alchemy

Keywords: Consumable, Perishable

Description: This bundle of paste explodes out from the point of impact creating a hardened shell that makes a single limb useless for 1 minute. If used on a leg, the target will be bound to the spot. If used on an arm, the arm is completely useless and may not wield/fire weapons of any kind. The player chooses which limb is affected regardless of where the skill packet/physrep actually struck the target.

DEWITT'S LESSER FROST OIL

Category: Alchemy

Keywords: Consumable, Perishable

Description: When applied to a melee weapon it will swing for Frost damage on the next strike used with that weapon. Once applied to that weapon this oil lasts until the next strike or the end of the event, whichever comes first.

FAISAL'S SIMPLE SYRINGE

Category: Natural Science

Keywords: Consumable, Renewable

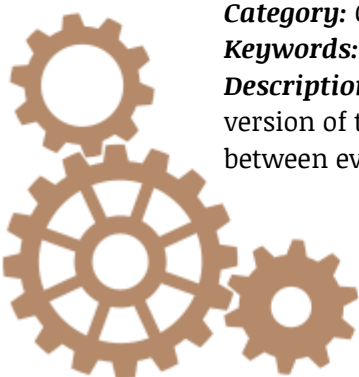
Description: Requires *Administer Medicine 1* or higher to load a Rank 1 *Medicine* into this device. Once loaded, any character may safely administer the loaded *Medicine* without the *Administer Medicine* skill to any other character. The device is expended upon use.

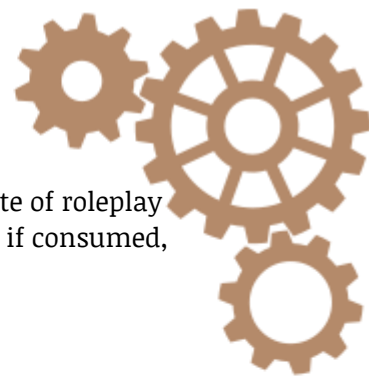
GRAYBROOKE'S PRIVATE STOCK

Category: Chemistry

Keywords: Consumable, Perishable

Description: This is a good wine that can be catalyzed to be more potent. The uncatalyzed version of the wine has no components and is assumed to have been brewed by the character between events, with the only limiting factor being what the player wishes to provide as





physical representations. To catalyze the wine, the character must spend 1 minute of roleplay and the listed components. The catalyzed effect lasts for 1 hour until consumed; if consumed, the imbiber's effective Willpower is reduced by 1 rank for 5 minutes.

HOLMWOOD'S MINOR NEUROTOXIN

Category: Poisons

Keywords: Consumable, Perishable

Description: This poison creates a fast acting, short duration neurological attack on the victim's muscle system. The target is racked with short spasms that makes holding anything in their hands impossible for 5 seconds. If the target is holding anything they must immediately drop it and are unable to move to pick up the object for the duration of the poison. Though the ability to walk or run is not impaired, the victim must roleplay the jerky movements if safely able to. The *Retain* skill cannot be called as a defense to this poison.

ILYAMON'S BLINDING POWDER

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: The target of this chemical bomb is affected as per the *Blind* skill for 5 seconds. For the duration, the player may only move at a heel to toe rate. This chemical can be defended by the *Dodge* skill, but not by *Parry*.

JAMES'S RITUAL OF LIGHT

Category: Earth Magic

Keywords: Instantaneous

Description: Creates a permanent magic item that glows with light. Must use a physrep that looks like a rock or crystal. The magic item lasts until the batteries on the physrep die at an event.

KALDERAS'S MECHANICAL LAUNCHER

Category: Physics

Keywords: Renewable

Description: This item can launch items specially designed for this launcher that weigh no more than 25lbs a distance of up to 50 feet.

KERRAN'S CHAMELEON CHARM

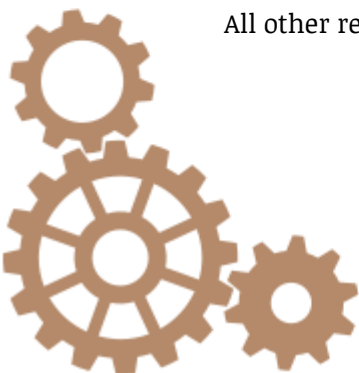
Category: Earth Magic

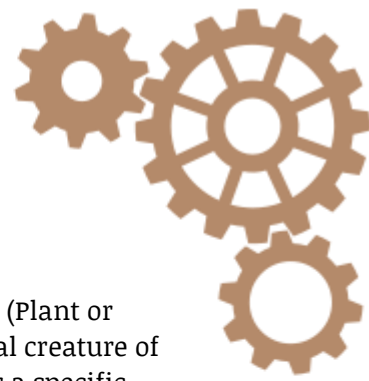
Keywords: Latent, Utility

Description: When invoked, this item will allow a character who wears the charm to call the *Hide* skill with the following modifications:

- The character must be attempting to hide in natural surroundings (e.g. next to a tree, in a bush, against a cave wall). The floor is not a viable hiding place.
- *Tracking* does not reveal the presence of a nearby hidden character using this charm. However, *Arcane Sight* will reveal the character to the character using *Arcane Sight*.

All other restrictions of using *Hide* (including being still and out of line of sight) still apply.





KERRAN'S DIVINATION OF PLANTS AND ANIMALS

Category: Earth Magic

Keywords: Instantaneous

Description: When this ritual is cast the caster names a type of natural creature (Plant or Animal) and for the next hour will be drawn to the location of the nearest natural creature of the type named. This ritual cannot be used to track any unnatural creatures nor a specific natural creature.

LOX'S LEADERSHIP 'LIXIR

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion grants the imbiber +1 effective rank of the *Charm* skill for 5 minutes. If the imbiber does not possess the *Charm* skill, this potion grants an effective Rank 1. All other rules for the *Charm* skill apply, including AP cost, RP requirements, and effect duration.

MOSETTE'S AURAL EYEDROPS

Category: Chemistry

Keywords: Consumable, Perishable

Description: When applied, these eyedrops allow the user to see all magical objects and auras within a 10' radius. These drops do not provide information about the magical effect, only its existence and color; however, the drops may detect other magical effects outside of Occult and Alchemy. When used, the character must call out "See Magic".

MUDDLER'S BANDANA OF WILLPOWER

Category: Occult

Keywords: Consumable, Defensive, Latent

Description: This ritual must be cast on a bandana or scarf. This item grants +1 effective rank of *Willpower* for a single Encounter when invoked. If the wearer does not possess the *Willpower* skill, this potion grants an effective Rank 1. This item will last until the end of the event or after it is invoked, whichever is soonest.

OSLO'S BIOLUMINESCENT CANISTER

Category: Chemistry

Keywords: Consumable, Perishable

Description: This item may only be used with a launcher which specifically fires items labeled as Canisters. Once launched, it releases a bioluminescent compound that will stick to a surface within packet/dart range and provide enough light to give visibility in the dark. The light lasts for as long as the physrep used to illuminate emits light (e.g. a glowstick). The light cannot come from a source that requires flame or batteries to provide light.

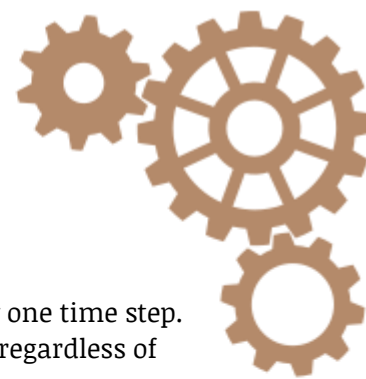
OSLO'S COUGHING GAS

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: Target character is disabled for 5 seconds as per the *Distraction* skill except that this attack is not a Charm Effect and thus unaffected by *Willpower*. If the target has a Pure Breath Potion or other means of protection against inhaled gasses active this item has no effect. This attack can be defended by the *Dodge* skill, but not by *Parry*.





RENFIELD'S LESSER RECUPERATION

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion will reduce the recuperation time of Medical Devices by one time step. This potion will only reduce the maximum recovery time of the Medical Device, regardless of how long the character has been recovering with the device.

RUTHERFORD'S FRIENDSHIP FRAGRANCE

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion grants the imbiber +1 effective rank of the Charm skill for 5 minutes. If the imbiber does not possess the Charm skill, this potion grants an effective Rank 1. All other rules for the Charm skill apply, including AP cost, RP requirements, and effect duration.

RUTHERFORD'S LESSER FROST BOMB

Category: Alchemy

Keywords: Consumable, Perishable

Description: Deals 1 point of physical Frost damage to a single target. Only one may be thrown at a time; requires either a Skill Packet or an appropriate Thrown Weapon-style physprep.

RUTHERFORD'S PURIFICATION TABLETS

Category: Alchemy

Keywords: Consumable, Perishable

Description: One dose will make one barrel (26.5 gallons) of water potable. This compound will not neutralize Poisons or unnatural corruptions in the water. Recipe yields 10 doses.

THATCHER'S ELEMENTAL ARMOR POTION

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion provides 1 point of Armor to the Torso for 15 minutes. This armor may only stop Fire, Frost, and Electrical damage, and has no effect on other damage types, including normal, non-elemental damage. The armor granted by this potion stacks with standard worn Armor.

VARYN'S EFFICACIOUS AMULET OF WILLPOWER

Category: Occult

Keywords: Consumable, Defensive, Latent

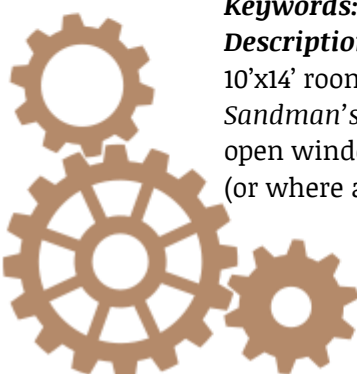
Description: This ritual must be cast on a piece of jewelry or small trinket. This item grants +1 effective rank of *Willpower* for a single Encounter when invoked. If the wearer does not possess the *Willpower* skill, this potion grants an effective Rank 1. This item will last until the end of the event or after it is invoked, whichever is soonest.

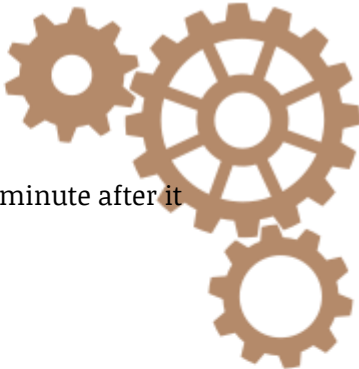
ZYR'S SOMNIC GAS CANISTER

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: This device may only be used indoors in an area no more than 1050 cubic feet (a 10'x14' room typically). When activated, it will begin expounding a gas which acts as per the *Sandman's Tears* poison, affecting all characters within the space. If used in a room with no open windows or doors the effect will persist for 1 hour. In a room with open windows or doors (or where a window or door is opened) the gas will disperse after 15 seconds and become inert.





Anyone who is already poisoned by the gas will continue to suffer its effects for 1 minute after it has dispersed.

RANK 2 ITEMS

AVSTYRNERHAV'S AETHERIC KNUCKLEDUSTERS

Category: Aetheric Science

Keywords: Renewable

Description: This device requires an AAC to operate. Each charge allows the character to strike at an Aetheric creature with their Unarmed Attack Boffers and deal damage to aetheric creatures similarly to an Aetheric Disruptor. All other limitations of Unarmed Attack Boffers still apply.

COLEMAN'S CLOTTING CLAMP

Category: Natural Science

Keywords: Renewable

Description: This item allows any character to temporarily pause a *Bleeding Wound* effect on a target with 15 seconds of roleplay. The treated character does not suffer the detriments of a *Bleeding Wound* for 1 hour or until such time as they receive appropriate treatment.

COLEMAN'S FIRST AND SECOND AID KIT

Category: Natural Science

Keywords: Renewable

Description: This item acts as a *First Aid Kit* but allows the treatment of two locations simultaneously instead of one.

DEWITT'S FROST OIL

Category: Alchemy

Keywords: Consumable, Perishable

Description: When applied to a melee weapon it will make it swing for Frost damage on the next strike used with that weapon and will continue to swing Frost damage for 30 seconds after the initial strike. Once applied to a weapon this oil remains until used or the end of the event, whichever comes first.

DEWITT'S POTION OF HIDING

Category: Alchemy

Keywords: Consumable, Perishable

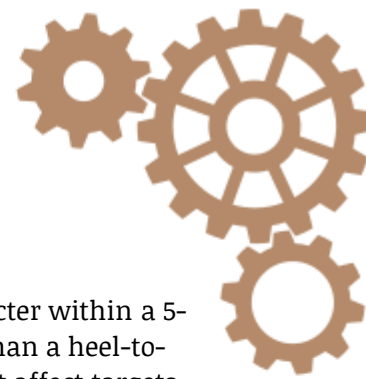
Description: This item grants the user a single use of the *Hide* skill for 0 AP. All conditions of the *Hide* skill apply. Note: this potion does not grant the user the ability to *Sneak* or move in the *Hidden* state without breaking the effect.

DEWITT'S POTION OF TOUGHNESS

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion grants the user +1 effective rank of Tough for 1 hour. This stacks with other similar effects.



GRAYBROOKE'S LESSER TEAR GAS

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: When this item is activated or delivered via Skill Packet, any character within a 5-foot radius of the delivery point cannot take offensive action or move at faster than a heel-to-toe pace for 15 seconds (defensive abilities may be used as normal). This does not affect targets which do not require air to breathe.

HEY YOU'S BREACHING CHARGE

Category: Chemistry

Keywords: Consumable, Perishable

Description: This explosive can be used on a machine, door or chest, granting a single use of *Disable Device*. This explosive has no effect on traps or constructs.

JAMES'S RITUAL OF CIRCLE OF EMPOWERMENT

Category: Earth Magic

Keywords: Instantaneous

Description: This ritual may only be cast outdoors. This ritual creates a 10-foot circle which empowers any Rank 1 and 2 Occult and Earth Magic Rituals cast within it, allowing these rituals to be cast one time step faster. The circle is not a ley line and does not count as a ley line for Occult and Earth Magic abilities that require or interact with a ley line. If this ritual is cast on a ley line that is outdoors, the ritual effects stack with those of the ley line so long as the ley line is potent enough to reduce rank 2 or lower rituals.

KALDERAS'S ELECTRODYNE BATTERY II

Category: Electrodyn Science

Keywords: Ammunition, Component

Description: A Rank 2 Electrodyn power source in the form of an electrical battery which holds 10 charges. The charges cannot be "refilled" once expended.

KALDERAS'S ELECTRODYNE CANDLE

Category: Electrodyn Science

Keywords: Renewable

Description: This item is a light bulb and allows for flashlight and lamp physreps to be Electrodyn devices instead of fire. The duration of use is equal to how long the real-life battery lasts.

MAXION'S LESSER PAINKILLERS

Category: Chemistry

Keywords: Consumable, Medicine, Perishable

Description: This medicine grants the target +1 effective rank of the *Grit* skill. If the target does not possess the *Grit* skill, this medicine grants an effective Rank 1. Once used, this medicine lasts for 30 seconds or until the activation of *Grit* expires, whichever comes last. This item can be administered to someone who currently has *Grit* active to extend the *Grit* by the duration difference.

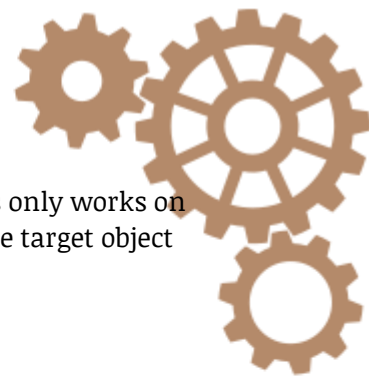
MOSETTE'S AETHERIC EJECTOR

Category: Aetheric Science

Keywords: Consumable, Renewable

Description: When used on a possessed creature or object, this device is consumed and frees





the possessed creature or object from the influence of the Aetheric Creature. This only works on possession and not any other Aetheric Creature abilities that may be affecting the target object or creature.

MUDDLER'S CRYBABY BOMB

Category: Alchemy

Keywords: Consumable, Perishable

Description: When delivered via Skill Packet upon a target or an area, any creature within 5 feet of the targeted character or area is *Blinded* for 15 seconds; this otherwise functions as per the *Blind* skill. This alchemical bomb can be defended by the *Dodge* skill, but not by *Parry*. Though an alchemical item, this item counts as a poison for effects which interact with poisons.

MUDDLER'S STICKY GOO

Category: Alchemy

Keywords: Consumable, Perishable

Description: This bundle of paste explodes out from the point of impact which binds the arms and legs of the target together for 1 minute. The target cannot walk or move their limbs in-game but may move their limbs out-of-game for safety or balance if needed. This alchemical item can be defended by the *Dodge* skill, but not by *Parry*.

OSLO'S SHAPED CHARGE

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: When this chemical is applied to a melee weapon, it will make the next strike made with the weapon strike as per the *Crit* skill, consuming the shaped charge. This may not be attached to ammunition.

OZENKI'S IMPROVED MUSKET

Category: Physics

Keywords: Renewable

Description: Once per encounter, provides a -1 AP discount to Crit Shot (this weapon does not grant the use of Crit Shot if the user does not possess the skill).

REITMAN'S AETHER-TRACK GOGGLES

Category: Aetheric Science

Keywords: Renewable

Description: This item functions as Aether Goggles, but the wearer may consume charges from an attached Aetheric Attraction Crystal (A.A.C) use the *Tracking* skill as if they possessed it for 5 minutes per charge used, but only to find Aetheric creatures.

PIPER'S SOOTHING DRAUGHT

Category: Alchemy

Keywords: Consumable, Perishable

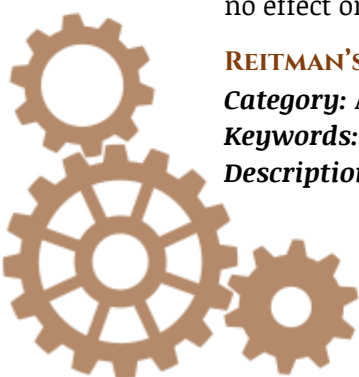
Description: This item will heal 1 type of Elemental Damage affecting the target. This item has no effect on Chemical Damage or Infections.

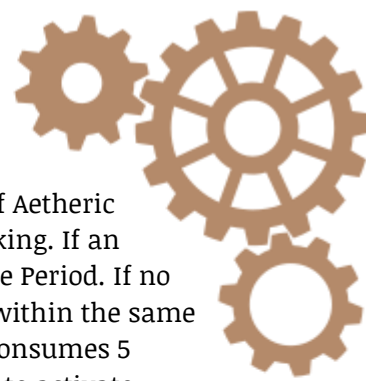
REITMAN'S AETHERIC ENERGY PROJECTION (A.E.P.) METER

Category: Aetheric Science

Keywords: Renewable

Description: Allows a character to ask a marshal if there are any Aetheric creatures within line





of sight of the character. The marshal will notify the character of the presence of Aetheric creatures or any that enter line of sight of the character within 15 minutes of asking. If an Aetheric Creatures are detected, this item may not be used again within the same Period. If no Aetheric creatures are detected within 15 minutes, this item may be used again within the same period. Regardless of whether an Aetheric Creature is detected, use of this item consumes 5 charges per use of an Aetheric Attraction Crystal (not the one required to craft it) to activate.

RUTHERFORD'S ICE BOMB

Category: Alchemy

Keywords: Consumable, Perishable

Description: Deals 1 point of physical AoE Ice damage to all targets in a 5-ft radius. Only one may be thrown at a time; requires either a Skill Packet or an appropriate Thrown Weapon-style physrep.

SINCLAIR'S BREATHING APPARATUS

Category: Physics

Keywords: Renewable

Description: This device will allow a character to breathe normally while exposed to chemicals or poisons that require the target to inhale them for one Encounter. This device does not allow breathing underwater. Once the device is used it is put immediately into needing repair.

SINCLAIR'S IMPROVED IGNITION BLADE

Category: Physics

Keywords: Renewable

Description: This weapon can be wielded by anyone who possesses the *Simple Weapon, 1-Hand and Shield*, or *Florentine Weapon* skills. A Textile component may be loaded into the weapon, and the use may activate the weapon to strike for Fire damage up to five times within 30 seconds. Any unused strikes after 30 seconds are lost. Once the Textile component has been expended, it requires 15 seconds to reload a new Textile component into the weapon.

SINCLAIR'S LAUNCHER HARNESS

Category: Physics

Keywords: Renewable

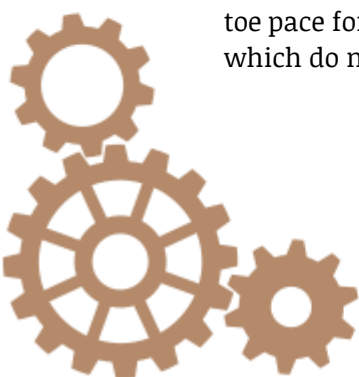
Description: This device will allow characters without the Climb skill to use a Portable Rigging Launcher to safely traverse from point A to point B in either direction. This device can be used any number of times by any number of characters during an Encounter, but the Durability of the item is reduced by 1 event per Encounter of use until it is put into needing repair (after which it can be made functional again with the appropriate Repair skill).

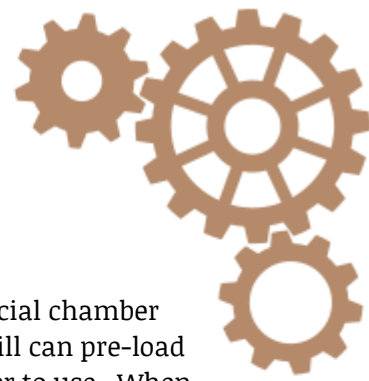
SINCLAIR'S LESSER IRRITANT

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: When this item is activated or delivered via Skill Packet, any character within a 5-foot radius of the delivery point cannot take offensive action or move at faster than a heel-to-toe pace for 15 seconds (defensive abilities may be used as normal). This does not affect targets which do not require air to breathe.





SINCLAIR'S VENOM BLADE

Category: Physics

Keywords: Renewable

Description: This recipe can make either a 1-handed Sword or Dagger with a special chamber and release mechanism. A character with the appropriate Administer Poison skill can pre-load the blade with a single dose of poison, then hand the blade to any other character to use. When in combat, the player can choose when to release the contact poison inside of the blade. The blade cannot hold a poison indefinitely, and any loaded poison will expire at the end of the event as if used.

SKYFORGE'S COLLAPSIBLE CAMOUFLAGE

Category: Physics

Keywords: Consumable, Renewable

Description: This item grants the user a single use of the *Hide* skill for 0 AP. All conditions of the *Hide* skill apply. Note: this item does not grant the user the ability to *Sneak* or move in the *Hidden* state without breaking the effect.

THATCHER'S ARCANIC BOMB

Category: Alchemy

Keywords: Consumable, Perishable

Description: The crafter must specify whether the item will Dampen or Amplify at item creation. This bomb affects a single ritual on the target hit; if an inanimate object or location is targeted, it will only affect one ritual where the bomb lands. This alchemy works as per the *Arcane Tampering* Occult skill for a single use and with the mode specified at the time of crafting.

THATCHER'S IMPROVED ELEMENTAL ARMOR POTION

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion provides 2 points of Armor to the Torso for 15 minutes. This armor may only stop Fire, Frost, and Electrical damage, and has no effect on other damage types, including normal, non-elemental damage. The armor granted by this potion stacks with standard worn Armor.

THATCHER'S LESSER AETHERIC REPELLENT

Category: Alchemy

Keywords: Consumable, Perishable

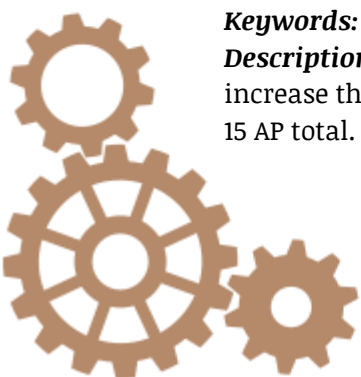
Description: This alchemical compound may be placed onto an object no larger than a 2'L x 1.5'H x 3'W chest or may be swallowed by a single character. For 10 minutes, Aetheric creatures may not interact with the character or object so long as no offensive action is taken against the Aetheric creature.

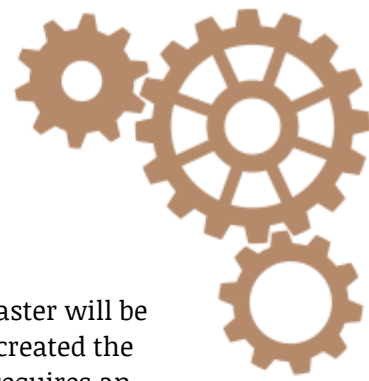
THATCHER'S LESSER QUICKENING POTION

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion provides +1 AP to the imbiber for one Encounter. This bonus can increase the user's AP pool above their normal maximum, but it may not take a character above 15 AP total.





VARYN'S BOND TRACER

Category: Occult

Keywords: Instantaneous

Description: This ritual must be cast upon a character or a magical object. The caster will be able to physically see the bond between a magical object and the character who created the magical object for 1 week (or 1 event) upon casting the ritual. If a magical object requires an additional magical object to activate it, this bond is visible as well.

VIDAR'S DRAUGHT OF MASKING

Category: Alchemy

Keywords: Consumable, Perishable

Description: This potion infuses the imbiber with an arcane aura that masks their scent and erases traces of their passing as they go for 5 minutes. While under the effect of this potion the imbiber cannot be tracked via mundane means. Tracking via magical means is hampered but not nullified.

RANK 3 ITEMS

CARROLL'S IMPROVED REGULATOR

Category: Physics

Keywords:

Description: This device can be attached to any Physics device of Rank IV or below to impart the benefits of *Improvised Adjustments* (see **Physics Practice II**) even after the device has been crafted. The improvements only last for three events or until the device is broken (such as with acid or a Physics skill). The card for this device is kept with the improved object and once the 3rd event has passed it will be discarded. This device may not be repaired as per the repair rules.

COLEMAN'S BEST FIELD SURGERY KIT

Category: Natural Science

Keywords: Renewable

Description: This item can act as a *First Aid Kit* but allows the treatment of two locations simultaneously instead of one. Alternatively, this item may also be used as a *Field Surgery Kit* for treating a single *Bleeding Wound* simultaneously to treating one location with *First Aid*.

HEY YOU'S CORROSIVE EXPLOSIVE

Category: Chemistry

Keywords: Consumable, Perishable

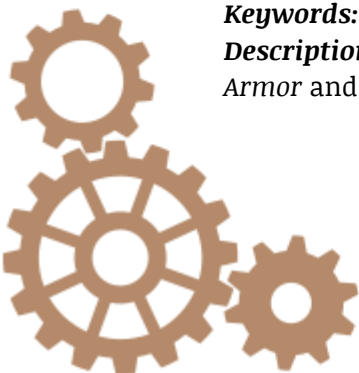
Description: Can be thrown at a target to cause 1 point of Chemical AoE damage in a 5-ft radius. *Armor* and *Tough* stop this damage as normal.

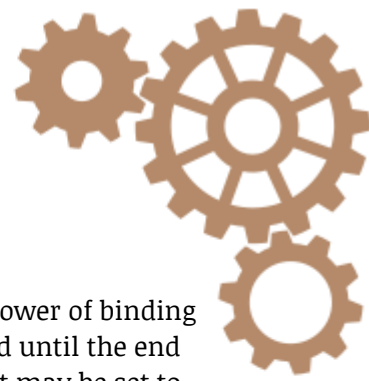
HEY YOU'S CRYO-GRENADE

Category: Chemistry

Keywords: Consumable, Perishable

Description: Can be thrown at a target to cause 1 point of Frost AoE damage in a 5-ft radius. *Armor* and *Tough* stop this damage as normal.





JAMES'S RITUAL OF UNNATURAL BINDING

Category: Earth Magic

Keywords: Latent, Utility

Description: This ritual must be cast on a stone. Once cast, the stone holds the power of binding as per the *Bind the Natural Order* Earth Magic skill. The stone remains enchanted until the end of the event or until invoked/triggered. When the stone is placed on the ground it may be set to trigger or be invoked immediately. If set to trigger, when the first unnatural creature enters within 10 feet of the stone the skill effect activates and binds the creature as per *Bind the Natural Order*, the effect centered on the stone. Once invoked or triggered the effect lasts for 15 minutes. This item does not require the invoker to maintain concentration to sustain the effect.

JORDAN'S FIELD STABILIZER

Category: Natural Science

Keywords: Consumable, Renewable

Description: This device requires Natural Science Practice 1 to operate and is consumed upon use. When used, allows the character to perform a single use of the *Stabilize Patient* Hidden Skill. The user does not spend any AP to activate this skill; however, all other restrictions of *Stabilize Patient* still apply.

KALDERAS'S ELECTRODYNE MAGNOCLAMP

Category: Electrodyn Science

Keywords: Renewable

Description: This device will attach itself to a metal surface for 1 minute per charge or until more than 30 lbs. of pressure pulls it off the surface. If attached to another object so that it can be attached to a metal surface, you can pre-spend charges from an Electrodyn Battery to have a set duration. Note that the battery used to construct the device is a component, not the battery that operates the device.

MOSETTE'S CHEMICAL DISPENSER

Category: Chemistry

Keywords: Consumable, Perishable

Description: Requires *Apply Chemical* of appropriate rank to load a *Chemical* into this device. Once loaded, any character may safely use the loaded *Chemical* without the *Apply Chemical* skill. The device is consumed upon use, but may be Reconstituted until loaded.

MOSETTE'S SMOKE BOMB

Category: Chemistry

Keywords: Consumable, Perishable

Description: This item creates a 5-foot-radius black cloud of smoke centered on the user for 5 seconds. The smoke is thick enough that anyone inside of it is considered *Hidden* for the duration, breaking line of sight. No characters inside of the smoke may be targeted with attacks for the duration. Anyone within the smoke may activate the *Sneak* skill if they possess it.

REITMAN'S AETHERIC BATON

Category: Aetheric Science

Keywords: Renewable

Description: This device is a melee weapon that can affect Aetheric Creatures similarly to an Aetheric Neutralizer, however, attacks with this device can be Parried and Dodged similarly to other melee weapons.





REITMAN'S AETHERIC BINDER

Category: Aetheric Science

Keywords: Consumable, Perishable

Description: When delivered via Skill Packet, this item completely paralyzes an Aetheric Creature for 15 seconds upon contact. The target cannot move their body in any way in-game but may move their limbs out-of-game for safety or balance if needed. This item can be defended by the *Dodge* skill, but not by *Parry*.

SINCLAIR'S BRASS-PLATED GLOVES

Category: Physics

Keywords: Renewable

Description: This item requires the wearer to possess both the *Fisticuffs* and *Light Armor* skills to use. This item acts as normal Light Armor when worn and follows normal armor rules regarding damage absorption and resetting when damaged. Additionally, the character may block attacks with their UAB as if they were normal weapons in combat, and the character does not take any damage when hit in the UAB (unless the attacker is using a skill which states otherwise); this function exists as long as the item is worn, even if it has expended its available Armor Points. Furthermore, if the character possesses the *Parry* skill, they may use it with their UAB and will take no damage through their fists when doing so. This recipe produces one pair of gloves.

SINCLAIR'S CANISTER PISTOL

Category: Physics

Keywords: Renewable

Description: This device fires devices labeled "Canister" instead of bullets. It may only fire one canister at a time and takes the same amount of time as a standard Pistol to reload. The fired canister may only be defended by items and abilities that defend standard bullets. Upon a successful hit, this device replaces the *Bleeding Wound* effect of bullets with the effect of the fired canister's payload. The payload may be defended by items, skills and abilities appropriate to its effect.

SINCLAIR'S DOUBLE-BARREL MUSKET

Category: Physics

Keywords: Renewable

Description: Acts as a standard Musket, but two units of ammunition may be loaded and fired before having to be reloaded.

VARYN'S AETHERIC DETECTOR AND RETRACER (VADAR)

Category: Aetheric Science

Keywords: Renewable

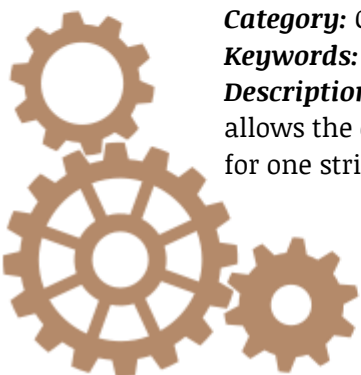
Description: This item grants the user the *Tracking* skill but only to find Aetheric Creatures. All other rules for *Tracking* apply. The player must appropriately roleplay using the device to do so.

VIDAR'S BLOODTHIRSTY BROADHEAD

Category: Occult

Keywords: Latent, Offensive

Description: This ritual may be cast on a weapon or ammunition. When invoked, the ritual allows the enchanted weapon to ignore all armor types (including natural or Aetheric armor) for one strike. Should the weapon or ammunition make contact with a character, shield or



weapon, the ritual is expended; otherwise, it will remain on the weapon or ammunition until the end of the event.

RANK 4 ITEMS

KALDERAS'S DEATH CATALYST

Category: Chemistry

Keywords: Chemical, Consumable, Perishable

Description: This item has no other use but to change the effect of Zyr's Somnic Gas Canister. First it will change the effect of the Canister from a *Sandman's Tears* effect to an *Expedient Death* effect. Secondly, it will cut the duration of the Gas in a sealed room from 1 hour to 15 minutes. Thirdly, a Rank 3 or higher Antidote is required to nullify the effect. All other rules remain the same (including the 15 seconds it takes the gas to be dispersed should a window or door be opened).

REITMAN'S AETHERIC CLOAKING DEVICE

Category: Aetheric Science

Keywords: Renewable

Description: This device requires *Aetheric Science Theory* or *Practice IV* to operate. The user may expend one A.A.C. charge to make themselves invisible to Aetheric Creatures for 15 seconds per charge used. Aetheric Creatures may not interact with the user directly while the user is invisible and may not strike the user in combat unless they possess *Blind Fighting*.

REITMAN'S IMPROVED CAGE TRAP

Category: Physics

Keywords: Renewable, Trap

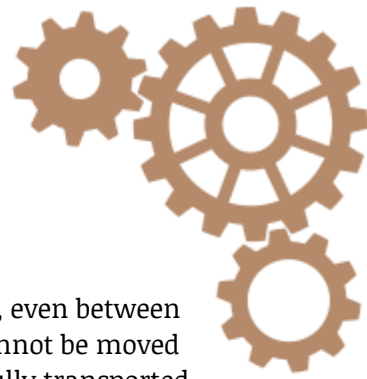
Description: Requires the use of an Aetheric Attraction Crystal (A.A.C.) as a power source once crafted. This device can either be thrown by any character or laid down as a trap with *Set Traps*. When triggered, imprisons one Aetheric Creature for the duration. If thrown, the device may be countered with *Dodge* or *Parry*. In either case, the item consumes 10 A.A.C. charges upon use. This device will hold an Aetheric Creature until it is released, or the trap falls into disrepair.

SINCLAIR'S PORTABLE RIGGING LAUNCHER

Category: Physics

Keywords: Renewable

Description: This device will connect 2 points at least 50 yards apart with a rope line so long as there is enough solid material to anchor both points. This object may be used as often as the user would like, but each use of the device reduces the Durability of the item by one event until the Durability is expended (however, the item can still be repaired normally by an appropriate Repair skill). The line can be used by anyone with the *Climb* skill to traverse from point A to point B on a level or upward angle. The line can be used by anyone to slide down the line from point A to point B on a downward angle. Firing and anchoring the gun counts as a single use, not traversing the line, so the gun may be left in place for as long as the player wishes. The connecting rope is of similar strength to ship's rigging and use of other items can be combined to haul objects or people without the *Climb* skill across, so long as those items are designed specifically for this purpose. This item requires *Physics Practice II* to operate the gun and remove the anchor points.



VARYN'S ARCANE CONTAINMENT APPARATUS (VACA)

Category: Aetheric Science

Keywords: Renewable

Description: This device can contain any number of Aetheric Creatures within it, even between events. Once per event, the player must designate the location for the VACA. It cannot be moved from this spot for the rest of the event (though it is assumed that it can be carefully transported as a large unwieldy object from event to event). If this object should fall into disrepair, it will release any and all Aetheric Creatures it has contained thus far. The *Repair Aetheric Device II* skill can be used prior to the item falling into disrepair in order to prevent this release. Any Aetheric Device that can trap Aetheric Creatures may be hooked up to this device to transfer its contents.

VARYN'S ARCANE GREATER AETHERIC TRAP

Category: Aetheric Science

Keywords: Renewable, Trap

Description: This is identical to a standard Aetheric Cage Trap with the following exceptions: it can be set by anyone, even those without Set Trap; it does not require an AAC to activate or maintain; and it will hold an Aetheric Creature until the end of the event or until the trap is released, whichever comes first.





MULTI-CATEGORY ITEMS

CARROLL'S GEOSPECTRAL TRACKER

Categories: Mathematics (Rank 1), Occult (Rank 1)

Keywords: Consumable, Latent

Description: This ritual enchants a lens of some type with arcane energy, infusing it with a total of three charges. A character holding the lens may expend one charge to activate the *Tracking* skill as if they possessed it for one encounter. This ritual expires at the end of the event or when all charges have been used.

FELLCASTLE'S BLOODSIGHT GOGGLES

Categories: Aetheric Science (Rank 1), Occult (Rank 1)

Keywords: Renewable

Description: When activated this device allows the wearer to see a single hidden living creature within 10 feet of the user. Activating this device costs 1 AP. Further activations can be used to reveal more hidden creatures at a cost of 1 AP per hidden creature. This device will not reveal hidden creatures that are not living. This device can be repaired by any skills that repair Aetheric Devices.

HEY YOU'S FRAGMENTATION GRENADE

Categories: Chemistry (Rank 2), Occult (Rank 2)

Keywords: Consumable, Perishable

Description: Can be thrown at a target to cause 1 point of physical damage, a *Bleeding Wound*, and a *Persistent Pain* effect to a single target. This item may only be defended against by effects which state they stop bullets. Only one may be thrown at a time; requires either a Skill Packet or an appropriate *Thrown Weapon*-style physrep.

JAMES'S AETHERIC DISRUPTION DUST

Categories: Aetheric Science (Rank 1), Chemistry (Rank 1)

Keywords: Consumable, Perishable

Description: When delivered via Skill Packet upon an Aetheric Creature, the creature is *Blinded* for 15 seconds; this otherwise functions as per the *Blind* skill. The target does not need to be corporeal for this item to take effect. When this item is used, the user must call out "Aetheric Blinding Dust, 15 seconds" upon successful contact with the target.

KALDERAS'S AETHERVISION LANTERN

Categories: Aetheric Science (Rank 1), Electrodyn Science (Rank 1)

Keywords: Renewable

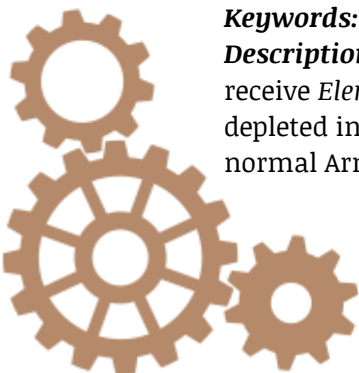
Description: Expend one charge from an Electrodyn Battery to shine the lantern for 1 minute. All Aetheric Creatures are visible to the naked eye within a 10' radius of the lantern for the duration.

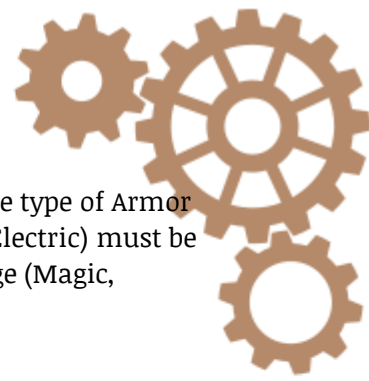
MOSETTE'S ARMOR OF RESISTANCE

Categories: Chemistry (Rank 4), Physics (Rank 4)

Keywords: Renewable

Description: This armor treats *Elemental Damage* as standard damage. The wearer does not receive *Elemental Damage* penalties if the blow was absorbed by the armor. Once the armor is depleted in the encounter, the wearer takes *Elemental Damage* as normal. Effects that bypass normal Armor also bypass this armor (e.g. bullets). Each crafting instance is a single armor





location (Left Arm, Left Leg, Right Arm, Right Leg, Torso, Helmet). Additionally, the type of Armor (Light, Medium, Heavy) and what type of Elemental Damage it resists (Ice, Fire, Electric) must be chosen at the time of crafting. This armor does not convert other types of damage (Magic, Aetheric, etc.). This item may be repaired with Physics Practice 3.

MOSETTE'S ELECTRODYNE GRENADE

Categories: Chemistry (Rank 2), Electrodyn Science (Rank 2)

Keywords: Consumable, Perishable

Description: Deals 1 point of physical Electric damage to a single target. Only one may be thrown at a time; requires either a Skill Packet or an appropriate *Thrown Weapon*-style physrep. Additionally, if this attack is not successfully defended the target is also unable to spend any Action Points for 15 seconds. Electric damage may not be stopped by metal armor; all other armor defends as normal.

OSLO'S OCCULT HENNA

Categories: Chemistry (Rank 1), Occult (Rank 1)

Keywords: Persistent

Description: This recipe creates a special type of magical ink that will create a temporary tattoo on a person. The tattoo lasts for one event before its magical properties fade. For the rest of the event this tattoo can be used instead of a charm to hold the magic of a *Warding Charm* ritual. The *Warding Charm* ritual must be cast directly onto the tattoo; a previously-cast ritual cannot be added to the tattoo. The tattoo must be placed onto a part of the body that can be easily shown to a marshal that confirms the existence of the tattoo, but it may not be placed onto a part of the body that showing it to a marshal would violate the Aurum community guidelines.

SINCLAIR'S LOCKPICK GUN

Categories: Electrodyn Science (Rank 1), Physics (Rank 2)

Keywords: Renewable

Description: This device requires *Electrodyn Theory* or *Practice I* to operate. The user may expend 2 charges from an Electrodyn Battery for a single use of the *Pick Lock* skill; this effect takes 5 seconds to complete. This device does not work on Rank 3 or higher locks.

SKYFORGE'S LESSER MAGNATOSS

Categories: Electrodyn Science (Rank 1), Physics (Rank 2)

Keywords: Renewable

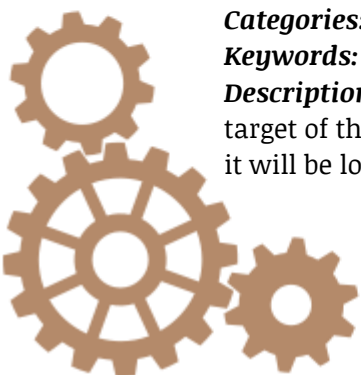
Description: This device requires two free hands to operate (though the player may hold the physrep with one hand and throw the Skill Packet with the other). This item requires use of an Electrodyn Battery (not the one required to craft it) to activate. The character may expend 1 charge from the installed battery to apply a ranged use of the *Disarm* skill delivered via Skill Packet to a single target (Note: 2 charges must be expended in order to *Disarm* a two-handed weapon). This otherwise behaves exactly like the *Disarm* skill, including negation by the *Retain* skill.

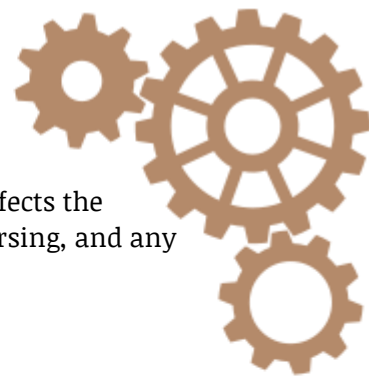
VARYN'S CURSE OF BANALITY

Categories: Occult (Rank 2), Void (Rank 2)

Keywords: Latent, Offensive

Description: This ritual must be cast into a melee weapon. The weapon must be touched to the target of the curse when invoked. Once the ritual is cast, it must be invoked within 48 hours or it will be lost. The victim of the curse will have all damage immunities, resistances and





vulnerabilities stripped from them until the curse is removed. This curse only affects the resistances, immunities and vulnerabilities that the target had at the time of cursing, and any new ones gained after the curse are unaffected.

VARYN'S FETISH OF LESSER COMMAND

Categories: Occult (Rank 2), Void (Rank 2)

Keywords: Latent, Offensive

Description: When this ritual is complete it creates an occult fetish that allows the character who originally cast the ritual to issue a three word or less command to one target which must be obeyed. The command may not cause the target to directly harm themselves in any way. This magical attack is considered a Void attack and may only be defended by effects that specifically stop void attacks. It does not affect Void creatures and its use may attract the attention of void entities. The command must be obeyed for 1 minute, upon which the character is free to do as they wish. Particularly clever creatures may find ways around the command by obeying the letter rather than the spirit of the command.

VARYN'S RITUAL OF LESSER SPIRIT WARDING

Categories: Aetheric Science (Rank 1), Void (Rank 1)

Keywords: Latent, Offensive

Description: This ritual is cast upon the Aetheric Attraction Crystal component that is completely consumed when the ritual is invoked. The invoker chooses one target Aetheric creature within line of sight. That Aetheric Creature's Corporeal Manifestation Skill is reduced by 1 rank for the duration. (Greater down to Standard, Standard down to Lesser). If the creature only possessed Lesser Corporeal Manifestation, then they are unable to use this skill at all for the duration. Additionally, the Aetheric Creature may not take any direct offensive action against the invoker of this ritual, though it could command others to do so.

