

LEGAL INFORMATION

OPEN RPG CREATIVE LICENSE (ORC 1.0) NOTICE

Copyright © 2025 Einsol's Razor™. All rights reserved except as noted below.

This product is licensed under the Open RPG Creative License (ORC 1.0) held in the Library of Congress under registration TX9307067 and available at <https://paizo.com/orcllicense>. All warranties are disclaimed as set forth therein, subject to the terms of the ORC License.

ATTRIBUTION

This product is original work. No third-party ORC Licensed Material is incorporated.

EXPRESSLY DESIGNATED LICENSED MATERIAL (EDLM)

The following game-mechanic text is Open Content under ORC 1.0:

- "Core Mechanics"
- "Condition List"
- "Class Framework" rules and generic tags "Stance-Feat," "Subclass Focus," "Adept/Master/Pinnacle Paths".
- Example Base-Class and Feat List".
- "Subclass Framework (generic tables & rules)". *NOTE* — All subclass names, resource names and setting prose have been replaced with neutral labels ("Subclass A", "Power Points", etc.).
- "Universal Crafting System".
- "Threat Level System".
- "Dynamic Threat Adjustment System"

RESERVED MATERIAL

All of the following are Reserved Material and may not be reproduced, distributed, or otherwise used except under a separate, written license from Einsol's Razor LLC:

- The marks "Einsol's Razor™," and all other product or setting names used by Einsol's Razor LLC.
- All genotype / lineage names unique to the setting (e.g., Dwôrves, Jinhua, Kutari, Dōngtiān).
- All class, subclass, path, feat, ability, debuff, resource-pool, dice-track, and rule-tag names unique to the setting (e.g., Bloodbound Gunslinger™, Channeler Forms™, Aeht™, Haakanoshi™, Wraith Profiles™, "Weakened" as defined in Einsol's Razor, etc.).
- All setting prose, back-story, histories, characters, and organizations.
- All artwork, cartography, logos, icons, layout, and trade dress.

Reserved Material remains the exclusive property of Einsol's Razor LLC.

TRADEMARKS

Einsol's Razor™ and all related product names and logos are trademarks or registered trademarks of Einsol's Razor LLC in the USA and/or other countries.

FICTION DISCLAIMER

Einsol's Razor is a work of fiction. Any resemblance to actual persons, living or dead, or to actual events or locales is purely coincidental.

MANUFACTURE & CONTACT

Published and manufactured by Einsol's Razor LLC, New Orleans, LA 70110, USA.

Printed in the USA.

For licensing inquiries: gamemaster@einsolrazor.com

COMPATIBILITY

The Einsol's Razor™ System Reference Document is released solely to allow third-party designers to create material compatible with Einsol's Razor™ under the Open RPG Creative License (ORC 1.0). Publication of compatible content does not imply endorsement, sponsorship, or approval by Einsol's Razor LLC.

The SRD deliberately uses generic placeholders (e.g., "Subclass A," "Resource Pool," "Debuff X"). When publishing under ORC you must either:

- Replace those placeholders with your own subclass names, resource terms, and flavor; or
- Secure written permission from Einsol's Razor LLC to use any of the Reserved Material listed above.

Failure to do so may violate our trademarks and copyrights.

NO ENDORSEMENT

Reference to third-party brands, products or personalities does not imply endorsement.

SRD VERSION: 1.0 • RELEASE DATE: 2025-07-14

DIGITAL DISTRIBUTION

Permission is granted to host, mirror, or redistribute the unmodified PDF or HTML package of "Einsol's Razor SRD v1.0" provided that:

1. The file remains complete and unaltered.
2. This license notice is preserved in its entirety.
3. Contact gamemaster@einsolrazor.com before hosting.

CHANGELOG

- 1.0 – Initial public release under ORC 1.0.

HOW TO USE THIS DOCUMENT

This System Reference Document (SRD) contains all open-licensed rules for the game engine—action economy, character creation, conditions, and sub-systems. Setting lore, artwork, and trademarks are excluded. Designers may copy, modify, and distribute this text under the ORC 1.0 license. See the version/date stamp on the title page for change history.

CORE MECHANICS

SPACE & DISTANCE

- **Scale:** 1 square = 1 meter (≈ 3 ft).
- **Movement Example:** A character with 12 m speed moves 12 squares—no extra math required.

WEIGHT & CARRYING CAPACITY

- **Quick conversion:** 1 kg $\approx$ 2 lb (use 0.5 kg $\approx$ 1 lb if rounding).
- **Push / Pull / Lift check:**
Carry Limit (kg) = $5 \times$ Strength score

Example: Strength 10 $\rightarrow$ 50 kg (≈ 110 lb).

SIZE TABLE

Size	Footprint (m)	Examples
Tiny	.25 m x .25 m	Swarm drone, forest sprite
Small	.5 m x .5 m	Patrol robot, goblin
Medium	2 m x 1 m	Human, combat android
Large	5 m x 3 m	Battle mech, war beast
Huge	10 m x 6 m	Colossus, siege crawler
Massive	20 m x 10 m	Carrier ship, kaiju

*All examples are generic placeholders—replace with creatures of your own setting.

- **Grid footprint:** A Medium creature occupies 1 square; Huge occupies 4 squares, and so on.

MOVEMENT MODES

Mode	Encounter-time	Real-time guideline
Run	Action: move $\times 2$ base speed.	Sustain $\times 2$ speed for $2 \times$ Fortitude modifier minutes
Climb/Swim/Crawl	Speed halved; GM may call for Athletics or Survival checks.	Continuous exertion may cause Exhaustion (Fortitude DC 10 every 30 min).
Jump	Horizontal: up to $\frac{1}{2}$ speed. Vertical: Small 0.5 m, Medium 1 m, Large 2 m.	—
Fall	Free fall ≈ 50 m / round (5 m / s). Damage: 1d8 bludgeoning per 5 m fallen (round down). Land prone if damage is taken.	—
Fly	Use listed Fly Speed; otherwise equal to base speed. Rules for terrain, weather, or stall are GM-determined.	—
Zero-Gravity	Move up to base speed in any direction. Changing direction requires a Parkour or Reflex check; failure continues original trajectory.	—
Challenging Terrain	Rough ground, steep slope, dense forest, etc. Speed halved;	—

TIME SCALES

Scale	Use	Game Conversion
Encounter Time	Combat, tense scenes	1 Round = 6 seconds. All PCs/NPCs act once per round. 10 rounds $\approx$ 1 minute.
Real-Time	Role-play, travel, chase scenes	Time flows continuously; the GM adjudicates events without rounds.

SPEED

- Base Speed (in meters per round) is set by the character's Genotype, frame, or vehicle profile.
- Items, abilities, and terrain can modify Speed (bonus or penalty).

SENSES & PERCEPTION

Players gather information through skill checks (typically Awareness, Critical Thinking, or Naturalism). The GM sets a Difficulty Class (DC); if it is lower than the character's passive value, no roll is required.

LIGHT LEVELS

Condition	Visibility
Bright Light	Normal vision.
Dim Light	Range limited; no color, only greyscale.
Darkness	Shapes only within enhanced-vision range.
Magical Darkness	Vision blocked unless a feature states otherwise (e.g., Shadow Sight).

VISION & SENSE TYPES

Sense	Maximum range	Mechanical benefit
Enhanced Smell	30 m	+2 Awareness
Enhanced Hearing	30 m	+2 Awareness
Night-Vision	45 m (dim) / 25 m (dark)	Treat dim areas as bright; see shapes in darkness.
Partial Darkvision	20 m (dim) / 10 m (dark)	As above, shorter range.
Superior Darkvision	30 m (dim) / 20 m (dark)	As above, longer range.
Shadow Sight	40 m	See normally in magical darkness; detect invisibility and illusions within 40 m; reveal shapeshifters within 15 m.
Non-Visual Spectrum	20 m	Perceive heat, electricity, and magic signatures; grants +4 on checks relying on those cues

ACTION ECONOMY

Each creature gains 4 Action Points (AP) at the start of its Round. Unused AP do not carry into the next Round. Spells, items, and feats specify their own AP cost.

Term	Abbrev.	AP Cost	When Used
Core Action	CA	2 AP	On your own turn; major actions.
Quick Action	QA	1 AP	Minor actions on your turn.
Reaction	R	1 AP	Triggered outside your turn.
Free Action	FA	0 AP	Instant, does not interrupt.

OFFENSIVE & DEFENSIVE ACTIONS

Action	AP	Type	Effect
Attack	2	CA	Make one weapon attack or unarmed strike.
Additional Attack	2	CA	Second attack this turn; -2 on the roll.
Brace	3	CA	Until next turn: +2 Fortitude Defense & shove contests; cannot move; ends if you attack.
Dodge	2	CA	Re-roll one failed Defense check vs. an ongoing effect.
Escape	2	CA	Skill check to end Grappled/Restrained state.
Focus	2	CA	+2 to next attack or Awareness check before end of next turn.
Grapple	2	CA	On hit, target is Grappled: Speed 0, -2 to rolls, no two-handed weapons or verbal-free spellcasting.
Opportunity Attack	1	R	Melee attack when a creature leaves your reach.
Overcome	2	CA	Re-roll a Defense check to end an effect or condition.
Parry	1	QA/R	If wielding a Parry-trait weapon: +1 Reflex Defense vs. melee until next turn.
Shove	1	QA/R	Brute-Force contest; knock target prone or push 1 m.

MOVEMENT ACTIONS

Action	AP	Type	Effect
Move	0	FA	Travel up to Speed (climb, swim, jump included). Leaving an enemy's reach may trigger an Opportunity Attack.
Run	2	CA	Move ×2 Speed; provokes Opportunity Attacks.
Withdraw	4	CA	Move up to Speed without provoking Opportunity Attacks.

UTILITY ACTIONS

Action	AP	Type	Effect
Assist	1	QA/R	Ally within 2 m gains +2 on one roll; 1× per turn.
Draw / Stow	1	QA/R	Equip or put away one weapon.
Hide	1	QA/R	Stealth check; foes need Contested Awareness to target you.
Improvise / Interact	1	QA/R	Use an object/environment creatively; GM calls for a skill check.
Prepare	1	QA	Declare an action + trigger; spend your Reaction to execute when trigger occurs.
Prone	1	QA/R	Drop prone; ranged attacks > 5 m suffer -2 vs. you.
Reload	1	QA/R	Re-arm a firearm or other ranged weapon.

Communication & Non-Combat Skills

Brief speech and simple non-combat skill checks are Free Actions.

Long debates, detailed investigation, or extended tasks may cost AP or be deferred until outside of combat. One round ≈ 6 seconds in-world; keep narration concise.

CHECKS & ROLLS

- **GM Adjudication:** The Game Master interprets rules and sets Difficulty Classes (DC).
- **Meet-to-Beat:** A roll that equals the DC is a success.
- **Rounding:** When the rules call for division, always round down.

DIFFICULTY CLASSES (DC)

Type	DC	Example
Trivial	1-5	Recall local slang
Easy	6-10	Bypass a low-security terminal
Moderate	11-16	Track a quarry through light forest
Hard	17-20	Disarm a complex alarm grid
Very Hard	21-24	Translate an ancient dialect
Extremely Hard	25-28	Forge a rare techno-arcane alloy
Nearly Impossible	29+	Rewrite the core code of a sentient AI

FORMULAS

Check Type	Formula
Ability Check	d20 + relevant Ability Modifier + bonuses – penalties
Skill Check	d20 + key Ability Modifier + Aptitude dice* + bonuses – penalties
Contested Check	Each side rolls d20 + modifier; higher result wins.
To-Hit	See Combat section.
Initiative	d20 + Reflex Modifier + bonuses – penalties

- *Roll Aptitude dice only if the character has Aptitude in that skill.

MODIFIERS & STACKING

- **Bonus / Penalty:** Numeric adjustments from abilities, gear, spells, or status.
- **No Stacking:** Only the single highest bonus and/or single worst penalty of the same type apply.
- **Edge / Hindrance:** Situational ± 2 that does stack with other modifiers.
Edge = +2 to the roll | Hindrance = -2 to the roll.

PASSIVE CHECKS

Passive value = base Ability Score tied to the skill.

If passive $\geq$ DC, the character succeeds automatically; otherwise the GM may call for an active roll.

COMBAT RULES

ENCOUNTER FLOW

Step	Procedure
Initiative	Each creature rolls d20 + Reflex modifier. Highest acts first; order remains fixed each round.
Position	GM establishes distances and cover at the start (battle-map or narrative).
Turns	On your turn spend AP (see Action Economy).
Round End	After every creature has acted, a new round begins with the same initiative order.

ATTACK TYPES

Attacker Rolls: The attacker makes an Attack Roll by using a d20 + their **Reflex Modifier** and any additional relevant bonuses or penalties and must **Beat** the Defense Roll of the target.

Type	Key points
Melee	Reach 1 m unless weapon states otherwise. Unarmed strike = 1d4 + STR/AGI.
Ranged	Weapon lists Normal / Long range. Long-range attacks suffer Hindrance (-2). Melee attacks within 1 m use Hindrance unless weapon negates.
Spell Attack	Ranged or melee per spell; add your Magical ability modifier to the roll.

COVER & LINE OF SIGHT

If any obstruction blocks a straight line from attacker's center to target's center, apply cover.

Cover	Bonus
Partial ($\approx$ 1/2 body obscured)	+2 to Reflex defense and vs. ranged attacks
Significant (most of body)	+4 to Reflex defense and vs. ranged attacks

DEFENSE ROLLS

Roll Type	Formula	Effect
Reflex	d20 + Reflex Modifier	You move 1 m in any direction without penalty.
Fortitude	d20 + Fortitude Modifier	You take half damage and can spend 1 AP to make an Attack of Opportunity against the attacker.
Will	d20 + Will Modifier	Your attacker suffers -2 on the attack they are making against you.

DAMAGE TYPES

Category	Sub-types	Notes
Physical	Bludgeoning • Piercing • Slashing	From weapons, falls, unarmed strikes.
Energy / Magic	Thermal (fire/heat) • Cryo (cold) • Sonic (sound) • Electric (lightning/tech) • Force (kinetic fields) • Hydro (water impact) • Holy (divine) • Miasmic (death energy) • Chaos (entropy) • Gravitational	Delivered by spells, tech, or abilities.
Psychic	—	Targets mind; ignores THP granted by armor.
Persistent	Bleeding • Burning • Poison • Ongoing effects	Deals damage at the end of each turn/round until ended.

MODIFIERS

- Resistance ½ damage.
- Immunity 0 damage.
- Vulnerability ×2 damage.
- If multiple sources grant the same modifier, apply only the single best (or worst) one.

DAMAGE

Attack category	Formula
Melee	Weapon dice + STR mod + other bonuses
Thrown	Weapon dice + STR mod
Bow / Crossbow	Weapon dice + AGI mod
Firearm	Weapon dice (no ability mod unless stated)
Spell	Spell Damage + bonuses

CRITICALS

Roll	Result
Natural 20	Automatic hit; double final damage total.
Natural 1	Automatic miss.
Both crit (20 v 20) or both fumble (1 v 1)	Both parties re-roll.

SPECIAL SITUATIONS

Situation	Rule
Surprise	Ambusher's Stealth vs. targets' Awareness. Surprised targets act after first round and take -4 to defense; may not use Reflex defense that round.
Height Advantage	Attacker ≥ 2 m higher gains +2 to attack.
Weightless / Underwater	Melee rolls with Hindrance; non-special ranged attacks fail unless weapon says otherwise.
Mounted / Vehicle	Mount/driver shares initiative; passengers act separately.
Run Down to 0 HP	Character begins Bleeding-to-Death (see Conditions).

HIT POINTS & HEALING

HIT-POINT POOLS

Term	Definition
HP	Primary health pool. At 0 HP a creature is unconscious/bleeding-out.
THP (Temporary HP)	Extra buffer that is lost first; gained from armour, spells, abilities. Armour-granted THP stacks with the single highest non-armour THP source.

HEALING

Method	Rule
Magic / Abilities / Items	As described in the effect.
Short Rest	Spend any number of HP Dice; roll each and add Endurance modifier to regain HP.
Long Rest	Regain all lost HP and refresh spent HP Dice.

HP Dice: Each base class grants a size (d6, d8, etc.). You start with one die at 1st level and gain another each level.

INJURIES & RECOVERY

Severity	Recovery
Minor	Heals after 1 Long Rest (or suitable medical aid).
Serious	Heals after 2 Long Rests and appropriate treatment.

MINOR INJURIES TABLE

Injury	Description	Penalty
Bruised Muscle	Minor soft tissue damage from blunt force impact	-1 to Strength and Endurance based Skill Checks
Concussions	Mild head injuries that result in temporary confusion, headache, or dizziness.	-1 to Cognition Skill Checks
Contusion	Deep bruises that can cause internal bleeding and localized swelling.	-1 to Defense Rolls
Eye Strain (Magic/Cyber)	Overexposure to visual-based effects causing temporary discomfort	-1 to Ranged Attack Rolls
Mild Shock (Magic)	Exposure to minor magical energy, causing temporary nerve irritation.	-1 to Reflex Defense Rolls
Minor Fractures	Hairline cracks in bones that may cause localized pain and limited movement	Arm or hand: -2 and lose 1d4 damage to Melee Attacks. Leg or foot: lose -2 to Reflex and -3 to speed.
Minor Burns	Superficial burns that cause redness and mild pain	+1d4 extra damage from Thermal or Cryo attacks
Minor Open Wound	A small break in the skin, resulting in a visible cut or abrasion.	Vulnerable to Toxicants and lost -5 to your Maximum HP
Twisted Ankles	Injuries to the ligaments around the ankle, causing pain and difficulty walking.	-1 to Reflex, -2 to speed, can't move on vertical surfaces
Wrist Sprains	Overstretching or tearing of ligaments, resulting in pain and limited mobility.	Rolls Melee Attacks at -2

SERIOUS INJURIES TABLE

Injury	Description	Penalty
Broken bone		
Arm Region	A severe break or fracture in a limb, making it difficult or impossible to use.	-3 all Fortitude Rolls, -4 Attack Rolls when using affected Arm
Leg Region	A severe break or fracture in a limb, making it difficult or impossible to use	-3 all Reflex Rolls, -5 Speed
Torso Region	A severe break or fracture in a ribcage, making it difficult to breath	-2 all Fortitude based Rolls, -2 Endurance based Skill Checks
Crushed Organic or Cybernetic Limb	Severe damage to a cybernetic limb, rendering it nearly nonfunctional	Unable to use the limb, -4 to related Skill Checks and Defense rolls
Ruptured organ	A significant tear or rupture in an internal organ, requiring immediate medical attention and potentially leading to life-threatening complications.	Vulnerability to Physical Damage, -20 HP that cannot be regained until injury healed.
Severed tendon	A significant cut or tear in a tendon, resulting in the loss of function in the affected muscle or joint.	Cannot use Reactions, -3 all Attack & Defense Rolls.
Skull Fracture	A traumatic brain injury resulting from a powerful blow to the head, causing disorientation, confusion, and potential loss of consciousness.	Cannot use 'Concentration'. -2 all Cognition based Rolls.
Spinal injury	Damage to the spinal cord, potentially leading to paralysis or loss of sensation in the affected areas of the body	-5 Speed, cannot use Reaction
Third-degree burn	A severe burn that damages all layers of the skin, leading to intense pain, blistering, and potential scarring.	Vulnerable to Thermal and Cryo Damage

DEATH & DYING

BLEEDING AT 0 HP

- At 0 HP a creature falls prone and retains 2 AP per turn.
- May speak, crawl 1 m, and use items or feats that specify use at 0 HP; cannot cast spells.
- Takes a d20 vs Endurance score at end of each turn; failure = Unconscious.
- Any additional damage while at 0 HP knocks the creature Unconscious immediately.

UNCONSCIOUS

- **Trigger:** damage at 0 HP > ½ max HP or*failed Endurance roll above.
- Remains Unconscious for 1 round. If still 0 HP afterwards, begin Death Rolls.
- Further damage while Unconscious = automatic Death-Roll failure.
- Regaining HP restores consciousness, but the creature cannot act until the end of its next turn.

DEATH ROLLS (“DEATH’S DOOR”)

- At the start of its turn a creature at 0 HP may spend 1 AP to roll d20:
- 11+ (success) → mark 1 success.
- 10 or less (failure) → mark 1 failure.
- Stabilize on 3 total successes; die on 3 total failures. (Not required to be consecutive.)
- Taking damage while at Death’s Door = automatic failure.

FINAL STAND

Instead of falling Unconscious, a creature may accept 2 automatic Death-Roll failures and gains for its next turn:

- +2 AP (total 6 AP)
- Double damage with all attacks
- Full access to spells, feats, abilities.
- Cannot receive healing during this turn. Afterwards it falls Unconscious and proceeds with Death Rolls. One use per encounter.

INSTANT DEATH

A creature dies outright if a single damage instance that drops it to 0 HP also exceeds its maximum HP.

CONDITIONS & EFFECTS

A condition applies specific penalties or restrictions. Unless noted, it ends when the triggering source ends or after a Long Rest.

Condition	Mechanical effect
Bleeding	At end of each round make Fortitude DC 14 or take 1d4 damage. First-Aid (Medicine) DC 16 or a Long Rest removes.
Blessed	Natural 1 on d20 counts as 20; healing dice always yield max value until Long Rest.
Blinded	Cannot see; auto-fail sight-based checks.
Broken	Item or body part unusable until repaired/healed.
Charmed	Victim treats source as friendly; will not attack it.
Cursed	Natural 20 counts as 1; all healing halved until curse removed.
Deafened	Cannot hear; auto-fail hearing checks.
Dominated	Must obey commands; no self-harm.
Dehydrated/Starving	Gain 1 level of Exhaustion; cured by water/food + Short Rest.
Exhaustion	Level 1: –2 skill checks, –4 m Speed Level 2: –2 all rolls, –1 AP Level 3: HP max ½, –90 % Speed, –2 AP Level 4: at Death’s Door; on success drop to level 3.
Frightened	–2 rolls while source in sight; must move away.
Grappled	Speed 0; may Escape (see Actions).
Hacked	Cybernetic or device suffers GM-defined effects until repair.
Hidden	Cannot be targeted without line of sight.
Incapacitated	No actions; auto-fail defense rolls.
Irradiated	Level 1: –2 skills checks Level 2: –2 all rolls Level 3: –4 all rolls & 50 % action failure Level 4: –6 all rolls, speed ½; Level 5 :–10 a;; rolls, lethal in 24 h). Medical treatment or purification magic reduces 1 level per Long Rest.
Invisible	Cannot be seen without special sense.
Paralyzed	No movement, auto-fail defenses.
Petrified	Transformed to stone; weight ×10; no aging.
Poisoned	–2 attack & ability checks.
Prone	Crawl; stand costs ½ Speed; –2 attack; attackers +2.
Restrained	Speed 0; –2 attack & defense; no reactions.
Stunned	Speed ½; –2 attack & defense; no reactions.
Unconscious	See Death & Dying section.

RESTING

Replace “Spell Points” and “Class Points” with your system’s generic resource names or drop if not used.

Rest type	Duration	Recoveries
Short Rest	Up to 1 h	• Spend HP Dice: roll die + Endurance per die (10 min per die). • Armour regains 10 THP per 10 min (max ½). • Spell Points: regain Intuition mod per 10 min (max ½ total). • Class Points: regain Endurance mod per 10 min (max ½ total).
Long Rest	≥ 8 h	Regain all HP, THP, HP Dice, Spell Points, Class Points; remove one level of Exhaustion and most conditions if GM agrees.

LEVEL PROGRESSION

EARNING EXPERIENCE POINTS (XP)

Players gain XP (or its narrative equivalent) for:

- Completing main-plot or side objectives
- Defeating or out-maneuvering foes
- Solving major hazards or puzzles
- Meaningful role-play and teamwork
- Any other achievement the GM deems worthy

Reaching the required total grants a new level, unlocking additional hit points, Aptitude Dice upgrades, class features, and resource increases.

XP-AWARD MODELS

Model	How it works	Pros & cautions
Linear	Fixed XP per encounter; level thresholds are pre-set.	Simple bookkeeping, but uneven XP if some PCs miss scenes.
Custom	GM awards variable XP for RP, clever plans, objectives, etc.	Rewards diverse play; subjective—agree on guidelines first.
Milestone (recommended)	PCs level when the party hits a story milestone or major objective.	Keeps everyone even; ties progression to narrative beats.

LEVEL-UP CHECKLIST

(From 0 → 1 and beyond)

1. Choose (or advance) a Base Class.
2. Aptitude Dice: see table below—dice size improves at levels 4, 8, 12, 16.
3. Hit-Point increase:
 - Level 1: take the maximum value of your class HP die + Endurance modifier.
 - Each later level: roll your class HP die, add Endurance modifier, and add the result to your maximum HP.
4. Gain any class features, spell slots, or resource points specified at the new level.

Example: A class with $d10$ HP starts with $10 + \text{Endurance}$ at level 1. On gaining level 2, roll $1d10$, add Endurance; the total is added to maximum HP.

LEVELING TABLE

Level	Experience Points	Aptitude Dice
0	0	-
1	GM Specified	d4
2	2000	d4
3	8000	d4
4	18000	d6
5	32,000	d6
6	50,000	d6
7	72,000	d6
8	98,000	d8
9	128,000	d8
10	162,000	d8
11	200,000	d8
12	242,000	d10
13	288,000	d10
14	338,000	d10
15	392,000	d10
16	450,000	d12
17	512,000	d12
18	578,000	d12
19	648,000	d12
20+	722,000	d12

SPELL CASTING

A new tier unlocks every two character levels.

SPELL LEVEL AND COST TABLE

Type	Level	Cost (SP)
Innate	0	1
TIER 1	2	1
TIER 2	4	2
TIER 3	6	3
TIER 4	8	4
TIER 5	10	5
TIER 6	12	6

SPELL-POINT POOL

- Starting pool = 5 SP + Spellcasting Ability Modifier (SAM).
- Regain half (round up) on a Short Rest; all on a Long Rest.
- Non-casting classes stop gaining new tiers after level 2 but keep spells already known.

CASTING PROCEDURE

- Spend the required SP.
- Provide required components (verbal, somatic, material).
- Spend Action Points:** Core Action = 2 AP (~5 s), Quick Action = 1 AP (~1 s), Reaction = 1 AP (instant).

SPELL ATTACKS & DEFENSE ROLLS

- Spellcasting Check = d20 + SAM
- Defender chooses Fortitude, Reflex, or Will; rolls d20 + modifier.
- Higher total succeeds; ties go to the caster.

LEARNING & ENCODING SPELLS

Encoding Check = d20 + SAM vs. DC (10 + spell's SP cost). Attempts per day = SAM.

- Study during a Long Rest (auto-learn if a MEM slot is free).
- Transcribe from scroll/book then encode later.
- Teacher or mentor: social skill vs DC for immediate study or encoding.
- Experimentation:** succeed on two of three skill rolls vs DC + 2, or suffer backlash.

PREPARED VS. OBJECT CASTING

- MEM slots (class-based): Tier I+ spells need a slot for instant use.
- Casting from a scroll/device without a MEM slot: Core-time spells cost 4 AP; Quick/Reaction spells cost 2 AP and a concentration check. The effect triggers at the start of your next turn.

AMPLIFY MAGIC

Spells marked "Amplifiable" list an enhanced effect and extra SP cost. Access requires a feat or class feature.

CONCENTRATION

Ends if the caster is knocked unconscious, casts another concentration spell, or fails a Will Defense Roll against the higher of 10 or half the damage just taken.

SUBCLASS SPECIFIC LISTS

Each Casting Subclass has their own tailored, unique Spell lists. Subclasses can only Cast Spells from their Subclass Lists (though there are limited exceptions provided by Feats in certain Subclasses).

Editor's Note:

In the Einsol's Razor setting, Spell Points are called ARC and spellcasting is referred to as Spell Casting. Mechanics are identical.

EXAMPLE SPELL FORMAT

Psychic Pulse (Innate, Attack)

Casting AP 1 | Action QA | Spell Point Cost 1

Range: 10 m, one creature

Attack: Spell vs. Will | **Hit:** 1 Psychic die (1d4) and target is Shaken (-1 to Attack) until end of its next turn.

CYBERNETIC IMPLANTS

INSTALLATION & CALIBRATION OF WETWARE

Cybernetic implants replace or augment body parts. Surgery initiates a calibration period; if the implant is removed, calibration ends.

CHROME CAPACITY

- Each implant lists a Chrome Rating (1-4).
- You may install a total rating in each attribute ≤ that attribute's modifier.

CHROME CAPACITY TABLE

Type	Description
Standard (Rating 1)	Basic prosthetic, data-jack, comms chip
High (Rating 2)	Enhanced reflex node, low-light optics
Rare (Rating 3)	Multi-spectrum sensor suite, embedded weapon
Exotic (Rating 4)	Prototype cloaking mesh, gravity manipulator

EXCEEDING CHROME CAPACITY

- For every point over your Fortitude limit → -1 Reflex mod.
- For every point over Reflex limit → -1 Will mod.
- For every point over Will limit → -1 Fortitude mod.
- No two implants may occupy the identical anatomical slot unless their functions differ significantly.

MAGIC ITEMS & BONDING

SPELL-BOND

Certain items carry latent magic. Bonding ties the item to the wielder's Will modifier.

BONDING METHODS

- **Long-Rest Bonding:** spend one Long Rest with the item → bond automatically.
- **Instant Bonding:** as a Core Action, roll Will Defense vs. DC by rarity (see table). Fail = no retry until after a Long Rest.

BONDING TABLE

Type	DC
Junk	5
Standard	10
High	15
Rare	18
Exotic	22

Bond Limit: maximum simultaneous bonds = Will modifier (min 1). Break a bond voluntarily during a Short Rest.

TECH SYNCHRONIZATION

Some high-tech items require training rather than bonding.

LEARNING CHECK

- Core Action: roll d20 + higher of Cognition or Intellect vs. gear DC.
- +2 bonus if you spend a Short or Long Rest tinkering first.
- On failure, no further attempts until after another rest.

GEAR RATING TABLE

Type	DC
Standard	5
High	10
Rare	15
Exotic	20

NETWORKS & HACKING

GLOBAL NETWORK

An always-on, planet-wide data network links devices for real-time information exchange.

CONNECTION TYPES

- **Satellite:** Worldwide wireless signal. Requires satellite-capable handset, laptop, or implant. Works in remote or underground areas.
- **Wired:** Physical port or router via data-cable; typical for computers and servers.
- **Wi-Fi:** Local node, modem tower, or hotspot; common in settled areas.
- **Short-Wave (Wavelength):** Device-to-device radio link; laptops, phones, neural links may create private meshes.

NETWORK SECURITY

- **Closed:** Access limited to authorized accounts; must be invited or hacked.
- **Open:** Public read-only; write privileges require admin or hack.
- **Hidden:** Address concealed; discoverable only with an invite or a successful search check.

HACKING RULES

THE HACKING SEQUENCE

1. **Identify the system:** must (a) run software and (b) be network-connected.

Examples: server, AI core, smartphone, cyber-limb, corporate Wi-Fi.

2. **Interface:** choose a connection method:

Method	AP	Range	Requirements
Direct (data-cable)	2 (Core)	1 m	Laptop / pad / headset + cable
Wireless	1 (Quick)	10 m	Device with transmitter or neural link

4. **Basic Hack:** Hacking skill contest vs. system.
 - Failure: detected; access denied.
 - Success: access granted; may deploy one program.
5. **Deploy program:** each additional program requires another Hacking check.
Running-program limit = your Hacking skill modifier.

DETECTION

Opposing hackers, AIs, or the system may contest to spot you. Failure boots you from the system; re-interface to try again.

REPUTATION SYSTEM

A public deed that reaches the wider world earns Reputation Points (RP).

- Points slide a character toward Fame (admiration) or Infamy (fear).
- The GM first awards 1 – 5 RP for the deed itself, then multiplies that value by the coverage tier if the broadcast succeeds.

BROADCASTING A DEED

After the scene ends, one character makes a Charm-based skill check (Persuasion, Performance, etc.) against the DC below.

- Choose the highest tier realistically reachable.
- **Failure:** the story fizzles; grant the base RP only.
- **Success:** apply the multiplier and update the track.

MEDIA TIER TABLE

Media	DC	RP ×
Local	14	x2
Regional	16	x3
National	18	x4
World News	20	x5

REPUTATION TABLE

Rep lvl	Cumulative RP	Recognition bonus*	NPC Recognition chance
0	0	—	—
1	10	+2	10 %
2	20	+3	25 %
3	30	+4	40 %
4	40	+5	60 %
5	50	+6	75 %
6	60+	+7	85 %

*When an NPC recognises the character, they may apply the bonus once in that scene to any single Charm-based roll (Fame) or Intimidation roll (Infamy).

- To check recognition, the GM rolls d100; a result ≤ chance means the NPC knows the character by reputation.

FAME PERK TABLE

(One non-combat use per session; choose which perk if multiple apply.)

Level	Benefit
1 Rising Star	15 % discount on goods / services in public venues.
2 Well-Known	Lodging, local transport, or basic gear is often comped.
3 Respected	First meeting: target must pass a Will save vs. your Charm score or be Charmed (1 min).
4 Icon	Gain a loyal personal assistant; +2 to your Charm skill while present.
5 Superstar	Summon an adoring crowd (d20 + Charm mod bystanders) that can create distractions or block pursuit.
6 Living Legend	Sponsors or officials pay substantial monthly income (GM sets value) for endorsements.

INFAMY PERK TABLE

(One non-combat use per session; choose which perk if multiple apply.)

Level	Perk
1 Scoundrel	Shake down a local business for valuables with no immediate backlash.
2 Infamous	Claim a criminal “turf” that delivers a steady side income (GM sets value).
3 Feared	First meeting: target must pass a Will save vs. your Charm score or be Frightened (1 min).
4 Villain	Two loyal hench-assistants aid with errands, infiltration, or surveillance.
5 Most Wanted	Redirect any pursuing law-enforcement or bounty crew toward another target; delays pursuit 24 h.
6 Infamous Myth	Command a multi-region criminal network; generates large illicit profits (GM decides amount).

SHIFTING OR LOSING REPUTATION

Situation	Adjustment
Public scandal, major blunder	−2 to −5 Fame (GM)
Media smear or spin	−1 to −3 Fame
Heroic deed while infamous	−1 to −3 Infamy
Sustained charity & apologies	−1 to −5 Infamy (Charm check may apply)
Long-term contradictory behavior	Fame may convert to Infamy (or vice-versa) at 1:1

VARIANT RULES

COST OF LIVING

Between adventures a character pays a daily or weekly cost-of-living rate set by the GM (common tiers: poor, modest, comfortable, wealthy). Failure to pay for a full week imposes Level 1 Exhaustion until back-payments are made.

FOOD & WATER TRACKING

Food: needs 0.5 kg per day. Half-ration (0.25 kg) adds 1 level of Exhaustion.

Max days without food = 3 + Endurance mod (min 1); each day beyond auto-adds 1 Exhaustion.

Water: needs 3.8 L per day (8 L in extreme heat). Half intake → Fortitude DC 15 or 1 Exhaustion; less than half auto-Exhaustion. Existing Exhaustion doubles the effect.

ENCUMBRANCE

Total weight $\leq 2 \times$ Strength score → no penalty.

Above that point, character is over-encumbered: Speed halved.

Remaining over-encumbered for 1 hour adds 1 level of Exhaustion; repeat each additional hour.

FLANKING BONUS

If you and an ally occupy opposite sides (or corners) of the same enemy, you gain +2 to the attack roll. Draw a line from the centre of your square to the centre of the ally's; if it passes through opposite edges of the target's space, the foe is flanked.

DIAGONAL GRID MOVEMENT

On square grids, the first diagonal square entered costs 1 m; the second consecutive diagonal costs 2 m. The pattern 1-2-1-2 continues, even if cardinal movement is mixed between diagonals.

EXTERNAL HACKING TOOLS

If the cyber-implant system is not in use, a character may purchase a Hacking Rig (tool set). Treat it exactly like neural-link hacking for all checks and program limits.

UNSEEN ATTACKS & FACING

At the end of its turn a creature locks its current facing. An attacker who is entirely outside that 180-degree arc is unseen; the defender cannot make a Defense roll against that attack.

Abilities that grant all-around vision negate this rule at GM discretion.

CHARACTER-CREATION CHECKLIST

LEVEL 0

Design Goal Level 0 play lets the group learn the rules in a low-risk sandbox before classes, spells, and combat scale up. Use or skip this tier at the GM's discretion.

STEP 1 CHOOSE A HERITAGE

Heritage (your world's ancestry/genotype) sets the following:

- Base hit points
- Size category & base speed
- Longevity (typical life span)
- Any innate senses (dark-vision, scent, thermal, etc.)
- 1–2 unique minor feats or abilities
- Capacity Note: If your game uses cyber-implants, record the initial Chrome Capacity equal to the relevant Defense modifier.

STEP 2 PICK A BACKGROUND

A Background grants first-tier Aptitudes and starting gear.

Category	Examples (pick one)
Skill Aptitudes	2 skills of your choice (must include Magic if you want to cast later).
Tool/Vehicle	One toolkit or vehicle type you can use without penalty.
Languages	Two additional tongues or ciphers.
Equipment	1 basic weapon, 1 armour piece you're proficient with, a toolkit or cybernetic, and modest starting currency/equipment.

APTITUDE RULES

- Using a non-aptitude weapon: –6 attack, damage –80 %.
- Wearing non-aptitude armour: THP halved; no spellcasting; –6 to skill checks.
- At Level 1 you gain an Aptitude Die (d4) to add to trained skill checks.

STEP 3 ASSIGN ABILITY SCORES

Core abilities: Strength, Agility, Endurance, Cognition, Intuition, Charm.

Choose a generation method (roll, point-buy, array). After values are set, apply any heritage modifiers.

Ability modifiers follow the standard table (higher score → higher modifier).

These modifiers feed into:

- Skill bonuses (e.g., Stealth uses Agility mod)
- Defense Rolls
 - Fortitude = STR mod + END mod
 - Reflex = AGI mod + COG mod
 - Will = INT mod + CHA mod

STEP 4 RECORD DERIVED STATS

Box	How to fill
Base HP	From heritage.
Speed	Heritage base in m/round.
Senses	Any special vision, hearing, etc.
Spell Points (optional)	Start with 5 SP if you intend to cast Innate spells.

STEP 5 OPTIONAL: SPELLCASTING

- All Level 0 characters may prepare up to 4 Innate spells (cost 1 SP each).
- Spell Points (SP) start at 5 + Spellcasting Ability modifier.
- Spellcasting ability = Cognition until you enter a class at Level 1.
- Non-casting classes keep Innate spells but gain no new tiers.

LEVEL-UP MILESTONE

When you reach Level 1:

- Choose a Base Class (see Class Frameworks section).
- Gain an Aptitude Die d4, class hit-die maximum + END mod to HP, and any level-1 class features.
- If you become a full caster, replace temporary spellcasting stats with your class values.
- (At Level 4 a subclass / path is selected; subclass tables appear in the Class Frameworks chapter and are open content if included in this SRD.)

CLASS SUMMARY TABLE

Base Class	Basic Description	Available Subclasses	HP Dice	Optimal Stats	Aptitudes
Skirmisher	Agile striker / scoundrel	3	d8	AGI / END	Light & Medium armor • Simple weapons • Finesse martial melee • Bows & precision firearms
Defender	Front-line tank / crowd controller	3	d10	STR / END	All armor & shields • All weapons
Artificer	Non-Magical, Inventor, hacker, scientific support	3	d6	COG / AGI	Medium armor • Simple weapons • Selected martial melee • Modular firearms
Scholar	Learned spellcaster, adaptable control	3	d6	INT / COG	Light armor • Simple weapons
Emissary	Charisma-driven leader / reality shaper	3	d8	CHA / INT	Light & Medium armor • Shields • Simple weapons • Versatile martial melee
Mystic	Innate magic-user with staying power	3	d10	END / INT	Light armor • Simple weapons • Selected melee • Compact firearms

* Each chassis gains a subclass (path / archetype) at level 4. Designers may publish new subclasses keyed to these generic labels.

“Aptitude” equals proficiency without penalty, per the Background rules.

READING A HERITAGE BLOCK

Every heritage in the SRD follows the same field order so designers and players can scan stats quickly.

Use the definitions below when you write new heritages or convert existing ones.

Field	What it means in play
Hit Points (Base HP)	A fixed HP value added to the character at 1st level before class hit-die and Endurance modifiers. Some heritages also grant recurring bonuses (“+1 HP each level”).
Ability Score Variations	Permanent ability boosts or options the heritage grants at character creation (e.g., “+2 Agility” or “+1 Strength & +1 Endurance”). Apply these after the table’s chosen ability-generation method.
Longevity	Typical adulthood age and life expectancy. Purely narrative—no mechanical effect unless the GM uses an age-based rule.
Size	The game’s standard size category (Small, Medium, Large, etc.). Size controls occupied grid space, reach assumptions, and how certain effects (e.g., grappling limits) apply.
Movement Speed	The base distance the heritage moves per turn in metres. Class features and equipment may modify this later.
Senses	Any non-standard perception modes (darkvision, scent, thermal, non-visual processing). Each sense lists its effective range; outside that, use normal sight/hearing rules.
Skill Bonuses/ Aptitudes	Numeric bonuses or Aptitude (proficiency) the heritage grants to specific skills. If the game uses Aptitude Dice, note that the die is added only when a heritage gives actual Aptitude, not just a flat bonus.
Unique Traits & Abilities	Special rules that don’t fit the previous headings: resistances, innate spells, once-per-rest actions, alternative rest mechanics, etc. Describe the rule, the action cost (if any), and limits.
Lineage / Splice	Compatibility notes for tables that layer lineages or genetic splices. “None” means the heritage cannot combine with another base lineage; otherwise list which templates can overlay.

DWARF

Stocky, broad-chested humanoids renowned for endurance and industrial ingenuity.

Trait	Value
Base HP	9
Ability Boost	+2 to one of Endurance, Cognition, or Strength – or +1 to any two of those three.
Longevity	Mature at the same rate as humans but are considered “young adults” until 80; life expectancy ≈ 600 years.
Size	Medium (height 1.5 – 1.8 m).
Speed	5 m.
Senses	• Partial Darkvision 20 m • Enhanced Hearing 30 m
Genetic Abilities	Endurance: gain +1 HP every time you level. Toughness: when reduced to 0 HP you remain standing until the end of your next turn. Ingenuity: +2 bonus to all Crafting skill checks. Resilience: Heavy armour or Fortitude-based augmentations do not reduce your Speed.
Lineage / Splice	Compatible with any non-Stonefolk lineage or splice.

FROST ELF

Cold-adapted elves with compact frames, thick insulating skin, and keen night vision.

Trait	Value
Base HP	10
Ability Boost	+1 Strength and +1 Endurance
Longevity	Physically mature around 180 years; life span up to ~1 400 years
Size	Medium (≈ 1.8 m tall, solid build)
Speed	7 m.
Senses	Superior Darkvision 30 m
Genetic Abilities	Frost-Cast Garb: you have Resistance to Slashing damage and Cryo damage, representing hair-woven insulating clothing. Indigo Cloak: when snow, mist, or similar precipitation provides even light obscurity, you gain +2 to Stealth checks made to hide.
Lineage / Splice	May be combined with any single elf-based lineage template if the GM allows. Splice Options: Any, except another full base heritage.

TECH ELF

Highly augmented elves who replace mystical tradition with cybernetic mastery.

Trait	Value
Base HP	8
Ability Boost	+2 Cognition or +1 Cognition & +1 Agility
Longevity	Adult at ~100 yr; enhanced life-span ~800 yr
Size	Medium (average height ~2 m; some reach 2.4 m)
Speed	8 m.
Senses	Non-Visual Processing 20 m: perceive electrical fields and heat signatures; functions as sight for the purpose of being Blinded or targeting.
Genetic Abilities	Cyber-Trance: need no sleep; a 4-hour semi-conscious meditation grants the benefits of 8 h rest. Tech Initiate: begin play with one Standard cyber-device (pick from the game's cyber-equipment list) if you meet its prerequisite ability score. Wetware Savant: you may install one Standard-grade implant that does not count against your Chrome Capacity.
Lineage / Splice	May be combined with any single elf-based lineage template if the GM allows. Splice Options: Any, except another full base heritage.

WOOD ELF

Wilderness rovers whose keen senses and chameleon traits keep them one step ahead of both predator and prey

Trait	Value
Base HP	7
Ability Boost	+2 Agility
Longevity	Adult ≈ 150 yr; life span ≈ 1 600 yr
Size	Medium (1.5 – 2 m tall)
Speed	10 m.
Senses	• Partial Darkvision 20 m • Enhanced Hearing 30 m
Genetic Abilities	Acute Hearing: within a 15 m radius you automatically sense the direction and approximate size of any creature that moves, even if it is hidden or in stealth. Mask of the Wild: while in forest or dense natural terrain, you gain +2 to Stealth checks made to hide. Nature's Warning: you have Aptitude (proficiency) in the Awareness skill whenever you are in a natural environment.
Lineage / Splice	May be combined with any single elf-based lineage template if the GM allows. Splice Options: Any, except another full base heritage.

HIGH ELF

An arboreal lineage attuned to primal energies. Some remain bonded to an ancient forest nexus ("Haven-bound"), while others are ritually severed wanderers ("Wayfarers").

Trait	Value
Base HP	6 + Will modifier
Ability Boost	+2 to Intuition or Cognition
Longevity	Adult ≈ 200 yr; life span ≈ 2 000 yr
Size	Medium (1.5 – 1.9 m)
Speed	6 m.
Senses	Superior Darkvision 30 m

BRANCH A-HAVEN-BOUND

Guardians who keep their link to the living forest.

Ability	Effect
Magic Aptitude	You gain proficiency in the Magic skill.
Free Natural Spells	You know the two spells below; they cost 0 Spell Points and use Intuition as the casting ability. • Nature's Canvas (Quick / 1 AP): Touch natural material; you sense every creature or object within 15 m and learn its size and heritage type. • Purifying Sap (Core / 2 AP): Cure one disease, poison, or persistent condition affecting a creature or a natural space.

BRANCH B-WAYFARER (SEVERED)

Exiles who forgo the forest bond, awakening old survival traits.

Ability	Effect
Broken Bond	You lose access to the two free spells. Your Intuition score is capped at 8 until you regain a forest bond (GM discretion).
Primal Stealth	+1 inherent bonus to Stealth checks; when you use the Hide action, gain an additional +2.
Keen Awareness	+3 bonus to Awareness skill checks.
Genetic Abilities	Acute Hearing: within a 15 m radius you automatically sense the direction and approximate size of any creature that moves, even if it is hidden or in stealth. Mask of the Wild: while in forest or dense natural terrain, you gain +2 to Stealth checks made to hide. Nature's Warning: you have Aptitude (proficiency) in the Awareness skill whenever you are in a natural environment.
Lineage / Splice	May be combined with any single elf-based lineage template if the GM allows. Splice Options: Any, except another full base heritage.

ELF-KIN HYBRID

A dominant-elf heritage born from one elven parent and one non-elf parent.

Trait	Value
Base HP	7
Ability Boost	+2 bonus on Defense rolls vs Charmed or Hacked conditions
Longevity	Adult late 20s; life span 200 – 400 yr
Size	Medium (1.5 – 2 m)
Speed	7 m
Senses	Night-vision 15 m • Enhanced Smell 30 m

CORE RESILIENCE

- Appear mostly elven yet retain hardy traits.*
- Immune to magical sleep
- Resistant to disease

Lineage	Ability boosts	Bonus skill (+1)
Human	+1 to any three different abilities	Performance or Diplomacy
Elf Variant	+2 Cognition, +1 to any one other score	Magic or Awareness
Gnome	+2 Agility, +1 to any one other score	Stamina or Persuasion
Halfling	+2 Intuition, +1 Charm	Magic or Stealth
Dwarf	+2 Endurance, +1 to any one other score	Crafting or Technology

SYNTH-FRAME CONSTRUCT

A sentient mechanical lineage powered by a core “Logic Engine.” Four chassis variants offer different combat and utility roles.

Trait	Value
Configuration	Choose one chassis from the Frame Matrix (below) during character creation.
Longevity	Does not age biologically; components slowly degrade. Logic-Engine life expectancy ≈ 1 000 yr.
Senses	Night-vision 20 m • Non-Visual Processing 20 m (electromagnetic imaging).
Languages	Understand and speak Machine Code in addition to any starting tongues

MACHINE SUPERIORITY

- +2 on Defense rolls vs Charmed.
- Immune to poison, disease, toxins, magical sleep.
- No need for food, water, or air.*

MACHINE FAULTS

- –2 on contests against Hacking.
- Take an extra 1d6 Electric damage from any source.
- Healing effects that target only organic tissue have no effect.
- Cannot install wetware that requires organic biology.*

Function	Rule
Standby	1-h standby = Short Rest; 4-h standby = Long Rest. If not in Redline, you may leave sensors active: make Awareness checks at +2 within a 5 m radius.
Redline	Replace Exhaustion with the four-stage Redline track: 1) –2 skill checks; vulnerable to Electric/Cryo/Hydro. 2) –2 all rolls, ½ Speed, –1 AP. 3) –25 % HP max, Speed 25 %, fixed 2 AP & 2 SP. 4) Shutdown for 4 h, then counts as 4-h Standby.
Repair Protocol (Quick / 1 AP, 1-charge)	Restore 1d10 HP to yourself. Recharge on Long Rest.

FRAME CONFIGURATION MATRIX

Frame	Base HP	Ability Boosts	Size	Speed	Frame Upgrade*	Unique Features
Juggernaut	9 + Fortitude mod	+1 STR, +2 END	2.14 m (Med.)	6 m	Install 1 Standard Fortitude-based implant free	Resistances: Bludgeoning, Piercing, Slashing • Particle Cannon (Ranged 10/15 m, 2d6 Thermal, no ammo).
Arcanist	5 + Will mod	+1 COG, +2 INT or CHA	1.83 m (Med.)	7 m	Install 1 Standard Will-based implant free	Arcane Boost: +2 Will vs magic • +1d4 extra damage on spell attacks.
Phantom	7 + Reflex mod	+2 AGI, +1 COG	1.83 m (Med.)	9 m	Install 1 Standard Reflex-based implant free	Stealth Coating: +3 Stealth in dim/light-obscurity, +2 in normal light • Double-Jump: Jump distances doubled.
Support	5 + Reflex mod	+1 END, +2 COG	1.95 m (Med.)	7 m	Install 1 Standard Reflex-based implant free	Integrated VI: Ignore the –2 Hacking penalty; reroll failed detection of hacks once.

URBAN GNOME

Quick-witted city dwellers whose razor-sharp vision and nimble minds make them masters of urban survival and street commerce.

Trait	Value
Base HP	6
Ability Boost	+2 Cognition
Longevity	Adult ≈ 40 yr; life span ≈ 500 yr
Size	Small (≈ 1 m)
Speed	7 m.
Senses	Superior Darkvision 30 m • Enhanced Hearing 30 m • 8K Vision +10 m to Darkvision range
Genetic Abilities	While in a settlement or city: • 10 % discount on goods & services. • Cannot be Surprised. • Once per day, roll Thievery or Persuasion with a +2 bonus.
Lineage / Splice	May combine with any single non-gnomish overlay the GM allows.

WASTELAND GNOME

Radiation-hardened scavengers whose adaptive biology and magnetic shielding let them thrive amid the ruins of a toxic frontier.

Trait	Value
Base HP	8
Ability Boost	+1 Agility, +1 Endurance, +1 Strength
Longevity	Adult ≈ 18 yr; life span ≈ 250 yr
Size	Small (≈ 1.4 m)
Speed	6 m.
Senses	Night-vision 45 m
Magnetic Radiation Shield (Quick / 1 AP, 2-charge)	Create a 2 m-radius shield for 1 minute. Inside the field: Immunity to radiation damage and +2 to checks or Defense rolls vs radiation. Charges refresh on Long Rest.
Cellular Regeneration	Automatically regain full HP after a Short Rest; injury-recovery time is halved.
Pliable DNA	Resistance to radiation. Recovery time vs disease or toxin is halved. When in a radioactive zone, gain +2 on rolls to resist local hazards.
Lineage / Splice	May combine with any single non-gnomish overlay the GM allows.

SHADOW HALFLING

Achromatic, quick-footed nomads who melt into crowds and dim corners with razor-sharp senses and reflexes.

Trait	Value
Base HP	6
Ability Boost	+2 Agility, +1 Cognition
Longevity	Adult ≈ 18 yr; life span ≈ 100 yr
Size	Small (≤ 1.6 m)
Speed	8 m.
Senses	• Partial Darkvision 20 m • Enhanced Smell 30 m
Lightless Vision	Due to congenital achromatopsia, you see only in greyscale.
Hide in Plain Sight	Gain +2 Stealth when either (a) obscured by a creature/construct at least one size larger, or (b) behind partial cover in dim light or darker.
Halfling Reflexes	When you roll a 1 on any Agility-based skill check or Reflex Defense roll, you may reroll once and keep the new result.
Legacy Buffer	Reflex-based Chrome Capacity increases by +2.
Lineage / Splice	May combine with any single non-halfling overlay the GM allows.

RADIANT HALFLING

Vibrantly glowing charmers whose ever-bright aura draws eyes—and favors—everywhere they roam.

Trait	Value
Base HP	6
Ability Boost	+1 Agility, +1 Intuition, +1 Charm
Longevity	Adult ≈ 25 yr; life span ≈ 150 yr
Size	Small (≈ 1.5 m)
Speed	7 m.
Senses	• Superior Darkvision 20 m • Shadow Sight 40 m (see through magical darkness and illusions)
Chromatic Aura	A 2 m radius glow enhances local color contrast. • You suffer –2 Stealth. • Objects and creatures in the aura gain vivid color; GM may grant advantage on visual searches.
Genuine Personality	Gain +2 on Persuasion and Diplomacy checks made against non-halfling creatures.
Lineage / Splice	May combine with any single non-halfling overlay the GM allows.

HUMAN

Humans are versatile generalists whose adaptable bodies and quick minds make them natural polyglots and prime candidates for cybernetic enhancement.

Trait	Value
Base HP	8
Ability Boost	+1 to any two different ability scores
Longevity	Adult late-20s; life span up to ~200 yr
Size	Medium ($\approx 1.5 - 2+$ m)
Speed	6 m.
Senses	Partial Darkvision 20 m
Multi-Lingual	Reduce the DC to learn or decode a language by 2.
Malleable DNA	• Install one Standard-grade wetware implant that does not count against Chrome Capacity. • When you roll the surgery check for any wetware installation, add +3 and halve the normal recovery time.
Lineage / Splice	May combine with any single non-human overlay the GM allows.

DREAMBORNE

Incarnations of dream-essence, half-anchored in the Ethereal—swift, luminous, and hard to pin down.

Trait	Value
Base HP	5 + Will modifier
Ability Boost	+1 Cognition & +2 to one of: Intuition, Charm, or Agility
Longevity	Do not age biologically; individuals are often centuries old
Size	Medium (residual self-image 1.6 – 2 m)
Speed	12 m.
Senses	• Night-vision 45 m • Non-Visual Processing 20 m • Enhanced Hearing 30 m
Multi-Lingual	Reduce the DC to learn or decode a language by 2.
Fluidic Form	Cannot receive cybernetic wetware or organic implants.
Lineage / Splice	None (cannot overlay with another base heritage).
Class limits	GM may disallow rage/blood-fuelled classes that rely on organic physiology.

RESONANT REST

Dreamborne do not sleep. Every 24 h they must spend 4 h in a luminous trance (counts as Long Rest). If a day passes without trance, they suffer until the next trance finishes:

- –25 % current & max HP
- Speed halved
- Vulnerable to non-magical damage
- –2 on all skill checks.

Power (action)	Use & limits
Liminal Vision (Core, 2 AP)	1-min self aura 20 m. See active spell-weaving, lingering magical traces (1 h), and magical items—even through walls and darkness.
Ethereal Threads (Core, 2 AP, 4 charges/Long Rest)	Telekinetically manipulate a non-living object ≤ 10 kg within 10 m.
Mistwalker (Quick, 1 AP, 1 charge/Long Rest, unlocks at character level 3)	1-min semi-incorporeal state: +2 Stealth; pass through non-magical walls; immune to non-magical attacks.
Ethereal Armor (Quick, 1 AP, 2 charges/Long Rest, unlocks at character level 5)	Gain temporary HP = 20 + Will mod; lasts until depleted.

BLOODBORN GUARDIAN

Bloodborn Guardians are swift, magic-sensitive beings whose survival—and spell power—depend on a ritual drink of blood each day.

Trait	Value
Base HP	7
Ability Boost	Choose one set: • +2 Strength, +1 Agility • +2 Intuition, +1 Endurance • +2 Charm, +1 Cognition
Longevity	Do not show visible age until ~1 000 yr; true upper limit unknown
Size	Medium (≈ 1.9 m)
Speed	9 m.
Senses	• Superior Darkvision 30 m • Enhanced Hearing 30 m
Multi-Lingual	Reduce the DC to learn or decode a language by 2.
Fluidic Form	Cannot receive cybernetic wetware or organic implants.
Lineage / Splice	May combine with one designated overlay template the GM deems compatible (e.g., “Desert Elf” lineage). Cannot splice with another base heritage.
Class limits	GM may bar rage/blood-fuelled subclasses that conflict with the Bloodthirst mechanic.

SIGHT OF RESIDUAL MAGIC

You can see lingering traces of a spell cast within the last hour, identifying its school/type.

INBORN ELOQUENCE

Choose one at creation: +1 Fortitude, +1 Reflex, or +1 Will Defense rolls.

BLOODTHIRST MECHANIC

Rule	Effect
Daily requirement	Must drink blood once per 24 h.
Arcane Progeny	If fed within the last day, add +1d4 to damage of any spell you cast. If unfed, you take +1d6 extra damage from offensive spells.

BLOODLUST

(CORE, 2 AP, USES/DAY = ENDURANCE MOD)

Target living creature within 2 m makes Reflex save vs DC 8 + your level.

- Fail: target takes 1d6 Piercing; you regain HP equal to damage; target is Charmed for 2 rounds.
- Success: half damage; no healing, no charm.

BLOODBORN HYBRID

A dominant-heritage crossbreed: one parent carries the Bloodborn Guardian line, the other is any mortal ancestry. The guardian genes set the frame; the mortal “mark” fine-tunes the build.

Trait	Value
Base HP	7
Longevity	Physical maturity ≈ 25 yr; no visible aging until ≈ 200 yr; typical life span ≈ 500 yr
Size	Medium (about 1.9 m)
Speed	8 m
Senses	• Partial Darkvision 15 m • Enhanced Smell 30 m
Lineage overlay	Already a hybrid; cannot add another base heritage.
Splice	No splicing options.

MARKED

Choose one option that reflects the Bloodborn parent; apply its boosts.

Lineage	Ability boosts	Bonus skill (+1)
Human	+1 to any three abilities	Your choice of skill
Urban Gnome	+2 Agility, +1 any	Persuasion
Wasteland Gnome	+2 Endurance, +1 Strength	Durability / Survival
Radiant Halfling	+2 Intuition, +1 Charm	Magic
Shadow Halfling	+2 Agility, +1 Cognition	Thievery
Dwarven	+2 Strength, +1 any	Stamina / Crafting

GENE EXPRESSION

Roll or choose your SGP (Shared-Guardian Percentage) to reflect how strongly the dominant blood shows.

SGP band	Appearance & Traits
85 % +	• +2 on Charm-based checks vs pure Guardians. • Superior Darkvision (30 m). • ARC Surge – once per day add +1d6 to the damage of a spell you cast.
40 – 84 %	• –1 Charm vs Guardians / other Hybrids. • Resistance to Slashing damage. • +1 on surgery checks for wetware implants.
1 – 39 %	• –2 Charm vs Bloodborn Guardians. • Speed +2 m (total 10 m). • +2 on Con-Artist / Deception checks against non-Guardians.

INFERNAL HYBRID

Infernal Hybrids are towering, horn- or wing-marked warriors whose demonic lineage grants extra hit-point growth and a personalised supernatural weapon or sense.

Trait	Value
Base HP	10
Ability Boost	+2 Strength and +1 to any other score
Longevity	Adult ≈ 17 yr; life span ≈ 250 yr
Size	Medium (about 2 m)
Speed	8 m.
Senses	Superior Darkvision 30 m
Lineage / Splice	No additional splice; dominant heritage already hybridised.

ANCESTRAL FORTITUDE

Gain extra HP each time you level = ½ your character level (round up).

IMPOSING PRESENCE

After each Long Rest choose two of these skills; you have +2 to checks with them for the day: Brute-Force, Intimidation, Fight-or-Flight, Coercion.

INFERNAL

Your mortal form is rewritten by celestial genes; the abilities below manifest at 1st level.

Option	Power
Horns of the Ninth Ring	+2 Awareness; cannot become lost except by magic; gain Non-Visual Processing sense.
Eyes of the Accursed (Quick, 1 AP)	Ranged 5 m, 1d4 Thermal damage beam.
Wings of the Damned	Fly speed = ½ walk speed (round up). As an action you can shield one adjacent creature your size or smaller: it gains partial cover (+2 AC / +2 Hide) and any damage it would take is taken by you.
Infernal Whiplash (Quick, 1 AP)	Tail stab, melee 2 m, 1d4 Piercing damage.

CELESTIAL HYBRID

Celestial Hybrids are radiant, winged diplomats whose divine spark grants flight, enhanced vision, and daily bursts of persuasive power.

Trait	Value
Base HP	8
Ability Boost	+2 Charm and +1 to any other score
Longevity	Adult $\approx$ 18 yr; life span $\approx$ 300 yr
Size	Medium ($\approx$ 1.8 m)
Speed	8 m.
Senses	Shadow Sight 40 m: see normally in darkness, including magical darkness
Lineage / Splice	Already a dominant hybrid; no additional splice overlays.

SPARK OF DIVINITY

Your mortal form is rewritten by celestial genes; the abilities below manifest at 1st level.

Option	Power
Gift of Sanctified Sight (Quick, 1 AP, 1/Long Rest)	Grant Shadow Sight to one creature within 10 m for 1 h.
Empyrean Aura	After each Long Rest choose two skills from Diplomacy, Nuance, Persuasion, Awareness; you gain +2 on checks with them until your next Long Rest.
Wings of Searing Divinity	Fly speed = $\frac{1}{2}$ walk speed (round up). Take-off/Land is a Quick Action. You suffer -1 Stealth due to your conspicuous wings.

TRIBUTARY HERITAGE

Each block shows only the differences applied on top of a character's Base Heritage if you have mixed parent Heritage.

(If a field isn't listed, the base value stays as-is.)

DWARF

Field	Adjustment
HP	+2 to Base HP
Ability Boost	+1 Endurance or +1 Strength
Size	If the base size is Small, increase to Medium (max height $\approx$ 1.75 m).
Speed	-1 m
Senses	Extend each existing sense range by +5 m
Variation	Speed is not reduced by Heavy armor or Fortitude-based augmentations.

GNOME

Field	Adjustment
HP	+1 to Base HP
Ability Boost	+1 Cognition or +1 Agility
Size	If the base size is Medium, reduce height by $\approx$ 0.1 m.
Speed	-1 m
Senses	If the base lacks Superior Darkvision, gain it (30 m). Otherwise extend existing dark-vision by +10 m.
Variation	Gain Cellular Regeneration (auto-full HP after Short Rest; injury recovery halved).

HALFLING

Field	Adjustment
HP	-1 to Base HP
Ability Boost	+1 Agility or +1 Charm
Size	If the base size is Medium, reduce height by $\approx$ 0.2 m.
Speed	+2 m
Senses	Gain Partial Darkvision 20 m and Enhanced Smell 30 m (or extend ranges if already present).
Variation	Gain Halfling Reflexes (reroll a natural 1 on any Agility-based skill or Reflex defense once).

HUMAN

Field	Adjustment
Ability Boost	+1 to any one ability score
Size	If the base size is Small, increase to Medium (min height $\approx$ 1.75 m).
Speed	+1 m
Speed	+2 m
Senses	Reduce each ranged sense by 5 m (minimum 15 m).
Variation	Gain Multi-Lingual (language-learning DCs -2).

GENETIC SPLICING

Cutting-edge gene therapy lets an organic character graft a single foreign DNA strand onto their base heritage, gaining modest bonuses without adopting a full tributary lineage.

1. Only organic heritages are eligible (constructs or dream-forms cannot splice).
2. You cannot splice DNA that matches your own base heritage or current tributary lineage.
3. A character may have one splice at a time.
4. The splice adds its benefits; it never replaces base-heritage traits.

Splice DNA	Gains
Dwarf strand	+1 Strength •Resistance to Poison
Tech-Elf strand	+1 Cognition •“Electro-Vision” feat (non-visual processing, –10 m range)
Frost-Elf strand	+1 Strength •Resistance to Cryo damage
High-Elf strand	+1 Intuition •+1 bonus to Magic skill
Wood-Elf strand	+1 Agility •+3 m base Speed
Urban Gnome strand	+1 Cognition •+1 bonus to Thievery skill
Wasteland Gnome strand	+1 Endurance •Resistance to Radiation
Radiant Halfling strand	+1 Charm • +1 bonus to Diplomacy skill
Shadow Halfling strand	+1 Agility •+1 bonus to Stealth skill
Human strand	+1 to any ability •+2 on cyber-surgery rolls

BACKGROUNDS

Backgrounds ground a character’s early life and grant the starting mechanics listed below. They never replace heritage or class features; they stack on top of them. Examples have been given for use.

Category	Description
Skill Aptitudes	Two (occasionally three) skills in which the character has Aptitude. At 1st level and beyond, you may add your Aptitude Die to checks with those skills.
Toolkit Aptitude	Aptitude with one toolkit; required to use or craft with that kit.
Languages	One or more additional languages beyond the campaign’s “Common tongue.”
Speed	+2 m
Starting Equipment	• Currency to purchase a first weapon. • One armor piece that matches your aptitudes. • Optional cybernetic or magic trinket if tech is available. • Narrative keepsakes (letters, signet rings, diary pages) — these have no fixed stats and exist purely for role-play.
Reputation (optional)	Some backgrounds start with Fame or Infamy points to reflect a public record of heroism or notoriety. Reputation may rise or fall as the story progresses.

PERSONALITY LAYER (OPTIONAL)

After picking a background you can add a Personality Archetype and a Life Event / Trauma tag. These have no fixed bonuses in the SRD but give the GM hooks for inspiration, advantages, or complications.

BACKGROUND TABLE

Background	Skill Aptitude	Toolkit Aptitude	Languages	Starting Equipment
Academic	Choose any three: • Critical Thinking • Lore • Technology • Survival • First-Aid • Linguistics • Magic • Rationalism • Awareness • Nuance	Choose one: • Alchemist Kit • Herbalist Kit • Medical Kit • Inventor Kit	Common, plus one ancient language and one modern language	• Common clothes • Smartphone / datapad • Neuronet Synthetic undershirt (+5 THP) • One Simple weapon worth up to 800 credits • One Standard-grade Reflex wetware implant • Credit stick with 1,200 credits
Anti-Corp Activist	Pick three: • Dishonesty • Insight • Hacking • Technology • Awareness • Persuasion • Con-Artist • Nuance • Coercion	Choose one: • Hacking Kit • Disguise Kit	Common, plus one modern language of your choice	• Street clothes • Smartphone / datapad • Small digital audio recorder • Face-mask for anonymity • Nanoparticle garment (+8 THP) • Basic concealed-carry insert (holster compartment) • One Simple weapon worth ≤ 800 credits • Credit stick with 500 credits
Bounty Hunters	Choose any four: • Insight • Awareness • Dishonesty • Diplomacy • Stealth • Parkour • Stamina • Magic • Intimidation • Brute-Force	• One Vehicle of your choice • Plus one toolkit: Thieves Kit, Disguise Kit, Forgery Kit, or Hacking Kit	Common, plus two modern languages of choice	• Street clothes • Smartphone / datapad • Nanotech-plated leather jacket (Rating 1, +10 THP) • Pick 1 Fortitude wetware implant. • Simple or Martial weapon worth ≤ 4 500 credits • Credit stick with 1,500 credits
Celebrity	Performance, Persuasion, plus one: • Stamina • Stunts • Con-Artist • Insight • Intimidation • Magic • Thievery • Awareness	• One type of Musical Instrument, or one type of Tool Kit.	Common, plus one modern language of choice	• Stylish clothing • Smartphone / datapad • Personal memento symbolizing fame (no stats) • Token or letter from a devoted fan (no stats) • Neuronet Synthetic undershirt (+5 THP) • Pick 1 Will wetware implant. • Simple weapon worth ≤ 800 credits • Credit stick with 5,000 credits
Content Creator	Choose two Charm based Skills & two additional from: • Nuance • Technology • Magic • Faith & Naturalism • Lore	• One musical instrument of choice • Plus one toolkit: Disguise Kit or Thieves Kit	Common, plus two modern languages of choice	• Fine clothes • Smartphone / datapad • Bottle of perfume or cologne • Musical instrument (matches your toolkit) • Neuronet Synthetic undershirt (+5 THP) • Pick 1 Will or Reflex wetware implant. • Simple weapon worth ≤ 400 credits • Credit stick with 1,500 credits
Corporate Agent	Persuasion plus any three: • Dishonesty • Con-Artist • Diplomacy • Insight • Intimidation • Awareness • Nuance • Technology • Magic	• One Vehicle of choice • Plus one toolkit appropriate to your corporate role	Common, plus one modern language of choice	• Business attire • Smartphone / datapad • Nanotech-plated leather jacket (Rating 1, +10 THP) • Pick 1 Will wetware implant and Neural Link. • Simple weapon worth ≤ 2 000 credits • Credit stick with 3 500 credits
Cultists	Choose four: • Magic • Con-Artist • Lore • Intimidation • Coercion • Diplomacy • Linguistics • Faith • Nuance • Insight	Pick one: • Alchemist Kit or Herbalism Kit	Common, plus one ancient language of choice	• Traveller's clothes • Insignia or holy token of the cult (no stats) • Neuronet Synthetic undershirt (+5 THP) • Simple weapon worth ≤ 2 000 credits • Credit stick with 500 credits
Diplomat	Diplomacy, plus three additional: • Linguistics • Insight • Con-Artist • Dishonesty • Persuasion • Magic • Nuance • Critical Thinking • Rationalism	One Vehicle of your choice.	Common, plus one ancient and one modern language of choice	• Fine clothes • Smartphone / datapad • Official diplomatic credentials or badge • Nanotech Plated Leather Jacket (+12 THP) • Pick 1 Will wetware implant and Neural Link. • Simple weapon worth ≤ 900 credits • Credit stick with 3,000 credits
Doctor	First-Aid, plus two additional: • Critical Thinking • Linguistics • Rationalism • Faith • Persuasion • Technology • Magic	Choose one: • Alchemist Kit • Medic Kit • Herbalist Kit	Common, plus one modern language	• Fine clothes • Smartphone / datapad • Chosen medical toolkit • Neuronet Synthetic undershirt (+5 THP) • Single Shot Injector wetware implant • Simple weapon worth ≤ 1 500 credits • Credit stick with 4,000 credit
Ex-Military	Stamina & Intimidation plus two additional: • Stunts • Awareness • Survival • First-Aid • Fight-or-Flight • Brute-Force	Armorer Kit or Gunsmith Kit	Common, plus one modern language	• Service uniform or fatigues • Smartphone / datapad • Personal mementos from active duty (no stats) • Titanium Combat Suit (+25 TH, prerequisite Strength 12) • Skullcap wetware implant • Simple weapon of choice • Credit stick with 500 credits
Knight	Pick three: • Stamina • Stunts • Magic • Diplomacy • Intimidation • Faith • Survival • First-Aid • Brute-Force	Pick one: Choose one: • Smithing Tools • Inventor Kit • Explosive Tech Kit • Alchemist Kit • or Vehicle	Common, plus one modern language and two ancient languages	• Formal tabard or cloak bearing your order's crest • Chosen toolkit • Bio-Armor (+18 THP, Strength Requirement 12) • Pick 1 Fortitude wetware implant • One Simple or Martial weapon worth ≤ 5 000 credits • Credit stick with 1,000 credits

PERSONA

Personality Archetypes and Life Events are optional tags.

- An archetype grants one “daily boost”.
- A life event applies a standing penalty until the character narratively resolves it, at which point the GM may flip the penalty into a matching bonus.

PERSONALITY ARCHETYPES

ELUSIVE

- **Traits:** Mysterious, Secretive, Intuitive, Insightful
- **Temperament:** Enigmatic.
- **Motivations:** Discovery of Truth, Personal Agenda.
- **Fears/Inner Struggles:** Fear of being understood.
- **Coping Mechanisms:** Secrecy, Misdirection.
- **Social Tendencies:** Aloof, Unpredictable.
- **Daily Benefit:** Once per day, you can gain +2 on a Awareness or Stealth Skill Check.

FANATIC

- **Traits:** Intense, Pious, Uncompromising.
- **Temperament:** Intense.
- **Motivations:** Faith, Conviction.
- **Fears/Inner Struggles:** Fear of doubt or heresy.
- **Coping Mechanisms:** Ritual, Preaching.
- **Social Tendencies:** Dogmatic, Persuasive.
- **Daily Benefit:** Once per day, you can deal 1d12 extra damage with an attack against foes that oppose their beliefs.

INNOVATOR

- **Traits:** Curious, Innovative, Creative, Adaptable, Eccentric.
- **Temperament:** Curious.
- **Motivations:** Discovery, Innovation.
- **Fears/Inner Struggles:** Fear of stagnation or conformity.
- **Coping Mechanisms:** Experimentation, Creative projects.
- **Social Tendencies:** Eccentric, Engaging.
- **Daily Benefit:** Once per day, you can gain +2 to a single Magic or Technology Skill Check.

IDEALIST

- **Traits:** Idealistic, Passionate, Devoted, Just, Empathetic.
- **Temperament:** Passionate.
- **Motivations:** Altruism, Justice.
- **Fears/Inner Struggles:** Fear of moral compromise or injustice.
- **Coping Mechanisms:** Advocacy, Activism.
- **Social Tendencies:** Inspirational, Empathetic.
- **Daily Benefit:** Once per day, you can inspire an ally, granting them +2 on their next dice Roll.

MANIPULATOR

- **Traits:** Sophisticated, Manipulative, Adaptable, Observant, Shrewd.
- **Temperament:** Charming.
- **Motivations:** Influence, Networking.
- **Fears/Inner Struggles:** Fear of social faux pas or alienation.
- **Coping Mechanisms:** Diplomacy, Networking.
- **Social Tendencies:** Extroverted, Manipulative.
- **Daily Benefit:** Once per day, re-roll a Dishonesty, Con-Artist or Persuasion Skill Check.

MAVERICK

- **Traits:** Daring, Independent, Eccentric, Paranoid, Ruthless.
- **Temperament:** Unconventional.
- **Motivations:** Innovation, Individualism.
- **Fears/Inner Struggles:** Fear of conformity or restriction.
- **Coping Mechanisms:** Risk-taking, Innovation.
- **Social Tendencies:** Unpredictable, Eccentric
- **Daily Benefit:** Once per day, you gain +2 on a Stunts or Stamina Skill Check.

MOTIVATOR

- **Traits:** Charismatic, Persuasive, Influential, Confident, Noble.
- **Temperament:** Confident.
- **Motivations:** Power, Influence.
- **Fears/Inner Struggles:** Fear of losing control or respect.
- **Coping Mechanisms:** Rallying others, Speeches.
- **Social Tendencies:** Extroverted, Persuasive.
- **Daily Benefit:** Once per day, you can gain +2 on a Persuasion or Performance Skill Check while giving a speech.

PRAGMATIST

- **Traits:** Practical, Efficient, Realistic, Pragmatic, Adaptable.
- **Temperament:** Practical.
- **Motivations:** Results, Realism.
- **Fears/Inner Struggles:** Fear of inefficiency or impracticality.
- **Coping Mechanisms:** Problem-solving, Pragmatism
- **Social Tendencies:** Straightforward, Efficient.
- **Daily Benefit:** Once per day, you can re-roll a failed Awareness or Critical Thinking Skill Check.

PROTECTOR

- **Traits:** Loyal, Fearless, Courageous, Protective Guardian, Honorable.
- **Temperament:** Stoic.
- **Motivations:** Safety, Loyalty.
- **Fears/Inner Struggles:** Fear of loss or failure to protect.
- **Coping Mechanisms:** Vigilance, Training.
- **Social Tendencies:** Protective, Dependable.
- **Daily Benefit:** Once per day, you can impose -2 on an Attack Roll against an ally within 1 m for a duration of 2 Rounds, as long as you stay within 1 m.

RENEGADE

- **Traits:** Defiant, Independent, Passionate, Rebellious, Free-Spirited.
- **Temperament:** Rebellious.
- **Motivations:** Freedom, Autonomy.
- **Fears/Inner Struggles:** Fear of control or conformity.
- **Coping Mechanisms:** Defiance, Adventure.
- **Social Tendencies:** Independent, Unpredictable.
- **Daily Benefit:** Once per day, you can gain +2 on a Parkour or Performance Skill Check.

SCHOLAR

- **Traits:** Curious, Analytical, Open-Minded, Inquisitive, Empathetic.
- **Temperament:** Inquisitive.
- **Motivations:** Knowledge, Understanding.
- **Fears/Inner Struggles:** Fear of ignorance or misinformation.
- **Coping Mechanisms:** Research, Study.
- **Social Tendencies:** Introverted, Thoughtful.
- **Daily Benefit:** Once per day, you can gain +2 on a Lore or Critical Thinking Skill check.

STRATEGIST

- **Traits:** Rational, Methodical, Analytical, Skeptical, Strategic, Pragmatic.
- **Temperament:** Methodical.
- **Motivations:** Knowledge, Control.
- **Fears/Inner Struggles:** Fear of unpredictability or chaos.
- **Coping Mechanisms:** Planning, List-making.
- **Social Tendencies:** Introverted, Analytical.
- **Daily Benefit:** Once per day, you can give a situation or person a second glance, and re-roll a failed Awareness, Nuance or Insight Skill Check.

STOIC

- **Traits:** Disciplined, Resilient, Cautious, Stoic, Gruff
- **Temperament:** Resilient.
- **Motivations:** Stability, Reliability.
- **Fears/Inner Struggles:** Fear of emotional vulnerability.
- **Coping Mechanisms:** Emotional Suppression, Stoicism.

- **Social Tendencies:** Reserved, Dependable.
- **Daily Benefit:** Once per day, you can resist a mind-affecting spell or effect.

SURVIVALIST

- **Traits:** Resourceful, Tough, Street-smart, Self-Reliant, Independent.
- **Temperament:** Pragmatic.
- **Motivations:** Survival, Independence.
- **Fears/Inner Struggles:** Fear of vulnerability or dependency.
- **Coping Mechanisms:** Self-reliance, Resourcefulness.
- **Social Tendencies:** Loner, Observant.
- **Daily Benefit:** Once per day, you can automatically succeed on a Survival or Fight-or-Flight Skill Check.

TACTICIAN

- **Traits:** Cunning, Calculating, Skilled tracker, Efficient, Meticulous.
- **Temperament:** Calculating.
- **Motivations:** Efficiency, Success.
- **Fears/Inner Struggles:** Fear of failure or oversight
- **Coping Mechanisms:** Micromanagement, Strategy
- **Social Tendencies:** Directive, Commanding.
- **Daily Benefit:** Once per day, you can gain +2 to an Initiative roll.

PAST TRAUMA/LIFE EVENTS

ALMOST FAMOUS

- **Penalty:** -2 on Performance Skill Checks.

BETRAYED BY A TRUSTED ALLY

- **Penalty:** -2 on Insight Skill Checks.

CANCELED

- **Penalty:** Reduction of -1 to Charm Skill Checks.

EXPERIENCED POVERTY OR HUNGER

- **Penalty:** -2 on Endurance Skill Checks and Fortitude Defense Rolls due to lasting health effects.

CORPORATE RUNAWAY

- **Penalty:** -2 on Persuasion and Dishonesty Skill Checks when dealing with their former Corporation.

FAILED A MAJOR PROJECT OR MISSION

- **Penalty:** -2 on Skill Checks related to the field of the failed project.

FUGITIVE

- **Penalty:** -2 on Charm Skill Checks when dealing with Law Enforcement.

GREW UP IN ISOLATION

- **Penalty:** -2 on Persuasion Skill Checks due to lack of social skills.

HAD A MAJOR ILLNESS

- **Penalty:** -2 on Defense Rolls against Disease.

IMPRISONED UNJUSTLY

- **Penalty:** -2 on Will Defense Rolls when confined or restricted.

INJURED IN AN ACCIDENT

- **Penalty:** Suffer -1 to your Strength or Agility Score.

LOST ALL POSSESSIONS IN A FIRE/THEFT

- **Penalty:** -2 on Skill Checks related to material loss or financial stress.

LOST A LOVED ONE

- **Penalty:** -2 on Charm Skill Checks when dealing with loss or separation.

SURVIVED A WAR

- **Penalty:** -2 on Will Defense Rolls to resist fear in combat situations.

SURVIVED A NATURAL DISASTER

- **Penalty:** -2 on Defense Rolls against elemental damage (fire, water, etc.).

SURVIVED A MAGIC MISHAP

- **Penalty:** -2 on Defense Rolls against magical effects.

VEHICULAR MANSLAUGHTER

- **Penalty:** -2 Reflex Defense Rolls when operating a Vehicle.

WAS A REFUGEE OR EXILE

- **Penalty:** -2 on Charm Skill Checks when dealing with native inhabitants of new locations.

WAS A VICTIM OF DISCRIMINATION OR PREJUDICE

- **Penalty:** -2 on Persuasion Skill Checks with specific groups.

WITNESSED A SUPERNATURAL EVENT

- **Penalty:** -2 on Awareness Skill Checks in environments reminiscent of the event.

LANGUAGES

Characters begin play knowing Common plus any tongues granted by background or heritage.

LEARNING NEW LANGUAGES

To learn a new language during the course of your adventure, you must spend time studying your language of choice and pass a Linguistics check against the language's DC (which you can see in the Languages Table below).

STEP 1: STUDY SOURCE – SECURE A TUTOR, COURSEWARE, OR TEXT.

STEP 2: DAILY STUDY CHECK – ONCE PER IN-GAME DAY, ROLL

- Number of days you spent studying in game + 1d20 + Your Cognition Modifier.

If the total $\geq$ the language's Difficulty Class (DC), you master it; otherwise you may try again after a Long Rest.

LANGUAGES TABLE

Language	DC
Modern Languages	
Human	10
Tech-Elf	14
City-State Gnomish	12
Wood Elf	15
Bloodborn	18
Common	8
Wasteland Gnome	13
Frost Elf	16
Dwarf	14
Halfling	12
Machine Language	20
Dreamborne	15
Sign Language	18
High Elf	15
Ancient Languages	
Celestial	24
Old Dwarven	18
Old Imperial	17
Elder Gnome	16
Ancient Halfling	16
Assassin's Speech	22
Archaic Elvish	20
Infernal	24

SKILLS

Each skill ties to one Ability Score. Every creature has six core abilities.

Ability	Represents
Strength (STR)	Raw muscular power and load-bearing capacity.
Endurance (END)	Stamina, hit-point resilience, resistance to fatigue or poison.
Agility (AGI)	Balance, reflex speed, fine motor control.
Cognition (COG)	Reasoning, memory, technical and analytical skill.
Intuition (INT)	Gut instinct, perception of the unseen, spiritual attunement.
Charm (CHA)	Force of personality, leadership, social magnetism.

SKILLS CHECKS

- Skill Check = d20 + relevant Ability modifier + bonuses / penalties.
- If you have Aptitude in the skill, add your Aptitude Die.

APTITUDE DIE PROGRESSION

Level 1 d4 | Level 4 d6 | Level 8 d8 | Level 12 d10 | Level 16 d12

- When a rule calls for your Maximum Aptitude Bonus (MAB), use the highest value on your current die (d4 = 4, d6 = 6, etc.).
- If you gain Aptitude in a skill you already have, add +1 to checks with that skill instead.

STRENGTH (STR) BASED SKILLS

BRUTE FORCE: Using raw power to break down doors, smash locks, or push through barriers.

INTIMIDATION: Projecting dominance and threat to persuade or manipulate others into compliance.

ENDURANCE (END) BASED SKILLS

DURABILITY: Gauging the ability to survive environmental hazards, negative conditions, or injuries.

STAMINA: Sustaining athletic movements like grappling, sprinting, climbing, jumping, and swimming.

AGILITY (AGI) BASED SKILLS

PARKOUR: Quick, precise movements over difficult or vertical terrain without losing balance or speed.

STEALTH: Sneaky movements to avoid detection and traverse terrain unseen and unheard.

STUNTS: Performing acrobatic actions with agility, skill, and daring.

THIEVERY: Quick and discreet actions like pickpocketing, stealing objects, and lock-picking.

COGNITION (COG) BASED SKILLS

AWARENESS: Noticing and detecting physical and sensory information in your environment.

CRAFTING: Using a Toolkit to craft objects, you can add your Aptitude Dice to Crafting Skill Checks..

CRITICAL THINKING: Analyzing and evaluating information to uncover truth, solve puzzles, and reveal hidden details.

FIRST-AID: Treating wounds, diagnosing illnesses, and stabilizing creatures; can reduce minor and serious injuries with proper supplies, even without a Medical Toolkit for 2 hours and Serious Injuries for 1 hour with the proper supplies.

HACKING: Accessing and manipulating digital systems, bypassing security, and gathering sensitive information.

LINGUISTICS: Understanding, speaking, reading, and writing different languages and codes, including ancient or exotic scripts

LORE: Recalling knowledge of past events, powerful individuals, religious knowledge, and lost artifacts.

SURVIVAL: Applying knowledge of urban and natural environments to ensure survival, including information on plants, terrain, shelter, foraging, and tracking.

RATIONALISM: Using scientific knowledge to interpret and understand creatures, mysteries, technology, and artifacts of the cosmos.

TECHNOLOGY: Operating, repairing, understanding, and building technological devices, including machinery, weapons, and computers.

INTUITION (INT) BASED SKILLS

FAITH: Performing religious ceremonies, praying for divine intervention, or interpreting divine signs.

FIGHT-OR-FLIGHT: Instinctively sensing approaching danger or threats to your safety from creatures or situations.

MAGIC: Tapping into Einsol's ancient magic to explore mystical lineage, uncover lost lore, and master Spell Casting.

NATURALISM: Harnessing an intuitive connection with nature for understanding and interacting with the environment.

NUANCE: Using gut feelings to discern intentions and navigate complex social interactions with intuitive finesse.

CHARM (CHA) BASED SKILLS

COERCION: Using force of presence or verbal aggression to coerce or threaten others.

CON-ARTIST: Disguising intentions or misleading others through words or actions, assessing the effectiveness of the ruse.

DISHONESTY: Deceiving others and concealing information through outright lying.

DIPLOMACY: Resolving conflicts and negotiating for mutually beneficial outcomes through conversation.

INSIGHT: Reading emotions and body language to determine trustworthiness and motivations.

PERFORMANCE: Entertaining others through singing, acting, playing instruments, and other creative endeavors.

PERSUASION: Convincing others and influencing their views, beliefs, and actions.

NARRATIVE SKILL DICE (OPTIONAL)

When a player describes a creative approach to a task, the GM may grant the character's Aptitude Die to the roll—even if the skill lacks Aptitude.

PROCEDURE

1. **Declare Your Intent** – Ask the GM for Approval
 - Before rolling, describe how your character is approaching the challenge in a unique, role-play driven way.
2. **Narrate Your Approach** – Detail how your character's instincts, creativity, or past experiences help them attempt this task, even without direct skill training.
3. **Make the Roll** – If the GM finds your explanation compelling and fitting for the scene, you get to roll your **Aptitude Dice** and add it to the Skill Check.

ABILITY SCORES

THERE ARE 6 CORE ABILITIES:

- **STRENGTH**
- **ENDURANCE**
- **AGILITY**
- **COGNITION**
- **INTUITION**
- **CHARM**

ABILITY OVERVIEW

STRENGTH (STR): Strength signifies your raw physical power.

- Your STR Modifier adds a damage bonus to damage dice for melee weapons.
- How much weight you can lift, push or pull.
- Affects Skills like Stamina.
- Is one half of the 'Fortitude' Defense Roll, which governs actions and statuses related to the physical body.

ENDURANCE (END): Endurance indicates endurance and resilience, recovery and determining HP.

- You will add the Endurance Modifier to your HP Dice roll when you gain HP during leveling.
- If the Endurance Ability Score increases, the Modifier may also increase, granting more HP with each level.
- Forms the other half of the 'Fortitude' Defense Roll.
- It impacts the **Spell Casting** and total **Spell Points (SP)** for **Some Subclass**.

AGILITY (AGI): Agility reflects your agility, coordination, and how quick and evasive you are:

- It is one half of the 'Reflex' Defense Roll, which affects your ability to both land and evade attacks.
- Affects Skills like Stealth and Thievery.

COGNITION (COG): Cognition represents mental acumen, essential for understanding complex concepts and memory.

- It affects **Spell Casting** for Cognition-based Spell Casters and **Memorized** spell slots for all Spell Casters.
- Your COG Modifier provides bonuses for many Skills.
- It forms the other half of the 'Reflex' Defense Roll.

INTUITION (INT): Intuition encompasses foresight and instincts, key for attunement to the physical and magical realms.

- It impacts the **Spell Casters** for Intuition-based Spell Casting and total **Spell Points (SP)** for **Some Subclass**.
- Your INT Modifier forms one half of the 'Will' Defense Roll, which governs mental, emotional and magical effects.

CHARM (CHA): Charm covers persuasive and leadership qualities.

- It's vital for influencing others. It affects the **Spell Casting** for some Subclasses.
- It also determines the number of **Memorized** spells for some Subclasses. .
- It governs many Skills such as Persuasion and Dishonesty.
- It forms the other half of the 'Will' Defense Roll.

ABILITY SCORE MODIFIERS

Ability Score Modifiers are Bonuses or Penalties that are added to dice rolls for:

- Skill Checks
- Attack and Defense Rolls

It's time to calculate your character's **Ability Score Modifiers**.

- Please use the following table.
- On your Character Sheet, write your Ability Score Modifier in the large circles at the top of page 1.

ABILITY SCORE MODIFIERS TABLE

Ability Score and Modifiers			
1	-3	17-18	+4
2-3	-2	19-20	+5
4-5	-1	21-22	+6
6-7	+0	23-24	+7
8-10	+1	25-26	+8
11-13	+2	27-28	+9
14-16	+3	29-30	+10

How Do I Increase My Ability Scores Even More?

There are various Feats, Equipment and Items which can increase your Modifiers.

ATTACK AND DEFENSE MODIFIERS

Attack and Defense Roll Modifiers determine if your character can successfully hit a target, or resist certain actions and attacks being performed against them.

Fortitude: Resist physical status effects and allows the character to absorb damage when defending.

Fortitude = Endurance Modifier + Strength Modifier

Reflex: Roll to hit attacks with weapons and magic, and to avoid attacks against you!

Reflex = Agility Modifier + Cognition Modifier

Will: Resist mental & magic effects, distract or disrupt the enemy's rhythm to avoid an attack

Will = Intuition Modifier + Charm Modifier

Add the two relevant Ability Score Modifiers together and find the spot for them on Page 1 of your Character Sheet!

ABILITY SCORE GENERATION

There are three methods to determine your character's Ability Scores. The method used will be chosen by the GM.

RANDOM METHOD

- For each Ability, **roll 3d6**, and sum the highest two results for the Ability Score.
- A Natural 1 on the dice may be re-rolled, subject to GM's discretion.

POINT BUY METHOD

- This will be the most commonly used method.
- **Start with 28 points** to 'buy' Ability Scores.
- Each score costs more points as it increases (see the table below).
- Scores start at 6 and cannot exceed 12 during creation.

The cost to increase an ability score is as follows:

POINT COST TABLE

Ability Score	Points (Cost to raise score from 6)
6	0
7	1
8	3
9	4
10	5
11	7
12	9

STANDARD METHOD

- Players are given a set of predetermined Ability Scores to use.
- **The Standard Method pool consists of scores of 12, 11, 10, 9, 8, and 6.**
- Players will place these predetermined scores in the abilities they desire.

CLASS PROGRESSION

Every character begins in one of six Base Classes.
All base classes follow the same advancement schedule:

- **Level 1:** choose one Level-1 Feat from the class list
- **Level 2 & 3:** choose one Feat each from Pool A
- **Level 3:** choose one Level-3 Feat
- **Level 4:** choose a Subclass (each Base Class has three) and select two Core Subclass Feats
- **Level 5:** gain remaining Core Subclass Feats
- **Level 6:** choose an Adept Path (grants feats at 8 & 9)
- **Levels 7/9/12/14/17/19:** Bonus Feat from the highest unlocked pool
- **Level 10:** Core Subclass Upgrade
- **Level 11:** choose a Master Path (grants feats at 13 & 14)
- **Level 16:** choose a Pinnacle Path (grants feats at 18 & 20)

WHAT DOES YOUR BASE CLASS GIVE YOU?

- **Hit-Point Die:** rolled each time you level and during rests
- **Gear Aptitudes:** armor, shields, weapons, vehicles, toolkits
- **Class Feats:** granted or chosen at specific levels
- **Aptitude Dice & Maximum Aptitude Bonus (MAB):** scale by level

Action Points | Type of Action | Subclass Points

Example:

Shadow Strike | AP 1 | QA | 2 Charge Points

Action Points: 1

Type of Action: Quick Action

Subclass Points: 2

Base Classes will not require Subclass Points.

RE-SKIN EXAMPLE: NOT OPEN CONTENT

Design Note – Reserved Example (NOT Open Content)

The table below shows how Einsol's Razor™ re-skins the generic subclass framework. The names are Reserved Material and are not Open Content.

Third-party designers must substitute their own subclass names, resource terms, and flavor (or obtain a license) when publishing ORC-compatible material.

Generic Label	Einsol's Razor™ Name
Subclass A	Bloodbound Gunslinger™
Subclass Points	Blood Points™
Subclass Focus	Blood Focus™
Subclass Debuff	Weakened debuff™
Subclass Dice	Blood Dice™

SUBCLASS ANATOMY

- New Aptitudes
- Increases to Aptitude Dice
- **Subclass Points:** expend to fuel subclass abilities
- **Subclass Dice:** start at d4 or d6 (unless noted) and may increase by subclass rules
- **Subclass Focus:** when an ability calls for a focus check, roll d20 + MAB vs. the target's chosen defense
- **Special Debuff:** a subclass may define a unique condition; its rules must be printed with that ability
- **Core Feats:** each subclass lists four; pick two at 4th level, gain the rest at 5th
- **Subclass Synergy Feats:** automatically granted at 4th, 11th, 16th level to promote teamwork.
- **Specialized Character Refinements (SCR):** optional feats that pair an Enhancement with an Impairment.

SUBCLASS BREAKDOWN EXAMPLE

SUBCLASS POINTS

- **Total:** 5 + your Level + Class Specified Modifier
- Spent to activate Subclass Feats
- **Restoration: Short Rest:** Regain half (rounded up)
- **Long Rest:** Fully restore your Subclass Points

SUBCLASS DICE

Start at Damage unless otherwise specified.

- This damage increases as you level by purchasing feats within the Pools

SUBCLASS FOCUS ROLLS

Used for activating subclass abilities that are not direct attacks: **Roll:** 1d20 + MAB

SUBCLASS DEBUFFS

Duration: Until the end of their next turn, unless stated otherwise. Some abilities apply the following special status effects to targets.

CLASS SUMMARY TABLE

Base Class	Basic Description	Available Subclasses	HP Dice	Optimal Stats	Aptitudes
Skirmisher	Agile striker / scoundrel	3	d8	AGI / END	Light & Medium armor • Simple weapons • Finesse martial melee • Bows & precision firearms
Defender	Front-line tank / crowd controller	3	d10	STR / END	All armor & shields • All weapons
Artificer	Non-Magical, Inventor, hacker, scientific support	3	d6	COG / AGI	Medium armor • Simple weapons • Selected martial melee • Modular firearms
Scholar	Learned spellcaster, adaptable control	3	d6	INT / COG	Light armor • Simple weapons
Emissary	Charisma-driven leader / reality shaper	3	d8	CHA / INT	Light & Medium armor • Shields • Simple weapons • Versatile martial melee
Mystic	Innate magic-user with staying power	3	d10	END / INT	Light armor • Simple weapons • Selected melee • Compact firearms

* Each chassis gains a subclass (path / archetype) at level 4. Designers may publish new subclasses keyed to these generic labels.

GENERIC SUBCLASS SUMMARY TABLE

Chassis	Subclass (generic)	Subclass Point Pool Formula	Subclass Damage-Die	Focus Check	Built-in Debuff(s)
Skirmisher					
	Ranged Martial	5 + level + CON mod	1d4 Miasmic	d20 + MAB	Weakened (–2 Rolls, Elem Vuln)
	Kinetic Mystic	5 + level + DEX mod	1d4 Force	d20 + MAB	Disrupted (–1 Rolls, Phys Vuln)
	Cyber Assassin	5 + level + REF mod	1d4 Weapon	d20 + MAB	-
Defender					
	Radiation Warrior	5 + level + CON mod	1d6 Radiation	d20 + MAB	-
	Divine Knight	5 + level + FORT mod	1d6 Holy	d20 + MAB	-
	Tactical Fighter	5 + level + STR mod	1d6 Weapon	d20 + MAB	-
Artificer					
	Bio Engineer	5 + level + COG mod	1d8 Acid	d20 + MAB	-
	Cyber-Augmenter	5 + level + COG mod	1d8 Electric	d20 + MAB	Scrambled (–1 attacks, no reactions, loses 1 cyber feature)
	Arcane-tech Engineer	5 + level + COG mod	1d6 Elemental	d20 + MAB	-
Scholar					
	Dream Mage	5 + level + INT mod	1d4 Psychic	d20 + MAB	Dread(-1 Defense Rolls)
	Techno-mancer	5 + level + COG mod	1d4 Electric	d20 + MAB	-
	Cyber-Druid	5 + level + INT mod	1d4 Poison	d20 + MAB	Erosion(Phys Vuln)
Emissary					
	Holy Cleric	5 + level + Will mod	1d6 Holy	d20 + MAB	Judged (+1 AP to use Physical Actions)
	Dazzling Harlequin	5 + level + INT mod	1d4 (Cryo, Force, Psychic)	d20 + MAB	Dazzled (deals 1/2 damage.)
	Eloquent Bard	5 + level + INT mod	1d4 Sonic	d20 + MAB	Shocked (nxt roll, twice and takes the lowest roll)
Mystic					
	Shadow Mage	5 + level + END mod	1d8 Entropy	d20 + MAB	-
	Clandestine Priest	5 + level + Fort mod	1d8 Thermal or Holy	d20 + MAB	Severed (+1 AP to use Magic Actions)
	Arcane Sorcerer	5 + level + END mod	1d8 Elemental	d20 + MAB	-

* Lists the default die-size; increase to damage dice at exact levels come from the universal class framework.

EXAMPLE BASE CLASS“SKIRMISHER”

Design note for 3PPs — Replace “Skirmisher” with your own class name, swap out feats, or bolt on extra progression. The chassis below is entirely Open Content.

3 SUBCLASS OPTIONS (UNLOCKED AT LEVEL 4)

CLASS SNAPSHOT

Level	Aptitude Dice	MAB	Base Class Feats
1	d4	4	Stance-Feat (choose one)
2	d4	4	Feat from Pool A
3	d4	4	Feat from Pool A • Level-3 Bond

BASE CLASS FEATURES

HP Dice: 1d8 per level

HP 1st Level: Base HP + 8 + Endurance Modifier

HP gained at Leveling: 1d8 + Endurance Modifier

Optimal Ability Scores: Agility & Endurance

Aptitude Dice: 1d4

Maximum Aptitude Bonus (MAB): 4

Core Gear Aptitude: light & medium armor; simple weapons; finesse melee; bows & precision firearms

LEVEL 1: STANCE-FEATS

Pick one at 1st level

DUAL WEAPON FORM | AP: 1 | QA/R |

While wielding two weapons you gain one extra off-hand attack. Off-hand deals +1d4 bonus damage (die scales at 5, 8, 12, 16).

REACTIVE BLOCK | AP: 1 | R |

When wearing armor or shield gain +1 Fortitude and reduce incoming damage by 1d4 (scales 5, 8, 12, 16).

SHADOW STRIKE | AP: 2 | CA |

If you attack while Hidden or an ally is within 2 m of the target, add +1d8 damage (scales 5 → 2d8 up to 5d8). Attack rolls vs. that target are at -2 Defense.

TARGET FIXATION | AP: 1 | QA/R |

Duration: Until the end of your next turn.

Range: 20 m

Designate 1 creature you can see within Range and add +1 to your Attacks against them for the Duration. This attack ignores all but Significant Cover (bonus scales 5 → +2, 8 → +3, 12 → +4, 16 → +7).

UNARMED FLURRY | AP: 1 | QA/R |

After you hit with an Unarmed Strike you may make a second Unarmed Strike for +1d4 damage (scales 5, 8, 12, 16).

POOL A FEATS

Choose one at 2nd and one at 3rd level

DEFENSIVE FEATS

INSTINCTIVE VIGILANCE | AP: 1 | R |

When Surprise-Attacked attempt Awareness +2; on success gain +2 on the triggered Defense Roll.

RESILIENT RESURGENCE | AP: 1 | R |

Regain 1d6 + level HP; usable END-mod times per Short Rest.

SLIPPERY TARGET | AP: 1 | R |

+2 Reflex vs. Grappled/Restrained/Paralyzed; on success step 1 m.

TIMELY INTERVENTION | AP: 1 | R |

At encounter start your first Attack/Skill +2, first Defense -2; each round you may shift initiative ±3.

VENGEFUL COUNTER | AP: 1 | R |

When damaged, make Contested Awareness; on success auto-deal your weapon damage to the attacker.

OFFENSIVE FEATS

AIM SMALL, MISS SMALL | PASSIVE |

Crit range with ranged weapons 19-20; fumble range 1-2.

DISARMING BLOW | AP: 1 | QA/R |

After a melee/unarmed hit, contest Stamina; on success knock weapon 2 m away.

FIGHTING DIRTY | PASSIVE |

Finesse melee attacks made while Hidden ignore mundane Armor THP.

OPPORTUNISTIC SHOT | AP: 1 | QA |

While behind cover/Hidden fire one ranged attack; if used twice in a round you are revealed and next attack vs. you gets +2.

UTILITY / RP / MOBILITY FEATS

NIMBLE REFLEXES | AP: 1 | QA/R |

Take Run, Withdraw, or Hide; usable Reflex-mod times per day.

NOMADIC | PASSIVE |

Gain Aptitude in any two Skills; first Insight check against a new NPC gains +2.

PICKPOCKET | AP: 1 | QA |

Gain Thievery Aptitude; on a failed Thievery check you may immediately re-roll once.

LEVEL 3: BOND

Pick one that foreshadows the subclass you intend to enter at 4th level.

MARTIAL NOVITIATE | PASSIVE |

+1 AGI or STR; you may Run across vertical surfaces or water at ½ speed (fall if you end your turn there).

GUNSMITH'S INSTINCT | PASSIVE |

+1 AGI or END; gain Aptitude with the Gunsmithing toolkit.

PHANTOM'S INSTINCT | PASSIVE |

+1 AGI or COG; you may pass through 1 m of occupied or difficult terrain each round without provoking Opportunity Attacks.

EXAMPLE SUBCLASS "VITAL MARKSMAN"

Design note for 3PPs — Replace "Choose 1 of 3" with your own class name, swap out feats, or bolt on extra progression. The chassis below is entirely Open Content.

Base Class: Skirmisher

Core Ability: Endurance/Agility

Additional Aptitude: Choose 1 Martial Ranged Weapons to gain Aptitude in.

APTITUDE DICE AND MAB

- Your Aptitude Dice is now a d6
- Your MAB is now 6.

VITAL POINTS

- **Total:** 5 + your Level + Endurance Modifiers
- Spent to activate Subclass Feats
- **Restoration:**
 - **Short Rest:** Regain half (rounded up)
 - **Long Rest:** Fully restore your Subclass Points

VITAL DICE

Start at 1d4 Miasmic Damage unless otherwise specified.

- This damage increases as you level: Level 4 = 1d6, Level 11 = 1d8, Level 16 = 1d10

VITAL MARKSMAN FOCUS ROLLS

Used for activating subclass abilities that are not direct attacks: **Roll:** 1d20 + MAB

VITAL MARKSMAN DEBUFF

Some abilities apply the following special status effects to targets.

Duration: Until the end of their next turn, unless stated otherwise.

MARKED

- -2 to Fortitude Defense Rolls
- Vulnerable to Physical Damage

CLASS LEVEL SUMMARY

Level	Aptitude Dice	MAB	Subclass Feats
4	d6	+6	Choose 2 Core feats from the list
5	d6	+6	Gain the 2 remaining Core feats
6	d6	+6	Choose 1 of 3 Adept Paths
7	d6	+6	Bonus Feat (Adept Pool)
8	d8	+8	2nd Feat from Adept Path
9	d8	+8	Bonus Feat (Adept Pool)
10	d8	+8	3rd Feat from Adept Path and Core Feat Upgrade
11	d8	+8	Choose 1 of 3 Master Paths
12	d10	+10	Bonus Feat (Master Pool)
13	d10	+10	2nd Feat from Master Path
14	d10	+10	Bonus Feat (Master Pool)
15	d10	+10	3rd Feat from Master Path
16	d12	+12	Choose 1 of 4 Pinnacle Paths
17	d12	+12	Bonus Feat (Pinnacle Pool)
18	d12	+12	2nd Feat from Pinnacle Path
19	d12	+12	Bonus Feat (Pinnacle Pool)
20	d12	+12	3rd Feat from Pinnacle Path

CORE SYNERGY

HEART-LINK | AP: 1 | R |

Range: 5 m

You can impose -2 on an attack that just damaged an ally within Range.

LEVEL 4: CORE SUBCLASS FEATS

At Level 4, choose 2 of the following Core Feats. You gain the remaining Feats automatically at Level 5.

HEMORRHAGE SHOT | AP: 1 | QA | 1 VITAL POINT |

Next firearm hit adds +1 Vital Dice and inflicts Marked until EoT.

CRIMSON BRAND | AP: 2 | CA | 3 VITAL POINT |

Duration: 3 Rounds, dismissed as a QA

Range: 15 m

Focus vs. Will; on fail, target is Marked for the Duration.

LIFE-FOR-AIM | AP: 1 | QA | 3 VITAL POINTS |

When you spend Vital Points you may also lose 2 HP; if you do, gain +1 to that attack roll (stacks × 2).

REPELLING BURST | AP: 1 | R | 1 VITAL POINT |

When you take damage, you may fire once at the attacker; on hit push 1 m.

SPECIALIZED CHARACTER REFINEMENTS

At Level 4, you may also choose 1 Specialized Character Refinement. SCRs grant unique enhancements—but each one comes with an associated impairment. Use with care.

LEVEL 5

At Level 5, You gain:

- All Remaining Core Subclass Feats you did not select at Level 4.
- +1 in any Ability Score of your choice.

LEVEL 6: ADEPT PATH CHOICE

At Level 6, choose your Adept Path, a specialization that reflects how you wield your new power in its purest form. Your path will grant you new abilities at Levels 6, 8, and 10.

(Full path feats are in the player book; only the headers appear here to show structure.)

PATH 1: MUTAGENIC GUNNER

Narrative

Passives:

LEVEL 6 TWIN-BARREL ADEPT | PASSIVE |

Dual-wield shotguns, can reload 1 shell/weapon/round free.

LEVEL 8 MUTAGENIC ALCHEMIST | AP:1 | QA/R | 4 VITAL POINT |

Whenever you deal direct HP damage, +1 Vital Dice of toxic (max 1/turn).

LEVEL 10 UNFORGIVEN STALKER | PASSIVE |

Your Marked penalty is -3 and you regain 1 VP when a Marked creature dies.

PATH 2

Narrative

Passives:

LEVEL 6 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 8 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 10 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 3

Narrative

Passives:

LEVEL 6 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 8 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 10 FEAT | AP: | |

Duration:

Range:

Text

- Text

ADEPT BRACKET POOL LEVEL 7 & 9

At Levels 7 and 9, you may select one Feat from the Adept Bracket Pool. These Feats are designed to enhance your Adept Path. Each may be selected only once.

DEFENSIVE AND OFFENSIVE FEATS

PATH-SPECIFIC FEATS

UTILITY FEATS

SPECIALIZED CHARACTER REFINEMENTS

Select a Specialized Character Refinements.

LEVEL 10 CORE FEAT UPGRADES

At Level 10, the following upgrades enhance your foundational class abilities from Level 4. Unless otherwise stated, these upgrades are passive enhancements to your existing Feats.

LEVEL 11: PATH TO MASTERY

There are three paths that lay ahead. Each reflects an expression of your mastery. At Level 11, you receive a Master Synergy and you will choose your Master Path. You will gain additional abilities at Levels 13 and 15.

MASTER SYNERGY

FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 1

Narrative

Passives:

LEVEL 11 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 13 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 15 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 2

Narrative

Passives:

LEVEL 11 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 13 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 15 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 3

Narrative

Passives:

LEVEL 11 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 13 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 15 FEAT | AP: | |

Duration:

Range:

Text

- Text

MASTER BRACKET POOL: LEVEL 12 & 14

At Levels 12 and 14, you may select one Feat from the Master Bracket Pool below. These Feats are designed to expand your Master Path's identity and unlock advanced applications of your abilities. Each Feat may only be selected once unless otherwise stated.

DEFENSIVE AND OFFENSIVE FEATS

PATH-SPECIFIC FEATS

UTILITY FEATS

SPECIALIZED CHARACTER REFINEMENTS

Select a Specialized Character Refinements.

LEVEL 16: PINNACLE PATH

At 16th level, you gain a new Synergy and choose your Pinnacle Path—a transcendent expression of your strength. These final disciplines elevate you beyond mastery into embodiment, granting abilities at levels 16, 18, and 20.

PINNACLE SYNERGY

FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 1

Narrative

Passives:

LEVEL 16 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 18 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 20 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 2

Narrative

Passives:

LEVEL 16 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 18 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 20 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 3

Narrative

Passives:

LEVEL 16 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 18 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 20 FEAT | AP: | |

Duration:

Range:

Text

- Text

PATH 4

Narrative

Passives:

LEVEL 16 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 18 FEAT | AP: | |

Duration:

Range:

Text

- Text

LEVEL 20 FEAT | AP: | |

Duration:

Range:

Text

- Text

PINNACLE BRACKET POOL: LEVEL 17-19

Levels 17 & 19 – Choose 1 Feat at each level. These high-tier refinements represent your final evolution. Each Feat may only be selected once unless otherwise stated.

DEFENSIVE AND OFFENSIVE FEATS

PATH-SPECIFIC FEATS

UTILITY FEATS

SPECIALIZED CHARACTER REFINEMENTS

Select a Specialized Character Refinements.

ARTIFICER SUBCLASS

CRAFTING ACTIONS

A **Artificer** subclass may spend its resource to create short-lived injections or gadgets; see subclass for recipes.

HARVEST CHECK

Some base classes may allow characters to extract crafting materials from defeated creatures or scrap technology.

HARVEST

When choosing the Artificer Base Class you gain the ability to extract Biological and Mechanical **Materials** needed for Crafting.

While touching a creature or piece of technology, you may attempt a Harvest Check.

Harvest Check = d20 + your Cognition Modifier

Compare your Harvest Check to the DC table. Whatever DC you hit, you gain the Material from that DC and all the DC's below it from the roll.

HARVEST DC TABLE

DC	Material	Worth
1-4	Failed Salvage	-
5-8	20 Worthless Junk	5€ per unit
9-16	10 Standard	100€ per unit
17-20	5 High	500€ per unit
21-24	2 Rare	2,000€ per unit
25+	1 Exotic	5,000€ per unit

Designer note: rename the check, tiers, and currency values to fit your setting.

TEMPORARY AUGMENTATIONS

Acts as a Temporary external wetware.

- Lasts until long rest.
- One per creature
- Doesn't count vs. capacity.

CASTER CLASSES

LEVEL 2 CLASS FEATURE

Casters: Beginning at 2nd level, any class that gains magic uses the Spell-Initiate chassis below.

SPELL ACCESS

- **Spell Lists.** The character may prepare and cast Innate (0-level) and Novitiate (1-level) spells chosen from the system-wide General Spell List.
- **Spellcasting Ability.** Use the higher of Cognition or Intuition for Spell-Attack rolls and Spell-Difficulty checks.
- All other rules (Concentration, Object-casting, Learning, etc.) follow the core Spellcasting Rules chapter.

SPELL CASTING POINT POOL

- Spend Spell Points (SP) to pay each spell's listed cost. Recover all spent Spell Points after a Long Rest; recover half (rounded up) after a Short Rest.

EMISSARY CLASS RULES

- When Casting any Spell you ignore all Elements except the Vocal Element.
- **Spell Points:** 5 + class level + Intuition modifier
- They may memorize a number of spells equal to: 3 + Level + Charm Modifier

MYSTIC CLASS RULES

- **Spell Points:** 5 + your Level + Endurance Modifier
- They may memorize a number of spells equal to: 3 + Level + Endurance Modifier
- Can Not Object Cast

SCHOLAR CLASS RULES

- **Spell Points:** 5 + class level + Intuition modifier
- They may memorize a number of spells equal to: 3 + Level + Cognition Modifier

SPELL LEVEL AND COST TABLE

Type	Level Unlock	Cost (SP)
Innate	0	1
Novitiate	2	1
Mystagogue	4	2
Ascendant	6	3
Thaumaturge	8	4
Magus	10	5
Magic	12	6

SPELL-DIFFICULTY CHECK

- When a spell calls for a contested roll, targets oppose d20 + Maximum Aptitude Bonus (MAB) with the specified Defense.

LEVEL 4 SUBCLASS CASTING

SUBCLASS SPELL LIST

At level 4 each Subclass gets their own custom Spell list.

SUBCLASS SPELL POINT POOL CHANGE

At level 4 each Subclass has a different modifier for their Spell Point Pool

Subclass	Formula
Dream Mage	Intuition
Techno-mancer	Cognition
Cyber-Druid	Intuition
Holy Cleric	Charm
Dazzling Harlequin	Charm
Eloquent Bard	Charm
Shadow Mage	Endurance
Clandestine Priest	Endurance
Arcane Sorcerer	Endurance

MYSTIC BASE CLASS

How to re-skin (example, NOT Open Content):

Einsol's Razor™ calls this power "Arcane Fire," spends ARC points, uses a d8 Pure-Magic die, and the Surge tagline reads: "your next Arcane Fire attack ignores all cover and has +2 to hit." Those trademarked terms are Reserved Material; swap in your own names (e.g., "Eldritch Bolt," "Spell Points," "Force Die") when publishing ORC-compatible content.

ELDRITCH BOLT | AP: 2 | CA | 1 SP |

Range: 6 m

Make a Spell Attack (Beam) or force creatures in the Cone to make a Reflex Defense Roll against your Subclass Focus:

- **Cone (5 meters wide):** Targets all creatures within the area.
- **Beam (Single Target):** Ignores Partial Cover.
 - If the target has Magical Resistance, it is ignored.

On Hit: Deal 1d8 Magic Damage. (Magic Damage ignores Resistance and Immunities unless otherwise stated.)

- **Not a Spell:** This effect is not treated as a spell; it cannot be counter-spelled, dispelled, or negated by standard anti-magic that targets spells only..
- **Amplification:** Spend 2 Subclass Points → +1 Subclass Die damage (declare before or after the hit is confirmed)
- If you roll the maximum value on any damage die for this attack, your next use of this power during the encounter ignores all cover and gains +2 to the Attack Roll / Defense DC.

MYSTIC SUBCLASS DAMAGE DICE

Mystic Subclasses use Eldritch Bold Dice (d8) as their Subclass damage dice.

MYSTIC SUBCLASSES

SHADOW MAGE

Eldritch Bolt: Damage becomes Entropy

CLANDESTINE PRIEST

Eldritch Bolt: Damage becomes Thermal or Holy, their choice.

Clandestine Priest replace higher-level Spells with Marks.

- Marks are casted Somatically using Spell Points and require 2 AP as a Core Action.
- Marks end early if you become Unconscious, or Die.
- Marks follow all other normal Spell Rules.
- Your Mark list can be found at the end of your Subclass description.

SPELL CASTING MODIFIER AND SPELL CASTING

- **Spell Casting Ability:** Verses and Spells now use your Fortitude Modifier instead of Endurance.
- **Spell (Verse) Casting Rolls:** 1d20 + MAB

ARCANE SORCERER

Eldritch Bolt: Damage becomes 1 type of Elemental Damage of their choice.

HOLY CLERIC SUBCLASS

Holy Cleric replace higher-level Spells with Verses—ancestral chants that echo divine truth.

- Verses cannot be Nullified or Countered, and are Castd Verbally. All Verses can be Recited for 1 AP.
- All normal Spell Rules apply to Verses.
- You spend Spell Points to Recite Verses.
- Your Verse list can be found at the end of your Subclass description.

SPELL CASTING MODIFIER AND SPELL CASTING

- **Spell Casting Ability:** Verses and Spells now use your Will Modifier instead of Charm.
- **Spell (Verse) Casting Rolls:** 1d20 + MAB

SPECIALIZED CHARACTER REFINEMENTS (SCRS)

WHAT THEY ARE

Optional, system-wide feats that any character may select in addition to the feats granted by their class chassis.

WHEN THEY APPEAR

By default, a class may offer an “SCR slot” at any level you wish (Einsol’s Razor™ uses 4th, and sometimes additional tiers). Third-party authors are free to add or remove SCR slots in their own products.

CORE MECHANIC

Every SCR is defined by a paired Enhancement (benefit) and Impairment (drawback). Both parts are always active once the refinement is taken.

TAGS

Give each refinement one of three broad tags – Experiential, Genetic, Social – to signal its flavour and possible prerequisites.

PREREQUISITES

You may attach any gating condition you like: minimum ability score, existing Skill Aptitude, lineage, tool proficiency, level, etc.

STACKING

A character can take multiple SCRs as long as they meet the prerequisites; each Enhancement & Impairment stacks with previous ones unless the feat text says otherwise.

DESIGN SPACE

SCRs are intended to model permanent life-shaping factors: extreme training regimens, bio-mods, cyber implants, cultural rites, deep-rooted habits, and so on. Think of them as high-impact “side-specialisations” that sit outside the normal class path.

Example SCR template (generic – replace all bracketed text)

[REFINEMENT NAME]

Tag: Experiential

Prerequisite: Aptitude in [Skill]

Enhancement: You gain a +2 bonus on [Skill] checks and may roll your Aptitude Die twice, keeping the higher result.

Impairment: Your intense focus leaves little room for broader study; you suffer –1 on all [two other] Skill checks.

How to use this section in your own ORC-compatible work:

- List only the generic rules above in your SRD or open-content ruleset.
- Supply your own refinement names, benefits, and drawbacks in your product line.
- If you re-publish Einsol's Razor™-specific SCRs, you must replace any Reserved Material (names, setting terms, etc.) with your own flavor or obtain a license.

APPENDIX A: ORDNANCE AND THINGS THAT GO BOOM

Everything in this section is intentionally system-level, setting-agnostic material. Feel free to quote, modify, or expand it in your own ORC-licensed supplements.

CURRENCY & PRICES

- **Credit (€):** The default monetary unit. All published prices use this symbol.
- **Credit-stick / account:** A secure digital wallet. Players may record funds however they like; no game effect is attached to the container.
- When you need a real-world comparison, treat € 1 ≈ US \$1 (modern-day value).

ITEM RARITY TABLE

Type	Availability	Average Price
Worthless Junk	Found almost everywhere	5€
Standard	Common retail stock	100€
High	Specialist shops only	500€
Rare	Black-market / prototype	2,000€
Exotic	One-of-a-kind, legendary	5,000€

ARMOR

Term	Rule
Temporary Hit Points (THP)	Armour grants THP. Damage is deducted from THP first; when it reaches 0 the wearer's normal Hit Points are lost instead.
Auto-Repair	Every suit or insert contains self-maintaining nanites: regain ½ maximum THP after a Short Rest and full THP after a Long Rest. Using the Armorer's Toolkit halves the time required.
Aptitude requirement	If the character lacks Aptitude with the armor's category: THP are halved, the wearer cannot cast spells, all Skill Checks & Defense Rolls suffer -8.
Layering	One Light armor item or a Titanium Insert may be worn beneath Medium or Heavy torso armor. Identical items do not stack.
Rating	Armour appears in three categories—Light, Medium, Heavy—each balancing protection, cost, and mobility. Designers may add further sub-tiers (e.g. "Mark II") by increasing THP and price proportionally.

ARMOR TABLE

Armor	Rating	Cost	THP	Strength Requirements	Modifiers/Augments
Light					
Carbon Fiber Laced Clothing	1	2,500€	6	/	/
	2	4,000€	8	/	+1 to Defense Rolls
	3	7,500€	10	/	+2 to Defense Rolls, +1 Speed
Nanoparticle Clothe	1	1,500€	8	/	/
	2	6,500€	12	/	Gains +2 THP every round in combat
	3	9,500€	15	/	Gains +5 THP every round in combat, +1 Speed
Neuronet Synthetic Fabric Shirt	1	1,000€	5	/	/
	2	2,400€	6	/	+1 to Defense Rolls Against abilities that cause Charmed or Hacked
	3	5,500€	8	/	+2 to Defense Rolls Against abilities that cause Charmed or Hacked, +1 Speed
Light Headgear					
Adorable Bunny Ear Beanie	/	2,000€	2	/	+1 Performance, -1 Intimidation
Motorcycle Helmet	/	3,500€	5	/	-1 Awareness, +1 Defense
Sunglasses	/	1,800€	1	/	+1 Persuasion
Tech Glasses	/	4,400€	1	/	+1 Technology, -1 Insight
Medium					
Adaptive Scale Jacket	1	4,000€	10	11	/
	2	6,000€	15	12	+1 Defense Rolls against Firearms
	3	10,000€	20	13	Critical Hits against you are just Normal Hits
Manganese Steel Plated Leather	1	5,000€	15	8	/
	2	8,500€	20	8	+1 to Defense Rolls
Titanium Plated Jacket	1	5,500€	15	11	/
	2	7,000€	18	12	+1 to Defense Rolls
	3	11,000€	22	13	+2 to Defense Rolls
Titanium Ribbing Insert	1	5,000€	5	10	/
	2	8,000€	10	11	+2 to Defense Rolls
	3	10,000€	15	12	+3 to Defense Rolls
Shield, Generator	1	5,200€	10	/	/
Shield, Traditional	1	1,000€	5	/	/

Armor	Rating	Cost	THP	Strength Requirements	Modifiers/Augments
Medium Headgear					
Nanotech Plated Mask	/	12,500€	5	/	+1 Defense Rolls, +1 Poison Defense Rolls, -1 Persuasion
Nanotech Reinforced Sunglasses	/	8,500€	7	/	+1 Defense Rolls, +1 Intimidation, -1 Persuasion
Titanium Plated Pilot's Helmet	/	10,000€	8	9	+2 Defense Rolls, -2 Awareness, -1 Speed
VR Headset	/	12,500€	4	/	+1 Hack, +1 Hack Defense Rolls, -1 Awareness
Heavy					
Bio-Armor	1	5,000€	18	12	/
	2	10,500€	24	13	+1 Stealth, +1 Fortitude Defense Rolls
	3	15,000€	28	14	+1 Stealth, Restores 2 THP every turn, +1 Fortitude Defense Rolls
Dimension Shell Armor	1	10,000€	25	13	-2 on Stealth
	2	40,000€	28	14	+1 Defense Rolls, -1 Speed, -2 on Stealth
	3	75,000€	30	15	+2 Defense Rolls, -1 Speed, -2 on Stealth
Energy Absorbing Armor	1	8,000€	20	13	/
	2	25,000€	25	14	If you take damage, add 1d4 Thermal Damage to your next Attack Roll
	3	33,000€	30	15	If you take damage, add 1d8 Thermal to your Attack Roll
Titanium (Alloy) Combat Suit	1	7,000€	25	12	-2 on Stealth
	2	30,000€	30	13	+1 Defense Rolls, +1 Speed, -2 on Stealth
	3	42,000€	35	14	+2 Defense Rolls, +2 Speed, -2 on Stealth
Heavy Headgear					
Ballistic Sunglasses	/	15,000€	2	/	+1 Defense Rolls, +1 Intimidation
Bio-Balaclava	/	20,000€	5	10	+1 Defense Rolls, +1 Stealth, -1 Awareness
Combat Mask	/	17,000€	4	/	+1 Defense Rolls, +2 to Defense Rolls against Poison & Disease, +1 Intimidation, -1 Persuasion
Neural Interlink Helmet	/	22,000€	8	9	+2 Hack, +1 Tech, +2 to Hack DC, -2 Persuasion, -2 Awareness
Titanium Alloy Combat Helmet	/	25,000€	10	11	+2 Defense Rolls, +1 Intimidation, -1 Stealth, -1 Awareness

MELEE WEAPONS

Melee Term	Rule
Aptitude requirement	If the character lacks Aptitude with the weapon: Attack Rolls suffer a -8 penalty, Damage inflicted is reduced to 20 % of the original result (round down).
Finesse	The attacker may compute Attack using either STR or AGI (choose individually for each strike). Damage still uses STR.
Heavy	Tiny or Small wielders roll Attack at -2. Cannot be used with the Light weapon fighting style
Light	A pair of Light weapons enables two-weapon fighting (off-hand strike uses a Quick Action).
Non-Lethal	The wielder may declare that damage drops a creature to 1 HP instead of killing it.
Parry	May substitute a Parry Reaction (AP 1) to add +2 to a Fortitude or Reflex Defense Roll against one melee hit.
Reach	Increases the wielder's melee range by +1 m.
Thrown (x/y)	Weapon may be hurled. Use the same STR-based Damage. Maximum distance is x m (normal) / y m (with Hindrance).
Two-Handed	Requires both hands; cannot be used while holding a shield or second weapon.
Versatile (a/b)	Deals a damage when wielded in one hand, b when wielded in two.

MELEE WEAPON TABLE

Weapon	Cost	Damage	Properties
Simple			
Billy Club	10€	1d4 Bludgeoning	Light
Dagger	80€	1d4 Piercing	Finesse, Light, Thrown (6/20)
Electrostave	950€	1d10 Bludgeoning + 1d4 Electric	Two-handed, Heavy
Energy Blades	120€	1d4 Slashing + 1d4 Thermal	Uncommon, Light, Parry, Special
Great Club, Aluminum	20€	1d8 Bludgeoning	Two-handed
Handaxe, Steel	50€	1d6 Slashing	Finesse, Light, Thrown (6/20)
Mace, Aluminum	40€	1d6 Bludgeoning	Finesse, Light, Thrown (3/10)
Nanite Taser Baton	1500€	1d4 Bludgeoning + 1d4 Electric	Finesse, Thrown, Non-lethal, Special
Morningstar, Titanium	140€	1d4 Piercing + 1d4 Bludgeoning	Versatile (1d8), Bludgeoning
Quarterstaff, Aluminum Alloy	20€	1d6 Bludgeoning	Versatile (1d8), Parry
Radioactive Gauntlet	600€	1d4 Bludgeoning + 2d6 Radiation	Uncommon, Two-handed, Range (2), Special
Sickle, Steel	100€	1d4 Slashing	Light
Spear, Iron	100€	1d6 Piercing	Thrown (6/20), Versatile (1d8)
Tanto, Aikuchi	1000€	1d4 Slashing	Finesse, Light, Thrown (6/20)
Training Gloves	400€	1d6 Bludgeoning + STR Modifier	Finesse, Light, Parry
Unarmed strike	-	1d4 + STR Modifier	/
Wakizashi	1200€	1d6 Slashing	Finesse, Versatile (1d8)
Martial			
Bastard Sword, Steel	1200€	1d6 Slashing	Versatile (1d8)
Battleaxe, Titanium	1000€	1d8 Slashing	Versatile (1d10)
Carbon Fiber Knuckles	1200€	1d6 Bludgeoning + AGI Modifier	Finesse, Light, Parry
Combat Gloves	900€	1d8 Bludgeoning + STR Modifier	Finesse, Light
Flail, Titanium	1000€	1d8 Bludgeoning	Reach
Glaive, Steel	2000€	1d10 Slashing	Heavy, Reach, Two-Handed
Gravity Hammer	10000€	1d8 Bludgeoning + 1d10 Force	Two-Handed, Special
Greataxe, Titanium	3000€	1d12 Slashing	Heavy, Two-Handed
Greatsword, Steel	5000€	2d6 Slashing	Heavy, Two-Handed, Parry
Longsword, Steel	1500€	1d8 Slashing	Versatile (1d10)
Maul, Titanium	1000€	2d6 Bludgeoning	Heavy, Two-Handed
Nanite Taser Baton	1500€	1d6 Bludgeoning + 1d6 Electric	Finesse, Light, Non-lethal, Special
Nunchaku, Aluminum	600€	1d6 Bludgeoning	Finesse, Light, Thrown (4/20)
Odachi	3000€	2d4 Slashing	Finesse, Heavy, Two-Handed
Plasma Blade	3500€	2d6 Thermal	Heavy, Two-handed
Rapier, Steel	2500€	1d8 piercing	Finesse, Parry
Scimitar, Steel	2500€	1d6 Slashing	Finesse, Light, Parry
Shortsword, Steel	1000€	1d6 Piercing	Finesse, Light
Tachi, Katana	3200€	1d8 Slashing	Finesse, Versatile (1d10)
Vibroblade	4000€	1d4 Slashing + 1d8 Force	Parry, Finesse, Light, Special
War Hammer, Titanium	1500€	1d8 Bludgeoning	Versatile (1d10)
Quantum Whip	200€	1d6 Slashing	Finesse, Reach, Non-lethal

RANGED WEAPONS

Ranged Term	Rule
Aptitude requirement	If the character lacks Aptitude with the weapon: Attack Rolls suffer a -8 penalty, Damage inflicted is reduced to 20 % of the original result (round down).
Automatic	When you pull the trigger you may declare up to +3 additional rounds. Each round adds +1 damage die but imposes -2 to the Attack Roll. One Core Action attack roll resolves the burst; critical success applies to the first die only.
Blast r X	On impact the projectile explodes. All creatures in radius X m make the appropriate Defense Roll (GM chooses Fort/Ref). Half on success, full on failure.
Burst-Fire	Before rolling, declare +1 extra round: +1 damage die; -2 Attack penalty. (Single-shot firearms only.)
Flamethrower	Targets damaged are Ignited (1d6 Thermal at start of each turn, 5 rounds, ends by action or immersion).
Heavy Weapon	Requires STR 12+. Users below that score take -6 to hit and must pass Fort 15 each first attack or fall prone. Can be mounted; mount/dismount = 1 min with tools.
Non-Lethal	May choose to knock a creature to 1 HP instead of killing
Range x/y	First figure = normal range (m). Second = maximum range; attacks beyond normal are made with Hindrance. Any shot made while a hostile creature is within 1 m also has Hindrance.
Reload N	Requires a free hand & 1 AP to load up to N rounds/cells.
Scatter	Attack covers a cone out to the weapon's normal range. Primary target takes full damage; all others in the cone take ½ (round down). Scatter weapons do not suffer Hindrance when used within 1 m.
Scope	Spend a Quick Action to negate Hindrance for one long-range shot.
Semi-Auto-matic	Fires one round per trigger pull; no special rule (included for completeness).
Slug (Shotgun)	Fires a single solid projectile; uses the printed Range instead of Scatter.
Silencer	Quick Action to attach/remove. While fitted: the weapon gains +4 to Stealth checks to remain unheard, but all shots automatically miss targets beyond normal range

WIELDING

- **One at a time:** A creature may normally hold only one firearm or bow ready to fire.
- **Dual-wield exception:** A second weapon may be used only if both weapons carry the Light tag or the wielder possesses a feat/ability that overrides this rule.
- Penalty for ignoring the rule. If neither condition is met, every ranged Attack Roll that turn suffers -3.

AMMUNITION TABLES

- The user must supply the correct ammo family (arrow, bolt, bullet, shell, cell, etc.).
- Special or Magically-Fused ammo follows the same profile and range as its parent weapon, but: cannot be loaded into a gun with the Automatic tag.
- Only one special round may be chambered at a time.

Basic Ammunition	Cost/per Round
Sling/Dart Ammo	1€
Arrow	2€
Assault Rounds	10€
Bolt	3€
Bullets	3€
Fuel	20€
Shells	5€
Slug	10€
Magic Ammunition	Cost/per Round
Electric Jolt Spell	200 x Basic Ammunition
Contamination Spell	250 x Basic Ammunition
Domination Spell	500 x Basic Ammunition
Elemental Blast Spell	160 x Basic Ammunition
Minor Telekinesis Spell	100 x Basic Ammunition
Witch Storm Spell	1000 x Basic Ammunition

Special Ammunition	Effect	Cost/per Round
Armor piercing	Negates THP	4 x Basic Ammunition
Cryo	1d6 extra Cryo Damage	6 x Basic Ammunition
Electric Pulse	Disable Electronic devices and systems within 5 m + 1d6 Extra damage to Non-Organic Beings.	2 x Basic Ammunition
Explosive	1d6 Thermal + 2d4 Force Damage, Radius (2 m)	8 x Basic Ammunition
Ghost	Ignores Cover and Objects	5 x Basic Ammunition
Incendiary	1d8 extra Thermal Damage	4 x Basic Ammunition
Poison	Does 1d6 extra Poison Damage per round for 3 Rounds	10 x Basic Ammunition
Taser	Does 1d6 extra Electric Damage + Stun the target for 3 Rounds	6 x Basic Ammunition
Tracker	Traces target for 1 hour within 500 km	5 x Basic Ammunition
Tracer	Creates 5 m Bright Light, 10 m Dim Light for 5 mins	2 x Basic Ammunition

SIMPLE RANGED WEAPON TABLE

Weapon	Cost	Damage	Properties
Auto Crossbow, Light	250€	1d8 Piercing	Range (22/100), Reload (4 shots), Two-Handed, Ammo: Bolt
Dart	4€	1d4 Piercing	Range (6/20), Finesse, Thrown
Hunting Rifle	1,800€	1d10 Piercing	Range (50/200), Reload (5 shots), Scoped, Two-Handed, Ammo: Bullets
Machine Pistol	1,500 €	1d8 Piercing	Range (10/30), Automatic, Light, Reload (10 shots) Ammo: Bullets
Neural Disruptor	900€	2d4 Psychic	Range (5/10), Non-Lethal, Ammo: None
Revolver	1,200 €	2d6 Piercing	Range (20/80), Reload (6 shots) , Ammo: Bullets
Short Bow, Aluminum Alloy	2500€	1d6 piercing	Range (25/105), Two-Handed, Ammo: Arrows
Shotgun, Double-Barreled	1,200€	4d4 Piercing	Range (5/15), Reload (2 shots), Scatter, Two-Handed, Ammo: Shells
Shotgun, Sawed-Off	1,000 €	2d8 Piercing	Range (6/18), Reload (2 shots), Scatter, Ammo: Shells
Shotgun, Single-Barreled	1,400€	1d8 Piercing	Range (8/24), Reload (1 shot), Slug, Two-Handed, Ammo: Shells
Sling	40€	1d4 Bludgeoning	Range (10/40), Ammo: Dart
Standard Pistol	800€	2d4 Piercing	Range (12/36), Automatic, Light, Reload (10 shots), Ammo: Bullets
Submachine Gun (SMG)	2,200€	3d4 Piercing	Range (8/24), Automatic, Burst-Fire, Reload (20 shots), Two-Handed Ammo: Bullets

MARTIAL RANGED WEAPON TABLE

Weapon	Cost	Damage	Properties
Assault Cannon	10,000€	2d12 Piercing	Range (40/120), Heavy, Reload (10 shots), Two-Handed, Ammo: Assault Rounds
Assault Rifle	4,000€	1d12 Piercing	Range (25/75), Automatic, Burst-Fire, Reload (20 shots), Two-Handed, Ammo: Bullets
Assault Shotgun	10,000€	2d10 Piercing	Range (15/35), Automatic, Reload (12 shots), Two-Handed, Ammo: Slug
Auto Crossbow, Heavy	5,000€	1d10 Piercing	Range (30/125), Heavy, Reload (6 arrows), Two-Handed, Ammo: Arrows
Badda Boom	15,000€	3d10 Piercing + 1d10 Sonic	Range (25/75), Blast (4 m) , Reload (1 shot), Two-Handed, Ammo: Grenades
Blowgun	1,000€	2 Piercing	Range (8/35), Reload (1 shot), Ammo: Dart
Combat Shotgun	4,000€	3d8 Piercing	Range (10/30), Reload (8 shots), Scatter, Two-Handed, Ammo: Shells
Compound Bow	3,000€	1d8 Piercing	Range (50/200), Reload (1 arrow), Light, Two-Handed, Ammo: Arrow
Flamethrower	7,000€	2d6 Thermal	Range (20/60), 4 m Cone, Heavy, Reload (12 shots), Two-Handed, Ammo: Fuel
Gatling Gun	25,000€	3d10 Piercing	Range (20/60), Automatic, Heavy, Reload (12 shots), Two-Handed, Ammo: Bullets
Grenade Launcher	23,000€	See Incendiary Grenade in Explosive Table	Range (30/120), Heavy, Reload (6 shots, action), Two-Handed, Ammo: Incendiary Grenades
Light Machine Gun (LMG)	8,000€	2d8 Piercing	Range (20/60), Automatic, Heavy, Reload (30 shots, action), Two-Handed, Ammo: Bullets
Magnum	3,000€	2d8 Piercing	Range (25/75), Reload (8 shots), Ammo: Bullets
Nano SMG	3,000€	2d6 Piercing	Range (15/45), Automatic, Light, Reload (15 shots), Ammo: Bullets
Nitro Heavy Machine Gun	28,000€	4d6 Piercing	Range (10/50), Automatic, Heavy, Reload (20 shots, action), two-handed, Special, Ammo: Bullets
Rocket Launcher	18,000€	See Rocket in Explosive Table	Heavy, Reload (1 shot, action), massive, two-handed, Ammo: Rockets
Sniper Rifle	7,500€	4d6 Piercing	Range (80/320), Heavy, Reload (8 shots), scoped, two-handed, Ammo: Bullets

EXPLOSIVES AND ACCESSORIES`

Task	Requirement	Check	Consequence of Failure
Prime/set an explosive	Aptitude in an Explosives-type Skill and the appropriate Toolkit	Skill Check vs. DC = 10 + Explosive's Level	Charge is inert (fails to arm) or (GM's choice) detonates immediately, affecting the user only
Disarm / defuse	Same as above	Contested check vs. the DC that was used when it was armed	On failure the device detonate

Term	Rule
Blast r X	All creatures/objects in radius X m attempt the listed save; take full damage/effect on failure, half on success unless stated otherwise.
Directional	Damage/effect applies in a 60-degree cone beginning at the device. All saves are with Hindrance if the target is within 1 m of the centre-line.
EMP	Affected electronic or cybernetic items must pass a Fortitude save or shut down for the stated duration.
Null-Magic	Within the blast, ongoing spell effects of a listed tier or lower are suppressed for the duration; casters inside the area may have to save vs. Stun (designer chooses DC/rounds).
Non-Lethal	Device is designed to incapacitate; it reduces targets to 1 HP instead of killing if they would drop to 0.

EXPLOSIVES AND ACCESSORIES TABLE

Item	Cost	Base Damage	Properties
Accessories			
Remote Trigger	2,000€	-	-
Sensor	4,000€	-	-
Timer	500€	-	-
Explosives			
Anti-Arcana Grenade	8,000€	1d8 Force Damage	6 m Radius Blast, Thrown (6/20)
C4	5,000€	9d6 Thermal damage + 1d10 Force Damage	10 m Radius Blast, Can be used with Timer, trip Sensor, or Remote Detonator. Thrown (3/10)
Claymore	10,000€	2d10 Piercing + 1d10 Thermal + 1d6 Force Damage	8 m Cone, Thrown (3/10)
EMP Grenade	4,500€	1d8 Sonic Damage,	10 m Radius, Thrown (6/20)
Flash-bang Grenade	4,000€	-	6 m Radius, Thrown (6/20)
Incendiary Grenade	500€	1d10 Piercing + 1d8 Force	10 m Radius Sphere
Nanite Grenade	10,000€	1d6 Piercing Damage per turn for 3 Rounds	6 m Radius, Thrown (6/20)
IED (Improvised Explosive Device)	3,000€	6d6 Force Damage	8 m Radius, Can be used with Timer, Sensor, or Remote Detonator, Thrown (2/6)
Rocket	1,000€	2d6 Piercing + 2d6 Force+ 2d4 Thermal	Range (40/120), blast (5 m Radius),
Smoke Grenade	250€	-	6 m Radius, Thrown (6/20)
Tear Gas Canister	8,000€	1d4 Force Damage	10 m Sphere

GEAR AND EQUIPMENT

Aluminum Chest: Holds 150 kg of Weight, .5 cubic m.

Arcana-Suppressant Shackles: Metal alloy restraints with rune sensors, that detect and disrupt magical energy. Spell attempts trigger 4d8 Electric Damage and a DC 18 Fortitude Defense Roll to remain conscious. Shackled creatures reaching 0 HP are stable but remain bound until properly released.

Augmented Reality (AR): Specialized eye wear, like sunglasses, goggles, or contacts, that overlays virtual objects and information onto the real world.

Back Pack: Nylon reinforced backpack which holds 15 kg of weight.

Ball Bearings: For 1 Action Point, throw steel ball bearings to cover a 1d5 meter + AGI Modifier area. Creatures crossing this area must pass a DC 10 Reflex Defense Roll or fall Prone, unless they move at half speed, bypassing the need for a Defense Roll.

Binoculars: Allows a character to see twice as far as normal.

Bioprinter: Handheld device which when placed on a target injects them with nanites who create a Biosig of the individual by gathering genetic material, retinal scan and blood samples.

Blank Book: Hardcover book with blank pages.

Bug Out Bag: This bag contains the following items: a backpack, a sleeping bag, 5 flares, flint and steel, 20 m of rope, 2 weeks' rations, soap, 5 Glow Sticks, and a water purifier.

Caltrops: Using 1 Action Point, a character can scatter caltrops over a 1d4 meter square. Creatures entering must pass a DC 15 Reflex Defense Roll or halt movement and take 1 piercing damage, reducing speed by 2 m until healed. Moving at half speed avoids the need for a Defense Roll.

Candle: This candle is made from soy and lasts 2 hours with a light radius of 5 m.

Chain, 1 meter: A chain has 10 HP. It can be burst with a successful DC 20 Brute Force Skill Check.

Climbing Kit: The climbing kit includes 20 m of nylon rope, pulleys, anchors, hammer, grappling hook, and crampons. It facilitates normal climbing, offers a DC 5 check to prevent falls on critical failures, and provides a +1 Bonus to Stamina Skill Checks for climbing.

Clothing, Fine: Luxurious, high-quality clothing made from expensive materials, often featuring intricate designs, worn by nobles and wealthy individuals as a symbol of status and wealth.

Clothing, Street: Advanced synthetic clothing that is lightweight, durable, and features temperature regulation, self-repair, and compatibility with personal tech devices.

Clothing, High Fashion: Fashion-forward attire by top designers, made from high-quality materials with unique, intricate designs, setting trends in the fashion world.

Clothing, Adventuring: Practical and durable clothing, ideal for active characters, made from sturdy materials like leather or reinforced fabrics to withstand travel, adventure, and the elements.

Comm-Link: Advanced earpiece for secure, wireless communication within 10 km, featuring holographic projection for immersive visual and auditory messages, syncs with other Comm-links for private Networking.

Compass, Traditional: A traditional compass using the magnetic poles to point North.

Container, Small Glass: Small glass container able to hold .35 liters of liquid.

Container, Small Alloy: Small metal container able to hold .35 liters of liquid.

Container, Medium: Glass container that can hold 3 liters of liquid.

Container, Large: Glass container that can hold 6 liters of liquid.

Credit Stick: A small, plastic electronic wallet for storing unlimited credits and enabling secure, untraceable transactions. It has a display screen, thumbprint scanner or pass code security, ideal for discreet financial dealings.

Crowbar: Grants +2 to Brute Force Skill Checks where the crowbar's leverage can be applied.

Digital Library/Spellbook: Compact handheld scanner for digitizing and storing books, documents, or written materials, serving as a spell book or digital library.

Disguise Kit Supplies: Needed for Disguise Toolkit.

GEAR AND EQUIPMENT TABLE

Item	Cost
Aluminum Chest	30€
Arcana-Suppressant Shackles	1800€
Augmented Reality (AR)	800€
Back Pack	40€
Ball Bearings (100)	10€
Binoculars	550€
Bioprinter	800€
Blank Book	15€
Bug Out Bag	1,000€
Caltrops (10)	150€
Candle	2€
Chain, 1 meter	50€
Climbing Kit	1,000€
Clothing, Fine	400€
Clothing, Street	150€
Clothing, High Fashion	1,200€
Clothing, Adventuring	350€
CommLink	150€
Compass, Traditional	50€
Container, Small Glass	10€
Container, Small Alloy	15€
Container, Medium	20€
Container, Large	40€
Credit Stick	5€
Crowbar	100€
Digital Library/Spellbook	1,550€
Disguise Kit Supplies	350€
Droque Chute	2000€
External Data Drive	80€
Flask, Aluminum	25€
Flare	10€
Flint and steel	25€
First Aid, Basic	450€
Fusion Lighter	20€
Gasoline, 12 oz	50€
Geneticist Materials	100€
Glow Stick	15€
Grappling Hook	150€
Gravity Boots	800€
Gunpowder	100€

Item	Cost
Hammer, Iron	60€
Hammer, Sledge	90€
Handcuffs, Steel	180€
Herbalist Supplies	7000€
LED Flashlight	30€
Laptop	1800€
Lock, Pad	80€
Lock, Digital Key	250€
Lock, Retinal	600€
Lock, Fingerprint	450€
Magnifying Glass	100€
Microscope	1,200€
Mirror, steel	25€
Nanite Scanner	1,400€
Optoelectronic Image Enhancement	4,500€
Paper, 1 piece	50€
Pen, Ink	20€
Portable Kitchen	1400€
Portable Sleeping Habitat, 1 Person	2500€
Pouch	50€
Quiver	100€
Rations	50€
Rope, Nylon (1 m)	10€
Rope, Carbon Fiber (1 m)	20€
Scale, Digital	200€
Scope	1,500€
Shovel	80€
Silencer	2,000€
Sleeping Bag	100€
Smartphone	750€
Soap	5€
Spike, Titanium	10€
Torch	5€
Topography Scanner	1,000€
Universal Cable	30€
Ventilator	800€
Vial	15€
Wasteland Protection Suit	10,800€
Water purifier	1,000€
Whetstone	50€
WiFi Transmitter	50€
Wireless transceiver	75€

Droque Chute: A wearable, compact chute, deployable on clothing or armor, activates with a Reaction to slow falls from 60 m to 20 m per round. It halves movement speed when deployed, detachable for 1 action point, and repackable in 10 minutes.

External Data Drive: A tiny, concealable data storage device that can hold a surprisingly large amount of information.

Flask, Aluminum: Holds .2 liters of liquid

Flare: Lasts for 1 hour, creates a reddish orange light that emanates up to 7 m.

Flint and steel: This item acts as a fire starting device that uses a flat stone and a piece of steel.

First Aid, Basic: This item has 5 uses and allows either the stabilization of someone to 1 HP or can give 1d4 HP. Once all 5 uses are gone the kit is useless. With Aptitude in the First-Aid Skill this does 1d8.

Fusion Lighter: Portable fusion reactor for fire-starting and lighting, providing a stable, near-infinite energy source. It emits bright light in a 10 m radius and dim light for another 10 m.

Gasoline, .35 liters: Flammable liquid that causes 5 thermal damage upon ignition to any creature or target in contact, with an additional 5 thermal damage for each minute of contact. It remains ignited for 2 minutes.

Glow Stick: Creates a green light-source with a 3 meter radius of Dim Light.

Grappling Hook: Can be tied to the end of a rope. This item can secure the rope to any protruding service.

Gravity Boots: Enables walking on vertical or inverted surfaces, like walking up walls or across ceilings. Can be used twice per full Short Rest, supporting up to 113 kg. Wearers have a -2 on Reflex Defense Rolls.

Gunpowder: Makes things explode. 1d6 Thermal Damage per kg if ignited.

Hammer, Iron: Small handheld hammer.

Hammer, Sledge: Medium two handed hammer.

Handcuffs, Steel: Restraints for Small or Medium creatures; escape needs a DC 20 Reflex Defense Roll, breaking them a DC 20 Brute Force Skill Check. Each set includes one key, but can be picked with a DC 16 Thievery Skill Check using Thieves' tools. Handcuffs have 12 HP.

Herbalist Supplies: Needed for an Herbalist

LED Flashlight: This one-button LED flashlight needs a free hand to operate. It emits bright light up to 18 m and dim light for another 18 m, with a low-light option halving both ranges.

Laptop: This device offers both physical and wireless Internet access, data storage (excluding magical), and features like audio/video recording, VR capabilities, GPS, water-resistant casing, and app/program downloads for enhanced functionality.

Lock, Pad: Includes 1 key. Lock can be picked with a DC 15 Reflex Check by someone with Aptitude with Thieves' Tools.

Lock, Digital Key: A key code is provided with the lock. Without the code, a successful DC 15 Hacking Skill Check can unlock it.

Lock, Retinal: A lock is programmed to one person's retinal scan. Without the retinal scan, a disguise kit with a DC of 18 will open the lock. Having someones Biosig will grant access as well.

Lock, Fingerprint: A lock is programmed to one person's retinal scan. Without the retinal scan, a disguise kit with a DC of 20 will open the lock. Having someones Biosig will grant access as well.

Magnifying Glass: Makes small things look big.

Microscope: Allows someone to identify small microscopic things. Adds a +4 to Critical Thinking Skill Checks.

Mirror, steel: Small handheld mirror

Nanite Scanner: This device detects nanites emitting wireless signals or recording/transmitting audio/video, aiding with an +2 on Critical Thinking Skill Checks to locate these machines, vital for cybernetic investigators or privacy protection.

Optoelectronic Image Enhancement: Enhances sight in low light up to 60 m but hinder Attack rolls and sight-based Awareness Checks in bright light. Features modes that allows seeing through 1 meter thick walls and detecting heat signatures.

Paper: With a lack of forests to manufacture paper is extremely expensive and rare.

Pen, Ink: Small ink pen

Portable Kitchen: This comes with everything someone would need to cook outside a traditional kitchen. It is easily packed up into a small compact backpack.

Portable Sleeping Habitat: This inflatable habitat is designed to withstand the elements outside the city states and can protect from Radioactivity, strong winds, and rain.

Pouch: Can hold up to 3 kg of weight.

Quiver: Holds up to 20 arrows or 30 bolts.

Rations: One day of dried food rations

Rope, Nylon: This item has 2 HP and can be burst with a DC 16 Brute Force Skill Check.

Rope, Carbon Fiber: Rope which has 5 HP and can be burst with a DC 18 Brute Force Skill Check.

Scale, Digital: Scale used for weighing things in grams

Scope: This accessory grants a ranged weapon the scoped property. A character can use a **Quick Action** to make their next attack with a scoped firearm from a Long Distance without suffering from the usual -2.

Shovel: Used for digging..Or hitting.

Silencer: Allows the user to significantly reduce the noise of the weapon's shots adding +4 to Stealth Check when making an Attack with this Weapon. While attached the attacks with the weapon automatically miss targets beyond the weapon's normal range. It can be attached or removed as a Quick Action.

Limitations: This can be attached to any firearm that does not have the Scatter, Blast, or Heavy Properties.

Sleeping Bag: When naps are needed

Smartphone: A pocket-sized device that functions as a computer, communicator, and entertainment system. It includes Internet, phone/text, audio/video recording, data storage, AR, GPS, with options to download various apps for added functionality, ensuring connectivity and accessibility on the go.

Soap: Used to wash a character when they have been in the wastelands too long.

Spike, Titanium: Metal spike

Torch: Lasts for 1 hour, providing bright light in a 7 m radius and dim light for an additional 5 m. On melee attack with a burning torch and hit, it deals d4 Thermal Damage.

Topography Scanner: Used to map out an area and create a digital map of the environment.

Universal Cable: A high-speed Cable for transferring data and electrical signals, compatible with any data-processing device.

Ventilator: Advanced full-face mask providing 4-hour immunity to airborne toxins, diseases, and poisons, rechargeable through a Short Rest. Its tinted visor limits visibility, causing -2 on Awareness checks.

Vial: Holds .1 liters

Wasteland Protection Suit: Equipped with air filtration and lead shielding for protection against toxins, poisons, diseases, and radiation in hazardous environments. Self-sealing for puncture resistance, it limits communication and impairs Awareness and Agility; compatible only with light armor underneath.

Water purifier: Will purify any water of basic toxins within 30 minutes.

Whetstone: Used to sharpen things.

WiFi Transmitter: A small one-way transmitter that can be attached to the target with an Unarmed Strike or embed it in a piece of ammunition and on hit the transmitter will act as WiFi Access Point with a range of 20 m.

Wireless transceiver: A wireless transceiver enabling data, signal, or electrical current transmission up to 350 m.

MUSICAL INSTRUMENTS

If your character has an Aptitude in an instrument, the Aptitude Bonus can be added to ability checks made to use it.

MUSICAL INSTRUMENTS TABLE

Tool	Cost
Bagpipes	200€
Drum Kit	2,000€
Electric Keyboard	2,500€
Flute	350€
Guitar, Acoustic	400€
Guitar, Portable Electric	600€
Kasu	15€
Keytar	800€
Lute	650€
Lyre	500€
Horn	300€
Viola	450€

TOOLKITS

This section presents Toolkit options for characters, enhancing their journey with Skills and Crafting. Toolkits that are used in the Crafting System are marked with a (C).

TOOLKIT APTITUDE

Having Aptitude in a Toolkit allows you to add Your **Aptitude Dice** to related Skill Checks as well as Craft items

TOOLKIT TABLE

Tool	Cost
Alchemist (C)	5,000€
Armorer (C)	8,000€
Disguise	2,500€
Explosive Technician (C)	4,000€
Forger	3,000€
Gun-smithing (C)	7,000€
Hacking (C)	5,000€
Herbalism (C)	5,000€
Inventor's	8,000€
Medic	3,000€
Navigator	2,500€
Smithing (C)	10,000€
Streamer	2,000€
Survival	1,000€
Thieves'	3,000€

ALCHEMIST

Tools for Identifying Alchemical Ingredients, and crafting Nanite Potions from the Alchemical Compendium.

ARMORER

Tools for crafting and repairing All Armor Types. You can repair all Armor types at 1d10 points + Aptitude Bonus to its THP per full Short Rest.

DISGUISE

Basic tools allowing for changing one's physical appearance to look like another similarly built humanoid.

EXPLOSIVE TECHNICIAN

Containing detonators, wiring, and various explosive materials, essential for crafting, disarming, or modifying explosives.

FORGERS

A kit with inks, papers, seals, and instruments for creating realistic document, ID, and currency replicas.

GUN-SMITHING

A kit with machining tools, measuring instruments,

and assembly devices for creating, repairing, and modifying firearms and ammunition.

HACKING TOOLKIT

Includes a laptop, smartphone, and 5 meters of universal cable, designed for digital infiltration, manipulation and designing custom Programs.

HERBALISM

Contains a variety of instruments to create remedies and concoctions from naturally occurring mushrooms, animals, plants and herbs. This allows a character to identify, apply herbs and craft organic Herbalist Concoctions.

INVENTOR

A set equipped with various tools for creating, assembling, and tinkering with mechanical and electronic devices. Allows you to craft Black market Cybernetics.

MEDIC

Grants Max rolls on all healing potions. A Medic Kit can remove the effects of Minor Injuries for 8 hours. On Successful First-Aid Skill Check with a Medic Toolkit a target gains 1d4 HP.

NAVIGATOR'S

This includes digital devices like a GPS navigator, electronic maps, a satellite communicator, and a handheld weather station.

SMITHING

A comprehensive set for crafting and repairing metal-based items, including Exo-Suits, Melee weapons, bows, and arrows. It features hammers, anvils, forges, tongs, and files.

STREAMER

A compact, high-tech setup designed to allow characters to stream video, audio, and even holographic footage in real-time. Comes with Omni-Cam mini Drone, StreamDeck Interface, Holo-Wave Projector, Internet Signal Booster.

SURVIVAL

A toolkit for adventurers and wanderers in the perilous landscapes. This kit includes; a Bio-Adaptive Tent, Holo-Map Projector, Emergency Beacon, Water Filtration Device, Solar Rechargeable Power Bank, and Cooking Supplies.

THIEVES

A crucial set for any rogue or burglar, including lock picks, a small mirror on a metal handle, a set of narrow-bladed scissors, a pair of pliers, and various other tools for bypassing locks and traps.

ALCHEMICAL COMPENDIUM

POTIONS

Potions are liquids that can be consumed to grant various beneficial effects to the characters. Potions are crafted by Alchemists or found as treasures.

ACTIVATION

To use a potion during an Encounter, a character needs use Quick Action. Some potions may require additional steps or specific conditions for activation, which is specified in their descriptions.

POTIONS TABLE

Potion	Cost
Magic Fused	
Cats Grace	50€
Disguise	80€
Enhancement	150€
Firewall	80€
Hacking	100€
Invisibility	200€
Neural Boost	100€
Neural Shield	250€
Power Boost	100€
Rejuvenation (Level 1)	50€
Rejuvenation (Level 2)	150€
Rejuvenation (Level 3)	300€
Repair(Level 1)	50€
Repair(Level 2)	120€
Shielding	100€
Speed Boost	80€
Nanite Fused	
Anti-Radiation	80€
Healing (Level 1)	80€
Healing (Level 2)	200€
Healing (Level 3)	400€
Invisibility	250€
Nanite Booster	100€
Resistance	170€
Speed	120€
Strength	200€

MAGIC FUSED POTIONS

Magic Fused Potions are crafted by alchemists and imbued with magic. They often emit a faint, rhythmic luminescence indicating their magical nature.

CAT'S GRACE

Duration: 5 Rounds

Grants +1 Reflex Modifier.

DISGUISE

Duration: 1 Hour

Temporarily changes the appearance of the drinker as long as it appears as a mortal humanoid. Anyone attempting to See through the Disguise must roll against a DC 15 on a Skill Check.

ENHANCEMENT

Duration: 5 Rounds

Grants +2 on all Skill Checks and Defense Rolls.

FIREWALL

Duration: 5 Rounds

Gives +2 against being Hacked or Infected with a Program.

HACKING

Duration: 5 Rounds

Gives +2 to Hacking Skill Checks.

INVISIBILITY

Duration: 1 hour or Hostile Action Taken

Temporarily makes you Invisible to Technology.

NEURAL BOOST

Duration: 1 minute

Grants +2 on any Cognition based Skill Checks. Neural Cybernetics Required.

NEURAL SHIELD

Duration: 1 Hour

Gain immunity to Hacking and Programs. Cybernetics Required.

POWER BOOST

Duration: 1 Minute

Grants +2 on any Strength or Agility based Skill Check. Cybernetics Required.

REJUVENATION

Level 1: Heals Minor Injuries. Gives 1d4 + 4 HP.

Level 2: Heals Minor Injuries. Gives 3d6 + 6 HP.

Level 3: Heals minor injuries. Gives 5d6 + 8 HP.

REPAIR

Level 1: Repairs 2d8 HP to non organic creatures or technology.

Level 2: Repairs 3d8 HP to non organic creatures or parts.

SHIELDING

Duration: 3 Rounds or until depleted
Grants +10 THP.

SPEED BOOST

Duration: 1 Minute
Grants bonus +4 m to movement speed and 2 m to vertical jump for 5 minutes. Leg based Cybernetics Required.

NANITE FUSED POTIONS

ANTI-RADIATION

Duration: 5 Rounds
Grants +2 on Defense Rolls against all effects from Radiation and stops the progression of Irradiation.

HEALING

Level 1: Heals 1 Minor Injury and gives 2d4 + 4 HP.
Level 2: Heals 2 Minor Injuries and gives 4d6 + 6 HP.
Level 3: Heals 3 Minor Injuries and gives 6d6 + 8 HP.

INVISIBILITY

Duration: 1 hour or Hostile Action Taken
Temporarily makes the drinker Invisible using nanites to bend light around their body.

NANITE BOOSTER

Duration: 3 Rounds
Grants +2 on Defense Rolls.

RESISTANCE

Duration: 3 Rounds
Gains Resistances to all non-magical damage.
Side Effect: Become Vulnerable to Magic Damage for 5 Minutes.

SPEED

Duration: 3 Rounds
Grants +2 Reflex and 3 extra m to speed.
Side Effect: Take 1 level of Exhaustion afterwards.

FORTITUDE

Duration: 3 Rounds
Grants +2 Endurance and +2 Strength Ability Score and 1d8 THP.
Side Effect: Take 2 levels of Exhaustion afterwards.

HERBALIST CONCOCTIONS

ACTIVATION

To use a Concoction during an Encounter, a character needs use Quick Action.

TUSK SHAVINGS

Duration: 3 Rounds
Grants the target a +4 bonus to Strength.

KIJU SKIN SALVE

Negates all Negative Death Rolls. Must be given within 1 minute of Death.

ENHANCED HEALING SALVE

Heals for 6d8 + users Aptitude Dice.

FEAR RESISTANT WORMS

Duration: 5 Rounds
Grants target +4 to Will Defense Rolls against Fear.

WYVERN FOOT FUNGUS

Duration: 2 Rounds
Grants 2 extra Action Points per Round.

HORN POWDER

Duration: 3 Rounds
Grants the target a +2 bonus to Endurance and Strength Ability Scores.

HEALING HERBS

Heals for 1d8 + users Aptitude Dice

HEALING SALVE

Heals target for 3d8 + users Aptitude Dice

HOUD GUT

Duration: 1 Minute
Grants the target a +4 bonus to the Awareness Skill Checks,

IRRADIATED SHROOM

Duration: 1 Minute
Grants the target a +2 bonus to Charm Ability Score.

LOVE'S EMBRACE LILY

Duration: 1 Minute or until harmed
Becomes Charmed by the next person they see.

BUG SALIVA

Duration: 1 Minute
Grants +4 bonus to Cognition Ability Score.

MUD OF ENLARGEMENT

Duration: 1 Minute or until THP is depleted
Causes an increase in size by 5x gaining a +3 to Strength Ability Score, a -2 penalty to Agility Ability Score, and gains +15 to THP.

SNAPPER SOUP

Duration: 1 Minute

Grants +4 bonus to Intuition Ability Score.

MUTANT SALVE

Duration: 5 Rounds

Grants Resistance to Radiation and Toxins.

MEAT STEW

Duration: 5 Rounds

Grants +4 bonus to Endurance Ability Score.

NATURE'S SHIELD

Duration: 1 Minute or until THP is depleted

Grants +15 to THP.

OOZE STOOL

Heals any effect which decreases Ability Scores.

ROOT OF QUICKNESS

Duration: 5 Rounds

Grants +3 Reflex, increases speed by 4 meters.

SHRINKING SHROOMS

Causes shrinkage in size by 2x and grants +3 to Agility Ability Score but -3 to Strength Ability Scores.

WORM JUICE

Removes the Effects of Paralysis.

HERBALIST CONCOCTION TABLE

Concoction	Cost
Tusk Shavings	200€
Kiju Skin Salve	400€
Enhanced Healing Salve	250€
Fear Resistant Worms	150€
Wyvern Foot Fungus	300€
Horn Powder	200€
Healing Herbs	80€
Healing Salve	120€
Hound Gut	180€
Irradiated Shroom	100€
Love's Embrace Lily	300€
Bug Saliva	200€
Mud of Enlargement	350€
Snapper Soup	150€
Mutant Salve	130€
Meat Stew	160€
Nature's Shield	200€
Ooze Stool	300€
Root of Quickness	180€
Shrinking Shrooms	150€
Worm Juice	100€

TOXICANTS: POISONS AND TOXINS

ACTIVATION

Toxicants can be applied to weapons, ammunition, or other objects to imbue them with its effects during an Encounter using a Quick Action. Each dose is only good for 1 use and cannot cover multiple ammunition or weapons.

TYPES

Every Toxicant can be purchased in a specific form in order to be used.

- **Contact:** Is applied to an object and remain potent until washed off. If anyone touches the Toxicant with exposed skin, they suffer its effects.
- **Ingested:** This require a target to swallow a whole dose of the substance to be affected.
- **Inhaled:** A powdered form or gases that takes effect when breathed in. When Releasing affects all creatures within a 1 m radius. The cloud dissipates immediately afterward. Holding one's breath doesn't protect creatures.
- **Injury:** Can be applied to weapons, ammunition, traps, or other objects that deal Piercing or Slashing Damage. This method does not bypass Armor THP and must be delivered directly to the creatures HP.

Defense Roll: When a creature is exposed to a Toxicant they must make a Fortitude Defense Roll against the DC of the Toxicant or suffer it's effects.

BIO-HAZARD SERUM

Duration: Instant

Deals 3d10 Poison Damage and 1 level of Exhaustion.

CYBERNETIC DISRUPTION

Duration: End of next turn

Renders all Cybernetics above Generic Grade in a Target Inert for the Duration.

ETHERSTEEL

Duration: 5 Rounds

Target suffers -2 to Strength and Endurance Ability Scores. After the duration ends, the target suffers one level of Exhaustion.

ELECTROSHOCK SOLUTION

Duration: For 1 Round

Target is Stunned and their Speed is halved.

EUPHORIA ELIXIR

Duration: For 5 Rounds.

Target suffers -2 on Reflex Defense Rolls and Agility Skill Checks. After the duration ends, the target suffers one level of Exhaustion.

NANITE POISON

Duration: End of next turn

Target takes 1d6 Poison Damage and 1d4 Blinded for the duration.

NANOTHORN TOXIN

Duration: End of next turn

Inflicts 4d6 Piercing Damage and the target's movement speed is reduced by half for the duration.

SERPENT'S BREATH

Duration: 3 Rounds

Targets have -2 on Attack Rolls and Skill Checks.

SHADOWLEAF VENOM

Duration: 3 Rounds

Target is Paralyzed. The target can repeat the Defense Roll at the end of each of its Turns.

VENOMOUS BITE OIL

Duration: 3 Rounds

Target takes 1d8 Poison Damage each Round.

VIPER'S KISS

Duration: 3 Rounds

Target suffers -2 on Defense Rolls against spells and magical effects. Additionally, they take an extra 2d6 Poison Damage on the next successful spell attack made against them.

TOXICANT TABLE

Toxicant	Cost	DC
Bio-hazard Serum	250€	14
Cybernetic Disruption	320€	13
Ethersteel Serum	300€	12
Electroshock Solution	250€	15
Euphoria Elixir	200€	14
Nanite Poison	240€	12
Nanothorn Toxin	320€	14
Serpent's Breath	150€	15
Shadowleaf Venom	400€	14
Venomous Bite Oil	220€	15
Viper's Kiss	350€	16

PROGRAMS

A Program is specialized software, stored on a hacker's device, designed to infiltrate, manipulate, or otherwise affect a target system once the hacker has established unauthorized access.

Note: If you do not have an Aptitude in the Hacking Skill, these Programs are a one-time use and degrade after deployment.

STORING PROGRAMS

You must have an appropriate piece of technology (i.e. Smartphones, Laptops,) to be able to store and use Programs. You can store an unlimited number of Programs.

HOW TO USE PROGRAMS

To deploy a Program, you must:

1. Successfully hack into a System
 2. Have the Program stored on a compatible device (e.g., Laptop, Data Drive, Neuropad).
- **Limit:** You can have up to a number of simultaneously running Programs in a System equal to your Hacking Skill Modifier.

Program Removal:

If a Program has a **Duration**, the System may attempt to 'Purge' it on subsequent turns using Hacking Skill Check against the Program's DC.

PROGRAM TABLE

Program	Cost	DC
Cognitive Function		
Ad-ware	80€	12
Back door Malware	150€	14
Cyberpsyche	200€	15
DDOS Attack	150€	14
Digital Phantasm	220€	15
Holographic Mirage	180€	14
Invasive Cookie	90€	13
Mindjack	400€	17
Neural Spoof	250€	16
Psyche Scrambler	140€	13
Target Adjuster	250€	16
Wetware Neutralizer	140€	14
Combat		
Backfire	160€	14
Cyber Cascade	250€	17
Electrical Surge	160€	14
Malware Cascade	350€	18
Overclock	200€	-
Shocksurge	250€	15
System Overheat	280€	16
Thermal Throttle	200€	15
Trojan Horse	200€	15
Utility		
Black Box	350€	16
Data Leech	80€	12
Data Shredder	150€	15
Deep Fake Injection	350€	17
Drone Hijack	280€	16
Encrypted Cloak	280€	14
Erase Me	400€	16
False Identity Protocol	200€	15
Ghost Edit	200€	16
Ghost User	150€	16
Keylogger	200€	14
Power Outage	200€	14
Ransom Ware	150€	14
Silent Transfer	200€	17
Social Scrubber	100€	14
Wo-man-in-the-Middle	100€	15
Worm Virus	300€	16

COGNITIVE FUNCTION PROGRAMS

These Programs can target Sentient Entities (i.e. AI, Sentient Machines) or individuals with a Neural Link.

AD-WARE

DC: 12 | Duration: 3 Rounds

Target is subjected to constant pop-up ads causing -2 to all Concentration Checks and Skill Checks while infected.

BACK DOOR MALWARE

DC: 14 | Duration: 3 Rounds

Remotely control a target of Sentience Level of 1 or less, extract sensitive information, or even manipulate system functions and give simple non-harmful commands.

CYBERPSYCHE

DC: 15 | Duration: 2 Rounds

Target takes 1d8 Electric Damage and are Stunned for the Duration.

DDOS ATTACK

DC: 14 | Duration: 3 Rounds

Floods the System with traffic volume, overwhelming the target. Target's Defense Rolls decrease by -2 and their movement speed is decreased by half for the Duration.

DIGITAL PHANTASM

DC: 15 | Duration: 3 Rounds

Target experiences intense hallucinations, perceiving non-existent threats. Deals 1d12 Psychic Damage and cause the Frightened Condition for the Duration.

HOLOGRAPHIC MIRAGE

DC: 14 | Duration: 3 Rounds

Generates a lifelike holographic image to distract or deceive targets. Can be used to create illusions of people, objects, or environments. While trapped in the mirage targets cannot use the Attack Action unless attacked.

INVASIVE COOKIE

DC: 13 | Duration: 1 Minute

Silently collects data on the user's browsing habits, including websites visited, search queries, and purchases made, then sends this information back to you.

MINDJACK

DC: 17 | Duration: 2 Rounds

You override the target's Neural Link, gaining temporary control over their perceptions and motor functions. The target must make a Defense Roll at the start of each turn. On failure, you dictate one of the following:

- The target takes no Actions this Round.
- The target moves up to their speed in a direction of your choosing.
- The target speaks a brief phrase of your choice.

NEURAL SPOOF

DC: 16 | Duration: 2 Rounds

Tricks a Neural-Linked target into believing they've received a legitimate system request, causing them to: Enter passwords manually, Authorize system changes, or Hand over secured data.

PSYCHE SCRAMBLER

DC: 13 | Duration: 3 Rounds

Target has -2 on all Skill Checks and Attack Rolls.

TARGET ADJUSTER

DC: 16 | Duration: 2 Rounds

Target must use its Action to attack its nearest allies while infected.

WETWARE NEUTRALIZER

DC: 13 | Duration: 3 Rounds

A malicious program designed to temporarily disable Neural-linked Wetware. Target's Neural Link, and all linked Wetware, is disabled for the Duration.

COMBAT PROGRAMS

These Programs target and damage Non-Cognitive Wetware Cybernetic System.

BACKFIRE

DC: 14

Causes an enemy's Cybernetic Weaponry or Weapon Held by a Cybernetic Arm to misfire.

- The first time they attack, the weapon explodes, dealing 2d6 Damage to the user.

CYBER CASCADE

DC: 17 | Duration: 1 Round

Target Cybernetic or Tech-based creature enters a glitch state. Each round, roll 1d4 to determine the effect:

- System Reset Target loses 2 AP.
- Critical Overload – Takes 2d10 Electric Damage.
- Weapon Malfunction – Cannot attack this Turn.
- Logic Loop – Target repeats its last Action involuntarily.

ELECTRICAL SURGE

DC: 14 | Duration: 1 Round

Target takes 1d10 Electric Damage and all creatures in a 3 m radius, including the target, who have cybernetic enhancements suffer 1d8 Electric Damage and have

their Cybernetics disabled for the Duration.

MALWARE CASCADE

DC: 18 | Duration: 3 Rounds

Infects the target with rapidly spreading malware, causing:

- -2 to all Actions using a Cybernetic each Round.
- If the target makes physical contact with another Cybernetic creature, the virus spreads (one time only).

OVERCLOCK

DC: 18 | Duration: 3 Rounds

A target Cybernetic System is forced into a rapid acceleration mode.

- The target gains +2 on their next two Attack Rolls.
- However, at the end of the duration, they take 4d6 Thermal Damage from overheating.

SHOCKSURGE

DC: 15 | Duration: 1 Round

Range: Self | Radius: 3 m

Spike static energy in the target System and cause a surging eruption of electricity. All creatures within the Radius take 3d4 Electric Damage. Their Cybernetics will be disabled for the Duration.

SYSTEM OVERHEAT

DC: 16 | Duration: 3 Rounds

If a Target takes any Action it takes 2d6 Thermal Damage and is Stunned.

THERMAL THROTTLE

DC: 14

Briefly stop the System's cooling hardware from functioning. Instantly deal 3d4 Thermal Damage to the target.

TROJAN HORSE

DC: 14 | Duration: 2 Rounds

Causes a complete shutdown of Cybernetics, or machines with Sentience level of 1 or lower while infected.

UTILITY PROGRAMS

These Programs focus on manipulating Non-Sentient Systems.

AUTODRIVER PROTOCOL

Duration: 1 Hour

Allows you to steer vehicles and use any on-board weaponry using mental commands from your Neural Link.

BLACK BOX

DC: 16

Prevents all digital forensics from tracking where a hack originated. If a security breach is detected, any

trace of the hacker is rerouted to: A randomized IP address, A dead system node, or Another unrelated user.

DATA LEECH

DC: 12

Instantly copies all files from the target device to a chosen storage location (e.g., external drive, cloud storage, or personal server). The data remains intact on the original system, making the theft less noticeable.

DATA SHREDDER

DC: 15

Permanently deletes all specified files from the target system, leaving no traces or recoverable backups.

DEEP FAKE INJECTION

DC: 17 | Duration: 4 Rounds

Uploads fake evidence into the target system. This can be:

- False security footage.
- Fake emails or messages.
- Fabricated financial transactions.

DRONE HIJACK

DC: 14 | Duration: 3 Rounds

You gain remote control over an Sentience Level 1 or less Drone, allowing you to:

- Issue simple commands (move, attack, hold).
- Disable its weapon systems.

ENCRYPTED CLOAK

DC: 14 | Duration: 3 Rounds

Creates a temporary encryption barrier around a chosen file or device, making it inaccessible to all users except the hacker.

ERASE ME

DC: 16

Erases all traces of the hacker's presence from logs, security feeds, and system databases.

FALSE IDENTITY PROTOCOL

DC: 15

You spoof an alternate identity into a target system. For the next 24 hours, any surveillance, logs, or AI-based tracking will show you as a completely different user or hide your presence entirely.

GHOST USER

DC: 15 | Duration: 10 Minutes

Modifies a single entry in a database, file, or log without triggering security alerts. Can be used to:

- Change ID credentials or access permissions.

- Alter financial records.
- Modify criminal records.
- Adjust official timestamps.

GHOST USER

DC: 15 | Duration: 10 Minutes

Your digital presence becomes untraceable within the target network. You do not leave behind any log-in history, keystrokes, or digital footprint.

KEYLOGGER

DC: 14 | Duration: 1 Hour

Secretly records all keystrokes on the target system, including:

- Passwords and access credentials.
- Messages and emails typed.
- Commands issued to the system.

POWER OUTAGE

DC: 14 | Duration: 2 Rounds

The power outage radius is 20 m from your location. All non-sentient technological devices cease to function.

RANSOM WARE

DC: 14 | Duration: 3 Rounds

Changes the targets passwords and lock them out of the Device.

SILENT TRANSFER

DC: 17 | Duration: 1 Hour

Redirects 10% of digital credits from a target account to any destination of your choosing without triggering fraud detection.

SOCIAL SCRUBBER

DC: 14 | Duration: 1 Hour

Deletes all records of an individual's digital presence, including: Social media posts, Government ID databases, and Biometric scans.

WO-MAN-IN-THE-MIDDLE

DC: 15 | Duration: 10 minutes

Intercepts and alters all data sent between a device and a network. This allows the hacker to:

- Read private messages.
- Modify outgoing transactions.
- Redirect digital communications.

WORM VIRUS

DC: 16 | Duration: Instant

Transfers a percentage of credits equal to 10d100 from target to any specified location.

APPENDIX B: CYBERNETICS

Category	Installation	Typical Benefit	Swappable?
Implant (“wetware”)	Invasive surgery	Major, always-on upgrades (new limbs, reinforced bones, sub-dermal plating, etc.)	No – removal is another surgery
Module (“shardware”)	Inserted into a port (no surgery)	Small, often charge-limited tricks (extra language pack, targeting routine, single-use spell vial)	Yes – swap as a Quick Action

CHROME CAPACITY (CC) TABLE

Each implant is tagged with one Chrome Rating (CR 1-4) and one Core Attribute it stresses:

Core Attribute governs...	If you exceed its Capacity (your current modifier) ...
Fortitude	-1 per excess point to Reflex-based rolls
Reflex	-1 per excess point to Will-based rolls
Will	-1 per excess point to Fortitude-based rolls

Example: A character with Reflex +3 installs a CR 1 Reflex eye-suite. She now uses 1/3 of her Reflex capacity and could add two more CR 1 Reflex implants without penalty.

CHROME RATING (CR) TABLE

Grade Name	CR	Install DC	Description
Generic (G)	Rating 0	DC 5	Widely used and available Wetware for modern quality of life comforts such as Neural Links. Includes all Shardware.
Standard (S)	Rating 1	DC 10	Standard Wetware found in stores all over, which can be easily used by just about anyone. Provides small benefits.
High (H)	Rating 2	DC 13	Higher Quality Wetware generally restricted to Corporations and their agents. Can be more invasive and larger scale pieces.
Rare (R)	Rating 3	DC 17	Very powerful Wetware. Installation requires extensive surgery and often features entire limb replacements. Not easily removed.
Exotic (E)	Rating 4	DC 20	Custom-made Wetware, often first editions or specially made gear for the rich and dangerous. Very hard to find. Punishing to use.

SURGICAL INSTALLATION

Step	Procedure	DC
Professional clinic	Automatic success (GM may add 25 % fee)	—
Trained surgeon+toolkit	2d10 + surgeon's Apt Dice + COG mod	DC = 10 + (3 × CR)
DIY / untrained helper	1d10 + COG mod + Apt Dice (needs Technology and First-Aid Aptitude)	same DC

Failure → roll once on a Complication table (below). A natural “all-1s” automatically counts as Major.

MINOR COMPLICATIONS TABLE

Roll a d10 if you fail the Install Check by less than 5 under the DC. Recovery Takes 1 Hour.

d10	Outcome
1	Your fingers tingle as if asleep. -1 penalty to Thievery or Technology use Skill Checks until you shake it off.
2	Metallic Taste: Everything tastes like copper for an hour. Purely cosmetic, but it's distracting.
3	Random Voice Mo :Your voice unexpectedly auto-tunes or drops an octave mid-sentence. No mechanical penalty—just odd looks.
4	Itchy Socket: You feel incessant itching around the implant site. -1 to all Critical Thinking or Concentration checks until you can scratch properly.
5	Unsteady Balance :Mild vertigo. -2 on Stunts and Parkour Skill checks for the next hour.
6	Static Discharge: You occasionally zap yourself on metal objects. No real damage, but your hair stands on end.
7	Neural Lag: Minor delay in motor function. -1 penalty to Initiative for the next hour.
8	Overly Chatty AI : A glitchy internal program won't stop giving you “tips.” Role-play frustration, but no direct penalties.
9	Excessive Sweating : The body reacts to the implant with slight fever. -1 to Persuasion Skill Checks (you look nervous).
10	Minor Cosmetic Mishap: A small, unintentional alteration occurs (e.g., glowing veins, hair color shift).

MODERATE COMPLICATIONS TABLE

Roll a d8 if you fail the Install Check by between 5-10 under the DC. Recovery Takes 8 Hours.

d8	Outcome
1	Targeting Glitch: Your implant's alignment is off. -2 to ranged attack rolls until recalibrate (8-hour rest).
2	Circuit Whine: A high-pitched hum follows you everywhere. You have -2 on Stealth checks for the next 8 hours.
3	Reboot Loop: Your brain intermittently "reboots," causing 1 round of inaction at the start of each encounter.
4	Phantom Pain: Ghostly aches flare up. -2 penalty to all Strength-based checks until the implant settles.
5	Sensory Echo: You hear echoes of your own voice in your head, causing -2 to concentration checks and -1 to Initiative.
6	Oversensitivity: Bright lights or loud sounds cause discomfort. -2 on Awareness Skill checks involving sight or hearing.
7	Compatibility Quirks: Your new cybernetics occasionally lock. Your movement speed is reduced by 2 m.
8	Temporary Memory Loss: You forget short-term details (like allies' names). Role-play confusion. No direct mechanical penalty, but may annoy your party!

MAJOR COMPLICATIONS TABLE

Roll a d6 if you fail the Install Check by 11+ under the DC or roll all Natural 1's. Recovery Takes 24 Hours.

d6	Outcome
1	Neural Cascade: Your nervous system fires randomly, causing violent spasms. You have -2 to all Agility-based Skill checks until recovery.
2	Implant Rejection: The body violently rejects the hardware. You suffer 2 levels of Exhaustion until recovery.
3	Massive Internal Bleeding: Alarms blare as your vitals crash. You lose half your maximum HP, which remains unavailable until you finish a 24-hour rest.
4	Uncontrolled Feedback Loop: Any attempt at advanced tech usage results in a painful jolt. You take 1d4 Electric Damage whenever you use a cybernetic feature or advanced device.
5	Cortex Malfunction: You get vivid hallucinations of an alternate reality. You have -2 on Will Defense rolls and -2 to all Awareness Skill Checks.
6	Critical System Failure: Everything shuts down: you're stuck in a Comatose state for the next 24 hours. Other characters must stabilize you to avoid further health complications.

IMPLANT TAGS

- **Region:** Head, Arm/Hand, Torso, or Leg/Foot. Two items may share a region only if their functions do not overlap (GM decides).
- **Charges X:** can be activated X times per Long Rest.
- **OC:** over-clockable. Each extra use beyond the normal Charges costs 1 Level of Exhaustion.
- **Generic:** counts zero toward Chrome Capacity, but you may only have one of each Generic item.

GENERIC WETWARE

Generic Wetware has no Defense Modifier affiliation, and does not count towards your Chrome Capacity.

BASIC SHARDPORT

Region: Head | **Requires Neural Link**

Removal Penalties: None

- A dermal expansion of the Neural Link, typically installed at the base of the skull or behind the ear.
- While installed, you may equip and activate up to 2 pieces of Shardware simultaneously.

L.I.M.B. REPLACEMENT

Region: Arms and Legs

Removal Penalties: Loss of limb until replaced or regrown.

Passives:

- If the Cybernetic Limb suffers an injury that would normally affect bone, penalties are halved
- +2 to Surgery Rolls for Wetware installed in the same Region.
- Removal Penalties for other cybernetics in this Region are halved.

CYBERARM OPTIONS

- Hand only, Hand and forearm, or Entire arm.

CYBERLEG OPTIONS

- Foot only, Foot and lower leg, Entire leg.

NEURAL LINK

Region: Head

Acts as a personal wireless access hub. When within range of a wireless network, the Neural Link enables connection to:

- Tech interfaces, including augmented and virtual reality systems.
- Wireless data networks for communication and

- file transfer
- Linked systems such as vehicles, weapons, and cybernetic devices
- Neural Link has 2 Generic Upgrade slots.

Security Warning: If left unsecured, the Neural Link is vulnerable to hacking, surveillance, and remote intrusion.

FORTITUDE BASED SG WETWARE

ALUMINUM KNUCKLES | SG: FORTITUDE CR 1 |

Region: Arms

Removal Penalties: Cannot perform Unarmed Strikes until the end of your next Long Rest

Your Unarmed Strikes now deal 1d6 Bludgeoning Damage.

SKULLCAP | SG: FORTITUDE CR 1 |

Region: Head

Removal Penalty: Vulnerable to Bludgeoning Damage and cannot use Concentration until the end of your next long rest

Passive: +1 Fortitude Defense

ACTIVATION | AP: 1 | R | 4 CHARGES |

When you suffer the 'Stunned' Condition, activate the wetware to instantly remove the Condition.

TITAN PERSONAL SHIELD | SG: FORTITUDE CR 1 |

Region: Arms

Removal Penalties: -1 Fortitude Defense Rolls until the end of your next Long Rest.

ACTIVATE | AP:1 | R | 4 CHARGES |

When making a Fortitude Defense Roll, deploy the Titan Shield to absorb up to 10 points of Non-Magical Physical Damage from the Attack.

REFLEX BASED SG WETWARE

BASIC COGNITIVE BOOSTER | SG: REFLEX CR 1 |

Region: Head

Removal Penalty: None

Passive: +2 to all Cognition Skill Checks

BASIC CONCEALED CARRY INSERT | SG: REFLEX CR 1 |

Region: Arm

Removal Penalties: -1 to Attack Rolls until the end of your next Long Rest.

Once the Basic Concealed Carry Insert is installed, you can choose 1 Simple Melee Finesse Weapon to use with the Wetware.

- It can be drawn and stowed as a Free Action and used as it normally would be.
- You can switch out the weapon yourself as long as it is compatible with the Wetware on a Long Rest.

SINGLE SHOT INJECTOR | SG: REFLEX CR 1 |

Region: Leg

Removal Penalties: -1 Speed until the end of your next Long Rest.

You must equip the Single Shot Injector with a Nanite or Magic Potion, and refill it after its single use.

ACTIVATION | AP: 1 | R |

Instantly use the equipped potion.

WILL BASED SG WETWARE

ARCANE RESERVES | SG: WILL CR 1 |

Region: Head

Removal Penalty: Innate Spells cost 2 Spell Points until the end of your next Long Rest.

Passive: +1 Magic Skill Checks

ACTIVATION | AP: 1 | QA/R | 2 CHARGES |

Immediately regain 1d4 Spell Points.

MINOR ARCANE FORTIFIER | SG: WILL CR 1 |

Region: Head

Removal Penalty: None

Passive: +2 to all Concentration Checks.

VOCAL HARMONIZER | SG: WILL CR 1 |

Region: Head

Removal Penalty: You lose your voice until the end of your next long rest.

Passive: +1 Persuasion Skill Checks

ACTIVATION | AP: 1 | QA/R | 5 CHARGES |

Duration: 6 Seconds

Listen to a creature speak for the Duration. This can be in person, or over technology. You now have a sample of their vocal tone for the next 24 hours. You can sample 1 voice or sound per Charge

ACTIVATION: MIMIC | AP: 2 | CA |

Charges: 3 per Long Rest

Duration: 1 Minute

Change the tone of your voice to match a held sample. Your voice will sound exactly as the sample for the Duration.

WETWARE TABLE

Name	Cost
Generic Grade Wetware	
Basic Shardport	1,000€
L.I.M.B. Replacement	1,000€ Per Part
Neural Link	500€
Fortitude Wetware (Standard Grade)	
Aluminum Knuckles	700€
Skullcap	850€
Titan Personal Shield	1,300€
Reflex Wetware (Standard Grade)	
Basic Cognitive Booster	950€
Basic Concealed Carry Insert	700€
Single Shot Injector	500€
Will Wetware (Standard Grade)	
Arcane Reserves	1,000€
Minor Arcane Fortifier	825€
Vocal Harmonizer	600€

SHARDWARE

“Shard-ware” is a generic umbrella term for thumb-sized data crystals, bio-chips, memory cards, or spell-glyph tablets that a character can hot-swap into a data-port cybernetic.

These rules define capacity, activation, and incompatibility without naming any setting-specific brand, port type, or shard title.

PREREQUISITES & CAPACITY

- **Data-Port Interface:** any head-region implant that grants a physical or wireless slot able to read shards.
- **Default Slots** a creature may keep two shards active at one time
- Installing a third shard forces you to “eject” one of the existing modules (chosen by you).
- **Port-Extender Upgrade:** an optional CR-1 implant that adds +2 additional shard slots.

MODULE TAGS

- **Charges X:** The shard stores X Charges. Spending a Charge gives its listed effect; a Long Rest does not refresh Charged shards – once empty they are inert and must be replaced.
- **APn:** Using the shard’s function costs n Action Points. (Ignore if passive or conditional.)
- **Passive:** The benefit is always on while the shard is slotted. No Action Points (AP) required.

- **Conditional:** Triggers automatically when its stated condition occurs (e.g. “when you fall to 0 HP”).
- **Conflict [item]:** Cannot be slotted at the same time as the named cyber-implant or shard-type. Installing one auto-ejects the other.
- **Linked [item]:** Gains an extra bonus if the named implant is also installed

ARCANE RECOVERY SHARD

Conflicts: 'Arcane Reserves' Wetware

MINOR RECOVERY | AP:2 | CA | 4 CHARGES |
Instantly restore 2 Spell Points.

MAJOR RECOVERY | AP:2 | CA | 3 CHARGES |
Instantly restore 5 Spell Points.

ELITE RECOVERY | AP:2 | CA | 2 CHARGES |
Instantly restore 10 Spell Points

NEURAL FORTIFIER

ACTIVATION | AP: 1 | R | 5 CHARGES |

On activation, you can either:

- Instantly remove a Condition or Effect.
- Automatically succeed on a contested Hacking Skill Check.

SMOOTH OPERATOR

Passive: Gain Aptitude in the 'Hacking Toolkit' and the 'Ad-Ware', 'Cyberpsyche' and 'Digital Phantasm' Programs ONLY.

ACTIVATION | AP: 1 | QA | 10 CHARGES |

Using the Hacking Mechanics to deploy these Programs.

UNIVERSAL TRANSLATOR

Stores all Modern Languages, allowing you to translate both written and spoken word and communicate by speech or text in the languages.

SHARDWARE TABLE

Name	Cost
Arcane Recovery	Varies
Neural Fortifier	250€
Smooth Operator	1,000€
Universal Translator	1,500€

APPENDIX C: VEHICLES

The rules in this appendix let designers add cars, grav-skiffs, airships, submersibles, siege engines—any “vehicle” the GM agrees will run under these generic mechanics.

Size: Vehicle size affects mass, volume, maneuverability, durability, and cargo capacity.

Domain: Land / Water / Air / Space / Amphibious

Occupancy and Cargo: Crew × seats • Passengers × seats

Range: Distance on one fuel-cell / tank / charge

Ability Scores: Vehicles have Strength (power and durability), Agility (maneuverability and handling), and Endurance (sturdiness and durability).

HP: Represent the vehicle's health and structural integrity, reducing with damage until destruction at 0 HP.

Speed: Turn-based (m) / Real-time (km)

Aptitude: A driver without Aptitude in the correct Vehicle group imposes*-2 to the chassis' Attack rolls, Reflex checks, and ability checks.

When a Reflex Defense Roll is needed, roll:
d20 + AGI (modifier of vehicle) + driver's Reflex mod

Vision: Headlights provide directional Bright Light within a 30 m cone and Dim Light for an additional 30 m.

Cover: While inside a vehicle it acts as Partial Cover. It provides Significant cover if a creature is completely hidden behind a vehicle or laying down inside it.

STANDARD MANEUVERS

ENTERING AND EXITING | AP: 1 | QA/R |

Entering or Exiting requires 1 m of movement speed.

SEAT BELTS | AP: 1 | QA |

Characters can fasten or unfasten a seat belt for themselves or a willing creature within 2 m. A seat belt provides Crashing Damage Resistance, and grants Immunity to push/pull effects.

OPERATE | AP: 2 | CA |

Drive / pilot / sail the vehicle. Grants movement up to Speed.

ATTACK | AP: 2 | CA |

If the Vehicle mounts a weapon, resolve as a normal attack.

USING THE VEHICLE AS A WEAPON

Attack Roll = driver's Reflex vs. target Reflex.

Damage = d12 × (vehicle END mod × vehicle AGI mod)
(GM may cap dice).

CRASH & OVERTURN

- Driver may attempt Reflex DC chosen by GM to halve crash damage.
- After impact, each passenger rolls Reflex vs. GM DC to halve personal crash damage.
- An overturned chassis pins occupants (Prone & Grappled); escape requires Brute-Force vs. DC.

VEHICLE DESTRUCTION

At 0 HP the Vehicle explodes:

- Small: 3d6 Thermal + 2d4 Force Damage
- Medium: 3d8 Thermal + 2d6 Force Damage
- Large: 4d8 Thermal + 3d6 Force Damage
- Huge: 4d10 Thermal + 3d8 Force Damage
- Massive: 5d12 Thermal + 3d10 Force Damage
- All creatures and objects in a 10 m radius make a Reflex (DC 10 + END mod) for half damage.

REPAIRING

A creature with Aptitude in Armorer or Smithing tools may spend a Short Rest repairing:

2d8 + MAB HP restored (full HP after a Long Rest in a workshop).

VEHICLES TABLE

Name	Cost
Basic Car	20,000€
Jet Pack	50,000€
Jet Ski	10,000€
Patrol Car	70,000€
Sea Plane	120,000 €
Sport Bike	14,000 €

VEHICLE LIST

In this list, you will find a selection of vehicles that they can use along with their stats and abilities.

BASIC CAR

Size: Large
Domain: Land | **HP:** 30
Speed: 40 m/100 km
Range: 480 km
Occupancy/Cargo: 4, Small Trunk
Resistances: Non-Magical Physical Damage
Immunities: Poison, Toxic, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
6 (+0)	6 (+0)	6 (+0)

JET PACK

Size: Small
Domain: Air | **HP:** 50
Speed: 30 m/200 km
Range: 100 km
Occupancy: 1
Resistances: Non-Magical Physical Damage
Immunities: Poison, Toxic, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
6 (+0)	13 (+2)	16 (+3)

THRUSTERS | AP: 1 | QA |

The user can activate the thrusters to gain an additional 5 m of movement speed for the current turn. This ability can be used once per Round.

JET SKI

Size: Medium
Domain: Water | **HP:** 40
Speed: 40 m/120 km
Range: 100 km
Occupancy: 2
Resistances: Non-Magical Physical Damage
Immunities: Poison, Toxic, Hydro, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
11 (+1)	10 (+1)	15 (+3)

BOOST | AP: 1 | QA |

Temporarily increase its speed by 10 m for a single Round. Can only be used once per full Short Rest. Has a +2 Reflex when targeted by long range attacks.

PATROL CAR

Size: Large
Domain: Land | **HP:** 65
Speed: 40 m/220 km
Range: 400 km
Occupancy/Cargo: 4, Small Trunk
Resistances: Non-Magical Physical Damage
Immunities: Poison, Toxic, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
13 (+2)	16 (+3)	14 (+3)

Special Ability:

- **Emergency Response:** When the patrol car activates its sirens and flashing lights, all creatures within a 20 m radius must make a Will Defense Roll or be frightened until the end of the car's next turn.

SEA PLANE

Size: Huge
Domain: Air | **HP:** 70
Speed: 80 m/300 km
Range: 2000 km
Occupancy/Cargo: 6, Medium Cargo
Resistances: Non-Magical Physical Damage, Hydro
Immunities: Poison, Toxic, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
10 (+1)	12 (+2)	13 (+2)

Special Ability:

- **Water Takeoff and Landing:** Able to take off and land in water or land.

SPORT BIKE

Size: Medium
Domain: Land | **HP:** 30
Speed: 60 m/185 km
Range: 250 km
Occupancy: 2
Resistances: Non-Magical Physical Damage
Immunities: Poison, Toxic, Miasmic, Psychic, and Holy Damage

ABILITY SCORES		
STR	END	AGI
12 (+2)	13 (+2)	18 (+4)

Special Ability:

- **Advanced Suspension and Brakes:** +3 Reflex when targeted by attacks.

VEHICLE MODIFICATION

VEHICLES MODIFICATIONS TABLE

Name	Cost
AI Upgrade	30,000€
Ejection Seat	4,000€
Invisibility generator	25,000€
Rocket Buster Kit	50,000€

AI UPGRADE

This AI turns a Vehicle it is installed into a Sentient creature with its own unique personality and alignment.

- It will have its own Turn in initiative.
- Can Drive itself and use any Mounted or Installed Programs and Weapons.

(AI), Unaligned
 Threat Level Minor
 Aptitude Dice d6
 Creature Skill d20 + 6
 Morale 8
 Integrity Points 50
 Sentience 3
Initiative: +3
Skill Aptitudes Insight, Persuasion
Resistances None
Immunities Poison, Psychic, Charmed, Exhaustion, Frightened, Poisoned, Sleep
Vulnerabilities Electric
Languages All Mortal languages

DEFENSE ROLLS					
FORT		REX		WILL	
-		+3		+3	
ABILITY SCORES					
STR	END	AGI	COG	INT	CHA
-	-	-	15 (+3)	10 (+1)	12 (+2)

Special Abilities

- **Defense Mode Upgrade:** the vehicle to enter a defensive mode, in which it deploys various defensive measures to protect itself and its occupants.

COUNTERMEASURES | AP: 1 | R | 3 CHARGES |

When an Attack Roll is made against the vehicle, The attack is deflected and has no effect.

EJECTION SEAT | AP: 1 | QA/R |

This upgrade includes a specialized seat that can be activated by the driver or passengers, propelling them out of the vehicle and away from danger. The seat also

features a parachute for a controlled descent.

- Provides a +2 to Reflex Defense Rolls made to escape a vehicle in an emergency situation.
- **Ejection Range:** 50 m

INVISIBILITY GENERATOR | AP: 1 |

Duration: 30 minutes or until the vehicle hits an object, or the Passengers take a hostile action.

Equip your vehicle with an invisibility generator, allowing it to become invisible for a short period.

- Grants a +4 bonus to the vehicle's Stealth Skill Checks.

ROCKET BUSTER KIT | 3 CHARGES |

Duration: 3 Rounds | 30 Seconds Out of Encounter

Rocket busters are a powerful upgrade for vehicles, providing them with a burst of speed and power.

- +2 to Reflex and Agility Based Skill Checks and Triple your Speed for the Duration.

UNIVERSAL CRAFTING

1. PREREQUISITES

- **Toolkit + Aptitude:** You must own the correct toolkit and have Aptitude with it.
- **Materials:** Crafting consumes units of material; rarity governs price.

Materials are categorized based on their rarity, which influences the price of crafting the item.

Material	Cost Per Unit
Standard Grade (SG)	100€
High Quality (HQ)	500€
Rare (R)	2,000€
Exotic (E)	5,000€

2. SELECT TEMPLATE

- Each crafting branch lists one or more base templates (e.g. Light Armour, Simple Grenade, Bow).
- A template supplies baseline stats and the starting DC = 10 unless noted.

3. ADD ATTRIBUTES

- Every add-on raises both material cost and crafting DC.
- **Stacking:** The same attribute may be taken multiple times; apply the DC & cost each time.
- Example scale (designers may alter numbers to fit new content):

Attribute complexity	DC +	Extra material
Minor (+10THP, +1 damage die, small AoE, etc.)	+1	+1 SG
Moderate (Resistance, limited flight, stun 1 rnd)	+2	+1 H
Major (Regeneration, ignore cover, remote det.)	+3	+1 R
Supreme (cross-grade fusion, dual damage, etc.)	+4	+1 E

5. DECIDE ACTIVATION

- Passive – always on.
- Activated – choose Core, Quick or Reaction; user spends the matching AP.
- Charged X – holds X charges; one charge per use, refills on Long Rest.

6. CRAFTING CHECK

- During a Long Rest roll
- > d20 + Aptitude Die + Crafting Skill mod vs. Final DC
- Failure. Lose 50 % of the materials; the remainder is salvageable.

TOOLKITS

To craft an item, the character must have the appropriate Toolkit:

- **Alchemist:** Nanite and Magic Based Potions, Poisons, and Toxins
- **Armorer:** Armor and Headgear, Vehicle Enhancements
- **Explosives:** Explosive Devices, Grenades, Bombs
- **Gun-smithing:** Firearms (Crafting and Enhancing), Bullets, Shell, Assault Rounds, Vehicle Weapons
- **Hacking:** Programs, Vehicle AI and System Integration
- **Herbalist:** Concoctions, Poisons, and Toxins
- **Inventors:** Black Market Cybernetics
- **Smithing:** Melee Weapons, Vehicles, Bows, Bolts and Arrows

TOOLKIT-SPECIFIC NOTES

Only rules that differ from the universal procedure appear within each Toolkit section.

- Everything else—steps 1-5 above—remains the same.

Reserved Material Notice

All attribute names and flavour descriptors unique to Einsol's Razor™ (e.g. "Gravity Hammer", "Arcane Fire Cartridge", "Chrome Reaper Upgrade") are Reserved Material.

Designers must create their own labels or obtain permission before re-using them.

ALCHEMIST

Must possess both the Alchemist Toolkit and a Aptitude with it to create these Nanite based Potions, Poisons or Toxins.

STEP 1: CHOOSE DURATION

Some Condition can only last a limited duration:

- Instantaneous (I)
- Short Term (ST)
- Long Lasting (LL)

STEP 2: CHOOSE ATTRIBUTES

- Modifiers can either add or subtract.
- You can stack effects that last for the Duration

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

HARMFUL EFFECTS AND TOXICANTS

Any Potion with harmful or negative effects follow the rules of Toxicants, see "Toxicants: Poisons and Toxins".

MAGIC FUSED POTIONS

Crafting Magic Potions follow the same steps as a Nanite Potions but you must Spend Spell Points equal to the DC increase per Attribute added.

NANITE POTION CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	+DC
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Round	5 SG (500€)	+2
Long Lasting	+1 Hour	10 SG (1,000€)	+3
Modifiers			
Ability Score	(+/-) 1 Point	1 HQ (500€)	+2
Defense	(+/-) 1 to a Defense Roll	3 SG (300€)	+2
Immunity	Non-Magical Damage Type	1 R (2,000€)	+8
Resistance	Non-Magical Damage Type	2 HQ (1,000€)	+6
Speed	(+/-) 1 Movement Speed	3 SG (300€)	+2
Vulnerability	Non-Magical Damage Type	1 R (2,000€)	+6
Conditions			
Blinded		3 SG (300€)	+2
Deafened		3 SG (300€)	+2
Invisibility	Non-magical detection	2 HQ (1,000€)	+4
Exhaustion	1 Level per	2 HQ (1,000€)	+4
Paralyze (ST)		2 HQ (2,000€)	+3
Effects			
Bleeding	1d4 Damage per Round	HQ (1,000€)	+2
Condition	Remove 1 Condition	2 HQ (1,000€)	+2
Healing (I)	Gains 1d6 HP	2 HQ (1,000€)	+1
Increase Healing/Damage Dice	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per die)	+3 Per Dice
Injury	Remove 1 Minor Injury	2 HQ (1,000€)	+2
Psychic	1d6 Damage per Round	2 HQ (1,000€)	+2
Regeneration	1d6 HP per Round	4 HQ (2,000€)	+2
Toxin/Poison	1d6 Damage per Round	2 HQ (1,000€)	+2

MAGIC POTION CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	+DC
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Round	5 SG (500€)	+2
Long Lasting	+1 Hour	10 SG (1,000€)	+3
Modifiers			
Action Points (ST)	(+/-) 1 Point	1 R (2,000€)	+3
Ability Score	(+/-) 1 Point	2 HQ (1,000€)	+2
Defense	(+/-) 1 to a Defense Roll	1 HQ (500€)	+1
Immunity	Magical Damage Type	1 E (5,000€)	+6
Resistance	Magical Damage Type	1 R (2,000€)	+4
Skill	(+/-) 1 to Chosen Skill	1 HQ (500€)	+1
Speed	(+/-) 1 Movement Speed	1 HQ (500€)	+1
Vulnerability	Magical Damage Type	1 E (5,000€)	+5
Conditions			
Charm		2 HQ (1,000€)	+4
Dominate (ST)		1 E (5,000€)	+5
Invisibility	Magical detection	1 R (2,000€)	+3
Irradiation	1 Level per		
Exhaustion	1 Level per	1 R (2,000€)	+3
Flight	Half of Moment Speed	4 HQ (2,000€)	+1
Frightened (ST)		2 HQ (1,000€)	+3
Gaseous Form	Half of Moment Speed	4 HQ (2,000€)	+2
Petrify (ST)		6 HQ (3,000€)	+4
Paralyze (ST)		4 HQ (2,000€)	+3
Shield	+5 THP per	4 HQ (2,000€)	+3
Sleep (ST)		4 HQ (2,000€)	+3
Water Breathing		2 HQ (1,000€)	+2
Effects			
Cure 1 Minor Injury (I)		2 HQ (1,000€)	+1
Cure 1 Serious Injury (I)		1 R (2,000€)	+2
Healing (I)	Gains 1d8 HP per	2 HQ (1,000€)	+2
Regeneration	1d8 HP per Round	4 HQ (2,000€)	+3

ARMORER

Must possess both the Armorer Toolkit and an Aptitude with it to create Craft New Armor or Enhance Pre-existing Armor.

CRAFTING ARMOR

Select the style (Light, Medium, Heavy), which determines the baseline stats and additional attributes they can add.

STEP 1: SELECT THE STYLE OF ARMOR

- **Light, Medium, or Heavy Armor**

STEP 2: CHOOSE ARMOR ATTRIBUTES

- Each piece of armor can be enhanced with more THP and additional Attributes (see table).
- The cost of materials and DC increase are directly proportional to the number of attributes chosen.

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

ENHANCING PRE-EXISTING ARMOR

Enhancing existing Non-Magical armor by adding new attributes or improving current ones without fully rebuilding the armor.

- Enhancements follow the same rules as crafting, but the starting THP, defenses, and other stats remain the same as the pre-existing armor.
- The DC to enhance armor starts at 10 and follows the same pattern as crafting: the more attributes you add or improve, the higher the DC increases.
- If you are upgrading an existing attribute (e.g., adding more THP), the DC will rise by +1 per level of enhancement.

ARMOR CRAFTING AND ENHANCEMENT TABLE

Attribute	Effect	Material Cost (in €)	Strength Requirement	+DC
THP				
Light Armor	+3 (Maximum of 15)	5 SG (500€)	-	+1
Light Headgear	+1 (Maximum of 6)	1 SG (50€)	-	+1
Medium Armor	+5 (Maximum of 30)	10 SG (1000€)	5 + 1 STR per	+1
Medium Headgear	+1 (Maximum of 6)	1 SG (100€)	-	+1
Heavy Armor	+5 (Maximum of 40)	15 SG (1500€)	10 + 1 STR per	+1
Heavy Headgear	+1 (Maximum of 6)	2 SG (200€)	4 + 1 STR per	+1
Physical Shield	+2 (Maximum of 8)	2 SG (200€)	-	+1
Modifiers				
Speed Enhancer	+1 Movement Speed	3 HQ (1,500€)	-	+2
Skill Check	+1 to Chosen Skill Check	3 HQ (1,500€)	-	+2
Defense	+1 to Defense Roll	3 HQ (1,500€)	-	+2
Resistance	1 Non-Magical Damage Type	2 R (4,000€)	-	+5
Regeneration	Gains +2 THP per Round	3 R (6,000€)	-	+3

BLACK MARKET CYBERNETICS

CRAFTING WETWARE

STEP 1: DEFINE THE CYBERNETIC TYPE

Decide the primary purpose of your enhancement:

- **Fortitude:** Enhance physical resilience and durability.
- **Reflex:** Focus: Boost speed, agility, and reaction time.
- **Will:** Amplify mental fortitude, and magical potential.

STEP 2: CHOOSE REGION

- Each Wetware is linked to a 'Region' of the body:
Head, Arms (Hands), Torso or Legs (Feet).

STEP 3: CHOOSE ATTRIBUTES

Select modifiers to add or subtract from the base item. You can stack multiple effects that last for the chosen Duration.

STEP 4: PASSIVE OR ACTIVE

- **Passive:** Always active, providing continuous benefits.
- **Activated:** If an ability needs to be activated:
 - Core Action (Comes for Free)
 - Quick Action
 - Reaction
- **Charged:** Wetware abilities that can only be used a certain number of times before depleted, the ability becomes non-functional and must be recharged during a Long Rest.

STEP 5: CHOOSE DURATION

Decide how long the Attributes active effects last:

- Instantaneous (I)
- Short Term (ST)
- Long Lasting (LL)

STEP 5: CALCULATE DC AND CHROME RATING

Each cybernetic item is assigned a Chrome Rating (CR) based on its final DC. See the Chrome Capacity Table

Proceed to Step 6: Calculate DC and Step 7: Crafting Skill Check as outlined in the Universal Crafting Steps.

CHROME CAPACITY TABLE

DC	Type
10-13	Standard Grade (Rating 1)
14-16	High Quality (Rating 2)
17-19	Rare (Rating 3)
20+	Exotic (Rating 4)

REMOVAL PENALTY

For 24 hours following removal, the user suffers a -1

to all Defense Rolls. This penalty represents both the physical shock of extraction and the time needed for the body to readjust to its natural state.

CRAFTING SHARDWARE

Digital enhancements—information encoded onto data shards and inserted into a “Shardport.”

STEP 1: CHOOSE DURATION

Some Condition can only last a limited duration:

- Instantaneous (I)
- Short Term (ST)
- Long Lasting (LL)

STEP 2: CHOOSE ATTRIBUTES

- Modifiers can either add or subtract.
- You can stack effects that last for the Duration.

STEP 3: ACTIVATION

- **Activated:** If an ability needs to be activated:
 - Core Action (Comes for Free)
 - Quick Action
 - Reaction
- **Charged:** These Shardware have a limited number of Charges that can be activated. Once depleted, the shard becomes non-functional and must be replaced.

Proceed to Step 4: Calculate DC and Step 5: Crafting Skill Check as outlined in the Universal Crafting Steps.

ENHANCING CYBERNETICS

Enhancing existing Cybernetics lets you add new attributes or improve current ones without rebuilding the item from scratch. Enhancements follow the same rules:

- The base DC for enhancement starts at 10, increasing by +1 for each additional attribute or level of improvement.
- As with crafting new items, apply your Aptitude Bonus and Crafting Skill Modifier.

SHARDWARE CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Round	5 SG (500€)	+2
Long Lasting	+1 Hour	10 SG (1,000€)	+3
Activation			
Core Action	-	-	-
Quick Action	-	5 SG (500€)	+2
Reaction	-	10 SG (1,000€)	+3
Modifiers			
Ability Score (ST)	+1 Point	1 HQ (500€)	+2
Aptitude	+1 Skill	5 SG (500€)	+1
Action Points (ST)	+1 Point	1 R (2,000€)	+3
Will/Reflex Defense (ST)	+1 to a Defense Roll	5 SG (300€)	+2
Hacking Immunity	-	1 R (2,000€)	+8
Language	+1 Language	-	-
Hacking Resistance	-	2 HQ (1,000€)	+6
Skill	+1 to Chosen Skill	1 HQ (500€)	+1
Memorization	+1 Slot	1 HQ (500€)	+1
Effects			
ARC (I)	Gains 1d4 ARC	2 HQ (1,000€)	+2
ARC Dice	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per die)	+3 Per Dice

WETWARE CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Round	5 SG (500€)	+2
Long Lasting	+1 Hour	10 SG (1,000€)	+3
Activation			
Core Action	-	-	-
Quick Action	-	5 SG (500€)	+3
Reaction	-	10 SG (1,000€)	+4
Passive	Always On	1 R (1,000€)	+5
Modifiers			
Ability Modifier	+1 Point	3 HQ (1,500€)	+3
Body Armor	+2 THP (Maximum of 20)	5 SG (500€)	+1
Defense	+1 to Defense Roll	3 HQ (1,500€)	+2
Attack Roll	+1 to Attack Roll	3 HQ (1,500€)	+2
Regeneration	Gains +1d8 per Round	3 R (6,000€)	+3
Resistance	1 Non-Magical Damage Type	2 R (4,000€)	+5
Skill Check	+1 to Chosen Skill Check	3 HQ (1,500€)	+2
Speed Enhancer	+1 Movement Speed	3 HQ (1,500€)	+2
Strength Enhancer	Gains +d6 to Unarmed and Melee Attacks	5 SG (500€)	+1

EXPLOSIVES

Characters must possess both the Explosive Technician Toolkit and the Aptitude with it to Craft Explosives.

STEP 1: SELECT EXPLOSIVE TYPE

Choose the basic type of explosive you want to craft. Each type has its own base attributes, damage type, range, and radius of effect.

- Bomb
- Grenade
- Mines/Claymores
- Rockets

STEP 2: CHOOSE EXPLOSIVE ATTRIBUTES

Once you've selected the type, you can modify it with additional attributes like increased damage, larger explosion radius, special effects like stunning or blinding, or even advanced triggers (proximity, remote detonation).

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

EXPLOSIVE CRAFTING TABLE

Explosive Type	Base Stats	Material Cost (in €)	Base DC
Bomb	3d6 Thermal Damage (Radius 3 m)	26 SG (2,600€)	12
Grenade	1d8 Force Damage (Radius 1 m)	15 SG (1,500€)	10
Mines/Claymores	2d10 Piercing Damage (Radius 2 m)	20 SG (2,000€)	10
Rockets (Ammunition)	2d6 Piercing + 2d6 Force+ 2d4 Thermal, (Radius 5 m)	10 SG (1,000€)	10
Attribute	Effect	Material Cost (in €)	DC Increase
Delayed Detonation	Set a specific timer before detonation	2 HQ (1,000€)	+2
EMP	Adds 1d6 Sonic Damage to the blast	2 HQ (1,000€)	+2
Flash/Blind Effect	Targets are Blinded for 1 Round	4 HQ (2,000€)	+4
Fragmentation	Adds 1d6 Slashing Damage to the blast	4 HQ (2,000€)	+2
Incendiary Effect	Adds 1d6 Thermal damage to the blast	4 HQ (2,000€)	+2
Increased Damage	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per dice)	+3 per dice
Increased Blast Radius	+1 m to blast radius	2 HQ (1,000€)	+2
Precision Trigger	Explodes on impact, more precise timing	1 HQ (500€)	+1
Proximity Trigger	Explodes when approached within 1 m	4 HQ (2,000€)	+3
Remote Detonation	Can be triggered remotely	6 HQ (3,000€)	+4
Stun Effect	Targets are Stunned for 1 Round	4 HQ (2,500€)	+4
Smoke Effect	Creates a smoke cloud as Partial Cover	3 HQ (1,500€)	+3

GUNSMITH

You must possess both the Gunsmith Toolkit and an Aptitude with it to create Craft New Firearms, Ammunition, or Enhance Pre-existing Firearms.

CRAFTING FIREARMS

STEP 1: SELECT BASE WEAPON

- Choosing the Base Weapon type from the Base Stats for Firearm Weapon Table.
- Each Weapon type has base damage, range (reach for certain weapons), and material cost. These can be modified later with enhancements.

STEP 2: CHOOSE FIREARM ATTRIBUTES

- Each attribute increases the DC and the material cost to craft the firearm.

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

ENHANCING PRE-EXISTING FIREARMS

Enhancing Non-Magical firearms allows you to add new attributes or improve current ones.

- You can add new attributes to the firearm or enhance existing ones.
- The base DC to enhance a firearm starts at 10, and each attribute added or upgraded increases the DC according to its complexity.
- If you are upgrading an existing attribute, the DC will rise by listed amount per level of enhancement.

CRAFTING ENHANCING AMMUNITION

You can choose between crafting Basic Ammunition for standard combat use or Special Ammunition with unique effects.

STEP 1: SELECT AMMUNITION TYPE

- Basic Ammunition is more affordable and easier to craft but lacks any special properties.
- Special Ammunition costs more and requires additional materials but grants tactical advantages

STEP 2: CALCULATE MATERIAL COST

- Each round of ammunition has a set cost (as listed in the tables). When crafting multiple rounds, simply multiply the cost by the number of rounds crafted.

STEP 3: CRAFTING DC

- The base DC for crafting ammunition starts at 10. For Basic Ammunition, there is no DC increase, but for Special Ammunition, the DC increases by +2 for every special effect the ammunition has.

Proceed to Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

MAGIC AMMUNITION

To craft Magic Ammunition you must:

- Have Aptitude in the Magic Skill and have learned the Spell you're using.
- Possess a Gun-smithing Toolkit, and Aptitude with it.

Follow the same steps for Enhancing Basic Ammunition, then spend Spell Points, equal to the Spell your using ARC cost to attempt the crafting. The DC for a successful magic ammunition crafting is the same as the Spell's DC.

BASIC AMMUNITION TABLE

Ammunition	Cost
Assault Rounds	1 SG (100€)
Bullets	1 SG (100€)
Shells	2 SG (200€)
Slug	3 SG (300€)

SPECIAL AMMUNITION TABLE

Attribute	Cost/per Round	Special Effect
Armor-Piercing	1 HQ (500€)	Negates THP
Elemental	2 HQ (1,000€)	1d6 extra Elemental Damage of your Choice
Electric Pulse	1 SG (100€)	Disable Non-Sentient Electronic devices.
Explosive	3 HQ (1500€)	1d6 Thermal + 2d4 Force Damage, Radius (2 m)
Ghost	3 HQ (1,500€)	Ignores Cover and Objects
Poison	2 HQ (1,000€)	Deals 1d6 extra Poison Damage per round for 3 Rounds
Potion Holder	3 HQ (1,500€)	Allows for the Injection of a Potion
Taser	2 HQ (1,000€)	Stun the target for 3 Rounds
Tracker	3 SG (300€)	Traces target for 1 hour within 500 km
Tracer	2 SG (200€)	Creates 5 m Bright Light, 10 m Dim Light for 5 mins

Potion Holder: Ammunition effects follow the rules for Potions, Toxicants: Poisons and Toxins and DC to resist the effects of these items is 10 DC of its creation. While all other effects require a Fortitude Defense against the DC of the Ammunition.

BASE FIREARM WEAPON STATS TABLE

Firearm Type	Base Damage	Base Stats	Material Cost (in €)	Base DC
Simple				
Carbine	1d8 Piercing Damage	Range (20/60), Automatic, Light, Reload (15 shots) Ammo: Bullets	9 SG (900€)	11
Pistol	1d6 Piercing Damage	Range (10/30), Automatic, Light, Reload (10 shots) Ammo: Bullets	7 SG (700€)	10
Rifle	1d10 Piercing Damage	Range (20/80), Reload (6 shots) , Ammo: Bullets	9 SG (900€)	10
Revolver	2d6 Piercing Damage	Range (20/80), Reload (6 shots) , Ammo: Bullets	6SG (600€)	12
Shotgun, Single Barrel	1d8 Piercing Damage	Range (5/15), Reload (2 shots), Scatter, Two-Handed, Ammo: Shells	7 SG (700€)	12
Shotgun, Double Barrel	4d4 Piercing Damage	Range (5/15), Reload (2 shots), Scatter, Two-Handed, Ammo: Shells	6 SG (600€)	12
Submachine Gun (SMG)	3d4 Piercing Damage	Range (8/24), Automatic, Burst-Fire, Reload (20 shots), Two-Handed Ammo: Bullets	10 SG (1,000€)	12
Martial				
Hand Cannon	2d12 Piercing Damage	Range (40/120), Heavy, Reload (10 shots), Two-Handed, Ammo: Assault Rounds	4 HQ (2,000€)	10
Flame Thrower	2d6 Thermal	Range (20/60), 4m Cone, Heavy, Reload (12 shots), Two-Handed, Ammo: Fuel	6 HQ (3,000)	12
Grenade Launcher	3d10 Piercing + 1d10 Sonic	Range (30/120), Blast (10 m), Heavy, Reload (6 shots, action), Two-Handed, Ammo: Grenades	7 HQ (3,500€)	12
Machine Gun	4d6 Piercing Damage	Range (10/50), Automatic, Heavy, Reload (20 shots, action), two-handed, Special, Ammo: Bullets	8 HQ (4,000€)	12
Rifle	1d12 Piercing Damage	Range (25/75), Automatic, Burst-Fire, Reload (20 shots), Two-Handed, Ammo: Bullets	4 HQ (2,000€)	10
Rocket Launcher	2d6 Piercing + 2d6 Force + 2d4 Thermal	Range (40/120), blast (5), Heavy, Reload (1 shot, action), massive, two-handed, Ammo: Rockets	12 HQ (6,000€)	11
Shotgun	2d10 Piercing Damage	Range (10/30), Reload (8 shots), Scatter, Two-Handed, Ammo: Shells	4 HQ (2,000€)	10
Sniper Rifle	4d6 Piercing	Range (80/320), Heavy, Reload (8 shots), scoped, two-handed, Ammo: Bullets	7 HQ (3,500€)	10

FIREARM ATTRIBUTE CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Increased Damage	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per die)	+3 per die
Increased Range	+5 m to range	2 HQ (1,000€)	+1
Elemental Damage	Change to Thermal, Cryo, Hydro, Sonic	3 HQ (1,500€)	+3
Extended Magazine	+5 to magazine size	3 HQ (1,500€)	+1
Improved Accuracy	+1 to Attack Rolls	3 HQ (1,500€)	+2
Silenced	Muffles sound, harder to detect gunfire	3 HQ (1,500€)	+2
Burst Fire	Fires multiple rounds per shot (use 2 rounds)	4 HQ (2,000€)	+3
Automatic Fire	Can fire a 3 Shoots magazine in one Action	6 HQ (3,000€)	+4
Explosive Rounds	Each shot deals splash damage (1 m radius)	7 HQ (3,500€)	+4
Scope	Adds +2 on long-range attacks	4 HQ (2,000€)	+3
Armor Piercing Rounds	Ignores 1d4 points of armor or damage reduction	5 HQ (2,500€)	+3
Tracer Rounds	Grants allies +1 on Attack Rolls	5 HQ (2,500€)	+4
Laser Sight	Grants +1 to Attack Rolls at close range	3 HQ (1,500€)	+2

HERBALIST CONCOCTIONS

You must possess both the Herbalism Toolkit and an Aptitude with it to create craft these Concoctions, Poisons or Toxins.

STEP 1: CHOOSE DURATION

Some Condition can only last a limited duration:

- Instantaneous (I)
- Short Term (ST)
- Long Lasting (LL)

STEP 2: CHOOSE ATTRIBUTES

- Modifiers can either add or subtract.
- You can stack effects that last for the Duration

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

All crafted items follow the rules for Herbalist Concoctions and the DC to resist the effects of these items is the DC of its creation.

HARMFUL EFFECTS AND TOXICANTS

Any Concoction with harmful or negative effects follow the rules of Toxicants, see Toxicants: Poisons and Toxins.

FORAGING

Most Ingredients can be found from either Beasts or the environment. Make a Forging Check and compare it to the Forging DC Table. Compare the total to the Foraging DC Table. A successful roll allows you to salvage units of material.

Foraging Check = d20 + your Cognition Modifier

Compare your Foraging Check to the DC table. Whatever DC you hit, you gain the Material from that DC and all the DC's below it from the roll.

FORAGING DC TABLE

DC	Material	Worth
1-5	Failed Foraging	-
6-8	10 Worthless Weeds	5€ per unit
9-16	10 Standard Bones	100€ per unit
17-20	5 High Quality Hides	500€ per unit
21-24	2 Rare Intestines	2,000€ per unit
25+	1 Exotic Tooth	5,000€ per unit

HERBALIST CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Rounds	5 SG (500€)	+2
Long Lasting	+1 Minute	10SG (1,000€)	+3
Modifiers			
Ability Score	(+/-) 1 Point	2 HQ (1,000€)	+2
Aptitude	1 Skill (Max 1)	4 HQ (2,000€)	+3
Defense	(+/-) 1 to a Defense Roll	1 HQ (500€)	+2
Death Roll	Negate Death Roll (Max 2)	1 E (5,000€)	+6
Extra Action	+1 AP (Max 3)	1 E (5,000€)	+4
Resistance	Non-Magical Damage Type	1 R (2,000€)	+6
Size	(+/-) (Max 2)	2 HQ (1,000€)	+4
Skill	(+/-) 1 to Chosen Skill	2 HQ (1,000€)	+1
Speed	(+/-) 1 Speed	1 HQ (500€)	+1
Conditions			
Charm		2 HQ (1,000€)	+4
Blinded		1 HQ (500€)	+2
Deafened		1 HQ (500€)	+2
Dominate (ST)		1 E (5,000€)	+5
Invisibility	Non-magical detection	1 R (2,000€)	+4
Irradiation	1 Level per	1 R (2,000€)	+4
Frightened (ST)		2 HQ (1,000€)	+3
Petrify (ST)		6 HQ (3,000€)	+4
Paralyze (ST)		4 HQ (2,000€)	+3
Sleep (ST)		4 HQ (2,000€)	+3
Stunned (ST)		2 HQ (1,000€)	+2
Effects			
Condition	Remove 1 Condition	2 HQ (1,000€)	+2
Healing (I)	Gains 1d6 HP	2 HQ (1,000€)	+1
Increase Healing/Damage Dice	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per die)	+3 Per Dice
Injury	Remove 1 Minor Injury	2 HQ (1,000€)	+2
Psychic	1d6 Damage per Round	2 HQ (1,000€)	+2
Regeneration	1d6 HP per Round	4 HQ (2,000€)	+2
Toxin/Poison	1d6 Damage per Round	2 HQ (1,000€)	+2

PROGRAMS

You must possess both the Hacker Toolkit and a Aptitude with it to create these **Programs**.

STEP 1: CHOOSE DURATION

Some Condition can only last a limited duration:

- Instantaneous (I)
- Short Term (ST)
- Long Lasting (LL)

STEP 2: CHOOSE ATTRIBUTES

- Modifiers can either add or subtract.
- You can stack effects that last for the Duration

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

All crafted items follow the rules for Programs and DC to resist the effects of these items is the DC of its creation.

Program Removal: If a Program has a **Duration**, the affected System may attempt to 'Purge' it on subsequent turns using Hacking Skill Check against the DC of its creation.

DATA MINING

To locate digital “ingredients,” roll a Data Mining Check, matching it to the Data Mining DC Table below. A success yields code fragments you can use in crafting. Each “unit” represents a chunk of usable data (snippets, zero-day exploits, encryption keys, etc.).

Data Mining Check = d20 + your Cognition Modifier

Compare your Data Mining Check to the DC table. Whatever DC you hit, you gain the Material from that DC and all the DC's below it from the roll.

DATA MINING DC TABLE

DC	Material	Worth
1-5	Failed Scan	-
6-8	10 Worthless Snippets	5€ per unit
9-16	10 Standard Exploits	100€ per unit
17-20	5 High Quality Vulnerabilities	500€ per unit
21-24	2 Rare Zero-Day Exploits	2,000€ per unit
25+	1 Exotic Backdoor	5,000€ per unit

PROGRAM CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Duration			
Instantaneous	Happens Immediately	1 SG (100€)	+1
Short Term	+1 Rounds	5 SG (500€)	+2
Long Lasting	+1 Minute	10 SG (1,000€)	+3
Reflex Based Wetware Modifiers			
Attack Rolls	(+/-) 1 to Attack Rolls	4 HQ (2,000€)	+3
Extra Action	+1 AP (Max 3)	1 E (5,000€)	+4
Speed	(+/-) 1 Speed	1 HQ (500€)	+1
Reflex	(+/-) 1 to Defense Roll	1 HQ (500€)	+2
Neural Link Based Modifiers and Effects			
Aptitude	1 Skill (Max 1)	4 HQ (2,000€)	+3
Skill	(+/-) 1 to Chosen Skill	2 HQ (1,000€)	+1
Charm		2 HQ (1,000€)	+4
Blinded		1 HQ (500€)	+2
Deafened		1 HQ (500€)	+2
Dominate (ST)		1 E (5,000€)	+5
Frightened (ST)		2 HQ (1,000€)	+3
Moral	(+/-) 1 to Moral	2 HQ (1,000€)	+2
Paralyze (ST)		4 HQ (2,000€)	+3
Stunned (ST)		2 HQ (1,000€)	+2
Will	(+/-) 1 to Defense Roll	1 HQ (500€)	+2
General Conditions or Effects			
Firewall	Immune to Hacking and Programs	1 R (2,000€)	+6
Lock-down/Release	Open or Lock-down all doors within Target Building	1 R (2,000€)	+5
Remove Program	Ends Running Program	2 HQ (1,000€)	+2
Reputation	(+/-) 1 Target's Fame or Infamy Level	1 HQ (500€)	+2
Satellite Shift	All Communications devices within 1 km shutdown	3 HQ (1,500€)	+3
Shut Down (ST)	Disables 1 Piece of Wetware or Non-Sentient Technology	4 HQ (2,000€)	+3
Surge	1d6 Electric Damage	2 HQ (1,000€)	+2
Surge Damage Increase	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€ per die)	+3 Per Dice
Tracer	Tacks the Location of a Target System	1 SG (100€)	+1
Traffic Jam	-5 to all Vehicle Speeds within 1 km	5 SG (500€)	+2

SMITHING

You must possess both the Smithing Toolkit and an Aptitude with it to create Craft New Melee and Non-Firearm Ranged Weapons, Ammunition, or Enhance Pre-existing Weapons.

CRAFTING WEAPONS

STEP 1: SELECT BASE WEAPON

- Choosing the Base Weapon type from the Base Stats for Smithed Weapon Table.
- Each Weapon type has base damage, range (reach for certain weapons), and material cost. These can be modified later with enhancements.

STEP 2: CHOOSE WEAPON ATTRIBUTES

- Each attribute increases the DC and the material cost to craft the Weapon.

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

ENHANCING WEAPONS

Enhancing Non-Magical Weapons allows you to add new attributes or improve current ones. The process works similarly to crafting, but the base stats of the weapon remain intact unless upgraded directly.

- You can add new attributes to the weapon or enhance existing ones.
- The base DC to enhance a weapon starts at 10, and each attribute added or upgraded increases the DC according to its complexity.
- If you are upgrading an existing attribute, the DC will rise by listed amount per level of enhancement.

CRAFTING ENHANCING AMMUNITION

You can choose between crafting Basic Ammunition or Special Ammunition for Bows, Slings, and Darts with unique effects.

WEAPON CUSTOMIZATION CRAFTING TABLE

Attribute	Effect	Material Cost (in €)	DC Increase
Brutal	Rolls 2 additional damage dice on Critical Hits	5 HQ (2,500€)	+4
Finesse	Allows use of Agility for Attack and Damage Rolls	3 HQ (1,500€)	+2
Heavy	+1d12 but imposes -2 on small creatures	3 HQ (1,500€)	+3
Honed	Increases critical hit range by +1 (e.g., 19-20)	4 HQ (2,000€)	+3
Improved Aim	+1 to Attack Rolls	3 HQ (1,500€)	+2
Increased Damage	+1 damage dice (e.g., +1d6, +1d8)	3 HQ (1,500€) per die	+1 per die
Ranged Only			
Extended Quiver	+5 to Quiver size for Ranged Weapons	4 SG (400€)	+1
Increased Range	+5 m to Ranged Weapons	10 SG (1,000€)	+1
Melee Only			
Armor Piercing	Ignores 1d4 points of armor or damage reduction	5 HQ (2,500€)	+3
Bleeding Wounds	Target takes 1d4 Miasmic Damage each Round for 4 Rounds	5 HQ (2,500€)	+4
Disarming	Weapon can disarm opponents (DC 15)	4 HQ (2,000€)	+3
Elemental Damage	Adds 1d6 elemental damage (Thermal, cryo, etc.)	4 HQ (2,000€)	+3
Light Property	Reduces weight, can be dual-wielded	3 HQ (1,500€)	+2
Parry	Weapon can be used to parry attacks, giving +1 to AC	3 HQ (1,500€)	+2
Poisoned Edge	Does 1d6 Poison Damage per round for 4 Rounds	5 HQ (2,500€)	+4
Two-Handed	Add +1d6, but requires two hands for	2 HQ (1,000€)	+2

BASE SMITHED WEAPON STATS TABLE

Weapon	Base Damage	Base Stats	Material Cost (in €)	Base DC
Simple				
Baton	1d4 Bludgeoning	Finesse, Thrown, Non-lethal	1 SG (100€)	10
Billy Club	1d4 Bludgeoning	Light	1 SG (100€)	10
Dagger	1d4 Piercing	Finesse, Light, Thrown (6/20)	1 SG (100€)	10
Dart	1d4 Piercing	Range (6/20), Finesse, Thrown	1 SG (100€)	10
Gauntlet	1d4 Bludgeoning	Uncommon, Two-handed, Range (2)	1 SG (100€)	10
Great Club	1d8 Bludgeoning	Two-handed	1 SG (100€)	10
Handaxe	1d6 Slashing	Finesse, Light, Thrown (6/20)	1 SG (100€)	10
Mace	1d6 Bludgeoning	Finesse, Light, Thrown (3/10)	1 SG (100€)	10
Morningstar	1d4 Piercing + 1d4 Bludgeoning	Versatile (1d8), Bludgeoning	1 SG (100€)	11
Quarterstaff	1d6 Bludgeoning	Versatile (1d8), Parry	1 (SG 100€)	10
Short Bow	1d6 piercing	Range (25/105), Two-Handed, Ammo: Arrows	4 SG (500€)	12
Sickle	1d4 Slashing	Light	1 SG (100€)	10
Sling	1d4 Bludgeoning	Range (10/40), Ammo: Sling	1 SG (100€)	10
Spear	1d6 Piercing	Thrown (6/20), Versatile (1d8)	1 SG (100€)	10
Tanto, Aikuchi	1d4 Slashing	Finesse, Light, Thrown (6/20)	4 SG (400€)	12
Training Gloves	1d6 Bludgeoning + STR Modifier	Finesse, Light, Parry	2 SG (200€)	10
Wakizashi	1d6 Slashing	Finesse, Versatile (1d8)	6 SG (600€)	12
Martial				
Auto Crossbow	1d10 Piercing	Range (30/125), Heavy, Reload (6 arrows), two-handed, Ammo: Arrows	2 HQ (1,000€)	13
Bastard Sword	1d6 Slashing	Versatile (1d8)	1 HQ (500€)	10
Battleaxe	1d8 Slashing	Versatile (1d10)	1 HQ (500€)	11
Blowgun	2 Piercing	Range (8/35), Reload (1 shot), Ammo: Dart	1 HQ (500€)	10
Compound Bow	1d8 Piercing	Range (50/200), Reload (1 arrow), Light, Two-Handed, Ammo: Arrow	2 HQ (1,000€)	12
Knuckles	1d6 Bludgeoning + AGI Modifier	Finesse, Light, Parry	1 HQ (500€)	10
Gloves	1d8 Bludgeoning + STR Modifier	Finesse, Light	1 HQ (500€)	10
Flail	1d8 Bludgeoning	Reach	1 HQ (500€)	10
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	2 HQ (1,000€)	10
Greataxe	1d12 Slashing	Heavy, Two-Handed	3 HQ (1,500€)	11
Greatsword	2d6 Slashing	Heavy, Two-Handed, Parry	4 HQ (2,000€)	11
Longsword	1d8 Slashing	Versatile (1d10)	2 HQ (1,000€)	11
Hammer	1d8 Bludgeoning	Two-Handed	1 HQ (500€)	10
Maul	2d6 Bludgeoning	Heavy, Two-Handed	1 HQ (500€)	10
Nunchaku	1d6 Bludgeoning	Finesse, Light, Thrown (4/20)	1 HQ (500€)	11
Odachi	2d4 Slashing	Finesse, Heavy, Two-Handed	2 HQ (1,000€)	12
Rapier	1d8 piercing	Finesse, Parry	2 HQ (1,000€)	10
Scimitar	1d6 Slashing	Finesse, Light, Parry	2 HQ (1,000€)	11
Shortsword	1d6 Piercing	Finesse, Light	1 HQ (500€)	10
Katana	1d8 Slashing	Finesse, Versatile (1d10)	3 HQ (1,500€)	11
War Hammer	1d8 Bludgeoning	Versatile (1d10)	2 HQ (1,000€)	10
Whip	1d6 Slashing	Finesse, Reach, Non-lethal	1 HQ (500€)	10

STEP 1: SELECT AMMUNITION TYPE

- Basic Ammunition is more affordable and easier to craft but lacks any special properties.

STEP 2: CALCULATE MATERIAL COST

- Each round of Ammunition has a set cost (as listed in the tables). When crafting multiples, simply multiply the cost by the number of rounds crafted.

STEP 3: CALCULATE DC

- The base DC for crafting Ammunition starts at 10. For Basic Ammunition, there is no DC increase, but for Special Ammunition, the DC increases by +2 for every special effect the Ammunition has.

Proceed to Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

MAGIC AMMUNITION

To craft Magic Ammunition you must:

- Have Aptitude in the Magic Skill and have learned the Spell you're using.
- Possess a Gun-smithing Toolkit, and Aptitude with it.

Follow the same steps for Enhancing Basic Ammunition, then spend Spell Points, equal to the Spell your using ARC cost to attempt the crafting. The DC for a successful magic ammunition crafting is the same as the Spell's DC.

BASIC AMMUNITION TABLE

Ammunition	Cost
Sling/Dart Ammo	1 SG (100€)
Arrow	1 SG (100€)
Bolt	1 SG (200€)

SPECIAL AMMUNITION TABLE

Attribute	Cost/per Round	Special Effect
Armor-piercing	1 HQ (500€)	Negates THP
Barbed	1 HQ (500€)	Sticks in the target, dealing 1d4 Piercing damage per round until removed (requires an action to remove).
Blunt	1 HQ (500€)	Deals 1d8 bludgeoning damage. Ideal for non-lethal attacks.
Elemental	1 HQ (500€)	1d6 extra Elemental Damage of your Choice
Electric Pulse	1 HQ (500€)	Disable Non-Sentient Electronic devices.
Explosive	2 HQ (1,000€)	1d6 Thermal + 2d4 Force Damage, Radius (2 m)
Ghost	2 HQ (1,000€)	Ignores Cover and Objects
Poison	3 HQ (1,500€)	Does 1d6 extra Poison Damage per Round for 5 Rounds.
Shatter	2 HQ (1,000€)	On impact, shatters into shards, dealing 1d6 Piercing Damage to all creatures within 1 m of the target.
Toxic Cloud	4 HQ (2,000€)	On impact, creates a poisonous gas cloud (3 m radius) for 2 Rounds, dealing 1d6 Poison damage to anyone in the area.
Taser	1 HQ (500€)	Stun the target for 3 Rounds
Tracker	1 HQ (500€)	Traces target for 1 hour within 500 km
Tracer	1 HQ (500€)	Creates 5 m Bright Light, 10 m Dim Light for 5 mins

VEHICLES

You must possess both the Toolkit and an Aptitude with that Toolkit in order to Craft New Vehicles, Vehicle; Weapons, Programs, or Enhance Pre-existing Vehicle. Different Toolkits are required depending on what you wish to craft.

CRAFTING VEHICLES (SMITHING)

Crafting a Vehicle Requires the **Smithing** Toolkit and Aptitude.

STEP 1: SELECT BASE VEHICLE

- Choosing the Base Weapon type from the Base Vehicle Stats Table.
- Choose a base vehicle type from the Base Vehicle Stats Table (see below).
- Each vehicle comes with defined attributes: HP, Speed, Range, Occupancy/Cargo, and Resistances.
- **Note:** All vehicles are immune to Poison, Toxic, Miasmic, Psychic, and Holy Damage.

STEP 2: CALCULATE DC

Refer to the base DC for the chosen vehicle type as listed in the table.

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

ENHANCING VEHICLES

Enhancing Non-Magical Vehicle allows you to add new attributes or improve current ones.

STEP 1: CHOOSE VEHICLE ATTRIBUTES

- Depending on the type of Enhancement or Modules you wish to craft you will require a different Toolkit and Aptitude:
 - Performance Enhancements (Smithing)
 - Armor and Mounts (Armorer)
 - Weapons (Gunsmithing)
 - AI and System Integration (Hacker)
 - Weapons, AI, and System Integrations require 1 Module Slot to install.
- Each attribute increases the DC and the material cost to craft the Weapon.

STEP 2: CALCULATE DC

- The base DC to enhance a vehicle starts at 10, and each attribute added or upgraded increases the DC according to its complexity.
- If you are upgrading an existing attribute, the DC will rise by listed amount per level of enhancement.

Proceed to Step 3: Calculate DC and Step 4: Crafting Skill Check as outlined in the Universal Crafting Steps.

BASE VEHICLE STATS TABLE (SMITHING)

Domain	Size	HP	Speed	Range	Occupancy/ Cargo	Module Slots	Resistances	Material Cost (in €)	Base DC
Land	Large	20	15 m/45 km	100 km	1/20 kg	1	Non-Magical Slashing, Bludgeoning, and Piercing	10 HQ (5,000€)	10
Water	Large	20	30 m/90 km	200 km	1/30 kg	1	Non-Magical Slashing and Bludgeoning, Hydro	15 HQ (7,500€)	12
Air	Large	20	50 m/150 km	300 km	1/20 kg	1	Non-Magical Slashing and Bludgeoning, Gravitational	20 HQ (10,000€)	15

PERFORMANCE ENHANCEMENTS TABLE (SMITHING)

Attribute	Effect	Material Cost (in €)	DC Increase
Cargo/Module Expansion	+5 KG / +1 Module Slot	10 SG (1,000€)	+3
Engine Upgrades	+5 m to Speed	5 HQ (2,500€)	+2
Fuel Efficiency	+10% Range	5 SG (500€)	+1
HP	+5 (Maximum of 50)	10 SG (1000€)	+1
Occupancy	+1 Passenger (Maximum 6)	5 SG (500€)	+1
Suspension Improvements	+1 to Reflex Defense Rolls	5 HQ (2,500€)	+3

ARMOR AND MOUNT ENHANCEMENT TABLE (ARMORER)

Attribute	Effect	Material Cost (in €)	DC Increase
Armor Spikes	+1d6 Piercing Damage to Collision	5 SG (500€)	+1
Battering Ram	+2d12 Bludgeoning Damage to Collision	12 SG (1,200€)	+3
Crash Protection	Reduces collision damage by 50%	8 SG (800€)	+3
Extra Plating	+5 THP (Maximum of 50 THP)	2 HQ (1,000€)	+2
Heavy Gun Mount	A dedicated Mount for a "Heavy" Firearm	15 SG (1,500€)	+2
Ranged Weapon Mount	A dedicated Mount for a Firearm	5 SG (500€)	+2

WEAPON MODULES TABLE (GUNSMITH)

Attribute	Effect	Material Cost (in €)	DC Increase
Flamethrower	Projects a 10 m Cone of fire, dealing 2d6 Thermal Damage; flammable materials may ignite. Fuel	8 SG (800€)	+3
Flare Dispenser	Releases flares to confuse incoming missiles or targeting systems, reducing Attack Rolls by -2 for 1 Round.	5 SG (500€)	+2
Harpoon Launcher	Ranged Weapon Attack, Range 10 m, on hit attaches the Vehicle to target.	5 SG (500€)	+2
Oil Slick	Deploys an oil slick behind the vehicle, causing pursuing foes to suffer -2 on Reflex Defense Rolls for 1 Round.	6 SG (600€)	+2
Smoke Bomb	Fires a smoke bomb that creates a 10 m Radius cloud, granting the vehicle Partial Cover for 1 Round.	5 HQ (2,500€)	+2
Spike Strip	Launches spike strips behind vehicle, that damage vehicles and reduce their speed by 10 m for 1 Round.	7 SG (700€)	+2

SYSTEM MODULES TABLE (HACKING)

Attribute	Effect	Material Cost (in €)	DC Increase
AI Navigator	+5 m to Speed and Range by +10%.	3 SG (300€)	+2
Automated Repair System	Gradually repairs vehicle damage during Downtime, restoring 1d8 HP per 10 Minutes.	4 SG (400€)	+2
Autopilot System	Enables autonomous navigation, freeing the driver for combat or other actions.	4 SG (400€)	+2
Autonomous Weapon System	Deploys Mounted weapons automatically when a threat is detected, Gaining 3 AP.	6 HQ (3,000€)	+5
Combat AI	Grants +1 to Attack Rolls when Attacking from Vehicle.	4 HQ (2,000€)	+4
Defensive Firewall	+2 to Defense Rolls against Hackers	2 HQ (1,000€)	+2
Remote Control Interface	Allows a creature with a Neural Link to control the vehicle remotely within 1 km.	2 HQ (1,000€)	+2
Security Protocol Module	Bolsters the vehicle's ability to detect and counter hacking attempts, adding +1 Hacking and Technology Skill Checks.	2 HQ (1,000€)	+1
Sensor Array Upgrade	Enhances targeting and threat detection; grants +1 on long-range attacks and increases Range by +5 m for Mounted Weapons.	2 SG (200€)	+1
System Overclock	Temporarily boosts vehicle performance doubling its Speed for 1 Round. (3 Charges per Day)	3 HQ (1,500€)	+2

APPENDIX E: SPELLS

GENERIC SPELL TEMPLATE

TITLE | ACTION POINTS | ACTION |
Narrative.

Duration:

Range:

Elements:

Effect: Short mechanical text. If the spell scales by Amplification or level, note it here.

ADDING NEW SPELL LISTS

Third-party publishers may introduce:

- Entirely new spells that meet the template.
- Subclass-gated spell lists keyed to any of the “generic caster subclasses” in the SRD.
- Scaling rules or alternative resource costs so long as they reference Spell Points or subclass points already defined.

WHAT IS NOT OPEN CONTENT

All of the following remain Reserved Material and must NOT appear in the SRD:

- Names, descriptions, or mechanics of the nine proprietary subclass spell lists (e.g. “Dream-Caster’s Phantasms” or “Arc-Fire Volley”).
- Individual spell names, text, or special damage types unique to Einsol’s Razor™.
- Flavour paragraphs, deity references, plane lore, or icons tied to the setting.

Reserved Material Notice

The spell names, lists, or flavour unique to Einsol’s Razor™ (for example “Arcane Fire”, “Blood-Hex Bullet”, “Dream-rift Confluence”, etc.) are NOT Open Content under ORC 1 · 0. Designers must rename or re-skin when creating compatible works, or obtain written permission.

OPEN SPELLS

INNATE SPELLS (ENCODING DC 10)

BATTERY ACID | AP: 2 | CA |

Duration: Instantaneous

Range: 8 m

Elements: V, S

You unleash a jet of corrosive battery acid from your mouth, directing it towards a target with Range. Make a Ranged Spell Attack against the target, on hit they suffer 1d6 Acid Damage.

AMPLIFY MAGIC

Damage: 1 ARC |+1d6 Acid Damage per use.

ELEMENTAL BEAM | AP: 2 | CA |

Duration: Instantaneous

Range: 8 m

Elements: V, S

An elemental beam of energy streaks from your fingertips towards a creature within Range. Select an element (Thermal, Cryo, Electric, Sonic, or Hydro) and make a Ranged Attack against the target. On a hit, the target takes 1d10 damage of the chosen type.

Energy Damage:

- **Thermal:** Ignites flammable material, dealing 1d4 damage per round for 5 Rounds.
- **Cryo:** Slows the creature for 1 Round, halving its Movement Speed.
- **Electric:** Causes Non-Sentient technology to malfunction.
- **Sonic:** Knocks small or medium targets back 3 m.
- **Hydro:** Extinguishes fire.

AMPLIFY MAGIC

Damage: 2 ARC (+1d10) to add 1 additional beam per use. Make separate Attack Rolls per beam.

MOMENT OF MORTALITY | AP: 2 | QA |

Duration: Instantaneous

Range: 5 m

Elements: S, V

Select a target within Range and force it to make a Will Defense Roll against your Spellcasting. On failure, the target takes 1d10 Psychic Damage as they grasp their own insignificance.

- On success, the target takes no damage but cannot take Core Actions on their next Turn as they struggle to rationalize their existence.

PHASE OUT | AP: 1 | R |

Duration: Instantaneous

Range: Self

Elements: S

You disappear and reappear in a random location. Roll a d8:

- Roll a 3-7: You move to an unoccupied space out of range or out of the direct line of the attack, you avoid damage.
- Rolling a 1-2: The Attack still hits you, take half damage as the Aether makes you briefly incorporeal.
- Roll an 8: You move into the attacker's space, take maximum damage as you freeze in place, hesitating in your choice of fate.

PLASMA WHIP | AP: 2 | CA |

Duration: Instantaneous

Range: 5 m

Elements: V, S

Make a Ranged Attack against a target with Range. On a hit, the target takes 1d6 Thermal Damage.

- If the target is Medium or smaller, you can pull it up to 4 m closer to you.
- A Large creature can attempt a Fortitude Defense Roll against your Spellcasting to resist being pulled.

AMPLIFY MAGIC

Damage | 1 ARC | +1d6 per use.

Time | 1 ARC | +1 Turn per use.

UNDO HARM | AP: 2 | CA |

Duration: Instantaneous

Range: Touch

Elements: S, V

By touching the affected area on a target, you can re-knit flesh and bone or repair metal and wire, healing the target for 1d6 or fixing one Minor Injury.

AMPLIFY MAGIC

Healing | 1 ARC | +1d8 per use.

NOVITIATE SPELLS (ENCODING DC 11)

AMMO STORM | AP: 2 | CA |

Duration: Instantaneous

Range: 10 m

Elements: V, S, M (3 pieces of Mundane Ammunition)

Make a Spellcasting Check and throw 3 pieces of Basic Ammunition into the air, targeting up to 3 creatures within Range. Each target must make a Contested Fortitude Defense Roll against it.

- On failure, they take 1d6 Piercing Damage.

AMPLIFY MAGIC

Damage | 1 ARC | +1d6 per use, to a maximum of 4d6.

ATTENTION DEFICIT | AP: 1 | R |

Duration: Until the start of your next turn

Range: 8 m

Elements: V, S, M (Something Shiny)

Select 1 target within Range. All creatures attempting to attack them must pass a Will Defense Roll against your Spellcasting or forget their Action, choosing a new target or forfeiting their attack or spell.

DISTRACTING POST | AP: 2 | CA |

Duration: 5 Rounds, Concentration

Range: 10 m

Elements: V, S

You Cast a series of distracting social media posts that capture the attention of any number of creatures within Range possessing a digital device. The creatures must make a Will Defense Roll against your Spellcasting.

- On failure, creatures are unable to take Actions other than scrolling through the posts for the Duration.
- This spell's effect ends on any creature who takes damage.

FIREWALL | AP: 2 | CA |

Duration: 1 hour, Concentration, dismissed as Quick Action

Range: Touch

Elements: V, S, M (a small piece of circuitry)

Create a magical barrier around a single non-sentient electronic device or System you touch, protecting it from hacking and other forms of digital tampering. The barrier can be dispelled with a Nullify Magic Spell and protects against up to Mystagogue level or lower Spells.

MINOR TELEKINESIS | AP: 2 | CA |

Duration: 1 minute, Concentration

Range: 6 m

Elements: V, S

For the Duration you can control or manipulate any object smaller than 5 kg within Range. This spell can be used to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, and similar tasks.

OBJECT DISPLACEMENT | AP: 2 | CA |

Duration: Instantaneous

Range: Touch

Elements: V, S M (Object to teleport)

You touch a non-organic object, no larger than 5 kg and displace its atomic structure, thus teleporting it up to 40 m away in any direction.

APPENDIX F: SPELL-CRAFTING

Beginning at character level 6, any class that gains the Modular Encoding feature may spend a Long Rest designing bespoke spells by linking together Filament tags (shape, range, duration, etc.) and one or more Effect Effects (damage, protection, summon, and so on).

The process uses four universal steps.

1. BUILD THE SPELL PATTERN

- Filament tags: (size, range, duration, target, save) | listed per tag
- Primary Effect: (damage, heal, barrier, control, etc.)
- Optional extra Effect (see Dual Encoding)
- Sum all ARC points and DC increases.

2. DETERMINE DIFFICULTY

- Encoding DC = 10 + Sum of (+DC from every tag / Effect)
- Encoding Check = d20 + Spell-casting Ability Mod (SAM) + Aptitude Die

3. RESOLVE ENCODING

- Success: The pattern is stored in your spell list and may be cast a number of times per Long Rest equal to your Spell-Ability modifier.
- Failure: The Spell Points are lost and you suffer Backlash (use any generic backlash table the GM provides).

4. CASTING THE ENCODED SPELL

Casting uses the normal rules for SP expenditure, Concentration, saves, and so on—exactly as if the spell had appeared on a printed list.

SPELL-CRAFTING PROGRESSION TABLE

Level	Crafting Tier & Feat	Filament / SP Limits	Unlocks & Special Rules
6	Apprentice Crafting	Max F: 3 SP Cap: 6	Protection, Destruction, Restoration only No Persistent tag
11	Master Crafting	Max F: 4 SP Cap: 10	Collaborative Crafting: any number of Spell Casters may pool ARC; each helper adds +1 to the Encoding Check, and every contributor learns the spell. Illusion, Debilitation, Transformation Persistent tag (4 ARC) becomes available
16	Pinnacle Crafting	No F limit No SP cap	Dual Crafting: may combine two Magic Effects in one spell (pay SP & DC for both) Psionics, Space, Nature
20	Resonant Crafting	No limits	Live Fusion: splice two existing spells together on the fly—no long-rest encoding, no design downtime. Death, Shadow and Light, Time, and Evolution

FILAMENTS TABLE

Arcane Filament	SP Cost	+DC	Notes and Limits
Duration: Instant (free), Sustained	1 Round per 1 SP	+1 per	Non-instant needs Concentration
Form: (Direct (free), Area of Effect, Wall, Beam, Cone)	1 SP	+1	-
Size: Radius/Length/Height	+1 m (Short Range)/+5 m (Long Range) per 1 SP/2 SP	+1 per	Height and Cone Width is half the length
Range: Touch (free), Short, Long	+1 m (Short Range)/+5 m (Long Range) per 1 SP/2 SP	+1 per	-
Targets: Self (free), Target	3 SP	+2	-
Weaving Time: Core (free), Quick/Reaction	2 SP	+2	-
Persistent (no Concentration) Unlocks at Level 11.	4 SP	+3	-
Chain Unlocks at Level 16.	+1 target per 2 SP	+2 per target	Targets one primary creature, then arcs to additional targets within 5 m of the last target.

SPELL CRAFTING BACKLASH TABLE

d100	Backlash Description
1	You are unable to Cast for 1 hour, -2 to all Casting Ability Checks and Defense Rolls for 24 hours.
2-3	The spell rebounds at a random ally with 10 m, if there is no ally present it rebounds back on you.
4-5	Your feet grow roots into the ground and you cannot move for the next minute.
6	Your voice becomes three times louder than normal for the next minute dealing 1d12 Sonic Damage to anyone who hears you.
7-9	Lose access to one memorized spell for 24 hours.
10-13	Unable to Cast another spell for two days
14-16	You take 3d10 Radiation damage and 1 Level of Irradiation
17-19	Your Reflex and Speed drop to 0 for 30 minutes.
20-23	All of your Spell Points are transferred to the nearest creature.
24-26	You become Vulnerable to all magic damage until you Long Rest.
27-29	-2 on all Cognition and Intuition Skill Checks for 24 hours.
30-33	Every Creature within 20 m of you must Roll against your Spell Casting or become Frightened of you for 10 minutes.
34-36	You take 4d12 Electric Damage and cannot touch metal objects without taking 1d4 damage for 1 hour
37-38	You are teleported to a random location within 1 km, taking 4d10 Bludgeoning Damage.
39	You start flying at half your Movement Speed and cannot land for 1d6 hours.
40	The spell rebounds at a every creature with 30 m
41	Lose access to all Magic spells for 24 hours.
42-45	Your maximum Spell Point total is halved until you Long Rest.
46-49	You temporarily switch bodies a random creature within 40 m (GM's choice) for 24 hours
50	Your body is crushed into a singularity which lasts for 1 minute and you take 5d10 Gravitational Damage.
51-55	Your Strength, Agility, and Endurance decreases by -2 for 1d4 days
56	You release an elemental blast (Thermal, Cryo, Electric, etc.) in a 20-m radius dealing 6d10 damage.
57-59	You either rapidly age 1d20 years or regress in age for 24 hours.
60	You lose the ability to Cast spells or use magical abilities for 1d6 hours, -4 to all magic Skill Checks and Defense Rolls for 24 hours.
61-63	1d8 Ghostly Protectors appear and target you for 24 hours or until banished.
64-67	Your body is consumed by fire taking 5d12 Thermal Damage and receiving Minor Burns all over your body.
68-70	You become frozen in time and unable to move for 1d6 hours
71-72	You turn into a random Beast, at the GM's discretion, for 24 hours.
73	Every creature within 5 m of you becomes hostile to you.
74-76	All your spells turn into confetti explosions for the next 2 hours.
77-79	You become Cursed and are unable to use any magic for 1 month unless cured.
80	You see the Soul of every creature you have harmed with magic appear before you for 1 hour.
81-85	You are banished to a random plane of existence for 1 hour.
86-90	You take 1d10 Miasmatic Damage once an Hour for 24 Hours and are unable to Concentrate on Spells.
91-93	A 40 m radius Infernal rift opens up and swallows anything within it, 1d8 Random Demon appear and attack any creature within sight. This lasts for 1 hour
94-96	You and all creatures within 10 m become Vulnerable to all Non-Magical Damage for an hour.
97-99	A magical Thermal spell explodes in front of you dealing 5d10 Thermal Damage.
100	Disappear and reappear after a random Duration (1d4 minutes).

EXAMPLE — GUARDIAN AURA

A 10 m ranged shield, 3 m radius, 3-round duration, granting +15 THP.

Choice	SP Cost	+DC
Duration: 3 Rounds	+3	+3
Form: Area of Effect	+1	+1
Size: 3 m Radius	+3	+3
Range: Long 10 m	+4	+2
Protection: +10 THP	+2	+2
Totals	13	+11

- **Encoding DC** = 10 + 11 = 21
- The Caster rolls d20 + SAM + Aptitude Die against a DC 21.
- On a success the spell is learned;
- On a failure, A Backlash triggers.

COLLABORATIVE CRAFTING

At level 11 Multiple casters may combine their resources to design a single spell.

1. CRAFT THE SPELL

Build the spell exactly as normal

2. POOL SP

Any number of Spell Casters may contribute SP toward the total cost.

- Each contributor must invest at least 1 SP.

3. CALCULATE DC

Calculate the Encoding DC exactly as normal

4. MAKE ONE ENCODING CHECK

Lead Spell Caster rolls the Encoding Check: d20 + SAM + Aptitude Die + (number of helpers)

- Every helper adds +1 flat.

6. RESOLVE

- Success: The spell is encoded, and every contributor learns it.
- Failure: Roll Backlash; only the lead crafter suffers the effect, but all SP is lost.

DUAL CRAFTING

At level 16 you may merge two Effects into the same Filament pattern:

- Pay ARC for both effects.
- Both effects share the same range, duration, and target.
- Identical effects stack (e.g., two damage rolls).
- Make one Encoding Check against the combined DC.

EXAMPLE — GUARDIAN FLAME AURA

Personal aura (3 m) for 3 rounds; allies gain +10 THP and attackers inside the aura take 2d10 Thermal damage.

Choice	SP Cost	+DC
Duration: 3 Rounds	+3	+3
Form: Area of Effect	+1	+1
Size: 3 m Radius	+3	+3
Range: Long 10 m	+4	+2
Protection Effect: +10 THP	+2	+2
Destruction Effect: 2d10 Thermal	+3	+3
Totals	16	+14

- **Encoding DC** = 10 + 14 = 24
- The Caster rolls d20 + SAM + Aptitude Die against 24.
- On a success the spell is learned;
- On a failure, A Backlash triggers.

LIVE FUSION

At level 20, you learn to splice two existing spells together on the fly—no long-rest encoding, no design downtime.

1. FORM THE CIRCLE

At least two Spell Casters declare they will fuse. One becomes the Lead; the rest are Fusers. Each spends 1 AP.

2. CHOOSE THE SPELLS

Each participant selects one spell they already know and have available to Cast.

- The Lead's spell provides the Filament (Structure).
- The other spell(s) contribute only their Magic Effects.

3. POOL SP ON THE SPOT

All contributors pay the full SP cost of their chosen spell. (Yes, you pay twice for the shared structure—power has a price!)

4. COMPUTE THE FUSION DC

Encoding DC = the DC of the Lead Spell

Lead rolls d20 + SAM + Aptitude Die + (number of Fusers).

- Each character automatically gives +2.
- Success, Spells merge and detonate/manifest immediately; all contributors expend a daily use of their chosen spell.
- Failure, the Cast collapses; every contributor rolls once on Backlash, and all SP is lost.

DESTRUCTION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Requires an Attack Roll vs a Defense Roll				
Damage (roll)	1d6	+1 dice-size (d8, d10, d12) or +1 extra dice per 1 SP	+1 per	Any Damage Type
Damage (static)	+5 dmg	+5 damage per 1 SP	+1 per	—

PROTECTION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
THP (roll)	1d6 THP	+1 dice-size (d8, d10, d12) or +1 extra dice per +1 SP	+1 per	Ends when depleted or Duration ends.
THP (Static)	+5 THP	+5 THP per +1 SP	+1 per	—
Resistance	—	Pick 1 Damage Type er +3 SP	+3 per	—
Immunity	—	Pick 1 Damage Type per 10 SP	+5 per	—
Barred Entry	—	2 SP	+2	Aura/Barrier only. Will vs Spell Casting
Deflection	—	5 SP	+3	Reflects ½ incoming dmg.

RESTORATION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Healing (roll)	1 d6 HP	+1 die-size (d8, d10, d12) or +1 extra die per 1 SP	+1 per	—
Healing (static)	+5 HP	+5 HP per 1 SP	+1 per	—
Condition	—	Removes 1 Physical Condition per 2 SP	+1 per	—
Minor/Serious Injury	—	Removes one Injury per +2 / +3 SP	+2 Per	—
Modifier Penalties	—	Removes one Modifier Penalty per 3 SP	+3 per	—
Skill Penalties	—	Removes one Skill Penalty per 1 SP	+1 per	—
Stat Penalties	—	Removes one Stat Penalty per 2 SP	+1 per	—

DEBILITATION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Requires a Defense Roll of your choice against your Spell Casting				
Ability Stat Penalty	—	-1 to Ability Score of your choice per 2 SP	+3	—
Attack Penalty	—	-1 on Attack Rolls per 2 SP	+2 per	—
Blinded/Deafened	—	+2 SP	+2 per	—
Defense Penalty	—	-1 on Defense Roll of your Choice per 2 SP	+2 Per	—
Incapacitated	—	+7 SP	+5	—
Knockback	1 m	1 m per 1 SP	+1 Per	—
Minor Injury	—	Inflicts +1 Minor Injury per 4 SP	+2 Per	—
Paralyzed	—	5 SP	+5	—
Petrified	—	8 SP	+6	—
Prone	—	2 SP	+2	—
Restrained	—	2 SP	+3	—
Serious Injury	—	Inflicts +1 Serious Injury per 6 SP	+4 Per	—
Silenced	—	3 SP	+4	—
Skill Penalty	—	-1 to Skill Check per 1 SP	+1 per	—
Slowed	—	2 SP	+2	—
Stunned	—	4 SP	+4	—
Vulnerability	—	6 SP	+5	Any Damage Type

ILLUSION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Requires a Will Defense Roll against your Spell Casting				
Minor Illusion	—	1 SP	+5	Create a simple visual or auditory illusion
Major Illusion	—	5 SP	+4	Create a an illusion for all the Senses
Disguise	—	4 SP	+5	Changes appearance to that of target
Invisibility	—	4 SP	+4	The target becomes invisible
Mimicry	—	3 SP	+2	Perfectly imitate the voice or sounds of another creature or object

TRANSFORMATION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Requires a Defense Roll of your choice against your Spell Casting if on a unwilling creature				
Alter Size	—	±1m er 2 SP	+1 per	+1 step +2 STR & END, −2 AGI (Reverse for shrink).
Alter Element	—	1 kg per 4 SP	+2 per	Convert one element into another.
Incorporeal Shape	—	4 SP	+3	Target is intangible; immune to physical damage, can pass through matter.
Polymorph	—	6 SP	+4	Creatures of Threat Lvl Moderate or lower. You can increase the Threat Level by 1 for every 3 SP Spent Uses Beast-Shape Guide
Restore Form	—	2 SP	+2	Revert any previous transformation.

PSIONICS

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Requires a Will Defense Roll against your Spell Casting				
Charmed	—	2 SP	+2	—
Clairvoyance	1 km	+1 km per 4 SP	+2 per	See a location a distance away
Confused	—	-1 to all Rolls per 2 SP	+2 per	—
Dominated	—	4 SP	+4	—
Frightened	—	2 SP	+1	—
Mind Reading	5 m	+5 m per 1 SP	+1 per	Read surface thoughts.
Rage	—	3 SP	+3	Attacks nearest creature
Sleep	—	4 SP	+3	—
Stunned	—	3 SP	+3	—
Telekinesis	—	+5 kg or +1 m per 2 SP	+1 per	Move 25 kg at 6 m
Telepathy	20 m.	+5 m per 2 SP	+2 per	2-way mental speech

NATURE

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Command Plants	—	4 SP	+3	Animate flora
Control Weather	—	5 SP	+1	Alter weather conditions (Non-damaging)
Control Element	1 m	+1 m per 2 SP	+1	Shape rock, water, flame, etc.
Elemental Storm	1d6	+1 dice-size (d8, d10, d12) or +1 extra dice per	+2 SP	+1 per Any Elemental Damage Type
Magical Fog	—	3 SP	+2	Acts as Partial Cover

SPACE

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Blink	1 m	+1 m per 2 SP	+1	—
Compress/ Expand Space	1 m	+1 m per 1 SP	+1 per	Create a gravitational point which pulls or pushes (your choice) creatures and objects towards or away from its center
Dimensional Anchor	—	4 SP	+3	Prevents teleportation or inter-dimensional travel
Extradimensional Door	—	15 SP	+10	Select a place you can envision or have an Object from
Imprison	Minor TL	+1 increase to Threat Level of creature per 5 SP	+3	Target makes a Will Defense Roll against your Spell Casting. On failure it vanished from the field.
Interdimensional Door	—	10 SP	+8	Select place you have been
Spatial Sense	—	2 SP	+2	Perceive spatial distortions, hidden portals, or inter-dimensional rifts
Teleport	10 m	+5 m per 1 SP	+2	—
Portal	50 m	+10 m per 1 SP	+2	Two-way, Concentration
Summon	Minor TL	+1 increase to Threat Level of creature per 3 SP	+3	Call forth a creature who will aid you of Threat Level Minor or Lower

DEATH

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Animate Dead	Minor TL	+1 increase to Threat Level of crea- ture per 3 SP	+3	Raise a corpse as a zombie or skeleton under your control of Threat Level Moderate or Lower
Soul Pro- jection	—	5 SP	+3	Project your Soul into another Plane of Existence
Life Drain	1d6	+1 dice-size (d8, d10, d12) or +1 extra dice per +2 SP	+1 Per	Miasmic Damage; Spell Caster heals for ½ the Damage dealt.
Revive	—	+1 min per 5 SP	+3 per	Restore life to a recently deceased creature who has died within the last minute.
Speak- with-Dead	—	2 SP	+2	5 questions, corpse must have mouth.
Soul Siphon	+5 dmg	+5 damage per 1 SP	+1 per	Target's max HP reduced by the amount taken
Soul Bind	—	10 SP	+5	Target can not be resurrected
Spirit Vision	—	2 SP	+2	See/hear Soul even when Invisible
Vampiric Touch	1d6	+1 dice-size (d8, d10, d12) or +1 extra dice per +2 SP	+4 Per	Miasmic Damage; Spell Caster heals for full Damage dealt.

EVOLUTION

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Ability Scores	—	+1 to 1 Ability Score per 5 SP	+5 per	Max +6 per score
Beast Enhancement	—	5 SP	+2	Grant 1 Beast Sense from the Beast Shape Guide
Beast Feat	—	8 SP	+5	Grant 1 Beast Feat from the Beast Shape Guide
Enhance Sight	—	2 SP	+2	Grant any upgrade to the targets Vision
Intuitive Driver	—	+1 to Initiative per 2 SP	+1 per	—
Magic Sight	—	5 SP	+2	Detect Magic
Mental Upgrades	—	5 SP	+3	Speak with Beasts/Plants/Objects/extra Language
Physical Edges	—	+1 Attack or Defense Rolls per 5 SP	+5 per	Max +6 per score
Skill Boost	—	+1 to a 1 Skill per 6 SP	+2 per	—
True Sight	—	5 SP	+2	See Invisible & Illusions

SHADOW AND LIGHT

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Blinding Flash	—	3 SP	+2	Burst Blinds creatures (Fort or Will Defense Roll against your Spell Casting)
Daylight Sphere	—	5 SP	+2	Bright-light sphere turns night into day
Deep Darkness	—	2 SP	+2	Existing dim/lightless area becomes impenetrable to normal vision
Revealing Light	—	4 SP	+3	Bright light; dispels magical darkness, reveals invisibility & illusions.
Shadow Hide	—	3 SP	+3	Target is Invisible while in dim light or darkness.
Shadow Step	—	3 SP	+3	Teleport from one patch of dim light/darkness to another
Shadow Veil	—	5 SP	+4	Magical darkness (Significant Cover)

TIME

Effect	Base	SP / Upgrade	+DC	Notes and Limits
Aging	—	±10 years per 4 SP	+4 per	Target physically ages; penalties follow core aging rules.
Haste	—	+1 Round 4 SP	+5 per	Movement Speed ×2, +1 Attack & Defense Rolls, +1 AP
Slow	—	+1 Round 4 SP	+5 per	Movement Speed ½, −1 Attack and Defense Rolls, −1 AP.
Time Reversal	—	+1 Round per 5 SP	+5	Rewind the last round for all creatures and terrain; actions, HP changes, and movement are undone.
Time Stop	—	+1 Round per 10 SP	+6 per	Everyone but the target is frozen (no actions, auto-fail Defenses).

APPENDIX G: BEAST SHAPE GUIDE

Some classes (or feats) let a character assume a temporary “Beast Shape.”

Use the sequence below to define the statistics of each new form.

Follow these steps to craft your Beast Shape:

STEP 1: DETERMINE SIZE AND THREAT LEVEL

STEP 2: CHOOSE YOUR PHYLUM

STEP 3: CHOOSE AN ATTACK FORM

STEP 4: SELECT SENSES AND BEAST FEATS

STEP 5: CUSTOMIZE APPEARANCE

SIZE AND THREAT LEVEL (TL)

A Beast's Size and Threat Level (TL) will determine its Ability Scores, and Stats as per the Size and Threat Level Table.

PHYLUM

Choose your Beast's Phylum which includes an Innate Ability. Additionally you can select one **Sense** and one **Beast Feat** from the provided lists.

1. **Amphibian/Reptiles (ar)**
 - Innate Ability: Amphibious Breath and Swimming.
2. **Aquatic (aq)**
 - Innate Ability: Water Breathing and Swimming.
3. **Avis (av)**
 - Innate Ability: Flight.
4. **Insect (i):**
 - Innate Ability: Insect Crawler.
5. **Mammalian (m):** Multi-Core Attack

SIZE AND THREAT LEVEL (TL) TABLE

TL	Size	Speed	HP	Damage	STR	END	AGI	COG	INT	CHAR
Minor	Tiny	16	5	1d4	1	1	18	14	16	18
	Small	12	10	1d6	4	3	16	12	13	14
	Medium	8	12	1d8	5	4	12	12	12	12
Moderate	Tiny	16	10	2d4	4	3	18	14	16	18
	Small	12	15	2d6	6	5	16	12	13	14
	Medium	8	20	2d8+1	8	6	12	10	12	12
	Large	8	30	1d10+2	12	10	10	8	10	10
Significant	Medium	10	40	3d8+2	12	10	12	10	12	12
	Large	8	50	2d10+4	17	15	6	8	10	10
	Huge	6	65	1d12+5	20	18	5	6	8	5
Formidable	Large	10	60	3d10+5	20	18	5	8	10	10
	Huge	8	80	2d12+6	22	20	5	5	8	5
Deadly	Massive	14	80	4d20+8	26	24	3	2	8	5

ATTACK TYPE

Every Beast Shape has a primary method of attack, shaped by its form and function. Choose one of the following attack types to define how your Beast engages in combat. This determines the damage type and general attack style but can be enhanced with Beast Feats.

- **Bite (Piercing, Range: 1 m)**
- **Claws (Slashing, Range: 1 m)**
- **Slam (Bludgeoning, Range: 1 m)**
- **Gore (Piercing, Range: 1 m)**
- **Bludgeon (Bludgeoning, Range: 1 m)**
- **Tail Strike (Bludgeoning, Range: 1 m)**
- **Tendril/Tentacle (Bludgeoning, Range: 1 m)**
- **Spines (Piercing, Range: 5 m)**
- **Acid Spray (Acid, Range: 5 m)**
- **Venomous Strike (Poison, Range: 1 m)**
- **Electric Discharge (Electric, Range: 1 m)**
- **Fire Breath (Thermal, Range: 3 m Cone)**
- **Frost Breath (Cryo, Range: 3 m Cone)**
- **Sonic Screech (Sonic, Range: 3 m Cone)**

SENSES

Select one additional Sense from the below list:

ECHO LOCATION (SONAR) – 25 M

This sense grants +4 on Awareness Skill Checks in complete darkness or when underwater, and it can detect invisible or hidden creatures within range.

ENHANCED SMELL - 30 M

Grants +2 to Awareness Skill Checks that rely on these smells .

ENHANCED HEARING - 30 M

Grants +2 to Awareness Skill Checks that rely on these sounds.

PARTIAL DARKVISION – 20 M

Dim light is treated as day light within 10 m, and the pitch-black darkness reveals itself in soft, shadowy hues within 5 m.

NIGHT-VISION – 45 M

Dimly lit areas up to 45 m away illuminate as if in daylight, and complete darkness fades into discernible, dim contours within 25 meters.

NON-VISUAL PROCESSING - 20 M

Electromagnetic energy glows a vibrant blue, heat signatures blaze in reds and yellows, and shapes materialize in an abstract, colorful overlay, devoid of their true colors.

SHADOW SIGHT – 40 M

Darkness is treated as if it were twilight; magical darkness, invisibility, and illusions are visible within 40 m, and shape-shifters reveal their true forms within 15 m.

SUPERIOR DARKVISION – 30 M

Dim light is treated as day light within 15 m, and the pitch-black darkness reveals itself in soft, shadowy hues within 30 m.

HEAT DETECTION – 25 M

This sense grants +3 on Awareness Skill Checks to detect warm-blooded creatures and to track their movements, even through obstacles like thin walls or dense foliage.

SEISMIC AWARENESS – 20 M

This sense grants +2 on Awareness Skill Checks to detect burrowing creatures, approaching enemies, or hidden threats within range.

BEAST FEATS

Select one Beast Feat from the below list:

AMPHIBIOUS BREATH | PASSIVE |

The ability to breathe both air and water.

CAMOUFLAGE | PASSIVE |

Gives a +1 to Agility Ability Score and +2 on all Stealth Skill Checks.

CHARGE | AP: 2 | CA |

Can charge in a straight line at a target making a single attack once it is within 1 m, with a +2 Bonus on the Attack Roll. The target must be at least 4 m away when starting to charge.

CLIMB | PASSIVE |

Can use its full Movement Speed to climb walls, trees, and most vertical surfaces without penalty.

DEVOURER | AP: 1 | QA |

Requirement: Size Huge or bigger

On a successful Attack against a Medium or smaller target, a Contested Grapple Skill Check can be made. On success, the target is swallowed. The swallowed target is Blinded and Restrained, and it has Significant Cover against attacks and other effects outside of the beast. While a creature is swallowed, it takes 3d6 Acid Damage at the start of each of the beast's turns. The creature remains swallowed until it succeeds a DC 16 Escape Skill Check against the Beast, the beast dies, or the creature is regurgitated. On a successful Escape, the creature escapes and ends up in a space adjacent to the beast. The beast can only have one creature swallowed at a time.

DIVE BOMB

Requirement: Flight

Can fly in a straight line at a target making a single attack once it is within 1 m as part of its movement. This attack deals an additional 1d6 Damage. In addition it does not provoke an Opportunity Attack as it flies by.

FLIGHT | PASSIVE |

The Beast's Movement Speed is used of flying and its walking speed is 1/8 of its base speed.

INSECT CRAWLER | PASSIVE |

Can walk on surfaces as if they were normal ground, including walls, ceilings, and other surfaces that would normally require a climb speed or special equipment. Can cling to surfaces and move along them at full Movement Speed without needing to make any Skill Checks.

In addition, gains +2 on Skill Checks made to hide while on a surface other than the ground.

KNOCK BACK | AP: 1 | QA |

Requirement: Size Medium or larger

On Successful Attack, the Beast can attempt to knock a target Prone. The target must succeed on a Fortitude Defense Roll against a DC equal to the Beast's Strength Score or be knocked Prone.

Additionally, if a target is knocked Prone the beast can choose to make a Second attack against as a Quick Action.

MULTI-CORE ATTACK | PASSIVE |

Allows the Beast to make 1 Additional Core Attack per turn.

POISONOUS ATTACK | PASSIVE |

The Beast's Attacks deal an additional 1d6 Poison Damage on a hit. The target must also make a DC 14 Fortitude Defense Roll or become Poisoned for 5 Rounds. The Poisoned creature can repeat the Defense Roll at the end of each of its turns, ending the effect on itself on a success.

STRENGTH IN NUMBERS | PASSIVE |

Any friendly creature within 1 m gains a +1 Bonus to Attack and Defense Rolls. Additionally, when the Beast makes an attack it can choose to have one friendly creature within 1 m also make a Melee Attack against the same target as a Reaction.

SWIM | PASSIVE |

Your base speed is for swimming, your walking speed is 1/8 of your base speed.

TAIL WHIP | AP: 1 | QA |

Requirement: Tail

The Beast can make a powerful tail attack as a Quick Action. On a hit, the attack deals 1d6 Bludgeoning Damage and pushes the target 2 m away from the Beast if it is Medium or smaller.

TREE WALK | PASSIVE |

Can climb trees and natural obstacles with ease. Base Movement Speed increases by 2 m, and it can move between objects, such as trees, that are up to 4 m apart as a Quick Action without spending Movement. The Beast is able to make standing jumps from branches or trunks without a running start. Creatures have -2 on their Attack Rolls against you when elevated above 2 meters.

TUNNELING | PASSIVE |

Allows for creating tunnels and navigating underground. It can use its speed to burrow through soil, loose earth, or even solid rock, creating tunnels or utilizing existing subterranean passages to move swiftly beneath the surface.

WATER BREATHING | PASSIVE |

The Ability to Breathe Water.

WEB SHOOTER | AP: 2 | CA |

Ranged Weapon Attack: +1 to hit, range 5/10 m, one

creature. On Hit: The target is Restrained by webbing. The Restrained target can make a DC 12 Brute Force or Stamina Skill Check, bursting the webbing on a success. The webbing can also be attacked and destroyed (HP 5; Vulnerability to Thermal Damage; Immunity to Bludgeoning, Poison, and Psychic damage).

APPEARANCE

Color, fur, plating, eyes, number of limbs, etc. never change the stats above—feel free to describe as you like.

APPENDIX H: CREATURES AND NPCs

CREATURE STATISTICS

Creatures are presented in **Stat Blocks**, a standardized format that consolidates key information for GM.

EXAMPLE STAT BLOCK LAYOUT

CREATURE NAME

Size (Type), Alignment

Threat Level

Aptitude Dice

Morale

Hit Points

Temporary Hit Points

Speed

Senses

Initiative

Skill Aptitudes

Resistances

Immunities

Vulnerabilities

Languages

DEFENSE ROLLS

FORT

REX

WILL

-

-

-

ABILITY SCORES

STR

END

AGI

COG

INT

CHA

-

-

-

-

-

-

Special Abilities

Actions

GM Notes

STAT BLOCK COMPONENTS

- **Name and Type:** Identifies the creature and specifies its classification
- **Size:** Indicates the creature's physical dimensions, from Tiny to Massive, helping you gauge reach and space in combat.
- **Alignment and Personality Archetype:** Offers insight into the creature's moral or ethical viewpoint, plus behavioral tendencies it might exhibit (optional, depending on its nature).
- **Threat Level (TL):** Suggests the creature's relative danger. GMs can use TL to balance encounters and measure a creature's impact on the party.
- **Aptitude Dice:** Notes the die size (d4, d6, etc.) for Skills in which the creature has particular Aptitude in
- **Creature Skill:** Represents a general "Spell", "Feat" or ability effect roll. Whenever a creature triggers

an effect that requires a target to make a Contested Defense Roll against it (e.g., illusions, manipulations), Creature Skill Roll is the target DC.

- **Morale:** Rates the creature's willingness to continue fighting under stress. A low morale value suggests it might flee or surrender when the battle turns.
- **Hit Points (HP) & Temporary Hit Points (THP):** HP tracks overall health. THP reflects armor or other protective effects that diminish before a creature's actual HP is affected.
- **Speed:** Defines how far the creature can move each round and any special movement modes (fly, swim, burrow, etc.).
- **Senses:** Clarifies how the creature perceives its surroundings—darkvision, enhanced auditory, or even exotic senses.
- **Initiative:** The numerical bonus added to its Initiative Roll at the start of combat.
- **Skill Aptitudes:** Lists the Skills that benefit from Aptitude Dice when the creature makes checks.
- **Resistances, Immunities, and Vulnerabilities:** Details any specific types of damage or conditions the creature can halve, ignore, or receive double damage from.
- **Languages:** Outlines which tongues the creature can speak or comprehend, including telepathy for certain supernatural beings.
- **Defense Rolls (Fort, Rex, Will):** Similar to player characters' Defense Rolls, indicating how the creature resists physical, reflexive, or mental threats.
- **Ability Scores:** A quick reference for Strength, Endurance, Agility, Cognition, Intuition, and Charm—used in the same way as for player characters.
- **Magic and Special Abilities:** Highlights innate spells, spell-like powers, unique attacks, or traits that define the creature's lore and combat style.
- **Action Economy:** Explains the creature's potential actions each round (Core, Quick, Reaction, etc.), helping GMs see how it behaves in combat.
- **Equipment:** Lists notable gear—armor, weapons, or magical items—that might affect gameplay.

THREAT LEVEL SYSTEM

These bands are guidelines only. Terrain, tactics, surprise, or synergistic abilities can raise or lower real difficulty.

Always apply GM judgment first and treat TL as a quick yard-stick.

THREAT LEVEL TABLE

Threat Level	Suggested Character Party Level
Minor	0-3
Moderate	4-7
Significant	8-12
Formidable	13-16
Deadly	17-19
Apocalyptic	20+

Note: A creature labeled Minor might be trivial for a level 3 party but still pose a risk in poor conditions. Similarly, an Apocalyptic threat can overwhelm even high-level characters if unprepared. Always weigh specific circumstances—such as environment, clever tactics, and hidden abilities—when choosing an encounter's difficulty.

APTITUDE DICE

APTITUDE DICE TABLE

Threat Level	Aptitude Dice
Minor	d4
Moderate	d6
Significant	d8
Formidable	d10
Deadly	d12
Apocalyptic+	d20

Use these values as a baseline, keeping in mind that you can adjust them to suit specific narrative or campaign needs.

CREATURE SKILL

When a creature forces a target to make a Contested Defense Roll (illusions, grapples, fear auras, etc.), Calculate the save DC as:

$$\text{Creature Skill} = \text{d20} + \text{MAB}$$

- **MAB (Maximum Aptitude Bonus)** usually stems from the creature's Aptitude Dice or specific class-like features.
- **Highest Modifier** refers to the relevant ability score (e.g., Cognition, Intuition, or Charm) that fuels the effect.

MORALE SYSTEM

Each creature may have a Morale Score from 1 (very timid) to 10 (fearless).

MORALE TABLE

d10	Behavior
1-3	Timid: Likely to panic or retreat under moderate pressure.
4-6	Average: Holds ground unless conditions become dire.
7-9	Brave: Maintains composure in most fights.
10	Fearless: Willing to face overwhelming odds.

WHEN TO MAKE A MORALE CHECK

- **Overwhelming Odds:** The creature is outnumbered or vastly outmatched.
- **Loss of Leader:** A key figure or alpha is defeated.
- **Sudden Losses:** Over half of a group is killed or incapacitated in a single round.
- **Environmental Factors:** The creature is trapped, cornered, or facing extreme terrain hazards.
- **Previous Wounds:** It enters the encounter already gravely injured.
- **Greater Threat:** Another entity or phenomenon overshadows the current battle, making it more prudent to withdraw.

MAKING A MORALE CHECK

1. Roll a d10 and add or subtract any situational modifiers.
2. Compare the result to the creature's Morale Score.
 - If the roll is less than or equal to the Morale Score, it remains in the fight.
 - If the roll exceeds the Morale Score, the creature fails and must act accordingly.

EFFECTS OF FAILED MORALE CHECK

- **Flee:** Uses its Actions to escape.
- **Surrender:** Drops weapons (if any) and seeks mercy.
- **Change Tactics:** Parleys, negotiates, or considers alternative methods (e.g., bribe, hostages).

INFLUENCES ON MORALE

Boosting Morale

- **Charismatic leader present:** +1 to +3
- **Defending home territory:** +1 to +3
- **Recent tactical victories:** +1 to +3 temporarily

Reducing Morale

- **Facing terrifying opponents:** -1 to -3
- **Under Fear-Related Magic:** -1 to -3
- **Mortally Wounded:** -2.
- **Other Debilitating Effects:** Some spells or abilities can impose fear or severe doubt.

HIT POINTS (HP)

HIT POINT DICE TABLE

Size	# Of Dice Range	Hit Point Dice
Tiny	1-10	d4
Small	1-15	d6
Medium	2-20	d8
Large	5-25	d10
Huge	5-40	d12
Massive	10-80	d20

DYNAMIC THREAT ADJUSTMENT SYSTEM

DTAS lets a Game Master raise or lower a creature's danger during play without simply inflating hit-points or damage.

WHEN DO I USE DTAS?

- The encounter is melting too fast add SP-powered upgrades;
- The party is drowning withhold or cancel upgrades;
- The story demands a sudden power-spike (ritual, rage-mode, terrain shift).

SCALING TABLE

Threat Level	Scaling Points
Minor	1
Moderate	2
Significant	3
Formidable	4
Deadly	5
Apocalyptic	6

SPENDING SP

Each upgrade costs 1 SP. Apply it once per encounter unless otherwise noted.

ADAPTIVE ABILITIES

BIOCHEMICAL RELEASE | AP: 1 | QA |

Duration: 5 Rounds

Range: 5 m

Trigger: The creature's hit points have dropped to 50% of their total health.

Ability: A biochemical substance (e.g. toxins or pheromones) is emitted within the Radius dealing 1d10 Poison Damage to creature within the Radius per Round for the Duration.

TANK SKIN | AP: 1 | R |

Trigger: Has been hit by five physical attacks.

Ability: The creature's THP heals 1d10 at the start of each round.

ENVIRONMENTAL MANIPULATION

BLACKOUT | AP: 1 | QA |

Trigger: When in a an environment with electricity.

Ability: The creature triggers a 1 km localized black-out, creating Darkness for the entire area. Can be used once per Encounter.

TEMPORAL DISTORTION | AP: 2 | CA |

Ability: Once per Encounter, the creature can take 1d4 turns in a row.

TACTICAL EVOLUTION

CALLING REINFORCEMENTS | AP: 1 | QA |

Trigger: The creature has dropped below 50% of their HP.

Ability: Once an Encounter the creature can call 1d4 +1 additional creatures of the same type and threat level to join the encounter. It takes one Round for the called creatures to join the fight and they cannot call further reinforcements.

FAKE RETREAT

Trigger: Has lost an ally in the fight, has lost over 50% their HP, or has suffered a significant amount of damage in one Round.

Ability: If the creature takes the Withdraw Action they can Retreat from the battlefield for up to ten rounds. Within that time they can heal up to half their lost HP and Hide to prepare to Surprise Attack the party.

PSYCHOLOGICAL WARFARE

FEAR INDUCTION | AP: 1 | QA |

Duration: 5 Rounds

Trigger: The creature makes a Morale check.

Ability: The creature emits a terrifying aura that forces the characters to make a Contested Will Defense Roll against its Creature Skill.

- On failure, they become Frightened for the Duration.

EMOTIONAL MANIPULATION | AP: 1 | R |

Trigger: The creature has succeeded against a Charm effect from a characters ability or Spell.

Ability: The creature can incite a reckless rage in the attacker to spends its next turn attacking the nearest ally.

ESCALATING EFFECTS

GROWING HUNGER | AP: 1 | QA/R |

Trigger: The creature has taken damage from three separate attacks.

Ability: Each Round the creature's Speed and Fortitude Defense Rolls increase by 1 to a max of 25.

- These increases reset at the end of the Encounter.

PSYCHIC SCREAM | AP: 1 | R |

Range: Self | **Radius:** 5 m

Trigger: The creature has missed an attack.

Ability: The creature emits a psychic scream. Creatures within Range must make a Will Defense Roll against its Creature Skill.

- On failure, creatures take a stacking -2 on their next Defense Roll.
- These resets at the end of the Encounter.

TIMED EFFECTS

PHASE SHIFT | AP: 0 | FA |

At Initiative: Roll a d20 at the top of the Round, on that Initiative the Ability Triggers.

Ability: The creature momentarily shifts into the Ethereal Plane, only to return after 2 other creatures have had their turn. The creature can not be attacked but can attack targets on the current plane.

TEMPORAL DISTORTION | AP: 0 | FA |

Range: Self | **Radius:** 15 m

At Initiative: 10

Ability: The creature distorts time within Range around it. Characters within this Radius experience slowed time causing them to lose two Action Points for the rest of the Round.