



Steampunk Roleplaying Game

Tephra



Rapid-Fire Guide

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This Rapid-Fire Guide includes all of the rules you need in order to play; you just need a pencil and a twelve-sided die (known as a D12). Character sheets are provided at the end for your convenience.

This guide is designed to get you playing Tephra quickly with a guided walkthrough of character creation, all of the basic rules, and a sample adventure. This Rapid-Fire Guide does not include any crafting, advice on narrating, lore on the world of Tephra, or information on leveling up. For those and over 250 more specialties, check out the Tephra: Playing Guide.



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WELCOME TO THE CLOCKWORK SYSTEM



Welcome to the steampunk world of Tephra!

These are the quick-start rules for **Tephra: the Steampunk RPG**. This document is designed to get you up and playing in just a few minutes. It only scratches the surface of an incredibly rich world of airship pirates, automatons, and creatures from the deepest seas of the world of Tephra.

Our goal with these quick start rules is to give you a basic understanding of the Clockwork System, let you see the various races of Tephra, and build characters while using some of the most common specialties of the game system. Not all rules are included in this Rapid Fire Guide, but enough is included to give a good feel for the system.

If you like what you see here, stop by your local retail gaming store to pick up a copy of the Playing Guide, and make sure you check out Cracked Monocle's website to see more expansions and adventures, and to join our forums at CrackedMonocle.com. Game on!

Charlie Stayton
Director, Cracked Monocle East

What You'll Need:

This PDF includes all of the rules you need in order to create a basic adventurer and jump into a game. There's an adventure at the end that your narrator could run you through (if you're a player, don't read it!). If you don't feel like writing up your own character, we've included several pre-made adventures at the end.

So here's what you're going to need: a pencil, a twelve-sided die (known as a D12), and a character sheet printed off from the back of this Rapid Fire Guide. A virulent imagination could help as well.



Game Rules!

Rolling your Dice

Start by grabbing a D12: a twelve-sided magical die. With this special die, you'll be able to determine how successful you are on any given task. You'll have skills, attributes, and combat stats that all have numbers assigned to them. When you need to determine how well you succeed at something, you'll roll your die and add on the appropriate number.

Rolling your Dexterity? Roll your D12, add the number in your Dexterity attribute, and you've got your result.

Four Tiers of Success

The game revolves around four tiers of success to determine how well you do at something. Once you've received the result of your die roll, you'll be able to determine what tier it is.

T1 (Tier 1):	Result of 1 through 9	<i>Barely Passing</i>
T2 (Tier 2):	Result of 10 through 19	<i>A Solid Success</i>
T3 (Tier 3):	Result of 20 through 29	<i>Phenomenal!</i>
T4 (Tier 4):	Result of 30 or more	<i>Beyond Human</i>

Tier 1 is barely a success. If you're trying to jump, all you can say is that you successfully jumped. Nobody takes notice up until you get to tier 2. A tier 3 is the utmost of human ability. If you're hitting a tier 3, that means you've just leapt a chasm. A tier 4? There are no words to explain a tier 4 success.

Combat, Turns, and Action Points

If you're in a fight, you're taking turns. You'll begin by rolling priority (roll your D12 and add your priority stat). The person with the highest priority goes first, the person with the next highest goes second, and so on. When it's your turn, you're going to have a number of action points (AP) that you can spend. Action Points tell you how much you can accomplish that turn.

Let's say it's your turn. You have 3 action points (the norm for starting characters). You could run (1 AP) and shoot your rifle (2 AP). Or, you could run (1 AP), open a door (1 AP), and then duck behind a barrel (1 AP). Or you could swing your sword (2 AP) at somebody's head (another 1 AP for aiming).

Refresh: Your action points refresh at the end of your turn. So as soon as your turn ends, you can start using reflexive actions that drain your next turn's action point pool.

Attributes & Skills

Skills are those areas that you've trained in. Swashbuckling, Brawl, Gadgetry, Marksmanship - these are all skills. Skills form the starting point for your character. Each skill falls under an attribute. There are 5 attributes.

Your skills will determine your attributes. Attributes are the core components of your character. If you have a total of 6 points in your Dexterity skills (taken by looking at your skill in Ace, Agility, Marksmanship, and Swashbuckling - the four Dexterity skills), your Dexterity will be a +6.

When do you use these numbers? For attributes: all the time. Lifting something? Brute. Picking somebody's wallet? Dexterity. Trying to figure out a puzzle? Cunning.

Specialties

The most exciting part of your character is their specialties. Specialties are the defining aspects of your character, things that make them awesome. At first level, you'll start with three, and you'll choose them from your skills. When you need to make a roll to determine how well you use your specialty, you'll roll your skill.

Hit Points & Wounds

Hit points are your adventurer's willpower to keep on fighting. During combat, every time a character is hit, their hit points will decrease. If all of a character's hit points are depleted, a character begins to take wounds. Wounds are substantial damage taken to the character, such as deep gashes or wracking blows.

Your hit points are determined by your specialties, and the amount of wounds you have will start at 12.

Hit points are only in effect while you're ready for action.

Wounds & Fatales: Every time you take wounds damage, your character suffers a grievous hit. When you take wounds damage, you roll on our called shot chart and take the wound effect from that location. If you rolled "Left Hand," for example, your hand would be smashed and you'd have a hard time grasping anything with it.

If you're hit by an attack and you run out of wounds, you immediately roll randomly on the called shot chart, this time for a fatal effect. If you rolled "Left Hand" again for the fatal effect, your hand would be severed and you could never use that hand again (unless somebody could create you a prosthetic hand). If you're unlucky, the attack might hit your head or torso, causing your death.

Resists

Almost all special attacks that affect somebody can also be resisted. When you need to resist a tiered effect with an attribute resist, you simply lower the amount that the ability affects you by 1 tier for every tier you receive over tier 1.

So, if you were using your brute to resist against a marque 3 poison, and you made a tier 2 brute roll, you would lower the poison's marque by 1, being affected as though it were a marque 2 poison.

Tier 1	Unaffected
Tier 2	-1 Tier
Tier 3	-2 Tiers
Tier 4	-3 Tiers

Social Tells

When interacting with other people, you can search for their social tells. These are their non-verbal cues, often made unconsciously, that betray a person's inner thoughts. You might be trying to decide if a man is lying. Successfully reading his social tells might let you notice his sweaty palms, his shifting eyes, and his constant checking of his watch. By this point, you'll have a pretty good idea that he's lying.

An adventurer will use social tells by rolling their cunning and tiering the results.

DICE ROLLING

1 is 1

A roll of a 1 results in a 1. When you roll a 1 on your twelve-sided die, you are not allowed to add anything to it. We don't care if you have a +48 in brute; when you roll that 1, you receive a 1.

The only exception to this rule regards negatives. If you have some penalty on your roll (such as being blind, which incurs a -4 on accuracy rolls), a 1 is not a 1. Negatives still apply. So your blind accuracy roll was not a 1, it was a -3.

Pure 12s Roll Again

If you roll a pure 12 (as in, a 12 on the twelve-sided die is showing), you roll again. You then add your new roll to 12 in order to determine the result.

If you roll 12 again, you keep on going.

Just so it's clear, if you roll a 1 after rolling a 12, the result is a 13. Rule #1 no longer applies.

This rule does not apply if you are rolling a 12 randomly, such as to determine what called shot location you hit.

ATTACKING

If you're attacking somebody, roll your Accuracy (DI12 + Accuracy). The target will roll their evade. If you equal or exceed their roll, you've landed the attack and will now determine how much damage you dealt.

If you are using a melee weapon or bow (really, any weapon that relies on your personal power), you'll roll strike to determine your damage. Roll your Strike (DI12 + Strike), then tier the results. If you received a 1-9, you received a tier 1; if you received a 10-19, tier 2; and so on. Take your weapon's damage class and multiply it by your tier result. Let's say you're using a medium melee weapon (like a sword) that has a damage class of 6. You made a Tier 2 strike roll. A Tier 2 roll with a damage class of 6 deals 12 damage.

Firearms and Crossbows determine damage using your original accuracy roll—so if you hit them with your accuracy roll, tier that result to determine your damage tier.

The target will then roll their Defense and do the same thing. They'll tier the result and multiply the tier times their armor's soak class. If they were wearing light armor (soak class of 2) and received a Tier 2 Defense result, they'd soak 4 out of your 12 damage.

Specialty Attacks

Melee attacks normally require 2 action points (unarmed attacks require 1 AP and ranged attacks vary). Characters can make unique attacks using specialties for extra action points. Many specialties will be labeled as "attack + x AP." When you decide to make a specialty attack, you announce the attack and spend the total action point cost in order to attempt it.



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Actions

Attack

Cost: 2 AP for Most Weapons, 1 AP for Unarmed

Your choice of weapon determines how many action points it cost, though most will use 2 action points. Your damage is also determined by your choice of weapon.

Called Shot

Cost: Attack +1 AP

Sometimes you want to target a specific body part. To make a called shot, choose one of the 12 key parts of the body (found on the Called Shot chart, a couple pages over) and make an attack. The attack is just like any other attack, except that it requires one extra action point to do.

Every called shot is resistable. The resist is based on your strike (or accuracy with firearms and crossbows). The target must roll the appropriate attribute and exceed your strike in order to resist.

Stances

Cost: 1 AP

You can enter a stance for 1 action point. You can only be in one stance at a time. When combat begins, you can enter a stance for no action points. Any time you take on a specialized stance, the effects of the stance remain active until you are knocked back, knocked prone, or are otherwise knocked out of your stance. You must then re-enter the stance to regain the benefits.

At first, the only stance your character knows how to enter is the “Footing” stance used to wield super-heavy weapons.

Grab

Cost: as an Unarmed Attack (1 AP) or Whip Attack (2 AP)

Grabs are similar to called shots, but rather than hitting them there, you grab them. Your goal is not to deal damage but to take hold of your opponent and limit their movement.

First choose a called shot location, then roll your accuracy versus their evade just as though you were doing a normal attack. However, you do not deal damage. If you land the attack, the target is grabbed. Once you grab the opponent, a few rules apply:

- ✱ Neither you nor the target can move without breaking the grab.
- ✱ The target can attempt to break free for 1 AP by making either a brute or dexterity resist against your brute or dexterity. You can let go for 0 action points.
- ✱ If you grab the target's hand, the target cannot use the weapon, item, or shield in that hand (beyond dropping it).

Miscellaneous Actions

Cost: Varies

There are a wide variety of other actions you may want to make while in combat. Here is a list of just some of those actions:

ACTIONS	AP Cost
Move	1 AP
Draw or Swap Items	1 AP
Breaking a Window	1 AP
Opening a Door	1 AP
Pulling a Lever	1 AP



Cover

Being behind cover gives you a bonus on your evade rolls, but can also cover called shot locations and provide hiding places. There are four degrees of cover: poor, light, medium, and heavy. Each degree of cover grants greater protection.

Hiding Spots

Hiding spots are locations where you can keep yourself hidden from on-lookers. You can use medium, heavy, or total cover as hiding spots. Once you've taken your hiding spot, people can roll to notice you or they must search for you.

Noticing: Attempting to "notice" somebody is a passive action. When a character notices something, they did so without any real effort. When a person passes near another person's hiding spot, they both roll cunning (with the hiding person gaining a bonus based on their degree of cover). If the person walking by meets or exceeds the person hiding, they "notice" that there is somebody hiding there.

Medium Cover	-4 on the cunning roll to hide, as this degree of cover is difficult to hide behind
Heavy Cover	No bonus on the cunning roll to hide, as this degree of cover is a typical hiding spot
Total Cover	+4 on the cunning roll to hide, as this degree of cover is ideal for hiding

Searching: Searching is a much more involved process. If someone says "I search behind the rock" and there somebody is hiding behind the rock, they will automatically find that person. The area must be specific (saying that one "searches the room" is not specific enough: they must say that they search behind the curtains and inside the closet).

Poor Cover



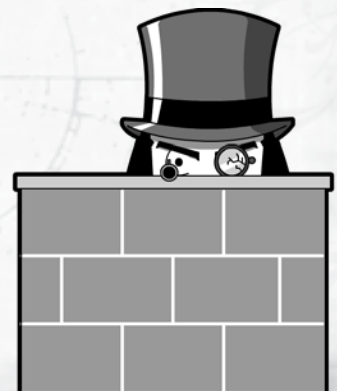
Light Cover



Medium Cover



Heavy Cover



(tier 1) Poor	<i>A post, side-table, or person</i> Covers up to 3 called shot locations EVADE: +2 on evade rolls
(tier 2) Light	<i>A bush, couch, or tree</i> Covers up to 6 called shot locations EVADE: +4 on evade rolls
(tier 3) Medium	<i>A large tree, barrel, trench, or around the corner</i> Covers up to 9 called shot locations EVADE: +6 on evade rolls
(tier 4) Heavy	<i>Around a full wall, ducked behind furniture</i> Covers up to 11 called shot locations EVADE: +8 on evade rolls
Total	<i>No portion of the person visible</i> Covers all called shot locations EVADE: Cannot be targeted

Taking Total Cover

Cost: 1 AP (or at the end of a movement)

For 1 action point or at the end of a move, you can take full cover behind an object that would normally only grant medium or heavy cover. This is typically the act of ducking down behind the cover or pressing yourself against it.

Called Shots



Head

RESIST: Brute

A shot to the head will disorient you (causing you to lose 1 action point per turn) until the end of your next turn.



Eyes

RESIST: Dexterity

When a successful attack is made against your ocular region, your sight becomes blurry (giving you a -2 on accuracy and evade) until the end of your next turn.



Ears

RESIST: Cunning

When a successful attack is made against your aural region, your hearing becomes fuzzy (giving you a -2 on evade) until the end of your next turn.



Neck

RESIST: Brute

An attack against your neck can leave you gasping for air, unable to take actions. A successful called shot against your neck stuns you for 1 action point.

Wounded

Effect taken whenever you take wounds damage.

Disoriented

A wound to the head causes long-term disorientation. While disoriented, you lose 1 action point per turn, and will be disoriented for 1 turn per 3 points of damage the attack dealt to you. You cannot reorient yourself from this wound.

Blinded

A wound to the eyes leaves you blinded until you can take a breather. You suffer a -4 on accuracy and evade rolls, and you cannot target opponents you can't locate.

Deafened

A wound to the ears leaves you deafened until you can take a breather. You suffer a -2 on evade rolls and any roll that requires listening, speaking, or performing a sound-based action.

Bleeding

Bleeding will cause you 1 point of wounds damage every turn after taking the wound, and will last for 1 turn per 3 points of damage the attack dealt to you.

Any sort of blood-clotting, medical healing, or artificial flesh imbuing will stop the bleeding.

Fatal

Effect taken whenever you take damage and have no more wounds or hit points.

Beheaded

If your head is dealt a fatal blow, you instantly die.

Blind

A fatal to the eyes leaves you permanently blinded. You suffer a -4 on accuracy and evade rolls, and you cannot target opponents you can't locate. Losing your eyes permanently drops your wounds by 1 point.

Deaf

A fatal to the ears leaves you permanently deafened. You suffer a -2 on evade rolls and any roll that requires listening, speaking, or performing a sound-based action. Losing your ears permanently drops your wounds by 1 point.

Slit Throat

If your neck is dealt a fatal blow, you will die at the end of your next turn.



Torso

RESIST: Brute

A good blow to the torso can knock a person backwards. A successful torso called shot sends you backwards 5 feet.

If the person dealing the attack is in melee with you, they may choose to follow you back the 5 feet for 0 action points.



Groin

RESIST: Spirit

A blow to the groin makes you nauseous. You receive a -2 to all rolls until 3 action points have been spent emptying your stomach.



Arm

RESIST: Brute

An attack against your arm makes it difficult for you to use that hand. You take a -2 on any roll that would use that arm and hand, such as accuracy and strike, or evade if you are trying to use a shield with that hand, until the end of your next turn.



Hand

RESIST: Dexterity

An attack to the hand causes you to drop whatever you're holding. Picking up a dropped item costs 1 action point.



Leg

RESIST: Dexterity

A called shot to the leg can either trip you or slow you down (attacker's choice). If slowed, it will cost you 1 extra AP to move until the end of your next turn. If you're tripped, you go prone and lose your stance. While prone, you suffer a -1 on all combat rolls (accuracy, evade, strike, and defense), but can stand up for 1 action point.

Wounded

Effect taken whenever you take wounds damage.

Broken Ribs

Any time you want to make any action, you must roll your brute attribute. If you do not receive a tier 2 result, you fail and lose 1 action point. This wound will stay with you until your next breather.

Purge

You can take no actions beyond moving, and you only can go at half your normal speed (rounded down). While purging, if anybody attacks you, you suffer a -4 on your evade roll. The purging lasts for 3 turns.

Sprained Arm

Anything that you do with the arm suffers a -6 on the roll. The wound will recover during your next breather.

Bruised Hand

Your hand is smashed, making it impossible for you to wield anything with that hand. The wound will recover during your next breather.

Sprained Leg

You suffer a -10 on your movement speed (though you cannot be dropped below a minimum of 5 feet) and you're tripped (bringing you prone). The wound will recover during your next breather.

Fatal

Effect taken whenever you take damage and have no more wounds or hit points.

Slain

You are instantly killed.

Gutted

Your vital organs are exposed to the world, and you are bleeding out. Unless you can recover 10 points of damage (wounds or hit points) before the end of your next turn, you will die.

Severed Arm

Your arm is severed. Anything that requires you to use two arms cannot be accomplished. Ambiguous actions that would normally use two arms (such as lifting something over head or climbing) take a -6 on the roll. Having a severed arm permanently drops your wounds by 2 points (1 point for the arm and 1 point for the hand).

The bleeding from a severed arm will cause you to die in 3 turns if you do not spend at least 3 AP bandaging it up.

Severed Hand

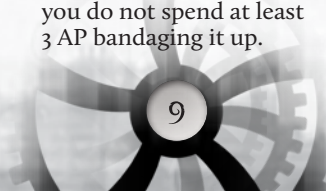
Your hand is severed. Anything that requires you to use two hands cannot be accomplished. Ambiguous actions that would normally use two hands (such as lifting something over head or climbing) take a -6 on the roll. Having a severed hand permanently drops your wounds by 1 point.

The bleeding from a severed hand will cause you to die in 6 turns if you do not spend at least 3 AP bandaging it up.

Severed Leg

Part of your leg is severed. You suffer a -20 on your movement speed (though you cannot be dropped below a minimum of 5 feet). Anything that requires two legs, such as swimming, climbing, or kicking, suffers a -6 on the roll. Having a severed leg permanently drops your wounds by 1 point.

The bleeding from a severed leg will cause you to die in 3 turns if you do not spend at least 3 AP bandaging it up.



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Status Effects

Bleeding

If you're bleeding, you're taking hit point damage until your hit points are exhausted, at which point you start taking wounds damage. Normally, bleeding will occur when the victim's action points refresh and last until stopped. This damage cannot be soaked through normal defenses. Bleeding effects stack with other bleeding effects.

For every 1 action point spent to stop bleeding, 5 bleed damage is negated. These action points must be spent by either the victim or a character adjacent to the victim.

Blinded & Poor Vision

When you're blinded, in total darkness, or just plain can't see your opponent, you take a -4 on all accuracy and evade rolls against him. If you're in low levels of light, fog, or just have something in your eye, you take a -2 on accuracy and evade rolls.

Deafened

While deafened, you suffer a -2 on evade rolls. You also take that -2 on any roll that requires listening, speaking, or performing a sound-based action.

Disoriented

When you're disoriented, you have a hard time getting about. You lose one action point per turn that you are disoriented. You can re-orientate yourself by spending 3 action points.

Stunned

When somebody is stunned, they lose an indicated amount of action points from their immediate pool. If somebody is stunned for 1 action point, they lose the first available action point they have. If somebody is stunned for more action points than they have per turn, they cannot act until they have action points again.

A stunned character is still aware of their environment and can evade and resist attacks, and is therefore not helpless.



Battlefield Modifiers

Falling

You take 1 wounds damage per 20 feet that you fall. For every tier result over tier 1 you receive on a dexterity roll, you may ignore 2 wounds damage. (Thus, a tier 2 dexterity roll would result in ignoring the first 40 feet of falling damage, and a tier 3 result would ignore the first 80 feet.) For every 2 wounds damage that you take from falling, you roll once on the wounds random effects chart.

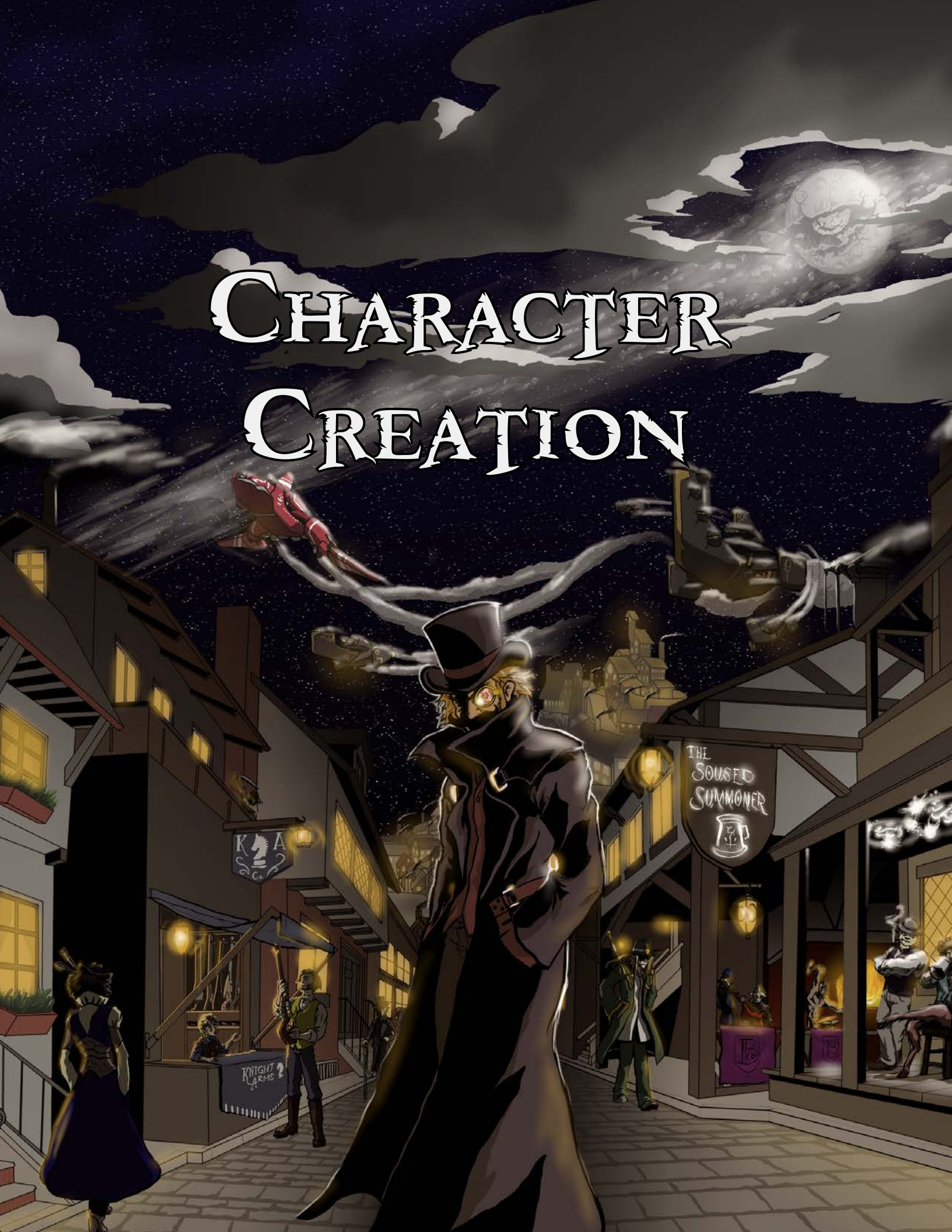
Rough Terrain

Rough terrain can be found anywhere. Sometimes it is a mere inconvenience, slowing you down a notch or giving you uneven footing. Other times it can be virtually impassable, making you nearly crawl to get anywhere.

Minor	You take a -5 to your speed. <i>Examples:</i> A rocking boat, a light forest
Unsteady	You take a -10 to your speed. <i>Examples:</i> A forest, rocky terrain, snow
Difficult	You take a -15 to your speed. <i>Examples:</i> A swamp, a snowy mountain
Impossible	You take a -20 to your speed. <i>Examples:</i> A dense jungle, ancient rubble

Note: No matter how dense or how many penalties you have to speed, you can always crawl at a 5 feet movement.

CHARACTER CREATION



Making a Character

So you want to play Tephra? Great! You'll need a character. This guide uses one of Tephra's pre-made characters to walk you through the process and show you how to navigate Tephra's character sheet.

Before You Start

Before you begin, make sure you familiarize yourself with the book. Here are some of the keywords of the game:

Accuracy: Your ability to hit things. More accuracy lets you be a crack-shot. Any attack is going to use Accuracy to see if it connects with the target.

Action Points (AP): During combat, you use these to do things. Simple actions (talking, picking up, unarmed punches, etc.) are 1 AP. Most weapon attacks are 2 AP. Special attacks and actions can cost more.

Breather: A short period of rest where your character basically relaxes and prepares for the next adventure. It's good for recovering health and some minor tasks.

Defense: How well you soak damage when hit.

Downtime: A long period of rest for a character. This often happens between major events and can range from a day to a month to a year in-game. Several things, such as repairing major gear, require a downtime in order to complete.

Evade: How hard it is to hit you, i.e. how well you can dodge an attack.

Hit Points (HP): How many hits you can take during combat. Try not to run out! Luckily, you recover HP with a breather.

Priority: Increases the chances you'll go first during a turn.

Strike: How hard you hit something, assuming your accuracy is good enough to find the target.

Tier: Tephra has four tiers, determined by your roll. The higher the tier, the better you succeed. Tiers in accuracy determine damage for ranged attacks, while tiers in strike determine the damage for melee weapons. Tiers in defense let you soak more damage. Many specialties have tiers with unique effects.

Wounds: When you're out of HP, you start losing wounds points. These cause long lasting injuries. Run out of wounds? That next hit is quite likely fatal. You recover wounds slowly, so try not to lose too many.

Consider the character you want to play. What kind of characters do you like in TV, video games, or movies? What kind of adventure is your narrator going to run? Have you ever created your own character for a story before? You can find inspiration in a number of places. Since this your first time playing Tephra (and possibly in an RPG), the goal is to create someone you can roleplay comfortably and have tons of fun doing so.

Tephra has many options to choose from, so it's easy to be overwhelmed. Keep it simple for now. You can always play more Tephra later!

1 Race & Nationality

Our pre-made character's name is "Sir Henry Black." He's an Evanglessian Human. We'll be starting with choosing a race. We'll record this information in the upper right of the character sheet. Also be sure to write down your player name in case you lose the sheet.

Player Name	<u>Greatest Monocle</u>		Sir Henry Black
Character Name			
Human			<u>Evanglessian</u>
Race			Nationality
Tailemy			35 6'1" 190 lbs.
Religion			Age Height Weight

When you choose your race, you also get to choose racial traits. With humans, we can choose two of four possible racial traits. For Henry, we're going to pick Peerless and Relentless. On the random racial traits, we roll a 7, giving him Relentless.

Nationalities aren't included in this Rapid-Fire Guide, but you can find them on page 52 of the Playing Guide. Since Sir Henry's nationality is Evanglessian, we'll pick three stories for him: Evanglessian Nobility, Royalist, and Veteran. To record these, we turn the character sheet over and put the racial traits and stories in the middle of the page.

Stories: <u>Evanglessian Nobility, Lawman, Paladin of Tailemy, Royalist, Veteran</u>
Racial Traits: <u>Momentum, Peerless, Relentless</u>

HUMANS

Humans have spread quickly across the continent, originally as the powerful Haudi Empire, now as Evangless and the many other human nations. Humans have set the standard on development and industry, and their touch can be found in every corner of Tephra.

TRAITS

- ★ **SPEED:** You have the average 25 foot movement speed. You have a swim speed of 15 feet and a climbing speed of 15 feet.
- ★ **REACTIONARY:** You can quickly assess and react to a situation. You gain a +3 on all priority rolls, even when taken off-guard. (This trait is one of 12 possible random traits; if you have the Playing Guide, feel free to roll from the traits on page 29 instead.)

CHOOSE ANY TWO OF THE FOLLOWING

- ★ **FAVORED ATTRIBUTE:** Choose one attribute. Whenever you roll a 1 with that attribute, you may add your bonuses to the attribute. (This does not apply to the skills under that attribute.)
- ★ **INNOVATIVE:** You gain +1 DIY and +2 augments. (You should only choose this option if you are starting off with a craft.)
- ★ **PEERLESS:** Normally, the aggressor or instigator wins on all ties. You, however, always win on tied rolls.
- ★ **RELENTLESS:** You start with three more hit points. With every specialty you take, you gain 1 more hit point.



AYODIN

Seafarers have long been aware of the ocean-dwelling Ayodin, with ancient myths and superstitious rituals surrounding them. On occasion, merchant ships would barter and trade with a rare Ayodin tribe, but it was an unusual occasion when many Ayodin would make themselves known to the surface dwellers.

TRAITS

- ★ **AMPHIBIOUS:** You can breath both on land and in water.
- ★ **SPEED:** You have the average 25 foot movement speed. You have a swim speed of 35 feet, and a climbing speed of 15 feet.
- ★ **VERSATILE WING-FINS:** Your wing-fins grant you a limberness to movement that few other races can cope with. You gain a +1 on evade rolls.
- ★ **NATURAL TOUCH:** Utilizing the poison your fingertips excrete, your unarmed strikes have a damage class of 3. (This trait is one of 12 possible random traits; if you have the Playing Guide, feel free to roll from the traits on page 33 instead.)

ELVES

Ancient murals depict the elves as upstanding, strong individuals that tower over all other races. Angelic, their skin shined like the sun, with great feathered wings and halos. The religion of Jinzium teaches that elves were once the rightful rulers of Tephra but lost favor with the gods. Though the exact details are lost, the effects are obvious: today, elves are warped, bruise-colored creatures that survive meagerly in the forests. Some elves say their souls are fractured as punishment for their ancestors' hubris. With the recent rise of the farishtaas, scientists are beginning to agree with the sentiment.

TRAITS

- ✧ **BIG BONED:** You gain a +2 on all brute rolls.
- ✧ **SPEED:** You have an improved speed of 30 feet. You have a swim speed of 20 feet, and an amazing climbing speed of 30 feet.
- ✧ **TOUGH:** You gain an additional 4 hit points.
- ✧ **TREE-RIPPING STRENGTH:** Unarmed attacks and melee weapons you wield are 1 damage class higher than normal.
- ✧ **WEAK SOULS:** You suffer a -3 on all rolls with the spirit attribute (this does not apply to skills under spirit).
- ✧ **DEPLETED ESSENCE:** Elves have one less slot for essence manipulations.
- ✧ **FLIGHT WITHOUT WINGS:** You move at an amazing sprint, increasing your base land speed by 10 feet (to 40 feet). (This trait is one of 12 possible random traits; if you have the Playing Guide, feel free to roll from the traits on page 37 instead.)



FARISHTAAS

Farishtaas are the reborn embodiment of a lost angelic race believed to have once ruled over Tephra. A tall, keen-thinking people, Farishtaas are the end result of an elf having his soul restored to him. The elves have, for hundreds if not thousands of years, known that they were once the most beloved, beautiful race in the lands, but something caused their downfall. The elves became mutated, ugly, and - as they would later find out - possessing a fractured soul. Through the relatively new bio-flux procedure known as synthetic essence insertion, an elf is able to be reborn as a Farishtaas, both graceful and cunning.

TRAITS

- ✧ **BORN TO BE AIRBORNE:** Farishtaas begin with 2 skill points in Ace (they may add their starting points there as per normal).
- ✧ **SPEED:** You have the average 25 foot movement speed. You have a swim speed of 15 feet and a climbing speed of 15 feet.
- ✧ **PIERCING SCRUTINY:** Even in the heat of battle, farishtaas keep their calm and fixate on their target. This grants them a +1 on their accuracy rolls.
- ✧ **UNPREDICTABLE:** Farishtaas can be difficult to anticipate and manipulate. Whenever interacting with people, farishtaas gain a +2 on their cunning roll.
- ✧ **DANCER'S BODY:** Your sleek farishtaas body is far more flexible than any of the other races could ever hope for. You gain a +2 on your dexterity rolls. (This trait is one of 12 possible random traits; if you have the Playing Guide, feel free to roll from the traits on page 41 instead.)



GNOMES

The sly gnomes are, by far, the shortest people in the world, rarely standing much over two feet tall. As some would say, their small stature keeps them closer to nature than the taller, loftier races. They have a knack for all things natural, quickness to their wit, and, though their physical prowess doesn't touch that of the other races, gnomes make up for it with their mental faculties.

TRAITS

- ✧ **SMALL STATURE:** Gnomes gain a +1 on evade rolls.
- ✧ **GREATER SPIRIT:** Gnomes gain a +3 on Spirit rolls.
- ✧ **LIGHT BUILD:** Gnomes suffer a -2 on Brute rolls.
- ✧ **SPEED:** You have the lower 15 foot movement speed. You have a swim speed of 10 feet and a climbing speed of 10 feet.
- ✧ **SMALLER WEAPONS:** Because of their comparable size, gnomes are too small to conceal light weapons on their person. In addition, their smaller fists make their unarmed attacks deal a damage class of 1.
- ✧ **DEEP POCKETS:** No one knows quite how you do it, but you can make items significantly larger than yourself vanish into thin air. You can conceal both light and medium items. (This trait is one of 12 possible random traits, of which gnomes get two; if you have the Playing Guide, feel free to roll from the traits on page 45 instead.)
- ✧ **PIERCING SIGHT:** You can see a fly 300 feet away simply by focusing in on it, and this ungodly sight has given you a great precision with ranged weapons. Whenever firing a ranged weapon, you can shoot it twice as far as normal, and you gain a +2 on accuracy rolls with that weapon. (This trait is one of 12 possible random traits, of which gnomes get two; if you have the Playing Guide, feel free to roll from the traits on page 45 instead.)



SATYRS

Satyrs are counted among the greatest successes from the long list of experiments that the Haudi Empire conducted. The Haudi Empire, long obsessed with combining their own knowledge of science and alchemy with the knowledge of nature's inner workings that their gnomish slaves possessed, endeavored to create a race of slaves. Many of their experiments failed, leading to a number of warped and horrible creatures, creatures that the Haudi Empire - to this day - is still trying to entirely exterminate. Eventually the Haudi Empire would create the satyrs, a race of people that are known for their speed, their empathy, and their loyalties. This servant race has not stayed loyal to the Haudi Empire, though. Satyr rebellions added fuel to the fire, helped crack the unbreakable Haudi Empire, and today most satyrs are free to do as they will.

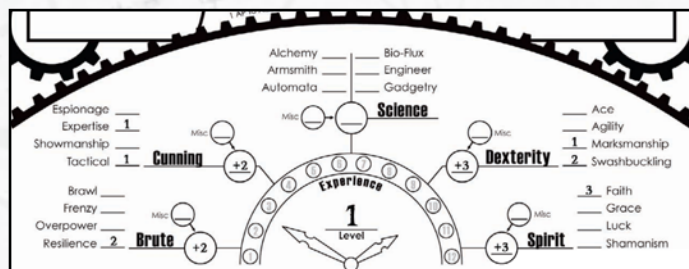
TRAITS

- ✧ **ALCOHOL IMMUNITY:** Satyrs are not negatively affected by alcohol.
- ✧ **SPEED:** You have an amazing 35 foot movement speed. You have a swim speed of 10 feet and a climbing speed of 10 feet.
- ✧ **EMPATHETIC:** When attempting to determine if somebody is lying, you are allowed to roll twice and take the higher result.
- ✧ **FLEET OF FOOT:** You're one of the fastest creatures around. Your movement speed increases by 10 feet, bringing your 35 feet movement speed up to 45 feet. (This trait is one of 12 possible random traits; if you have the Playing Guide, feel free to roll from the traits on page 49 instead.)



2 Skills & Attributes

Now it's time to choose the skills! We can put 3 points into the primary skill, 2 points into two secondary skills, and 1 point each into three tertiary skills. These points will greatly influence where we take the character, so they're very important to consider. How you set the points should reflect the nature of the character and their background.



Henry's main thrust is his religious background, having discovered it after being a veteran in a war. So we'll put 3 points into Faith. Next, his pair of 2-point skills will be Resilience and Swashbuckling to reflect how he's survived numerous combats and his use of a sword in combat. Lastly, he'll have a point in Tactical to reflect his military prowess, a point in Expertise for his time in the trenches, and a point in Marksmanship since he also uses a gun now and then.

Now we tally up our skill points to see what his attributes are: 2 in Brute, 2 in Cunning, 3 in Dexterity, 3 in Spirit, and 0 in Science.



4 Specialties

Now that we have our skills and attributes, we can choose our specialties! In Tephra, the specialties you choose determine your character's stats in accuracy, evade, defense, priority, and more. Remember, when choosing specialties, pay attention to any minimum requirements, such as needing to have one specialty before taking its successor. If a specialty says you need 4 points in the skill, you won't be able to take it at level 1.

You can only choose specialties from skills you have points in. So for Henry, we can pick specialties from Resilience (page 102 of the Playing Guide), Expertise (page 112), Tactical (page 120), Marksmanship (page 134), Swashbuckling (page 138), and Faith (page 144). If you don't have the Playing Guide handy, we've included a list of specialties in the next chapter that you can use.

Since we're making a level 1 character, we can only choose 3 specialties. For Henry, we'll pick Conviction (Faith), Protector (Resilience), and Sword & Board (Swashbuckling). We write those on the back. We also write down the associated stats that come with those specialties. Conviction, for example, gives Henry +1 Accuracy, +3 Strike, and 8 Hit Points. We write those numbers in the appropriate columns.

When all three specialties are recorded, we add the stats they convey to the Totals row at the top. Also be sure to include any bonuses you got from the racial traits. In the case of Henry, he gets an extra +5 Priority from Momentum and 6 HP from Relentless. These go under the "Misc." row.

Specialties										
	Totals	Accuracy	Evade	Defense	Strike	Priority	Speed	Augments	DIY	Hit Points
Lvl										
1	Conviction (faith)	+1			+3	+5				8
1	Protector (resilience)		+1		+3					14
1	Sword & Board (swashbuckling)	+1	+1							8
2										
3										

If Henry had any sciences, we'd also be looking at Augments. However, since he's not a crafter, we can skip that.

SPECIALTY BONUSES	
Acc:	Accuracy
Eva:	Evade
Stk:	Strike
Def:	Defense
Pri:	Priority
Spd:	Speed
Aug:	Augment
DIY:	Do-it-Yourself
Wnd:	Wound
HP:	Hit Points

5 Weapons & Armors

Henry's using a typical broadsword for his melee weapon. His broadsword is a medium weapon, and since it's melee its reach is adjacent. The AP to use is 2, same as a typical weapon attack. We copy his Accuracy and Strike from his stats on the back: +2 Accuracy and +3 Strike. Medium melee weapons have a damage class of 6, so at higher tiers it'll give 12, 18, and 24. If he had any augments on it, he'd write them down, but he doesn't, so it's just a normal broadsword.

For armor, Henry uses Light armor, so he copies down the penalties to his evade and speed and also the soak class. Now he copies over his evade and defense stats from the back, applying the penalty to evade (-1), reducing his evade stat from +2 to +1. Henry is also going to take a deflection item. This lets him increase his evade by spending an AP point. He'll take a shield so he can evade both ranged and melee attacks.

Weapon		
Broadsword		
Description		
Medium	Melee	Adjacent
Size	Type	Reach
AP to Use	2	0
AP to Ready		
Accuracy	+2	+3
Strike		
Damage Class	6	12 18 24
Notes/Augments:		

Armor	
Combat Attire	
Description	
Light	2
Size	Soak Class
Evade Penalty	-1
Speed Penalty	-5
Climb/Swim Penalty	-5
Notes/Augments:	

Deflection	
Shield	
Item	
+4	
Evade Bonus	
☒ vs Ranged	☒ vs Melee
1 AP to Activate	

6 Gear & Money

As a level 1, you start with 10 Princes. Henry has 3 of these on hand and put his other 7 in the bank. Additionally, you can choose from the starting gear anything that seems appropriate. Henry doesn't have any extra adventuring gear, so he just lists his armor, weapons, and ammo.

Gear	
3 p	Money on-hand
Racial Traits: <u>Mon</u>	
Broadsword (medium melee weapon)	
Revolver (medium firearm)	
Cartridges	
Combat Attire (light armor)	
Shield (metal)	



7 Derived Statistics

Now we finish off the rest of the numbers Henry needs. He's level 1, so he only has 3 AP. We copy his priority (5) from the back. His speed is 25 feet, but the armor penalty of -5 makes it 20 feet. His swim and climb speeds are only 10 feet instead of 15 feet for the same reason. Henry doesn't fly, so he has no fly speed.

His max HP is copied from the back. Since he has nothing that adds wounds, he starts with the default of 12 max wounds. As he takes damage, we'll use the hit points and wounds gears to record what his current levels are.

3 AP		+5 Priority	
20 ft. Speed		10 ft. Swim Speed	
10 ft. Climb Speed		— Fly Speed	
Tiers 1-9 1 10-19 2 20-29 3 30+ 4			
+3 Defense		36 Max HP	
12 Max Wounds		Hit Points	

Weapon: **Revolver**
 Description: **Medium** Size, **Firearm** Type
 AP to Use: **2** **1**
 Accuracy: **+2** **-**
 Damage Class: **4**
 Notes/Augments:
 Costs 0 AP to Ready if u

8 You're Done!

Now's a great time to fill in your character's backstory, maybe shop for some additional items, or tweak anything that feels odd. Get ready: you're about to go on an adventure!

Pre-Made Characters

On the following pages are five pre-made characters. They range from the front-line fighters (like Sir Henry Black and Fiktal) to ranged (like Fritz) and then the support characters (like Val and Lilian). If you don't have time to make your own character or just want a few characters to compare your own to, these are some great ones.

Not all of these characters can be made with just the Rapid-Fire Guide. To fully create these characters, you'll need the Tephra: Playing Guide.



Sir Henry Black

Henry Black has fought in many wars as an Evanglessian officer. He was born in the gentry, the Black Estate his by inheritance. He married young, his wife Misses Jessica Black. He fought for years in the Hurricane Wars, then for the Royalists in the civil war. While he chose the Royalists' side, his wife chose the Militarist. She seized his family assets and attempted his murder. He survived, though not without a few scars, and went on to serve honorably during the war. He was knighted for his efforts. After the wars, he joined the Tailemite Church, trying to spend his final years as a priest. The crusader within him rebelled, and he attempted law enforcement. He was an officer of the law for a brief time before he found the system to be corrupt and inefficient. Though he tried to change it, he felt he was losing grasp on his life. He instead took to the field, helping people in whatever way he could, spreading justice and the church of Tailemy with every breath.

Special Actions

Conviction

Cost: Attack +1 AP

Sir Henry Black can make an attack with conviction any time he's attacking a corrupted creature, such as automatons, bio-engineered monstrosities, abominations, or creatures arisen from the dead. The creature rolls its spirit versus his Faith (+3). If Henry wins, all of the target's damage soak is negated for the attack.

Peerless

Sir Henry Black wins on all tied rolls.

Protector

Cost: as a Shield Deflection (1 AP reflexively)

Any time an adjacent ally is about to be attacked, Sir Henry Black can make a shield deflection on their behalf, giving them his shield deflection bonus (a +4 on the evade roll). If he is in his Sword and Board stance, he may use his free once-per-turn deflection.

Sword and Board

STANCE (costs 1 AP to enter)

While in this stance, Sir Henry Black can make one free deflection per turn.



Player Name _____



Cracked Monocle

Tephra



Sir Henry Black

Character Name

Human

Race

Tailemy

Religion

Evangellessian

Nationality

35

Age

6'1"

Height

190 lbs.

Weight

Weapon Broadsword

Description

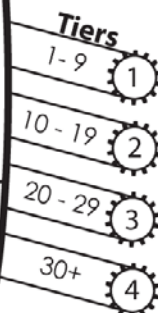
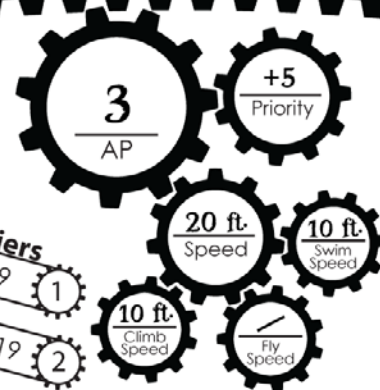
Medium **Melee** **Adjacent**
Size Type Reach

AP to Use 2 0 AP to Ready

Accuracy +2 +3 Strike

Damage Class 6 12 18 24

Notes/Augments:



Weapon Revolver

Description

Medium **Firearm** **100 ft.**
Size Type Reach

AP to Use 2 1 AP to Ready

Accuracy +2 - Strike

Damage Class 4 8 12 16

Notes/Augments:

Costs 0 AP to Ready if using two hands

Armor

Combat Attire

Description

Light 2

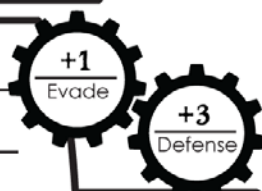
Size Soak Class

Evade Penalty -1

Speed Penalty -5

Climb/Swim Penalty -5

Notes/Augments:



Deflection Shield

Item

+4

Evade Bonus

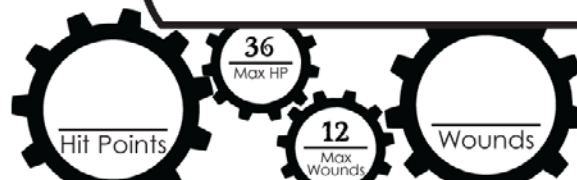
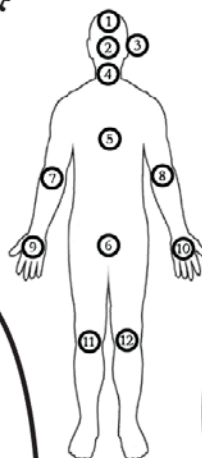


vs Ranged



vs Melee

1 AP to Activate



Wound Effects:

Fatal Effects:

Status Effects:

Alchemy _____ Bio-Flux _____
Armsmith _____ Engineer _____
Automata _____ Gadgetry _____

Misc _____ **Science**

Espionage _____

Expertise 1

Showmanship _____

Tactical 1

Cunning

+2

Brawl _____

Frenzy _____

Overpower _____

Resilience 2

Brute

+2

1

2

3

4

5

6

7

8

9

10

11

12

Experience

1

Level

Dexterity

+3

Ace _____

Agility _____

1 Marksmanship

2 Swashbuckling

3 Faith

Grace _____

Luck _____

Shamanism _____

Spirit

+3

Sir Henry Black

Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	Wounds	Hit Points
	Totals	+2	+2	+3	+3	+5				36
	Misc					+5				6
Lvl										
1	Conviction (faith)	+1		+3						8
1	Protector (resilience)		+1		+3					14
1	Sword & Board (swashbuckling)	+1	+1							8
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

Stories: Evangelical Nobility, Lawman, Paladin of Tailemy,
Royalist, Veteran

3 p

Money
on-hand

Racial Traits: Momentum, Peerless, Relentless

7 p

Money
in bank

Gear

Broadsword (medium
melee weapon)
Revolver (medium firearm)
Cartridges
Combat Attire (light armor)
Shield (metal)

Augments

Notes

Fiktal

Fiktal vosz-Khalish comes from an old, well-respected Haud family. His father is a great general in Zelhost who still lives by the creeds of the old empire, and Fiktal's childhood was built on high expectations and pride-stained failures. A few years ago, Fiktal fought in a duel with another noble's son and was gravely injured. He lost his arm and, unable to cope with the shame, exiled himself. He found himself in Evangless, looking for work, but few were willing to hire a Haud warrior with one arm who carried a sword that clearly needed two hands to wield. Yet time after time, Fiktal proved that he could wield the enormous sword with just one hand. Over the years he saved up enough money to learn a new trade: Fiktal learned the basics of clockwork automata and built himself a prosthetic to replace his missing arm. Today Fiktal is a force to be reckoned with, a brutal blade-wielding warrior from a foreign land.

Special Actions

Air Blaster

Cost: 1 AP

Fiktal's prosthetic hand has an air blaster built in that can launch powerful gusts of air at a single target within 25 feet. He chooses a target and knocks them back 5 feet unless they can make a Tier 2 Brute resist.

Extendable Hand

Fiktal's hand can extend away from him 5 extra feet. It costs one action point to extend the hand but no action points to retract it. Extended hands function as normal, able to do anything they normally could do.

Flame Exhausts

Cost: 3 AP

Fiktal can cause his arm to spray flames onto everyone adjacent to him in order to set them on tier 1 fire (in which they take 2 unsoakable damage per turn and they can put out the fire for 2 AP) unless they make a Tier 2 Dexterity resist. Fiktal cannot activate his flame exhausts if his furnace is extinguished.

Furnace

Fiktal's arm has a small furnace built into it. If it is splashed, it will be extinguished. Fiktal can re-light his furnace for 2 action points. His furnace must be on in order for his flame exhausts to function.

Solid Assault

Cost: Melee Attack +1 AP

If Fiktal successfully hits with a solid assault, he deals damage as though it were one tier higher.



Player Name _____



Cracked Monocle

Tephra



Fiktal vosz-Khalish

Character Name

Human	Zel Haud		
Race	Nationality		
Free Will	27	6'7"	277 lbs.
Religion	Age	Height	Weight

Weapon

Falchion

Description

S-Heavy	Melee	Adjacent
Size	Type	Reach

AP to Use 2 0 AP to Ready

Accuracy +1 +7 Strike

Damage Class 10 20 30 40

Notes/Augments:

Uses 1 hand
but requires Fiktal to be in
footing stance

Weapon

Fist

Description

Unarmed	Melee	Adjacent
Size	Type	Reach

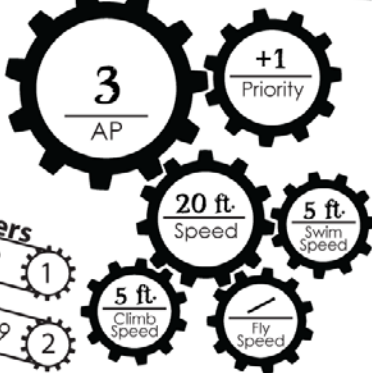
AP to Use 1 0 AP to Ready

Accuracy +1 +7 Strike

Damage Class 2 4 6 8

Notes/Augments:

Prosthetic



Armor

Traditional Haud Leather

Description

Medium	3
Size	Soak Class

Evade Penalty -2

Speed Penalty -5

Climb/Swim Penalty -10

Notes/Augments:

-2
Evade

+0
Defense

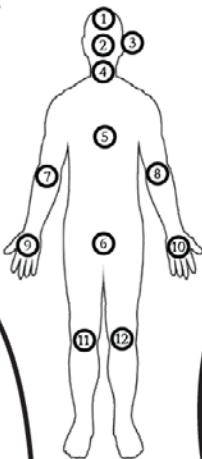
Deflection

Cloak

Item
+3
Evade Bonus

☒ vs Ranged ☐ vs Melee

1 AP to Activate



Hit Points

33
Max HP

10
Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy	_____	Bio-Flux	_____
Armsmith	<u>1</u>	Engineer	_____
Automata	<u>2</u>	Gadgetry	_____

Science

Espionage _____
Expertise _____
Showmanship _____
Tactical _____

Cunning

+0

Brawl _____
Frenzy 2
Overpower 3
Resilience 1

Brute

+6

+3

Experience

1
Level

+1

Dexterity

_____ Ace
_____ Agility
_____ Marksmanship
_____ Swashbuckling

Spirit

_____ Faith
_____ Grace
_____ Luck
_____ Shamanism

Fiktal vosz-Khalish

Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+1		+7		+1		4	2		33
	Misc			+2				+2	+1		6
Lvl											
1	One-Handing It (overpower)	+1		+2							10
1	Solid Assault (overpower)			+3		+1					11
1	Prosthetician (automata)							+2	+1		6
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Stories: Imperial Nationalist

10 p

Money on-hand

Racial Traits: Great Height, Innovative, Relentless

Money in bank

Gear

Familial Falchion
 Traditional Haud Leather
 Armor
 Cloak
 Prosthetic Arm (Flame
 Exhausts mq.I, Furnace
 mq.I)
 Prosthetic Hand (Air Blaster
 mq.I, Extendable Hand
 mq.I)

Augments

Air Blaster
 Extendable Hand
 Flame Exhausts
 Furnace

Notes

Fritz

Few people know much about the gnome named Fritz. A lot of people know that "Fritz" isn't Fritz's real name, but the background knowledge stops there. He tends to be prudent and cautious, wise and thoughtful... until he's not (and when Fritz makes a decision, he makes everyone quite aware of it). Though less than two feet tall, Fritz always makes his presence known, and - when his personality doesn't work - he always has some other way to make a boom.

Special Actions

Praise

Cost: 1 AP reflexively

Fritz may spend 1 action point reflexively to allow a party member to re-roll any resist, as long as they can hear him. He can only do this once per resist.



Player Name _____



Cracked Monocle

Tephra



Fritz

Character Name

Gnome

Race

Agnostic

Religion

Evangellesian

Nationality

32

Age

2'3"

Height

37 lbs.

Weight

Weapon

Hydrogen-Powered Rifle

Description

Heavy **Firearm** **400 ft.**
Size Type Reach

AP to Use **2** **0** AP to Ready

Accuracy **+4** **-** Strike

Damage Class **9** **18** **27** **36**

Notes/Augments:

Using High Damage Cartridges

3
AP

+4
Priority

15 ft.
Speed

10 ft.
Swim Speed

10 ft.
Climb Speed

1
Fly Speed

Tiers

1-9

1

10-19

2

20-29

3

30+

4

Weapon

Gnomish Longblade

Description

Medium **Melee** **Adjacent**
Size Type Reach

AP to Use **2** **0** AP to Ready

Accuracy **+3** **+0** Strike

Damage Class **6** **12** **18** **24**

Notes/Augments:

Armor

Work Clothing

Description

Minimal **1**
Size Soak Class

Evade Penalty **-**

Speed Penalty **-**

Climb/Swim Penalty **-**

Notes/Augments:

+3
Evade

+0
Defense

Deflection

None

Item

Evade Bonus

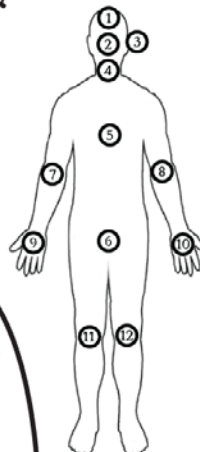


vs Ranged



vs Melee

1 AP to Activate



Hit Points

17
Max HP

12
Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy _____

Armsmith **2**

Automata _____

Bio-Flux _____

Engineer _____

Gadgetry _____

Misc _____

+2

Science

Misc _____

+3

Dexterity

_____ Ace

_____ Agility

3 Marksmanship

_____ Swashbuckling

_____ Faith

_____ Grace

1 Luck

1 Shamanism

+3 Misc

Spirit

+5

Espionage **1**

Expertise _____

Showmanship **2**

Tactical _____

Cunning

+3

Brawl _____

Frenzy _____

Overpower _____

Resilience _____

Brute

-2 Misc

-2

Experience

1

Level

Fritz

Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+2	+3			+4		2	1		17
	Misc		+2								
Lvl											
1	Gunsmith (armsmith)							+2	+1		4
1	Praise (showmanship)	+1	+1								7
1	Snap Reload (marksmanship)	+1				+4					6
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Stories: Adopted by Evangless

Racial Traits: Piercing Sight, Wry

2 p

Money
on-hand

Money
in bank

Gear

Hydrogen Powered Rifle
(Automatic Reload mq.I,
Damaging mq.I)
High Damage Cartridges
Gnomish Longblade
Work Clothing
Goggles (Heat Detection
mq.I - sees oponents
through poor cover)
Illumitorch (mq.I)

Augments

Automatic Reload
Damaging

Notes

Lillian Isis

Born into a wealthy elven family in Dalvozzea, her family decided while she was still young to infuse themselves with essence and become farishtaas. The effect was more traumatic than they hoped. Her once close family failed to recognize each other, and Lillian grew aloof and lonely. She became rowdy, almost violent. Her personal servant, Yahto, guided her through these tough times. The Isis family fractured, but paid for Lillian to attend university in Daion. She gained a reputation for her elitist, often irrationally violent nature. She graduated with top honors, but, unwilling to return to her old estate, she moved south, to Evangless, hoping to learn everything she could about essence, aether, automatons, and warfare.

Special Actions

Clockwork Automaton

Lillian has a clockwork automaton that follows her around. It has 20 wounds and can walk up to 10 feet per turn. It is wearing super-heavy armor. If targeted, it has a -4 to its evade, no defense bonus, and a soak class of 5. It will move toward Lillian once per turn (at its full 10 feet) until it is adjacent to her. Once per turn, if the automaton is adjacent to Lillian, it will take the damage of an incoming attack for her. It is still able to soak this damage.

Lillian can fix or replace her automaton during any period of downtime.

Emotionally Unavailability

If Lillian is subject to a fear effect, she takes the effect one tier lower than normal (negating tier 1 fear effects).

Explosive

Cost: 1 AP to activate, 2 AP to throw

Lillian can activate an explosive for 1 action point and throw it for 2 more. She can throw it up to 25 feet. The explosive will explode at the beginning of her next turn after setting it. When the explosive goes off, it deals 10 damage to everyone in the space of the explosive and all adjacent spaces. It knocks everyone within the blast of the explosive 5 feet away from the center of the explosion and disorients them for 1 turn (causing them to lose 1 AP). Anybody caught within the blast may spend 1 AP reflexively to roll their Dexterity to resist. A tier 2 move moves them out of the blast radius and they take no ill effect.

Lillian can craft 6 of these without spending money. She can replenish her stocks during every downtime.



Player Name _____



Cracked Monocle



Lillian Isis

Character Name _____

Farishtaa

Dalvozzean

Race

Nationality

Jinzium

25

6'6"

202 lbs.

Religion

Age

Height

Weight

Weapon

Eyelid-Fusing Bio-Zapper

Description

Medium Bio-Zapper 25 ft.
Size Type Reach

AP to Use 2 0 AP to Ready

Accuracy +1 - Strike

Damage Class - - - -

Notes/Augments:

Blinds target (-4 to accuracy and evade) if hit.
Can be resisted with a Tier 2 Brute result.
Target may also spend 1 AP to inflict 1 wound damage to themselves in order to open eyes.

3
AP

+0
Priority

25 ft.
Speed

15 ft.
Swim Speed

15 ft.
Climb Speed

Fly Speed

Tiers

1-9

1

10-19

2

20-29

3

30+

4

Weapon

Pistol

Description

Medium Firearm 100 ft.
Size Type Reach

AP to Use 2 1 AP to Ready

Accuracy +1 - Strike

Damage Class 4 8 12 16

Notes/Augments:

Costs 0 AP to Ready if using two hands

Armor

Fancy Clothing

Description

Minimal 1

Size Soak Class

Evade Penalty -

Speed Penalty -

Climb/Swim Penalty -

Notes/Augments:

+0
Evade

+0
Defense

Deflection

None

Item

Evade Bonus

☐

vs Ranged

☐

vs Melee

1 AP to Activate

Hit Points

12
Max HP

12
Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy

3

Bio-Flux

Armsmith

1

Engineer

Automata

2

Gadgetry

Misc

+8

Science

Espionage

Expertise

Showmanship

Tactical

Cunning

+0

Brawl

Frenzy

Overpower

Resilience

Brute

Misc

+2

+2 when dealing with people

Misc

+2

Experience

1

Level

Dexterity

+3

2 Ace

Agility

1 Marksmanship

Swashbuckling

Faith

1 Grace

Luck

Shamanism

Spirit

+1

Lillian Isis
Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	Wounds	Hit Points
	Totals	+1						6	3	12
	Misc	+1								
Lvl										
1	Bio-Zapper Developer (bio-flux)							+2	+1	4
1	Clockwork Crafter (automata)							+2	+1	4
1	Pyrotechnician (gadgetry)							+2	+1	4
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

Stories: Member of the Night Society

10 p

Money
on-hand

Racial Traits: Born to be Airborne, Emotional Unavailability, Unpredictable

Money
in bank

Gear

Clockwork Automaton
(Follow-Me Directive mq.I,
Protect-Me Directive mq.I)
6 Mq.I Explosives
(Concussive mq.I, Knock
Back mq.I)
Bio-Zapper (Eyelid-Fusing
mq.I, Micro-Zapper mq.I)
Pistol (medium firearm)
Fancy Clothing (minimal
armor)
Cartridges

Augments

Bio-Zappers:
Eyelid-Fusing
Micro-Zapper

Clockwork:
Follow-Me Directive
Protect-Me Directive

Explosives:
Concussive
Knock Back

Notes

Val Godrick

Valerie "Val" Godrick was born a free spirit in the satyr plains of Arakrith, but the war with Siyesh overtook her clan and her freedom was stripped from her. She was shipped to Zelhost, where she spent her teenage years as a rebellious slave, often beaten and traded from owner to owner in the Haudi Empire. She learned to avoid trouble and eventually slipped her way out of her master's grasp and away into Evangless. There she stayed with the Godrick family who helped her settle into Evangless, learn the language, and make a living. Unfortunately, Val was not cut out for staying in one place for too long, and she had to bid them farewell and make her own way in the world.



Special Actions

Ace Up My Sleeve

Cost: 1 AP reflexively to grab the die, 1 AP to use

If Val rolls a pure 12 on one of her combat rolls (i.e. accuracy, strike, evade, defense, or priority) she can spend 1 action point to keep that pure 12. She then re-rolls that roll.

On any combat roll, she can spend an action point in order to use her saved pure 12. When she uses her pure 12, it acts just as if she had rolled it - she takes the 12 and then rolls again, adding the result.

Val can only have one saved pure 12 at a time.

Empathetic

When Val is attempting to figure out if somebody is lying, she rolls her cunning twice and takes the higher result.



Player Name _____



Cracked Monocle

Tephra



Val

Character Name _____
 Satyr _____ Race _____
 Evanglessian _____ Nationality _____
 Tailemy _____ 20 5'6" 137 lbs.
 Religion _____ Age Height Weight

Weapon

Knife

Description _____

Light Melee Adjacent
 Size Type Reach

AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

Damage Class 4 8 12 16

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP.

Weapon

Throwing Knives

Description _____

Light Throwing 25 ft.
 Size Type Reach

AP to Use 1 0 AP to Ready

Accuracy +2 +1 Strike

Damage Class 3 6 9 12

Notes/Augments:

Requires only 1 AP to use while in Invisible Blade stance. Normally 2 AP. Can be drawn for no action points.

Tiers

- 1-9 1
- 10-19 2
- 20-29 3
- 30+ 4

3
AP

+5
Priority

45 ft.
Speed

20 ft.
Swim Speed

20 ft.
Climb Speed

—
Fly Speed

Armor

Common Clothing

Description _____

Minimal 1
 Size Soak Class

Evade Penalty -

Speed Penalty -

Climb/Swim Penalty -

Notes/Augments:

+1
Evade

+0
Defense

Deflection

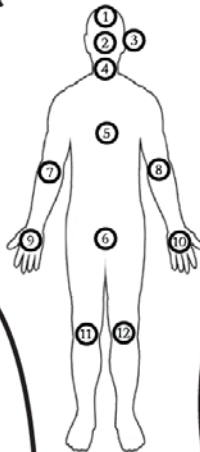
None

Item _____

Evade Bonus

☐ vs Ranged ☐ vs Melee

1 AP to Activate



Hit Points

20
Max HP

12
Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy 1 Bio-Flux _____
 Armsmith _____ Engineer _____
 Automata _____ Gadgetry _____

Science

Espionage 3
 Expertise 1
 Showmanship _____
 Tactical _____

Cunning

+4

Brawl 1

Frenzy _____

Overpower _____

Resilience _____

Brute

+1

Misc _____

+1

Experience

1
Level

Dexterity

+3

Ace _____
 Agility 2
 Marksmanship 1
 Swashbuckling _____

Spirit

+2

Faith _____
 Grace _____
 Luck 2
 Shamanism _____

Lillian Isis
Character Name

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+2	+1	+1		+5	+10				20
	Misc						+10				
Lvl	1	Ace Up My Sleeve (luck)		+1		+2					6
	1	Instant Draw (agility)	+1			+3					7
	1	Invisible Blade (espionage)	+1		+1						7
	2										
	3										
	4										
	5										
	6										
	7										
	8										
	9										
	10										
	11										
	12										

Stories: Adopted by Evangless, Satyr Servant

Racial Traits: Alcohol Immunity, Empathetic, Fleet of Foot

10 p

Money
on-hand

Money
in bank

Gear

Knives (light melee
weapons)

Throwing Knives (light
throwing weapons)

Rope

Grappling Hook

Lockpicks

Comon Clothing (minimal
armor)

Augments

Notes

SPECIALTIES



Brute Specialties

Brawl

Brawlers have no respect for such things as personal space, codes of honor, or traditional weaponry. They fight hard, they fight dirty, and they fight to win. Brawlers are often experts with unarmed blows and using their fearsome strength to cripple, grab, and kill their enemies. Yet sometimes too will an enormous man with an even more enormous axe get right in and brawl as well.

Bone-Breaker

BRAWL SPECIALTY

COST: Unarmed Called Shot +1 AP

You smash a precision blow into the opponent, causing a called shot that's nearly impossible to resist. Do your called shot normally. If they succeed in resisting, you are able to roll your strike again to make them re-resist. The bone-breaker only does damage based on the original strike.

- | | |
|---|------------|
| ① | 1 re-roll |
| ② | 2 re-rolls |
| ③ | 3 re-rolls |
| ④ | 4 re-rolls |

Heavy-Handed

BRAWL SPECIALTY

COST: Unarmed Attack +1 AP

The blows from your unarmed attacks are so powerful that they feel like they're coming from giant hammers. When you make a heavy-handed attack, roll your brawl before you deal damage but after you've succeeded in your accuracy roll in order to increase the damage class that you deal.

- | | |
|---|-----------------|
| ① | +3 damage class |
| ② | +4 damage class |
| ③ | +5 damage class |
| ④ | +6 damage class |

Hold Steady

BRAWL SPECIALTY

You'll grab the bloke while your friends beat the tar out of him. When you're grabbing somebody, anybody who attacks that person gains a hefty accuracy bonus. They get +3 on their accuracy roll.

Frenzy

Frenzy is an emotionally-charged rage, throwing yourself out there and giving people everything they don't want. Frenzy's not for the weak - you lose control easily and take haphazard movements all over the battlefield. When you've broken your limits, you are literally uncontrollable. Yet your opponents will never know this weakness. They'll be dead long before that.

Carry Through



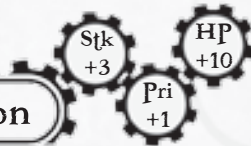
FRENZY SPECIALTY

COST: Melee Attack +1 AP per adjacent opponent

You carry your blow through one opponent and into another. Once you've successfully attacked one opponent within your melee reach, you can continue the attack, cleaving through more opponents within your reach. For every additional opponent you choose, you must spend 1 more action point. You may not select the same opponent twice. You must still roll accuracy to determine if you hit, but you deal the same amount of damage that you dealt with the first attack.

If you were using any other modifying specialties (that would make it an "Attack +1 AP"), they only apply to the first target.

Crimson Weapon



FRENZY SPECIALTY

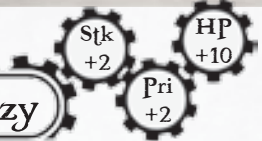
RESIST: Brute (tiers down)

COST: Melee Attack +1 AP

You learn to make your weapon strike slice deep into the flesh of your foes. If an opponent takes damage from your crimson weapon, they will begin bleeding at the start of their next turn (and ever turn thereafter). Bleeding damage is unsoakable, but the opponent can roll their Brute to lower the tier result. A person can stop 5 points worth of bleeding by spending 1 action point patching the wound.

- | | |
|---|-----------------------------|
| 1 | Bleed for 2 damage per turn |
| 2 | Bleed for 4 damage per turn |
| 3 | Bleed for 6 damage per turn |
| 4 | Bleed for 8 damage per turn |

Laugh Like You're Crazy



FRENZY SPECIALTY

RESIST: Spirit (negates)

You're a manic, psychotic, laughing vision of evil on the battlefield. For every 10 points of hit point damage you've taken, choose one opponent within 25 feet. That opponent is now suffering the effects of tier 1 fear. They may resist using their spirit against your frenzy. If they resist, they cannot be affected again.



The ability to overpower an opponent is not one to be overlooked. Nothing can be scarier than a man whose blows can fell giants, strikes are so powerful that they can send a man high into the air, or swings so atrocious that they can sever the fabric that holds our reality together. Overpower is all about hitting your opponent hard and making sure that they never forget who it was that gave them that scar - the one on their shoulder, where their arm used to be.

Overpower

One-Handing It

OVERPOWER SPECIALTY

You may wield two-handed weapons in one hand. Reloading a marksmanship weapon and using bows of any size still requires an additional free hand. For all purposes beyond how many hands the weapon requires, this specialty changes nothing.

Solid Assault

OVERPOWER SPECIALTY

COST: Melee Attack +1 AP

You ready your strike and bring it in smoothly to deal just the right amount of damage. If you successfully hit with your solid assault, you deal damage as though it were one tier higher.

Stunning Blow

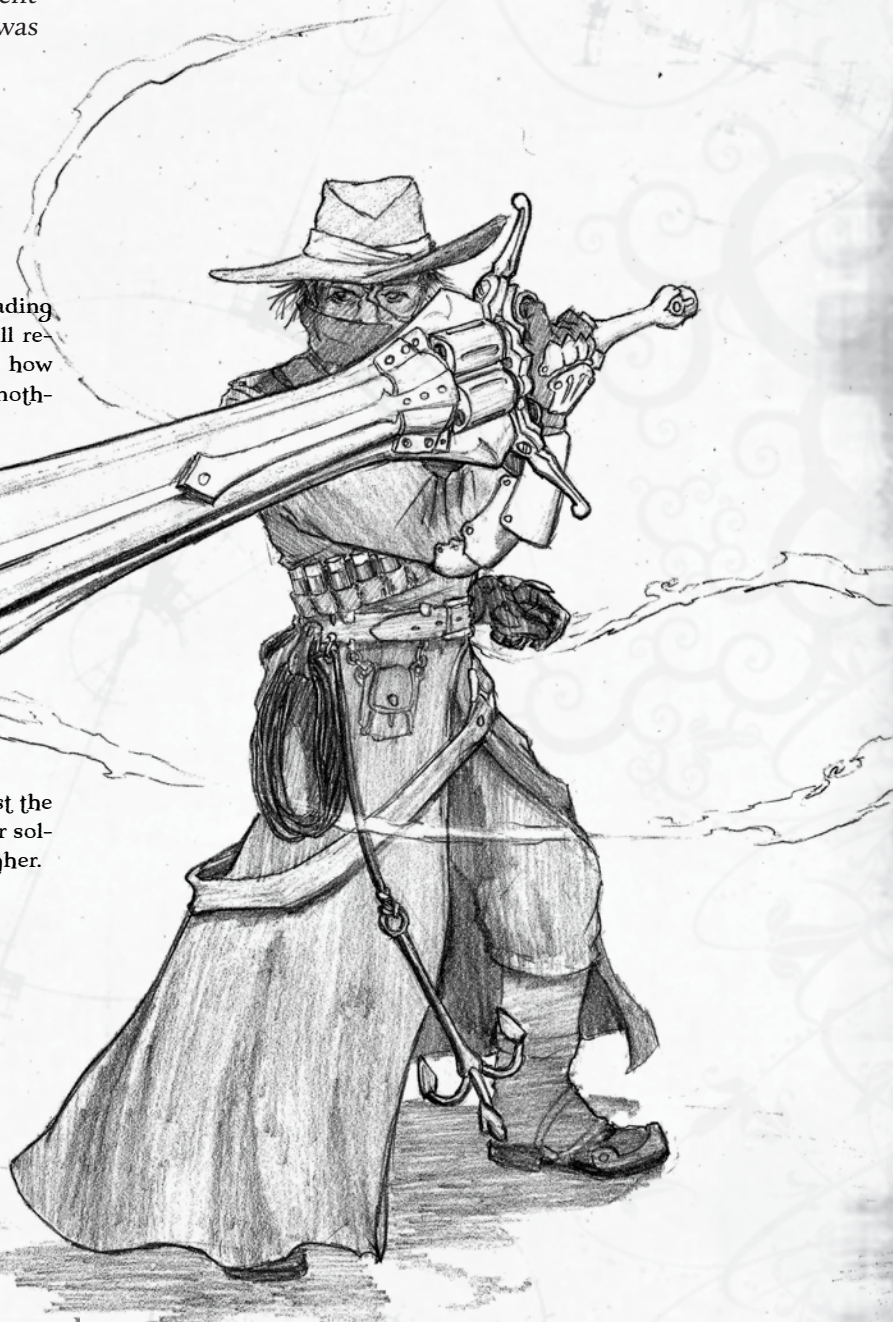
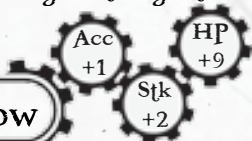
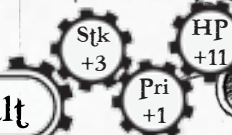
OVERPOWER SPECIALTY

RESIST: Brute (tiers down)

COST: Melee Attack +1 AP

With a well aimed strike, you stun your opponent. If the opponent fails to resist against your overpower and your receive a tier 2 result or higher, the target is stunned. The target may roll their brute in order to resist. For every tier over Tier 1 that they receive, they lower the effect of Stunning Blow by one tier.

- | | |
|---|------------------|
| ① | No effect |
| ② | Stunned for 1 AP |
| ③ | Stunned for 2 AP |
| ④ | Stunned for 3 AP |



Resilience

Resilience is your ability to weather attacks, continue on, and protect your allies. A character with resilience can use their great strength to keep the good fight going and never stand down. Resilience makes a character almost impossible to take down, and so builds the perfect front-line fighter and person that you want between the enemy and the group's travelling scientist.

Armored Ease

RESILIENCE SPECIALTY

When you are wearing armor, you may consider it one degree lighter at your discretion. Therefore, you can treat your medium armor as light armor for determining penalties but still gain all of the benefits of wearing medium armor.

Bulwark

RESILIENCE SPECIALTY

STANCE (costs 1 AP to enter)

You ready yourself for any attack, becoming an untouchable bulwark. While in this stance, roll twice for your defense rolls and take the higher result. You still add your defense bonus to the roll of your choice.

Interposition

RESILIENCE SPECIALTY

RESIST: Dexterity (negates)

COST: Move +1 AP reflexively

You are able to gauge an opponent's intent to strike a friend, allowing you to interpose yourself between them and one of your allies. You must decide to interpose yourself before your ally rolls their evade. For the cost of a move +1 action point, you may make a single move to place yourself in front of the attack.

If the attack is a melee one, you must end your move adjacent to both the ally being attacked and to the person making the attack.

If the attack is a ranged one, you must end your move in-between your ally and the person making the attack.

Furthermore, the person making the attack is allowed to resist against your resilience. If they successfully resist, the attack hits the intended target instead of you. If the resist fails, the attack automatically hits you.



Cunning Specialties

Espionage

Let's face it: you just want to stab people when nobody's looking. It may be due to personal, unresolved social problems. It could be an emotional dependency on other people's pain. Or maybe you just like delivering surprises. Regardless, you take people off-guard, play with them in a fight, and then trash them like a rotting corpse in a trench. In fact, that's exactly what they are.

Critical Hits

ESPIONAGE SPECIALTY

Light weapons, while normally less damaging than other weapons, do seem to have a knack for finding soft spots in a target's defense. When you attack with a light weapon in melee, for every 5 points that your accuracy roll exceeds your target's evade roll, your attack's damage class increases by 1. This extra damage class cannot exceed your skill in espionage.

Thus, if your opponent rolled a 2 on their evade and you rolled a 12, your attack's damage class would be 2 higher than normal.

Distracting Attack

ESPIONAGE SPECIALTY

RESIST: Cunning (tiers down)

COST: Melee Attack +1 AP

Your attacks bewilder and confuse your opponent. You can make a melee attack that, if successful, disorients the target (causing them to lose 1 action point per turn) for a handful of turns.

①	1 turn
②	2 turns
③	3 turns
④	4 turns

Invisible Blade

ESPIONAGE SPECIALTY

STANCE (costs 1 AP to enter)

You fight with your weapons palmed, keeping your attacks so tight that your blades are little more than an extension of your fists. When using a weapon that is both light and concealable, you fight as if unarmed: you cannot be disarmed or have your weapon sundered, and your attacks only cost 1 action point to make. For all other purposes, your weapon still counts as a light weapon.

Expertise

Your intelligence stems beyond book smarts into the realm of practical use. Your keen observations coupled with raw brainpower and experience have given you the skills you use on a daily basis. You are a thinker, combining thought with action. Whether it be determining the exact distance of an enemy force or doctoring the wounded, expertise gives you the know-how to do what needs to be done.

Combat Insight

EXPERTISE SPECIALTY

While others are forced to rely on their brute strength or reflexes to avoid called shots, you see them all coming and react accordingly. You may use your cunning for all called shot resists instead of the normal attribute.

Mechanic

EXPERTISE SPECIALTY

COST: 3 AP

Though you may not be the original inventor, you have a knack for seeing problems and figuring out how to fix them. You may repair an adjacent automaton, vehicle, or any mechanical contraption with wounds or hit points.

- | | |
|---|---------------------------------|
| ① | repairs 6 wounds or hit points |
| ② | repairs 12 wounds or hit points |
| ③ | repairs 18 wounds or hit points |
| ④ | repairs 24 wounds or hit points |

Poison Finder

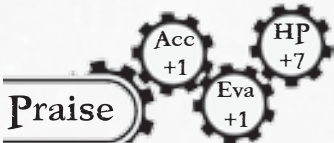
EXPERTISE SPECIALTY

Any time a poison comes within 10 feet of you, you may automatically roll your cunning to perceive it (unless you are not conscious or otherwise have your senses dulled), and you add your skill in expertise to the roll.



Showmanship

You are a performer, the master of showmanship, the troubadour of the world, the man who was born on a stage. You control people's emotions through your performances, stopping people dead in their tracks with your bravado and encouraging them to do impossible feats through your inspiration. The person with a knack in showmanship is going to be useful no matter where they go, and their allies will never regret having a performer around.



Praise

SHOWMANSHIP SPECIALTY

COST: 1 AP reflexively

You sing the praises of your fellow adventurers. You may spend 1 action point reflexively to allow a party member to re-roll any resist, as long as they can hear you. You can only do this once per resist.



Smokescreen

SHOWMANSHIP SPECIALTY

COST: 1 AP

When you need to, you've always got a way to throw enemies off for just a second or two. You may toss down a smokescreen during your turn that lasts until the end of your turn (when your action points refresh). This smokescreen only envelopes you, but it hides all of your actions while in the smokescreen. If you move, the smokescreen does not move with you and instead disperses.

Throw Off Balance

SHOWMANSHIP SPECIALTY

RESIST: Cunning (tiers down)

COST: 1 AP reflexively

Just as a melee attack hits one of your allies within 25 feet, you distract the opponent and cause them to do minimal damage. The attacker must roll their strike multiple times and take the lowest roll, but they can use their cunning resist in order to lower the result.

- ① The attacker rolls two times and takes the lowest
- ② The attacker rolls three times and takes the lowest
- ③ The attacker rolls four times and takes the lowest
- ④ The attacker rolls five times and takes the lowest



Tactical



Tactical is the skill of battlefield commanders, great generals, and military leaders. As your party's tactician, you're going to keep people safe by making timely decisions to affect the overall flow of the battlefield. The enemies are your pawns, and you move everyone with equal ease. Tactical is about knowing your enemy, focusing your best attacks, and using all of your best advantages to drive your pike into their disadvantages.

Change Places

TACTICAL SPECIALTY

COST: 1 AP

You know where the forces that threaten your team members lie. You can move your ally (as long as your ally is willing).

- ① Your ally moves 5 feet
- ② Your ally moves 10 feet
- ③ Your ally moves 15 feet
- ④ Your ally moves 20 feet

Encouragement

TACTICAL SPECIALTY

COST: 1 AP reflexively

You call out encouragement, urging your allies to a more assured victory. For 1 action point reflexively, you may give an ally within 50 feet a bonus on any one of the following rolls: accuracy, evade, strike, or defense. This bonus must be determined before the roll is made.

- ① +2
- ② +4
- ③ +6
- ④ +8

Issue Orders

TACTICAL SPECIALTY

COST: 3 AP

You yell an order across the battlefield, and one of your allies answers the call. The ally must be within 50 feet and be able to hear you. Your order allows an ally to make a called shot using their bonuses but without spending any of their action points.

- ① Ally attempts the called shot
- ② Ally attempts the called shot with a +2 on the strike
- ③ Ally attempts the called shot with a +4 on the strike
- ④ Ally attempts the called shot with a +6 on the strike

Dexterity Specialties

Ace

You are the ace. Whether you're seated in a world-class flying machine or mounted on an overgrown weasel, you know how to guide your ride and use it to its very best. You can do crazy flyer tricks, a barrel roll with a tank, and you'll never be kicked off your horse prematurely.

Driving with Knees

ACE SPECIALTY

STANCE (costs 1 AP to enter)

You are able to control your vehicle or animal mount using your knees. If you are on an animal mount or driving a clanker, you get one free movement per turn. It also requires no hands to pilot your vehicle or animal mount.

Quick-Mount

ACE SPECIALTY

You can now mount or dismount any auto, clanker, or animal mount for no action point cost during your turn, whether you intend to pilot the vehicle or not. You can only make one such quick mounting or dismounting per turn.

Strafe

ACE SPECIALTY

You know how to quickly move your auto side-to-side. Once per turn, you can strafe for no action point cost. This does not change the direction your auto is travelling in.

①	5 feet
②	10 feet
③	15 feet
④	25 feet

Agility

Speed, movement, lightning-fast reflexes, and the quick wits to get out of dodge: these are the focuses of a character with agility. Specialties from agility will get you an insane movement speed, free actions during combat, and numerous ways of clearing a battlefield - either to get to your target, or to get far, far away from him.

Free Movement

AGILITY SPECIALTY

Movement is becoming a way of life. Once per turn (and only during your turn), you can make a single free movement. You must be in medium or lighter armor to do this.

①	10 feet
②	20 feet
③	30 feet
④	40 feet

Instant Draw

AGILITY SPECIALTY

In your hand or not, it doesn't matter. You can draw your weapon and other items without using any action points and at any point (even during another person's turn). You draw items and weapons so fast that you do not leave yourself open to reflexives. (Activating items still leaves you open to reflexives.)

Snake Bite

AGILITY SPECIALTY

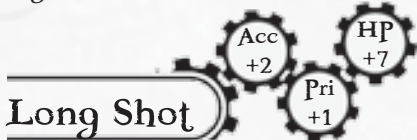
Cost: 1 AP

You lash out at an opponent like a coiled snake before following through with the rest of your attack. You may use your first action point of your turn to make a normal, unaltered melee attack with a medium or smaller weapon. No specialties may alter this attack.



Marksmanship

Whether you're one for pulling out your pistol and getting off a warning shot at the start of combat, or you like to stand behind a pillar with your bow and pick off enemies as your warrior-friend distracts them, marksmanship is the right skill for you. Encompassing all aspects of ranged weaponry, your skill at a distance will make you a frightening foe.



Long Shot

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

You test the air and adjust accordingly, doubling the range that your weapon is accurate to. (Shooting beyond that range takes accuracy penalties as is normal for your weapon.)

Penetrating Shot

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

You use your ranged weapon in such a way that their armor offers little protection. For the purposes of this attack, lower your opponent's soak class by 1 for every tier that you receive with your marksmanship roll. This does not permanently affect the armor.

- ① Ignores 1 soak class
- ② Ignores 2 soak class
- ③ Ignores 3 soak class
- ④ Ignores 4 soak class

Snap Reload

MARKSMANSHIP SPECIALTY

You've been in enough gunfights that you're quite proficient at readying your firearms and crossbows. You can ready any firearm or crossbow that you're wielding for one less action point (to a minimum of 0). If you are wielding two or more crossbows or firearms, each one gains the reduction from snap reload.



Swashbuckling

The swashbuckler specializes in fancy flourishes, graceful attacks, and absolutely dominating their opponent. Excelling in one-on-one opponents, a swashbuckler chooses their target and shuts them down. The swashbuckling skill is designed for fast attacks that weave through an opponent's defenses and sink in right through the ribcage.



Counter-Stance

SWASHBUCKLING SPECIALTY

STANCE (costs 1 AP to enter)

COST: 1 AP reflexively

You may declare a counter-stance against one opponent. If at any point you are attacked by the marked opponent, you can make a reflexive attack for 1 action point against that opponent, even before they finish their attack.

Parry

SWASHBUCKLING SPECIALTY

COST: 1 AP reflexively

When you are hit in melee with an attack that deals tier 1 damage, you have the option of parrying as a reflex. Roll accuracy and add your skill in swashbuckling, and, if you score higher than the accuracy roll that hit you, you negate the blow.

Precise Attack

SWASHBUCKLING SPECIALTY

COST: Melee Attack +1 AP

A precise attack is one that has an improved chance of hitting. You roll your accuracy multiple times and take the highest result to determine if you hit. (If you roll a pure 12, continue rolling to figure out what the final result is. The pure 12 and attached rolls will only count as one roll.)

- ① You roll two dice
- ② You roll three dice
- ③ You roll four dice
- ④ You roll five dice

Spirit Specialties

Faith

Faith is a powerful tool, and it's one you can utilize to make your foes wish they had half as much faith as you. Regardless of where your faith comes from or toward what goals you put it, your devotion to a cause manifests itself in your actions. A person of faith can reinvigorate allies, move through obstacles as though they don't exist, and survive far longer than what the faithless think possible.

Healing Halo

FAITH SPECIALTY

STANCE (costs 1 AP to enter)

Everyone around you draws upon your divine energies. At the end of every turn that you are in your healing halo stance, you and your living allies within 25 feet regain a small amount of hit points. You and your allies gain 1 hit point, plus 1 for every 5 skill points you have in faith, at the end of every turn that you spent in healing halo (when your action points refresh).

Purify

FAITH SPECIALTY

COST: 2 AP

By laying your hands on yourself or an ally, your devotion al-

lows your target to ignore the penalties from an ongoing poison, disease, parasite, called shot, wound, or other effect for a number of turns equal to your skill in faith. The target can not be purified again until the effects of the first purification wear off. If the effect of the penalty would have naturally worn off during the time the purification was occurring, it does not resume once the purification ends.

- | | |
|---|------------------------|
| ① | Ignore 1 effect |
| ② | Ignore up to 2 effects |
| ③ | Ignore up to 3 effects |
| ④ | Ignore all effects |

Smite

FAITH SPECIALTY

COST: Melee Attack +1 AP (1 AP sacrifices)

Your allies' belief in your attack guides your hand against the unfaithful. You call for your allies' faith, and their prayers give your attack strength. When you begin to make a smite, you call for your allies within 25 feet to sacrifice 1 action point in order to empower your attack. Any ally who can hear you (or knows that you called for their belief) and is within range can, reflexively, sacrifice the action point. If your attack lands, your attack deals damage as if it were one damage class higher for every action point an ally sacrificed to you. If nobody sacrificed an action point for the smite, it is treated like a normal attack.

An ally can only sacrifice one action point per smite, and if the smite misses, the sacrificed action points are simply lost.

Grace

Grace is understanding yourself and bypassing your inner limits. Those fully serene are often known for their seemingly super-human abilities, their ability to ignore pain, ignore barriers, and do things that simply aren't considered possible for other people. Is grace magic? No, at least that's what the practitioners of grace will say. Grace is simply the wisdom of knowing your limits and how to bypass them.



Iron Palm

GRACE SPECIALTY

COST: Unarmed Called Shot +1 AP

When you hit the opponent, your attack sends ripples through their body, activating multiple called shot effects as if you had hit each one separately. When you make a called shot with your iron palm, your called shot affects multiple locations.

- ① Affects called shot and an adjacent location of your choice
- ② Affects called shot and two adjacent locations
- ③ Affects called shot and any two called shot locations
- ④ Affects called shot and any three called shot locations

Parting Waves

GRACE SPECIALTY

RESIST: Dexterity (negates)

COST: 1 AP reflexively

Any time you successfully evade an attack from a melee weapon, you can reflexively spend 1 action points in order to disarm the opponent of the weapon they attacked you with. They must make a dexterity resist against your skill in grace in order to keep their weapon. If they fail, the weapon clatters to their feet.

Void Strike

GRACE SPECIALTY

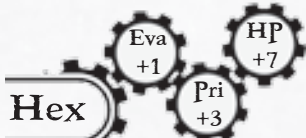
RESIST: Spirit (as evade; see below)

COST: Melee Attack +1 AP

You can guide your ki along the path of your strike, creating a sharp wave that rends through the target. Your melee attack can target those an additional 5 feet away from you per point you have in Grace. Because of the nature of this attack, the target may choose to use his Spirit in place of his evade in order to avoid the attack. If they have a poor spirit, they may use their evade as per normal.

Luck

Luck is everywhere. Everyone has it. Some people have phenomenal luck, others are commonly out on their luck. You, however, know how to make your own luck. Now, it's often a gamble, but when you win, you win big. Lucky people manipulate their own fate, sticking their necks on the line and hoping to persevere. The winners become the best, and the losers, well, they often die.



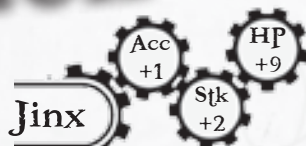
Hex

LUCK SPECIALTY

RESIST: Dexterity or Spirit (target's discretion, negates)

COST: 2 AP reflexively

When your enemies are moving toward you, there's always some loose piece of rubble or a stray twig that trips them up. For 2 action points, when anybody is moving directly toward you and is within 25 feet, you can cause them to trip. They make an opposed resist against your luck roll. If you meet or exceed their resist, they fall to the ground and are prone (normally costing an action point to stand up).



Jinx

LUCK SPECIALTY

Any time you are attacked, you can jinx that opponent. To do so, you willingly take a 1 on the evade and defense rolls of the incoming attack, letting them land a full blow against you. You can only choose to do this if you would have gained the full bonuses to your evade and defense in the first place. Your attacker is now jinxed. The next time they are attacked (be it from you or an ally), you may add your skill in luck to either the accuracy or strike roll.



Lucky Number 7

LUCK SPECIALTY

STANCE (costs 1 AP to enter)

You have a habit of getting twice as many pure rolls as anyone else. Any time your die rolls a 7, it becomes a "pure 7," and you may roll again and add the results. Fancy that!



Shamanism

Shamanism is related to nature, the earth, and everything organic. The shaman stands out among the modern, industrial world as a return to archaic times. Shamanism sometimes represents a manipulation of the elements. Other times it is a use of animals to help further their causes. Regardless, those with skill in shamanism will make a powerful and distinctive mark on any game.

Avian Wrath

SHAMANISM SPECIALTY

COST: 2 AP to begin, 1 AP to continue during subsequent turns

Raising your hands above you and whistling, you call down death from above. Native animals dive down and attack your victim, a victim who can be up to 50 feet away. Depending on your surroundings, these creatures might be fish, bats, birds, or even insects, though they're never larger than a human's fist. When you first call the animals, you must make an accuracy roll against the target's evade (just like a normal attack). If you hit them with your summoned avians, they deal damage as per the tiers below. This damage can be soaked.

Anything that would affect an area (such as an explosion or gas) disrupts the swarm (forcing you to start over, if you so desire). If at any point you lose the ability to speak, the swarm is disrupted. You may not talk while continuing an avian wrath or use any specialties requiring the use of your voice.

- | | |
|---|--|
| ① | Animals deal 6 initial damage, 3 damage when continued |
| ② | Animals deal 12 initial damage, 6 damage when continued |
| ③ | Animals deal 18 initial damage, 9 damage when continued |
| ④ | Animals deal 24 initial damage, 12 damage when continued |

Fire Resistance

SHAMANISM SPECIALTY

Your natural body heat increases. Your love of the flame has begun to manifest as you become more and more resistant to fire. Any time you take damage from fire or a fire-based attack, you soak a fair deal of the damage.

- | | |
|---|------------------------------------|
| ① | 3 damage from heat or fire soaked |
| ② | 6 damage from heat or fire soaked |
| ③ | 9 damage from heat or fire soaked |
| ④ | 12 damage from heat or fire soaked |

Druidic

SHAMANISM SPECIALTY

STANCE (costs 1 AP to enter)

Warped metal feels unnatural in your hand, and you've always felt more at home wielding your ancestral, tribal weaponry. When in this stance, wood and organic weapons (not including unarmed attacks) deal 2 damage classes higher.



GEAR



Melee Weaponry

Melee attacks are those that target adjacent foes. When making a melee attack, you can either be using a close melee weapon, be fighting unarmed, or using a polearm or flexible weapon (like a chain or whip). There is a wide variety of melee weapons available to you, and they have the highest damage potential.

Unarmed

COST: 1 AP

DAMAGE CLASS: 2

TARGET: Adjacent Foe

An unarmed attack is any attack that does not use a weapon. Instead, unarmed attacks can be anything from your fists to your elbows to your legs and knees. Unarmed attacks are the fastest possible attacks at 1 action point apiece, but they do significantly less damage than attacks with weapons.

Unarmed attacks utilize no equipment and thus cannot be upgraded by an armsmith.

Light Weapons

COST: 2 AP

DAMAGE CLASS: 4

WIELDED WITH: One Hand

TARGET: Adjacent Foe

Light weapons are defined as any small, one-handed weapon that is easily concealable. All small items can count as light weapons. If you're thinking about getting really good with light weapons, you might want to check out the Espionage skill, one of the Cunning skills.

Medium Weapons

COST: 2 AP

DAMAGE CLASS: 6

WIELDED WITH: One Hand

TARGET: Adjacent Foe

Medium weapons are one-handed weapons that are not easily concealable. Medium weapons are the bulk of one-handed weapons - pretty much anything that looks large enough to deal some real damage. If you want to get great with medium weapons, you should look at the Swashbuckling skill under Dexterity.

Heavy Weapons

COST: 2 AP

DAMAGE CLASS: 8

WIELDED WITH: Two Hands

TARGET: Adjacent Foe

A heavy weapon is loosely defined as any weapon that is used in two hands. A heavy weapon is virtually impossible to conceal on your person. If you want to master heavy weapons, you should look into the Overpower skill, located under the Brute attribute.

Super-Heavy Weapons

COST: 2 AP

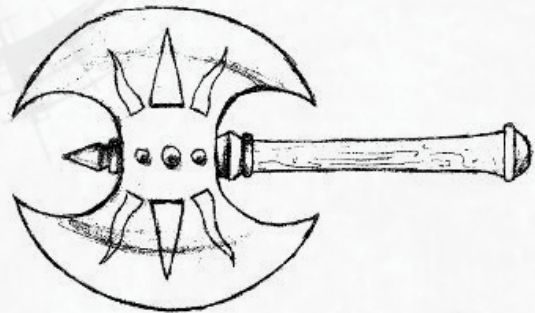
DAMAGE CLASS: 10

WIELDED WITH: Two Hands

TARGET: Adjacent Foe

Super-heavy weapons are immense, building-destroying tools of destruction. Super-heavy weapons require two hands to wield and two hands to carry. These do a lot of damage but require the wielder to take up footing in order to swing them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

You may use a super-heavy weapon without taking footing, but doing so gives you a -3 on your accuracy and strike rolls, as if it were an impromptu weapon.



Variant Weaponry

You can also take any of your normal melee weapons and apply some variants onto them. Want to make a whip? Make it flexible. Want to make a pike? Turn it into a polearm. Want to make a long stick with chains dangling from it, make it into a flexible polearm!

Flexible *ability to grab, -1 damage class*

You can make any weapon into a non-rigid one, a weapon that has flexible parts like a whip, chain, or flail. Flexible weapons can be used to make a grab, just like a hand can. Because the weapon loses some of its impact power, its damage class is 1 lower.

Polearm *+5 feet of reach, -1 damage class*

Medium and heavier weapons can be polearms. The longer handle allows polearms to attack any foe within 10 feet, but also makes the weapon more difficult to swing, decreasing its damage class by 1.

Throwing *can be thrown, -1 damage class*

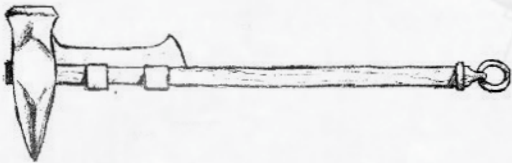
Throwing weapons can be anything from throwing knives to javelins to gigantic hurling spheres. Weapons designed to be thrown have 1 less damage class, but can hit people at a distance. Each thrown weapon has a different distance, depending on its size. For every 10 feet you throw a weapon beyond its distance, it takes a -1 on the accuracy roll. Weapons not designed to be thrown can go no further than 25 feet.

LIGHT: 25 feet

MEDIUM: 75 feet

HEAVY: 50 feet

Note: A thrown weapon is no longer a melee weapon for the purposes of determining how specialties work.



Combination Weapons

While you can make any melee weapon into a flexible weapon, a polearm, or a throwing weapon, you can also combine those aspects. Want to make a flexible polearm? Go for it! You'll just have to apply the damage class penalty both times, but now you have a weapon that'll hit people 10 feet away and you can make grabs.

If you want to create a bolas, you can combine a throwing weapon with a flexible weapon. Now you can throw a weapon that can make grabs. Want to tie up an opponent? Throw a light bolas at their legs, making a grab, and you'll nab them.



Impromptu Weapons

(-3 on Accuracy and Strike)

Anything that is not designed to be used as a weapon is impromptu weaponry. Impromptu weaponry is assigned a weapon class by the narrator and has a -3 to accuracy and strike rolls. Once a weapon is assigned a weapon class, it cannot change weapon classes (unless it breaks in two!).

For example, if some characters pick up their chairs, they are heavy melee weapons (because they're using them two-handed), so they have a damage class of 8 and they take a -3 to their accuracy and strike rolls. If they later break off the chair legs, they can use them as impromptu light weapons, so they'd have a damage class of 4.

Firearms

Firearms come in several varieties, but they'll be largely covered under four different categories: light, medium, heavy, and super-heavy. Each of those categories will have a basic damage class and range. Once you've chosen the size of your firearm, you will also choose your ammunition type. Most will choose the standard cartridge, the normal damaging round. Some might choose "shot" to turn their weapon into a shotgun and deal more damage up close. Others will use the sniper cartridge, a long range round with slightly lower damage, or the high damage jacketed rounds. Once you've chosen your choice of ammunition, you may change it for 1 action point, assuming you are carrying another ammunition type.

Unlike other weapons, firearms use accuracy to determine your damage instead of your strike. You only roll once for firearms - your accuracy will determine if you hit, and then you will tier the result to get damage. As you can imagine, accuracy is twice as important for a gunslinger as most others.

Firearms have to be readied between every shot. This can represent rechambering, reloading, or cocking the hammer of the firearm. When combat begins, you can often assume that the firearm is readied, but after firing, you must ready it again.

Light Firearms

COST TO FIRE: 2 AP

DAMAGE CLASS: 2

WIELDED WITH: One Hand

READYING: 0 AP

TARGET: Any foe within 50 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Light firearms are peashooters, normally the type that could fit in your palm or in your pocket, and a gun that somebody searching you would often entirely overlook. On the flipside, though, they deal very minimal damage and are more likely to be an irritant than a killer.

Medium Firearms

COST TO FIRE: 2 AP

DAMAGE CLASS: 4

WIELDED WITH: One Hand

READYING: 1 AP if you're using one hand, or 0 AP if you're using two hands

TARGET: Any foe within 100 feet. For every 25 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Medium firearms are all of your revolvers, sawed-off shotguns, and small rifles. These guns are handguns - they can be held in one hand, though many will use two hands to help cock the hammer, rechamber the bullet, and lend support to absorb the recoil of the firearm. Note that reloading them normally requires 1 action point, but if you dedicate a second hand to the gun, it costs 0 action points to reload.

Heavy Firearms

COST: 2 AP

DAMAGE CLASS: 6

WIELDED WITH: Two Hands

READYING: 1 AP

TARGET: Any foe within 200 feet. For every 50 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Heavy firearms are your rifles and shotguns - your two-handed long rifles. They have a pretty good range, but require 2 hands to use and rechambering costs 1 action point.

Super-Heavy Firearms

COST: 2 AP

DAMAGE CLASS: 8

WIELDED WITH: Two Hands

READYING: 2 AP

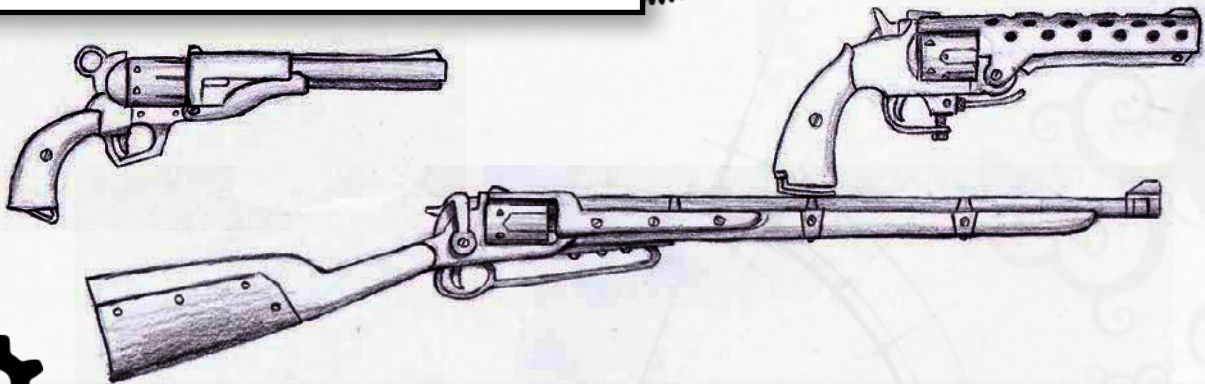
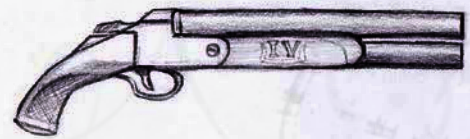
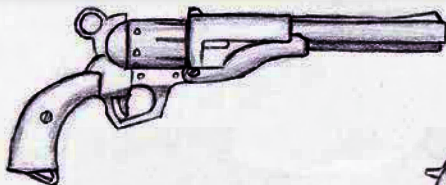
TARGET: Any foe within 300 feet. For every 100 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Super-heavy firearms are very large guns, meant to take down everything from elephants to raging, steam-powered automatons. These do a lot of damage, but require the wielder to take up footing in order to fire them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

You may use a super-heavy firearm without taking footing, but doing so gives you a -3 on your accuracy roll, as if it were an impromptu weapon.

Double-Barreled

Firearms can be made double-barreled for no additional cost. By making a weapon into a double-barreled firearm, you can fire it twice before having to ready it. However, reloading the double-barreled firearm takes 1 more action point per round loaded.



Firearm Ammunitions

Firearms can use a wide range of ammunitions, and each type of ammunition is going to give you some different bonuses and penalties. You may change your firearms ammunition for 1 action point.

Cartridge

The cartridge is the most common type of ammunition used. Normally a cartridge is a bullet packaged with the gunpowder and primer to most easily blast holes in nearby villains. The cartridge uses the basic statistics for the firearm.

Blank

Blanks are cartridges that do not fire anything - they produce all of the effects of having fired the firearm, but do not blast forward any projectile. Somebody using blanks is going to have an easier time clubbing somebody to death with their firearm than they will shooting them with it.

High Damage Cartridge

High damage cartridges, often jacketed or armor-piercing rounds or solid shot, increase the damage class by 2 but also increase the readying time by 1 ac-

tion point. High damage cartridges are very powerful and deadly, but much more difficult to use.

Shot

Shot, commonly known as lead shot or buckshot, is composed of numerous small projectiles that are all shot out of the firearm at the same time. At a distance, shot has a higher likelihood of hitting. However, the further the shot is from the firearm, the less penetrating power it has. Rather than losing accuracy at a range, shot decreases its damage class by 1 for every range increment past the basic distance.

Sniper Cartridge

Sniper cartridges are specifically designed to go far and go fast. A sniper cartridge only loses 1 accuracy for every 2 range increments it travels. However, sniper shots have 1 less damage class than normal.

Armor

Armor comes in many shapes and sizes, types and qualities. Armor can be made out of leather, bone, iron, steel, bronze, or numerous other materials. Armor was for many years a requirement for warriors, but recently has gone down in popularity with the rise in magnetech weaponry. Nonetheless, it remains a common sight on the battlefield.

USING ARMOR: There are five degrees of armor - minimal, light, medium, heavy, and super-heavy. Armor negatively affects a person's evade roll and speed, but gives them a great amount of damage soak. The "soak class" works the exact same way as damage class - for every tier you receive on your defense roll, you soak that damage. For example, if you received a tier 2 soak in heavy armor (soak class of 4), you would soak 8 damage from the attack.

PENALTIES: Armor negatively affects your evade, speed, and ability to move about. You'll suffer a penalty to evade, a penalty to your land-based movement, and a penalty to your climbing and swimming speeds while wearing armor.

DESCRIBING YOUR ARMOR: How your armor looks is up to you and your narrator. Thick robes could be defined as light armor, but so could a breastplate. Chainmail covered in fish bones and a suit of field plate could both be heavy armor. How you describe your armor is your choice.

TYPE	SOAK CLASS	EVADE PENALTY	SPEED PENALTY	CLIMBING & SWIMMING PENALTY	MATERIAL OPTIONS
Unarmored	0	-	-0 ft.	-0 ft.	None, Organic, or Textile
Minimal	1	-	-0 ft.	-0 ft.	Metal, Organic, or Textile
Light	2	-1	-5 ft.	-5 ft.	Metal, Organic, or Textile
Medium	3	-2	-5 ft.	-10 ft.	Metal or Organic
Heavy	4	-3	-10 ft.	-15 ft.	Metal or Organic
Super-Heavy	5	-4	-10 ft.	-20 ft.	Metal

Deflection Items

A shield is used for deflecting incoming attacks. While the term "shield" indeed provokes in the mind a large, bulwark strapped on one arm and used to protect the body, this is not the only defensive item used. Companion weapons, such as the parrying dagger and cloak are also common, and each has its own merits.

You use shields and companion weapons to make deflections. A deflection costs 1 action point, and may be used whenever you are attacked.

Cloak *+3 to evade against melee attacks*

A cloak is often wrapped around one arm or, at the very least, guided by one arm, to blind opponents, throw off their weapons, and mislead them. A cloak can only be used against melee attacks, granting a +3 to evade for the deflection. The cloak, however, allows you to use your hand freely and make grabs.

MATERIAL OPTIONS: Organic or Textile

Parrying Dagger *+3 to evade against melee attacks*

The parrying dagger is used to deflect attacks while the primary weapon makes them. A dagger can only be used against melee attacks, granting a +3 to evade for the deflection roll. Furthermore, a dagger counts as a light weapon.

MATERIAL OPTIONS: Metal, Organic, or Wood

Shield *+4 to evade against melee and ranged attacks*

A shield is strapped onto the forearm and held with the hand. You can hold things with your shield hand, but - while doing so - you cannot make deflections. The shield grants you a +4 to evade for deflections, and can be used both against melee and ranged attacks.

MATERIAL OPTIONS: Metal, Organic, or Wood



Equipment

Adventuring Basics

A beginning character has full reign to choose what they'd like from the following list. The selections must be reasonable (that is, only what you could logically carry), but we'll let you be the judge of that. After character creation, you'll need to purchase your supplies normally.

If there's something not on this list that you think you could have, go ahead and take it. If it's something big, ask your narrator before hand. We obviously haven't included every piece of equipment that a character might start off with, so feel free to fill your character in as you'd like.

Backpack	2 dukes	Clothing (gentry)	5+ princes
A standard leather pack that can be used to carry supplies, provisions and tools.		Very elegant and formal dresswear that can be worn to any number of occasions. The cost of this good can range from 5 princes (a meager suit) to hundreds of princes.	
Bedroll	1 duke	Crowbar	1 prince
A set of cotton bedding that makes sleeping in the outdoors much more comfortable, especially in cold climates.		An Iron bar that uses leverage to pry open things such as doors and chests.	
Cable (25 ft)	5 princes	Flare	10 princes
Strings of metal wire woven together to form a sturdy metal rope.		A tube, filled with explosive chemicals which launches into the air and glows red.	
Case	1 duke	Glass Bottle	1 duke
A leather or wood case to keep scrolls from being warped by the elements. Holds up to two scrolls or maps.		A glass container which can hold liquids without contaminating its contents.	
Chain (10 ft)	1 prince	Grappling Hook	3 princes
Large metal links connected end to end to form a long chain.		A three pronged iron hook which can be tied to a rope and used to reach high up places.	
Chalk	1 duke	Hose (10 ft)	10 princes
A white stick of gritty material that can be used to draw on stone or paper.		A hollow rubber tube that can be used to funnel and direct liquids	
Charcoal	1 duke	Inkpen	1 duke
Black nuggets of charcoal which, when set on fire, burn for an extended period of time. Can also be used to draw on stone or paper.		A small fountain pen with ink held inside and funneled to the tip.	
Chest	1 prince	Journal	3 dukes
A holding box of sorts, normally made of wood or a stronger material, and often accompanied by a lock.		A small, easily storable, notebook which can be used to store important information or personal memoirs	
Clothing (working)	3 dukes	Ladder	2 dukes
Simple utilitarian clothing that would commonly be owned by the working class.		A ten foot ladder which can be propped up against walls to grant access to elevated areas.	
Clothing (middle-class)	1 prince	Lantern	2 dukes
More formal clothing that could proudly be worn on the streets in a city.		A gas-filled lantern that pushes darkness away 25 feet.	
		Lockpicks	3 dukes
		Metal picks which are essential to opening locks.	
		Magnifying Glass	1 prince
		A round glass lens which provides a clearer view of smaller objects and aids with delicate and detailed tasks.	
		Metal Canister	4 dukes
		A metal cylinder designed to be resealable	
		Musical Instrument	2 princes
		A musical instrument, usually made of wood, leather, hair, or bone depending on the type of instrument.	

Pole (5 ft steel)	5 dukes
A five foot long steel pole.	
Pole (5 ft wood)	1 duke
A five foot long wooden pole.	
Rope (25 ft)	4 dukes
A 25 foot length of woven fibers which can be used to climb, carry, bind, or tie just about anything together.	
Rations (1 day)	2 dukes
Enough food stuffs to provide an average adult with enough energy to get through the day.	
Spyglass	10 princes
Two magnifying glasses fitted to opposite ends of a cylinder which allows the user to see far into the distance.	
Tent	2 princes
A large piece of canvas with supports which, when inside, provides some protection from inclement weather such as rain and snow.	
Torch	1 duke
A wooden handle wrapped with a slow burning substance at one end that will provide light at night or in poorly lit areas.	
Vials	3 dukes
A set of five glass vials and cork stoppers which can carry liquids without contaminating them.	

Armor & Shields

Minimal	1 prince
Light Armor	5 princes
Medium Armor	15 princes
Heavy Armor	40 princes
Super-Heavy Armor	75 princes
Shield	4 princes
Cloak	1 prince
Parrying Dagger	1 princes

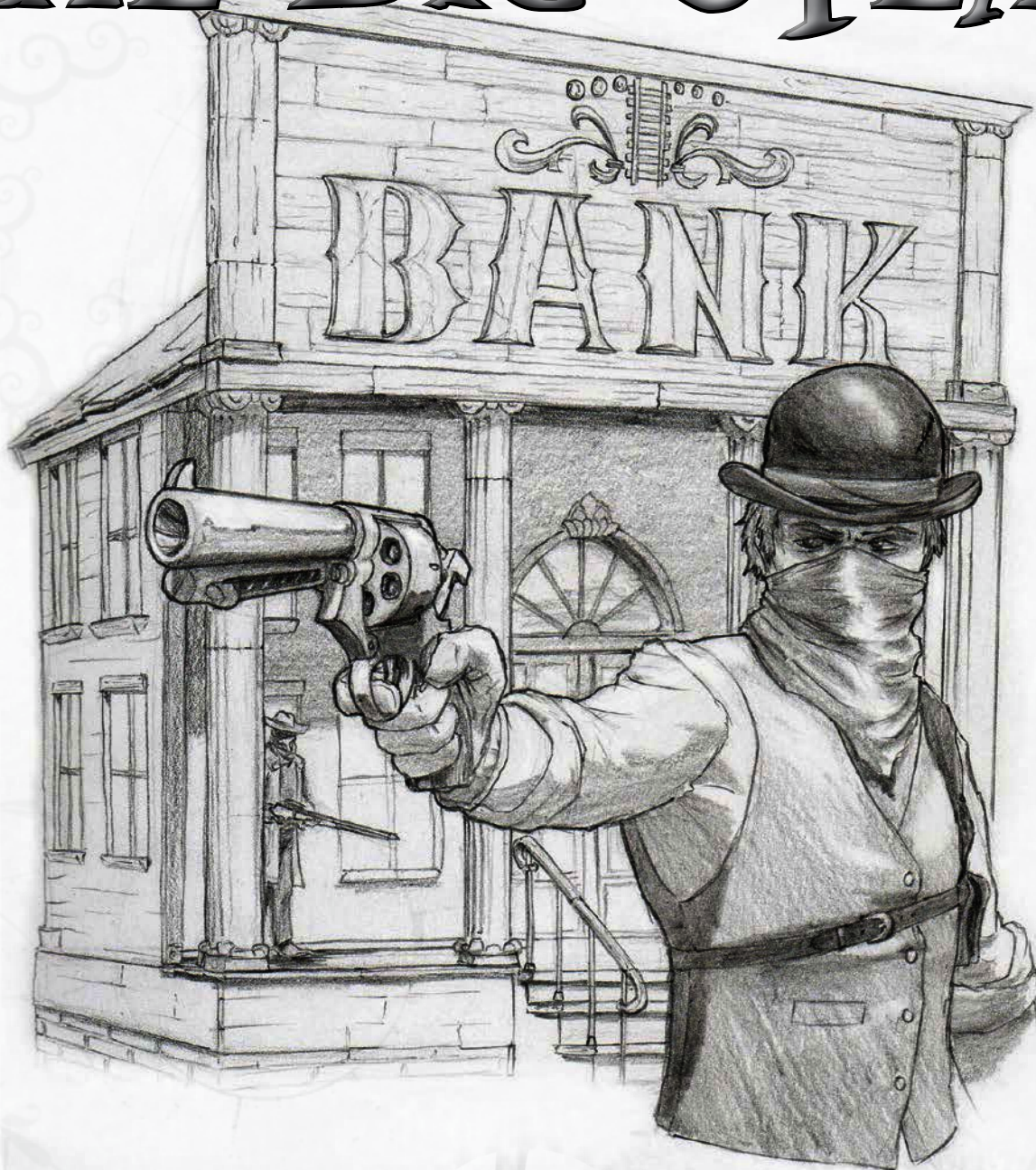
Weapons

Light Melee Weapon	1 prince
Medium Melee Weapon	7 princes
Heavy Melee Weapon	15 princes
Light Firearm	2 princes
Medium Firearm	5 princes
Heavy Firearm	12 princes
Super-Heavy Firearm	20 princes
Light Bow	5 dukes
Medium Bow	1 prince
Heavy Bow	5 princes
Super-Heavy Bow	17 princes
Light Crossbow	2 princes
Medium Crossbow	4 princes
Heavy Crossbow	7 princes
Super-Heavy Crossbow	14 princes



SAMPLE ADVENTURE

3-GUNS & THE BIG STEAL



A Bank Robbery in the Wild West

This Tephra adventure is designed as a quick (2-3 hour) adventure for a group of wandering heroes. It's best suited for 3-5 players at 1st level.

Background

Inside the town called Douglass City, a gang lead by the infamous "3-Guns Charlie" has seized the Trust Bank and is robbing the vault. It's taken a couple hours to get into the vault, so people are well aware of what's going on. Members of his gang patrol the road outside, well armed and making sure nobody interferes. The town's lone sheriff is currently holed up in his office with his young deputy, nursing some wounds inflicted by the gang.

Overview

The goal of this game is to introduce people to the rules and experience a bit of roleplaying and strategic thinking.

The first combat is a simple one, with the heroes being pitted against a gang of gunfighters outside of the bank.

The second combat is much more complex. A mad scientist with a flamethrower-wielding automaton is inside the bank, and he's using all of the bank employees as human shields. The players will have to either deal with the threats separately or immediately go for the scientist who is controlling the automaton at the risk of hurting the hostages.

The third combat will involve them going down under the bank, to the vault, where 3-Guns Charlie is just getting the vault door open. 3-Guns Charlie is an elven gunman with two mechanical arms. He'll use the vault layout to his advantage and attempt to gun down the heroes.

After the adventure, the surviving heroes will be treated well by the town and will be rewarded kindly, unless of course they failed to protect the hostages...

INTRODUCTION

You've reached Douglass City, a town not hardly large enough to warrant being called a city. It's a dusty, dry day, and the air is blurred from heat rising off the dirt. The town is little more than a single dusty street lined with wooden buildings. There's a small crowd gathering off to the side of one of the buildings and a handful of rough, armed men walking up and down the street.

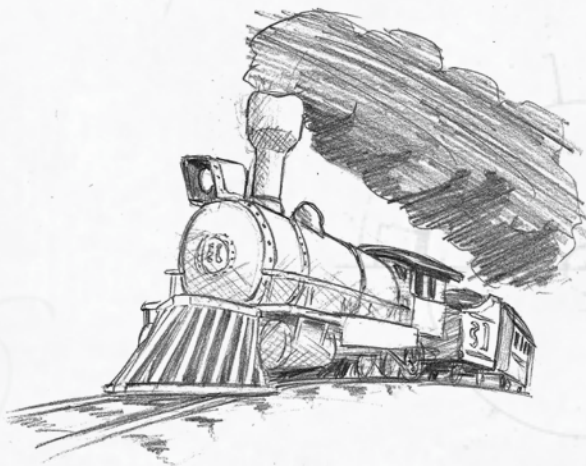
Looks like trouble.

The Town

The crowd is gathering behind the sheriff's office, and his back door is open. Fearful townspeople cycle in and out. The sheriff is inside, an older gentleman named Thomas Gallagher. He sits idly at his desk, blaming his inaction on the agony of the "crippling wounds" inflicted upon him by the outlaws.

He has a sole deputy named Card, a man who is only 16 and barely worth his salt in a fight. He is a bit presumptuous, however, and scoffs at the sheriff's excuses, eagerly whispering to the party that he was only barely grazed and is simply too afraid to stand up to the gunmen.

Also in the office is the Trust Bank Chairman, a man named Hollace Estherbrook. He's a middle-aged man with a strong moustache and dark hair. He talks smart and holds his chin high. He asks for their help, though does not immediately offer a reward. If pressed, he'll offer them 25 princes each, plus 10 princes per outlaw they take out (per hero). With a good argument or a tier 3 cunning result, he could be talked up to 50 princes each, "but not a single mark more!"

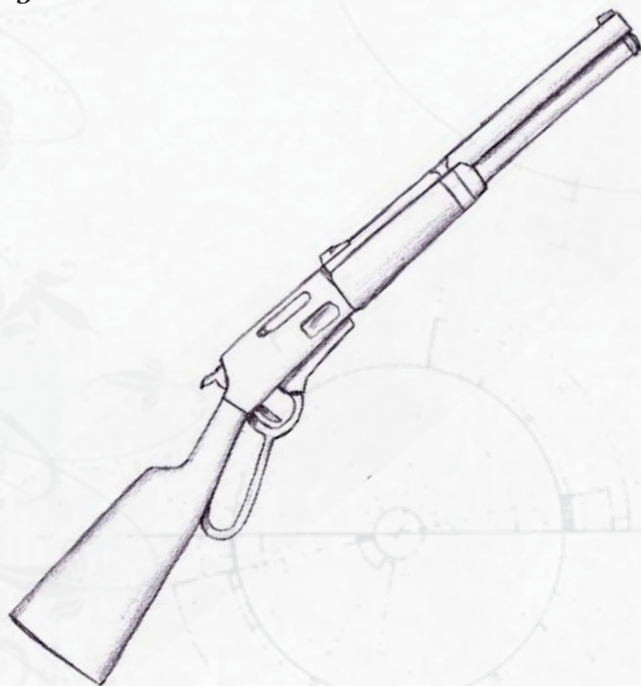


Rough & Tumble Gunfight



Outside the bank are 4 outlaws. Two slowly walk the front perimeter of the building, rifles in hand, while another stands at the top of the bank's steps. A fourth sits in a chair to the right of the steps, head hung low, his hands resting on the two shiny pistols in his lap. They're not much for talkers - they take threats seriously, they're on edge, and they'll warn people to get off the road quickly or get shot.

The heroes can approach this situation from a variety of angles. There are, however, another 3 outlaws inside the bank who will come outside if there's any commotion or fighting. If the heroes are subtle in their tactics, the outlaws inside the bank will probably just walk outside randomly, though somewhat curious as to what happened to their colleagues.



OUTLAW GUARD

RACE: Human (Evangellessian)
 LEVEL: 2/3rd AP: 3
 HP: 13 WOUNDS: 8
 PRIORITY: +3 SPEED: 25 feet
 NOTE: The outlaw guard can draw items for 0 AP.

GUARD

LIGHT LEATHER DUSTER (minimal organic armor)
 EVA: +0 DEF: +1
 SOAK: 1 | 2 | 3 | 4

ATTACKS

RIFLE (2 AP, 1 AP to ready)
 ACC: +2 RANGE: 200 ft.
 DAMAGE: 6 | 12 | 18 | 24

REVOLVER (2 AP)
 ACC: +2 RANGE: 100 ft.
 DAMAGE: 4 | 8 | 12 | 16

SPECIAL ACTIONS

PENETRATING SHOT (Ranged Attack +1 AP)
 The outlaw can make a ranged attack that ignores (marksmanship +2: 2 | 4 | 6 | 8) points of damage soak.

SKILLS

AGILITY: +1
 BRAWL: +2
 EXPERTISE: +1
 MARKSMANSHIP: +2 SPIRIT: +0

ATTRIBUTES

BRUTE: +1
 CUNNING: +1
 DEXTERITY: +3
 SCIENCES: +0

REFERENCE

SPECIALTIES: Instant Draw, Penetrating Shot
 EQUIPMENT: Rifle (heavy rearm), revolver (medium rearm), ammunition, duster, a handful of prunes (1-2 prunes each).

Hostages & Flamethrowers

Inside the bank, there's an automaton, a mad scientist named Hank McGridgit, and 3 hostages. The heroes can see inside the bank from the windows outside. The automaton is stored behind the office, obscured from sight. Hank McGridgit is in the back, sitting on a stool with the 3 hostages bound, each sitting on a stool around him.

Hank McGridgit is a rascally-looking fellow with big eyes. You can tell that he doesn't eat well, and he has some oddly placed burn marks on his face, probably from loose embers and jumping sparks. He's wearing raggedy overalls and has some crazy-looking goggles on. He bides his time leaning close to the hostages and doting on his position of power, bragging to them about his automaton, which a clever hero may be able to overhear with a tier 3 cunning.

With the hostages surrounding him, his back to the wall, and the desk in front of him, he gains a +6 cover bonus on his evade rolls. Because of the hostages, if anybody shoots at him (trying to just shoot around the hostages), and their accuracy result is 6 or lower, they'll hit one of the hostages. If somebody shoots a hostage for less than 8 damage, the hostage will be injured (roll wounds). If a hostage is hit for 8 damage or more, the hostage will be killed.



HANK McGRIDGIT

RACE: Human (Evangellessian)
LEVEL: 2 AP: 3
HP: 16 WOUNDS: 12
PRIORITY: +0 SPEED: 20 feet

GUARD

METAL-PLATED OVERALLS (medium metal armor)
EVA: +0 DEF: +0
SOAK: 3 | 6 | 9 | 12

ATTACKS

REVOLVER (2 AP)
ACC: +0 RANGE: 100 ft.
DAMAGE: 4 | 8 | 12 | 16

SKILLS

AGILITY: +1
AUTOMATA: +5
ARMSMITH: +3
GADGETEER: +3
MARKSMANSHIP: +1
RESILIENCE: +1

ATTRIBUTES

BRUTE: +1
CUNNING: +0
DEXTERITY: +2
SPIRIT: +0

REFERENCE

SPECIALTIES: Steam-Powered Crafter, Beta Drive Cores, Learn Augments, Optician

AUGMENTS KNOWN: (goggles) Protective, Tinted, Weatherproof, (automata) Automated Repair System, Fireproof, Reinforced Boiler, Remotely Remote Controlled, Resilient Boiler

EQUIPMENT: Revolver (medium rearm), ammunition, overalls, goggles (Protective Mq.I, Tinted Mq.I, Weatherproof), remote control

A LITTLE ABOUT HANK

Hank is an outcast, spurned by the townspeople and forced to dwell in the nearby junkyard. Wracked with loneliness and the constant pranking of local youths, Hank built a friend out of the heaps of scrap around him. Clarence, as Hank took to calling him, protected Hank and the junkyard. 3-Guns Charlie befriended this awkward engineer and turned his genius toward crime. Hank has long wanted payback for the cruel treatment in his past, and 3-Guns' heist is just such an opportunity for payback.

McGRIDGIT'S AUTOMATON

TYPE: Beta Steamer

WOUNDS: 50 SPEED: 10 feet

GUARD

RIVETED METAL ARMOR (heavy metal armor)

EVA: -3 DEF: +2

SOAK: 7 | 14 | 21 | 28

NOTES: Automaton automatically regains 1 wound per turn. The automaton cannot be set on fire.

ATTACKS

FLAMETHROWER (2 AP, hits only adjacent opponents)

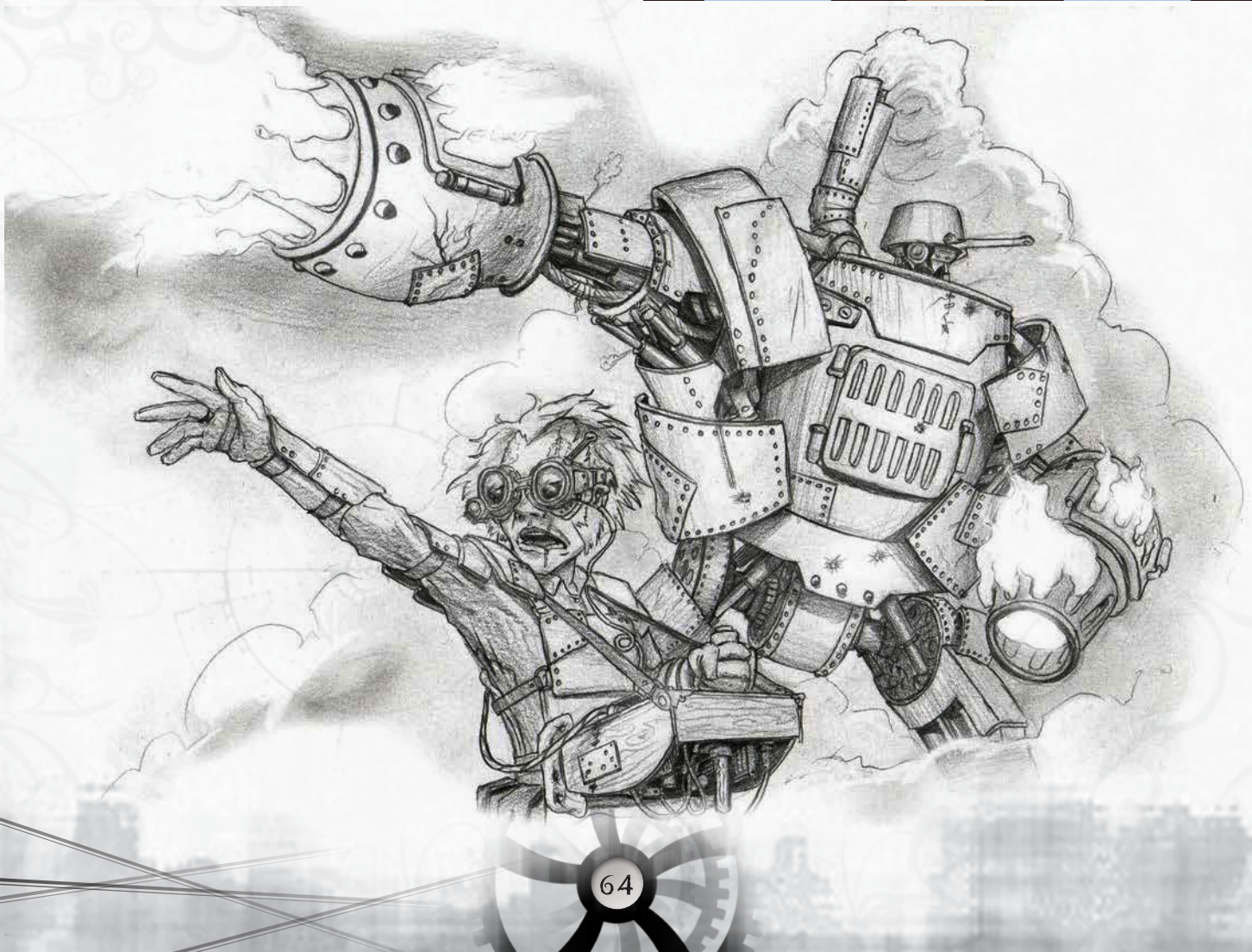
ACC: +0

DAMAGE: 7 | 14 | 21 | 28

NOTES: Depending on the tier of damage dealt, it does that tier of burns to the target (dropping their defense by -1 | -3 | -5 | -7) until their next breather. The flamethrower is mounted inside of the automaton's arm.

Wrapping it Up

If there are no wounded hostages, the hostages will both rejoice and flee after being saved, heading straight for the sheriff's office. They will also inform the heroes that there is a door hidden under the rug. The rug covers a thick metal door that opens to a stairway leading into the basement. The door leads to the vault and 3-Guns Charlie.



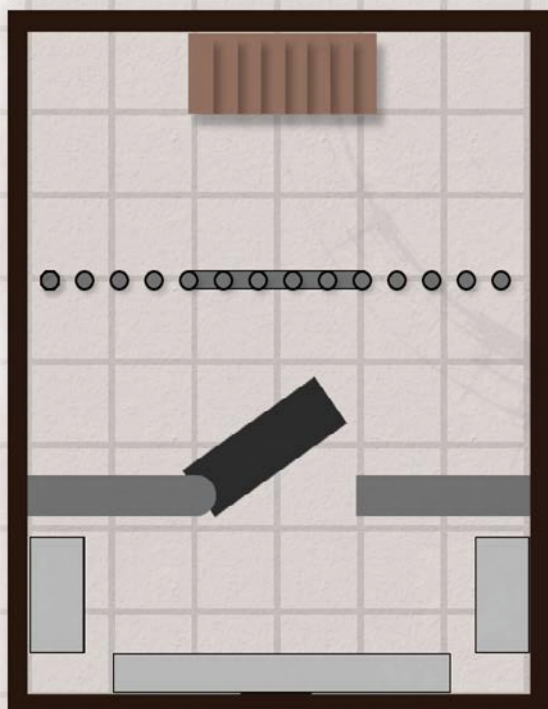
3-Guns Charlie

The stairs lead down into the vault. The vault has a row of metal bars (like a prison) between the stairs and the thick vault door. The vault door is slightly ajar, but the door through the metal bars has been closed and locked.

3-Guns Charlie is down there, a hideous, hulking elf with a giant cloak tossed over him. He's carrying a single double-barreled, sawed-off shotgun. He secretly has two mechanical arms attached to his back, each holding a rifle, though he won't bother keeping them secret for long.

He won't argue or talk much - he's aggressive, angry, and paranoid (what other kind of personality would get two gun-toting arms surgically attached to their back?). He'll use the bars to keep any melee fighters away from him, and he'll hide behind the door (giving him light cover - a +4 on his evade).

The door made from bars can be broken open with a tier 2 brute result or by dealing them over 12 damage in one hit.



VAULT FLOOR

3-GUNS CHARLIE

RACE: Elf (Evanglessian)

LEVEL: 4 AP: 4

HP: 44 WOUNDS: 10

PRIORITY: +5 SPEED: 35 feet

NOTES: Can move (agility +1: 10 | 20 | 30 | 40) feet per turn for 0 AP

3-Guns can draw a weapon or item at any time for 0 action points.

GUARD

DUSTER (minimal organic armor)

EVA: +0 DEF: +0

SOAK: 1 | 2 | 3 | 4

ATTACKS

DOUBLE-BARRELED SAWED-OFF (2 AP)

ACC: +6 RANGE: 100 ft.

DAMAGE: 5 | 10 | 15 | 20

RIFLES (2 AP)

ACC: +5 RANGE: 200 ft.

DAMAGE: 6 | 12 | 18 | 24

LARGE HUNTING KNIFE (2 AP)

ACC: +5 STK: +4

DAMAGE: 7 | 14 | 21 | 28

SPECIAL ACTIONS

DUAL STRIKES (Attack, +1 AP per additional attack)

3-Guns will open with a shot from his sawed-off, then follow up with 2 attacks, each for 1 AP, with his two rifles held by his mechanical arms.

SKILLS

AGILITY: +1

EXPERTISE: +3

MARKSMANSHIP: +8

OVERPOWER: +3

RESILIENCE: +4

SWASHBUCKLING: +3

ATTRIBUTES

BRUTE: +9

CUNNING: +3

DEXTERITY: +12

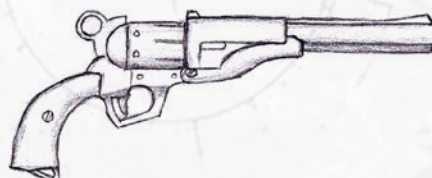
SPIRIT: -3

SCIENCES: +0

REFERENCE

SPECIALTIES: Dual Strikes, Free Movement, Instant Draw, One-Handing It, Snap Reload, Weapon Appropriations

EQUIPMENT: Double Barreled Sawed-Off (medium firearm, accuracy Mq.I, damaging Mq.I), 2 prosthetic arms, 2 Rifles (heavy firearms), Ammunition, Large Hunting Knife (medium metal melee weapon), 20 prunes





Conclusion

Saving Douglas City

Once saved, the Trust Bank Chairman, Hollace Estherbrook, will graciously pay the offered reward. If the heroes insist that the automaton counted as one of the outlaws, ask for a cunning roll. With a tier 2 result, Mister Estherbrook will give in and pay them for the automaton as well. That's a total of 9 outlaws (so 90 princes each, plus their 25 prince base pay), or 10 outlaws if they can convince him that the automaton counted.

The township will treat the heroes quite well, celebrate their victory, and treat them to drinks and food at the saloon.

That is unless the heroes killed any of the hostages. If one of the hostages died, the heroes will be briskly paid and sent away from the town without fanfare. If two hostages died, the chairman will not pay the heroes, and the heroes will be outlawed from the town (perhaps given 24 hours to get far away from town before a bounty is made).

Loot

The gadgets and automaton creations of Hank McGridgit were all pieced together and poorly built. They can barely be sold for parts. The goggles can be used, but 3-Guns Charlie's arms and the automaton won't work well (if at all) within a couple hours of the combat. At their best price, the heroes might be able to get the following:

Automaton: 100 princes

McGridgit's Goggles: 12 princes

Charlie's Arms: 20 princes each

Alternatively, for all of the firearms and other things they can loot, you could just offer the heroes a lump sum of 200 princes for everything.

Stealing from the Bank

There's always the chance that the heroes turn less heroic and jump at the chance to steal from the Trust Bank (since, after all, the vault is wide open and nobody's watching). That's fine, that's their choice - but the Trust is large and powerful, and being outlawed by the Trust leaves a person followed by some rather large bounties.

Experience: 3-4

If the heroes fought through each combat, they get 1 experience point per fight. If they did anything truly awesome, they get a bonus experience point.

Story Rewards

If somebody successfully shot and killed the mad scientist, Hank McGridgit, with a high enough accuracy so that they didn't wound any of the hostages, they receive the following story:

HOSTAGES? NO PROBLEM

ACHIEVEMENT STORY

Whenever a villain is using a poor hostage as a human shield, chances are good that you won't hit the innocent. If you accidentally shoot an innocent person who's unwillingly covering somebody, you may roll one more time for your accuracy, trying to prevent from hitting them again.

If somebody accidentally (or purposefully) shot one of the hostages that Hank McGridgit was using as a bullet shield, they receive the following story:

RECKLESS ENDANGERMENT

ACHIEVEMENT STORY

Whenever a villain is using an unfortunate hostage as a human shield, who cares? The cover provided by that innocent is dropped by one degree (from light to poor, or medium to light, et cetera).

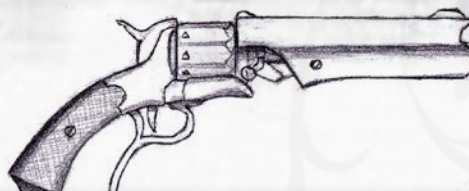
If someone chooses to steal from the vault, it won't be long before the Trust notices the missing money. This causes the thief to receive the following story:

UN-TRUST-WORTHY

ACHIEVEMENT STORY

You got on the bad side of the international financial superpower known as the Trust. You can't use any of its services,

including withdrawing any money from accounts you had open from them and cashing any bank notes you receive as payment for completed jobs.



THE STORY OF 3-GUNS

3-Guns Charlie was born Karlig Guyett in a plains-running elven tribe. His tribe was a small one out in West Evangless, south of the desolated lands of Siddeodru but still a bit north of the dusty and windy plains normally considered West Evangless. His childhood was, for the most part, normal for an elven plains-runner. He was known as being slightly more hunched over than most elves in his tribe, but he had solid, fast legs and strong arms. Humans in West Evangless call the local elven tribes "Bison Tacklers" as a bit of a slur, but Karlig Guyett was a good bison tackler, as it were.

When the civil war started up, the militarists went recruiting. They offered solid wages to elves in the area, and Karlig joined. Karlig was shuttled off in a train, and he wasn't far from home before he realized his mistake: the civil war was going to be very hard on the elf. The humans decided he'd be named Charlie, since Karlig was a bit too difficult, too foreign for them. Charlie saw very little pay through the war, a lot of bloodshed, and very little sympathy from his fellow militarists. He grew to hate all of it. But Charlie was stayed stoic and became a frightening combatant to boot.

Charlie was given a promotion. He was put in charge of several elves and told to control a few key rail lines. And, as his superior officer once said, "Boy, y'all sure know how to hold a train hostage!" This lasted for a few months until, after a quiet week, a very luxurious looking passenger train rolled through their territory. Charlie encouraged it to stop (using a number of sticks of dynamite), and then boarded. Inside was a plump intellectual who introduced himself as Mister Harrison Plover.

Mister Harrison Plover was jolly and seemed entirely care free through the entire ordeal. Mister Plover looked over the group and said, "How about I make you elves a deal? I'll pay you handsomely to let this train pass on through. In fact, I'll pay you handsomely to join us, guard my train for a while, then I'll let you off in Varsylis, free to do whatever you'd like in the big city with a full wallet." Charlie's crew took the offer.

Yet Mister Plover's offer wasn't quite finished. On the way, Mister Plover admitted, "I've been bringing in new technologies to cities through Evangless. I've just brought the soul-injecting procedure from Dalvozzea down here. I can turn you elves back into angels." Some of the elves looked interested. "It's true! How 'bout instead of paying you, I make you better. I'll let you go

through the procedure, no charge. It's a great deal, my new friends."

Charlie looked at Mister Plover and made a slow response: "Mister Plover, I'm not interested in being turned into a pasty, frail-looking little boy. If you want to 'make me better,' give me something I can use. How about another arm? Or a bigger gun?"

Mister Plover nodded, "Of course Charlie. I think I can do that and maybe something better. But it'll be a bit more than I'm willing to offer. How 'bout this," he said, meeting Charlie's gaze, "How about I give you another arm or two, a couple good firearms, and then you stick with me in my train for the next couple months as my bodyguard. I could use an elf of your caliber. What d'you say?"

Charlie accepted, and Charlie had two new prosthetics surgically attached to his back soon after reaching Varsylis.

A few months later, when his ride with Mister Plover was over, Charlie was left with barely a prince to his name in a town he knew nothing about. He made his way back home, but his tribe of plains-runners (well, what was left of them), wanted nothing to do with the new, surgically-altered Charlie. He didn't feel at home there anymore, so it didn't bother him much. Charlie went searching for something to do and was quickly picked up by the Mockingway Gang, a small group of bandits who'd taken to robbing carriages and trains. Henry Mockingway, their leader, immediately saw Charlie and adopted him into the gang. And, with Charlie's two prosthetics, intimidating posture, and relative smarts, Charlie immediately helped the gang make a couple big scores.

Unfortunately, the Brimstones were threatened by the Mockingway Gang. A group of Brimstone thugs cornered the Mockingway Gang in a gulch one evening. Seeing no way out, Charlie gunned down the leader, Henry Mockingway, and told the Brimstones that he was going home. They let him walk free.

The remaining members of the Mockingway Gang joined up with Charlie the next day, glad they'd made it out of the gulch alive. John Mockingway was never mentioned in the gang again, and 3-Guns Charlie became the de facto leader. He wasn't a bad leader too, pretty decent at getting into banks, all up until the events of 3-Guns & the Big Steal.



BANK

STABLES

GENERAL STORE

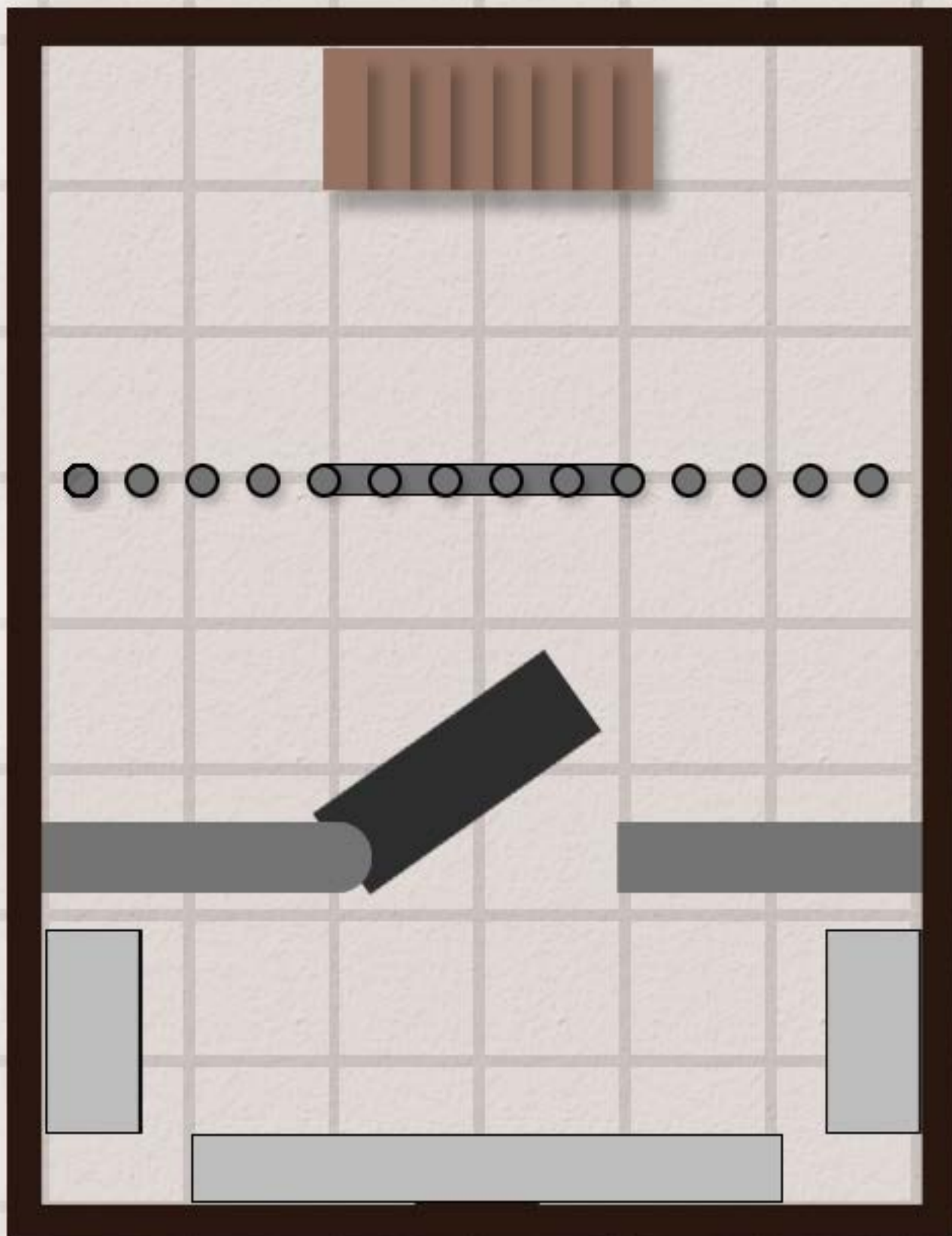
FUR TRADERS

SHERIFF'S

TREES

NOON
SALOON





VAULT FLOOR

CHARACTER SHEETS



Player Name _____



Cracked Monocle

Lephra



Character Name _____

Race _____ Nationality _____

Religion _____ Age _____ Height _____ Weight _____

Weapon

_____ Description _____

Size _____ Type _____ Reach _____

AP to Use _____ AP to Ready _____

Accuracy _____ Strike _____

Damage Class _____

Notes/Augments: _____

Weapon

_____ Description _____

Size _____ Type _____ Reach _____

AP to Use _____ AP to Ready _____

Accuracy _____ Strike _____

Damage Class _____

Notes/Augments: _____

Tiers

1-9

1

10-19

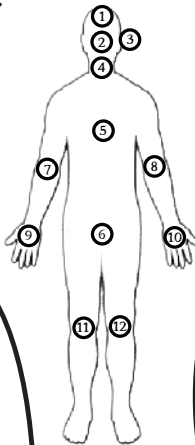
2

20-29

3

30+

4



Armor

_____ Description _____

Size _____ Soak Class _____

Evade Penalty _____

Speed Penalty _____

Climb/Swim Penalty _____

Notes/Augments: _____

Evade

Defense

Deflection

Item _____

Evade Bonus _____

☐ vs Ranged ☐ vs Melee

1 AP to Activate

Hit Points

Max HP

Max Wounds

Wounds

Wound Effects: _____

Fatal Effects: _____

Status Effects: _____

Alchemy _____ Bio-Flux _____
Armsmith _____ Engineer _____
Automata _____ Gadgetry _____

Science

Espionage _____
Expertise _____
Showmanship _____
Tactical _____

Cunning

Brawl _____
Frenzy _____
Overpower _____
Resilience _____

Brute

Ace _____
Agility _____
Marksmanship _____
Swashbuckling _____

Dexterity

Faith _____
Grace _____
Luck _____
Shamanism _____

Spirit

Misc _____

Misc _____

Misc _____

Misc _____

Misc _____

Experience

Level _____

Character Name _____

Specialties

Lvl

1
1
1
1
2
3
4
5
6
7
8
9
10
11
12

Totals

Misc

Accuracy Evade Strike Defense Priority Speed Augments Wounds Hit Points
DIY

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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Stories: _____

Racial Traits: _____

Money
on-hand

Money
in bank

Gear

Augments

Notes

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

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3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

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3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

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3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

SPECIALTY

Name: _____

Skill: _____ Skill Bonus: _____

Resist: _____

1

2

3

4

Notes: _____

AP: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

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AUGMENT



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AUGMENT



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Resist: _____



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AUGMENT



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Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

AUGMENT



Name: _____

Type of Craft: _____

Resist: _____



Notes: _____

Slots: _____ Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

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_____ MQ: _____

Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

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Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

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Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

_____ MQ: _____

Notes: _____

Cracked Monocle

CRAFTED ITEM



Name: _____

Augments



_____ MQ: _____

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