

# The Armsmith EXTRA

The Armsmith skill already allows you to build some pretty astonishing things, from frighteningly-accurate sniper rifles to chain-sawing, fire-spewing longswords to gear-covered, bulletproofed suits of armor. Firearms, crossbows, melee weapons, bows, armor... you can make even the most pitiful warriors shine with a few good upgrades from Armsmith.

But today, that's not enough.

Allow me to present to you the ARMSMITH EXTRA, an arm-smith expansion allowing you to get started crafting advanced munitions, special shields, and deployable turrets.

Munition crafting will allow you to, first, create advanced firearm cartridges, crossbow bolts, or arrows. These rounds might be deafening, made to pierce tank armor, or designed to split in half and inflict two wounds. Once you take beta munitions, each shot is going to be unique and, dare we say, quite deadly.

Shields aren't used by many Tephra adventurers, but shield crafting might change that. Not only will you be able to make your normal shield very efficient, you'll also be able to turn it into a weapon, attach explosives to it that burst outward, and set it down to provide you cover from one direction.

Turret crafting is for those of us who just want to use enormous firearms. You'll be able to deploy your turret on the battlefield, sit behind it, and wreck havoc upon your foes - all while being protected behind the cover that your turret grants you. If you're the type to tinker in automata, you might even be able to build an automated turret that can fire on its own every turn.

We're trying out some new methods for crafting here, and some of these items will be a little different from what you're used to. We hope you enjoy them, and - for your sake - we hope your enemies don't.

## Augments with Two Marques

You're about to see some augments that only have two marques. These marques are exactly the same as Marque I and Marque III. In effect, we've nixed having Marque II and Marque IV for these augments.

When using these augments, you automatically start off with the first marque. Once you have 15 skill points in Armsmith, you automatically upgrade to the next marque (just as though it was Marque III).

The cost of the marques also correlate with Marque I and III. If you craft a Marque I out of pocket, it costs 1/5th the price. If you craft the higher marque (which correlates with Marque III), it costs the same as if you were crafting a Marque II augment.

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This expansion is designed for Tephra: the Steampunk RPG using the Clockwork System.

# Crafting Munitions

## Munitions Crafter

ARMSMITH SPECIALTY

From explosive rounds to fire-soaked arrows to bullets designed to shriek as they cross the battlefield, you are a master of designing and forging munitions. You may now craft munitions which can be used for firearms, crossbows, or bows.

Crafted munitions are made in bulk - that is, you can assume that if you craft a certain type of munition, you have enough of that ammo to last you for quite some time. When you switch ammunition types, it costs 1 action point (except in the case of bows, which can change ammunition type for no cost).

Without spending any money, you can build and maintain several munitions based on your current Do-It-Yourself (DIY) score. These munitions will allow you to place a single augment on them.

### NUMBER OF MUNITIONS YOU CAN MAINTAIN

Without needing to buy pieces or parts, you can build some munitions entirely out of scraps. These munitions must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of munitions based on your DIY score. You can build new munitions or augment old ones during any period of downtime you have.

|                |   |   |   |    |    |    |
|----------------|---|---|---|----|----|----|
| YOUR DIY:      | 1 | 2 | 3 | 4  | 5  | 6  |
| YOU CAN BUILD: | 1 | 2 | 2 | 3  | 3  | 4  |
| YOUR DIY:      | 7 | 8 | 9 | 10 | 11 | 12 |
| YOU CAN BUILD: | 5 | 6 | 6 | 7  | 7  | 8  |

### THE COST OF MUNITIONS

If you need to build a munition that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

|              |          |           |            |            |
|--------------|----------|-----------|------------|------------|
| MARQUE       | I        | II        | III        | IV         |
| MARKET PRICE | 5 pences | 25 pences | 125 pences | 625 pences |

If you are building the augment, you pay 1/5<sup>th</sup> the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque 1 augment is 1 pence.

## Beta Munitions

ARMSMITH SPECIALTY

REQUIRES: 4 skill points in Armsmith & Munitions Crafter specialty

Your munitions have two more slots for you to place augments into, for a total of three augmentable slots. These munitions are very complex and expensive and, generally, only you can figure out how to use them.

Beta munitions are not crafted in bulk. Every beta munition is a single round, arrow, or crossbow bolt. Once it is fired, it's gone. When crafting beta munitions, you can use this chart to determine how many beta munitions you can craft using only your DIY score.

|                |   |   |   |    |    |    |
|----------------|---|---|---|----|----|----|
| YOUR DIY:      | 1 | 2 | 3 | 4  | 5  | 6  |
| YOU CAN BUILD: | 3 | 3 | 4 | 4  | 5  | 6  |
| YOUR DIY:      | 7 | 8 | 9 | 10 | 11 | 12 |
| YOU CAN BUILD: | 6 | 7 | 8 | 8  | 9  | 10 |

The cost for crafting beta munitions is the same as buying in bulk.

If anybody other than you attempts to use one of your beta munitions, they must succeed in rolling a science result one tier higher than the highest level marque you have on your munition. If your munition has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

## Prototype Munitions

ARMSMITH SPECIALTY

REQUIRES: 16 skill points in Armsmith, Munitions Crafter, & Beta Munitions specialties

You've perfected your beta munitions and made them user-friendly. Now anybody can use a munition that you designate as being a prototype.

## Munition Augments

### Aerodynamic

MUNITION AUGMENT

This is a sleeker bullet designed to allow for a more accurate and cleaner shot.

 +1 onto the accuracy of this shot

 +2 onto the accuracy of this shot

## Anti-Personnel

### MUNITION AUGMENT

By flattening the heads of the munitions and making a few other slight modifications, you've made for a more destructive bullet that has a more stopping power against organic creatures and people.

-  +1 damage class when hitting an organic creature
-  +2 damage class when hitting an organic creature

## Anti-Tank

### MUNITION AUGMENT

This is a bullet designed to cut through the common alloys that are all too prevalent in most vehicles, causing them extreme damage.

-  +1 damage class when hitting a vehicle
-  +2 damage class when hitting a vehicle

## Automaton-Destroying

### MUNITION AUGMENT

Automaton-destroying rounds are harder than most ammunitions and much more rounded. This is to insure that after piercing the machine's metal plating, the bullet ricochets through their inner workings, dealing optimal damage.

-  +1 damage class when hitting an automaton
-  +2 damage class when hitting an automaton

## Banshee Bullets

### MUNITION AUGMENT

The munitions known as banshee bullets are a longer-than-average bullet or arrow with holes set along their sides. When fired, the scream from this munition sound like death as it rips through the air, inspiring fear into even the bravest of hearts. When hearing a banshee bullet, all enemies in ear shot must roll to resist tier 1 fear. A spirit or cunning resist negates this effect.

-  Tier 2 resist
-  Tier 3 resist

## Demolition Rounds

### MUNITION AUGMENT

Demolition rounds are large, unwieldy munitions designed to destroy stationary objects such as doors, walls, and structures. When determining damage to a stationary objects, the tier of the attack is higher.

-  The shot is 1 tier higher
-  The shot is 2 tiers higher

## Devastating Shot

### MUNITION AUGMENT

This ammunition is both easily readied and has the ability to add substantial damaging force.

-  The damage class of the shot is increased by 1
-  The damage class of the shot is increased by 2

## Drill Shot

### MUNITION AUGMENT

From the moment that drill shot is fired, it spirals at incredible speeds. When making contact with its target, drill shot continues spiraling, penetrating the target's armor.

-  The target soak is lowered by 1 for this attack.
-  The target soak is lowered by 2 for this attack.

## Electrically Charged

### MUNITION AUGMENT

By augmenting the ammunition with a small capacitor and a metal coating, you are able to electrically charge it. This deals additional electrical damage that is unsoakable when the target is wet or in metallic armor.

-  Deals 1 additional electric damage
-  Deals 2 additional electric damage

## Explosive

### MUNITION AUGMENT

After successfully hitting and damaging your target with an explosive round, it explodes dealing them additional unsoakable damage. If no damage was taken from the initial hit, the round does not explode.

-  The explosion deals 1 unsoakable damage
-  The explosion deals 2 unsoakable damage
-  The explosion deals 3 unsoakable damage
-  The explosion deals 4 unsoakable damage

## Flash-Bangs

### MUNITION AUGMENT

Flash-bang rounds are filled with a fine powder similar to that of flash-powder used for photography. When the shot makes contact, it explodes letting out a bright light that stuns the opponent for 1 action point, though a Cunning resist negates this.

-  Tier 2 cunning negates
-  Tier 3 cunning negates

## Flesh-Rending

### MUNITION AUGMENT

Flesh-rending bullets tear through whatever they hit, leaving large bleeding wounds. If no damage was taken from the initial hit, the round does not cause bleeding.

-  The target bleeds for 1
-  The target bleeds for 2
-  The target bleeds for 3
-  The target bleeds for 4

## Heavy

### MUNITION AUGMENT

These are rounds that are designed to make contact with their target and knock them backwards a good distance due to the massive impact. Targets hit by this round must make a brute resist against the shooter's accuracy tier as though hit with a called shot to the torso.

**COST TO CRAFT:** The heavy augment has no marques and can be learned by anyone with the MUNITIONS CRAFTER specialty. It costs 125 princes to buy or 25 princes to craft yourself (if you know the augment).

## Inkshot

### MUNITION AUGMENT

Inkshot is an ammunition designed to explode on impact, staining the target with a thick black ink where the shot landed. Generally, inkshot is used in war games; however, if a target is struck in any called shots above the neck (to the head, ears, or eyes) with this munition, they are blinded until they can spend 3 action points removing the ink. This is in addition to the normal called shots effect. A Brute or Dexterity resist negates this effect. If the target is wearing any eyewear, they receive a +6 to this save.

 Tier 2 resist

 Tier 3 resist

## Rubberized

### MUNITION AUGMENT

Rubber munitions are among the best tools in a peacekeeper's arsenal. Rubber bullets do not kill, though they may still inflict wound effects. When a target in fatals is struck by a rubber bullet, they are knocked unconscious and do not roll on the fatal wounds chart.

**COST TO CRAFT:** The rubberized augment has no marques and can be learned by anyone with the MUNITIONS CRAFTER specialty. It costs 5 princes to buy or 1 prince to craft yourself (if you know the augment).

## Shrapnel-Breaker

### MUNITION AUGMENT

Shrapnel munitions break apart on impact, thoroughly impairing any attempts to heal their target. When wounds or fatal effects are the result of shrapnel munitions, the effects and damage can only be through surgery. They will not heal naturally over time.

**COST TO CRAFT:** The shrapnel-breaker augment has no marques and can be learned by anyone with the MUNITIONS CRAFTER specialty. It costs 25 princes to buy or 5 prince to craft yourself (if you know the augment).

## Split Shot

### MUNITION AUGMENT

When fired, the shot splits in half, striking the opponent twice (though accuracy is only rolled once). Split shot greatly reduces the munition's velocity and cuts the attack's damage class in half, rounded down. While this allows the victim to soak for both attacks individually, they must also resist any effects on the attack twice. Split shot cannot be applied to bullets that contain a substance, such as syringe, inkshot, flash-bang, et cetera.

For example, if you were to fire a split shot at an opponent's right leg, they would need to resist the called shot twice in order to not fall prone.

**COST TO CRAFT:** The split shot augment has no marques and can be learned by anyone with the MUNITIONS CRAFTER specialty. It costs 25 princes to buy or 5 prince to craft yourself (if you know the augment).

## Super-Heated

### MUNITION AUGMENT

When fired from the end of a barrel, the outer casing of this round is ripped off. This rush of oxygen reacts with the bullet causing it to ignite. Targets hit by this round must overcome a brute resist or be burned until their next breather.

 Tier 2 brute resist of suffer tier 1 burns (-1 on defense)

 Tier 3 brute resist of suffer tier 1 burns (-1 on defense)

 Tier 3 brute resist of suffer tier 2 burns (-3 on defense)

 Tier 4 brute resist of suffer tier 2 burns (-3 on defense)

## Syringed

### MUNITION AUGMENT

Syringed bullets are ammunitions specially crafted to deliver alchemical substances directly to a subject's bloodstream. While these are commonly used to deal with rampaging animals, in many cases they are also useful for delivering much needed medicines to a target. Syringed munitions lower the damage class of the weapon firing them by 2. If no damage was taken from the initial hit, the ammunition does not inject its target.

 Can carry an alchemical substance with 1 augment

 Can carry an alchemical substance with 2 augments

 Can carry an alchemical substance with 3 augments

 Can carry an alchemical substance with 5 augments

# Crafting Shields



## Shield Forger

### ARMSMITH SPECIALTY

Your shields are something more than a piece of metal strapped to somebody's arm. They are works of beauty, meticulously crafted to ensure that no weapon gets past them, that no bullet finds its way through them, and that no enemy can find a way around them. You are a forger of shields, and nobody could ask for better protection.

#### 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

**VALUE:** 4 princes

Without spending any money, you can build and maintain several shields based on your current Do-It-Yourself (DIY) score. These shields can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "shield augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See "Crafting" on page 162 of the Tephra Playing Guide for more information.

Each shield can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden shields) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the augment is worth 2 slots, a shield has 1 more more available slot for an augment after the 2-slot augment has been applied.

### NUMBER OF SHIELDS YOU CAN MAINTAIN

Without needing to buy pieces or parts, you can build some shields entirely out of scraps. These shields must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of shields based on your DIY score. You can build new shields or augment old ones during any period of downtime you have.

|                |   |   |   |    |    |    |
|----------------|---|---|---|----|----|----|
| YOUR DIY:      | 1 | 2 | 3 | 4  | 5  | 6  |
| YOU CAN BUILD: | 2 | 3 | 3 | 4  | 4  | 5  |
| YOUR DIY:      | 7 | 8 | 9 | 10 | 11 | 12 |
| YOU CAN BUILD: | 5 | 6 | 6 | 7  | 7  | 8  |

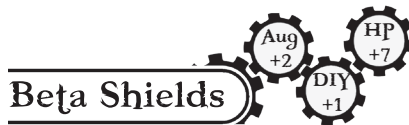
### THE COST OF SHIELDS

If you need to build a shield that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

| MARQUE       | I          | II         | III         | IV           |
|--------------|------------|------------|-------------|--------------|
| MARKET PRICE | 10 princes | 50 princes | 250 princes | 1250 princes |

If you are building the augment, you pay 1/5<sup>th</sup> the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque I augment is 2 princes.



## Beta Shields

### ARMSMITH SPECIALTY

**REQUIRES:** 4 skill points in Armsmith & Shield Forger specialty

Your shields have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta shields, they must succeed in rolling a science result one tier higher than the highest level marque you have on your shield. If your shield has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).



## Prototype Shields

### ARMSMITH SPECIALTY

**REQUIRES:** 16 skill points in Armsmith, Shield Forger, & Beta Shields specialties

You've perfected your beta shields and made them user-friendly. Now anybody can use a shield that you designate as being a prototype.



## Shield Crafting Basics

### ARMSMITH SPECIALTY

**REQUIRES:** Shield Forger specialty

You've learned the basic augments known most commonly among shield crafters. You learn the following augments: Bulletproofing, Improved Deflection, Retractable, Sling Shield, Standing Shield, & Weaponized.

## Shield Augments

### Barricading

#### SHIELD AUGMENT

**COST:** Deflection +1 AP (normally 2 AP reflexively)

Your shield has folded panels and extra width to it that can provide an intimidating amount of deflection bonus. For 1 additional action point when deflecting, you can add more to the evade roll. This stacks with the normal deflection bonus.

-  +3 on the evade roll
-  +4 on the evade roll
-  +5 on the evade roll
-  +6 on the evade roll

### Bio-Zapper Proofed

#### SHIELD AUGMENT

Your shield can deflect the essence-manipulating rays of bio-zappers, and it does so fairly well. In addition to your normal deflection bonus, a bio-zapper proofed shield gains an additional evade deflection bonus when used against bio-zappers.

-  +2 on the evade roll
-  +4 on the evade roll
-  +6 on the evade roll
-  +8 on the evade roll

### Blast Protection

#### SHIELD AUGMENT

Your shield is large enough to help you circumvent explosions and designed to withstand blasts. If you are wielding your shield while using your dexterity to resist an explosion, it gives you an automatic bonus on your roll.

-  +3 to resist explosions
-  +6 to resist explosions
-  +9 to resist explosions
-  +12 to resist explosions

### Breaker Shield

#### SHIELD AUGMENT

**COST:** 2 AP reflexively

Your shield has rough edges designed to catch a melee weapon before it strikes and snap it apart. After successfully deflecting an attack with a melee weapon, you can reflexively use the shield to make a sunder attempt for 2 action points. The sunder automatically hits. You roll your strike to determine the tier dealt (normally lowering the damage class of their weapon by the tier result of your strike roll). The breaker shield, depending on its marque, grants you a bonus on that strike roll.

-  +4 on the strike roll to determine tier of the sunder
-  +8 on the strike roll to determine tier of the sunder
-  +12 on the strike roll to determine tier of the sunder
-  +16 on the strike roll to determine tier of the sunder

### Bulletproofing

#### SHIELD AUGMENT

The shield is designed to take bullets. When being shot by a firearm, the person using this shield gains an additional bonus on the evade roll if it's used in a deflection.

-  +2 on the evade roll
-  +4 on the evade roll
-  +6 on the evade roll
-  +8 on the evade roll

### Concealable

#### SHIELD AUGMENT

Your shield is small and easily disguised. Unlike most shields, your shield can be concealed. It conceals like a light weapon, but also gains a bonus against cunning rolls to detect it.

-  +4 against cunning rolls to detect the shield
-  +8 against cunning rolls to detect the shield
-  +12 against cunning rolls to detect the shield
-  +16 against cunning rolls to detect the shield

### Electric Deterrent

#### SHIELD AUGMENT

Your shield is designed to fend off electric attacks. Any attack that is purely made of electric energy (such as those shot from certain weapons or from the primal power of lightning) can be deflected with your shield. Not only do you gain your shield's normal deflection bonus, you gain an additional deflection bonus depending on the marque of this augment.

-  +2 on evade rolls against electric attacks
-  +4 on evade rolls against electric attacks
-  +6 on evade rolls against electric attacks
-  +8 on evade rolls against electric attacks

### Gas Purifier

#### SHIELD AUGMENT

Your shield has a small purification system built into it that cleans the air around it. The shield will clean the air in the space that the shield is in, protecting its owner from gases. It can't fully clean out the air of gases stronger than its filtration system. Any gas with a marque higher than the marque of the GAS PURIFIER augment is unaffected.

-  cleans the air of Marque I Gases for the wielder
-  cleans the air of Marque II Gases for the wielder
-  cleans the air of Marque III Gases for the wielder
-  cleans the air of Marque IV Gases for the wielder

## Improved Deflection

### SHIELD AUGMENT

Your shield has been finely tuned to bring you greater blocking power, better stability, and a more streamlined edge that allows your to push aside attacks better. To put it simply, your shield is better at being a shield. When it is used as part of a deflection, it grants a higher bonus on the evade roll.

 I: +1 on the evade roll (normally for a +5 total)

 II: +2 on the evade roll (normally for a +6 total)

 III: +3 on the evade roll (normally for a +7 total)

 IV: +4 on the evade roll (normally for a +8 total)

## Injector

### SHIELD AUGMENT

COST: 0 AP reflexively

Through the use of a trigger system connected to a liquid injector that runs along the forearm, this augment creates a quick injection system that allows the wearer to, through the push of a button, inject himself with a dose of a chemical. It requires 5 action points to reload a dose of the chemical after it has been used, but no action points to inject it. At any given time, the shield can only hold so many chemicals.

 I: 1 alchemical potion

 II: 2 alchemical potions

 III: 3 alchemical potions

 IV: 4 alchemical potions

NOTE: To brew alchemical potions, check out the Alchemy skill in either earlier in this book or on page 164 of the Tephra Playing Guide.

## Installed Explosive

### SHIELD AUGMENT

Your shield has a spot for an explosive to be installed into that activates when struck. If you make a shield deflection with the shield that causes the attack to miss, it will activate the installed explosive. When it explodes, the point of origin is the space adjacent to you (in the direction of your assailant). However, the explosion does not go in your direction - it only explodes forward, away from the person holding the shield.

At marque I, you can only have 1 explosive installed, but higher marques can have several explosives primed. A primed explosive can be installed for 1 action point after the first one discharges. The primed explosives will never go off unless they are primed.

 I: 0 explosives primed

 II: 1 explosive primed (rotate the next one in for 2 AP)

 III: 2 explosives primed (rotate the next one in for 1 AP)

 IV: 3 explosives primed (rotate the next one in for 0 AP reflexively after the installed one discharges)

NOTE: To build explosives, check out Explosive Crafting on page 247 of the Tephra Playing Guide.

## Installed Firearm

### SHIELD AUGMENT

COST: 1 AP reflexively

Your shield has a firearm built into it. The trigger: the shield being hit in combat. The firearm counts as a medium firearm in that it has a damage class of 4 and hits accurately out to 100 feet. The installed firearm can be fired for 1 action point if readied and if the shield is successfully used in a deflection (that is, the shield was used and the incoming attack missed). By default, it fires at the person who attacked you, but you roll your accuracy to determine if it hits and what tier of damage is dealt.

After it is used, the firearm must be readied again. The cost of readying the firearm depends on the marque of this augment.

 I: 4 AP to ready

 II: 3 AP to ready

 III: 2 AP to ready

 IV: 1 AP to ready

NOTE: Like a normal firearm, the specialty SNAP RELOAD can be used to decrease the readying time. Once the Installed Firearm augment has been placed on a shield, firearm augments can also be placed on the shield. However, they take up the shield's augment slots.

## Retractable

### SHIELD AUGMENT

COST: 0 AP

The shield is designed to be drawn swiftly and quickly. It can be drawn for 0 action points. This can't be done reflexively - you still must have the shield drawn in order to use it for a deflection.

If the RETRACTABLE augment is placed on a shield with the SLING SHIELD augment, the cost for using the sling shield is negated.

COST TO CRAFT: The sling shield augment has no marques and can be learned by anyone with the SHIELD FORGER specialty. It costs 10 princes to buy or 2 princes to craft yourself (if you know the augment).

## Sling Shield

### SHIELD AUGMENT

COST: 1 AP reflexively

The shield is built to fit on your back or upper arm. Generally, it doesn't need to be held and lets you use your hand freely. For 1 action point reflexively, you can activate the sling and use the shield in a deflection (effectively making the deflection cost 1 extra action point). At your choice, you can either continue holding the shield after activating the sling (so that you don't have to spend the sling activation cost in the future) or let it slide back into its normal position. If you let go of the shield at any point, it'll slide back into its sling.

If the SHIELD SLING augment is placed on a shield with the RETRACTABLE augment, the cost for using the sling shield is negated.

COST TO CRAFT: The sling shield augment has no marques and can be learned by anyone with the SHIELD FORGER specialty. It costs 10 princes to buy or 2 princes to craft yourself (if you know the augment).

## Split-Second Shield

### SHIELD AUGMENT

Your shield is designed to react fast - very fast. You can make a shield deflection with your shield after seeing the results of your evade roll, modifying the results accordingly. Normally you have to decide you're making a shield deflection before rolling your evade. You cannot use your split-second shield to improve the results of a rolled 1.

**COST TO CRAFT:** The split-second shield augment has no marques and can be learned by anyone with the SHIELD FORGER specialty. It costs 50 princes to buy or 10 princes to craft yourself (if you know the augment).

## Standing Shield

### SHIELD AUGMENT

**COST:** 1 AP

Your shield is built to be implanted into the ground, stood up, and used for cover. For 1 action point, you can plant it on the ground. All attacks that come from that side of you (regardless of the angle) treat you as having cover. The shield can be moved to another side or picked up for 1 action point. If the shield is planted into the ground, it cannot be used for a deflection without first picking it up.



provides poor cover (+2 on evade rolls)



provides light cover (+4 on evade rolls)



provides medium cover (+6 on evade rolls)



provides heavy cover (+8 on evade rolls)

## Weaponized

### SHIELD AUGMENT

Your shield includes a bladed edge, spikes on the front, a flail hanging from the bottom, and a large front plate excellent for bashing people's faces in. Your shield can now be treated as a medium weapon. You may choose to apply weapon augments to your weaponized shield, but they take up augment slots on the shield just as shield augments would.

**COST TO CRAFT:** The weaponized augment has no marques and can be learned by anyone with the SHIELD FORGER specialty. It costs 10 princes to buy or 2 princes to craft yourself (if you know the augment).

## Welded Weapon

### SHIELD AUGMENT

Your shield is attached to a weapon. They act as separate items (as in, the weapon can be upgraded with weapon augments and the shield can be upgraded with shield augments), but they are drawn at the same time. If one of them breaks (the shield or the weapon), the other will still function as its regular self.

**COST TO CRAFT:** The welded weapon augment has no marques and can be learned by anyone with the SHIELD FORGER specialty. It costs 10 princes to buy or 2 princes to craft yourself (if you know the augment).

# Crafting Turrets

Turrets are very large weapons that are generally mounted and provide their users with a small amount of cover. Sometimes these massive weapons are automated to spay a set location with a continuous stream of shots, providing cover fire for pinned-down forces. One major difference between turrets and other large cannons is that turrets can be rendered unusable when dealt a substantial amount of damage.

Massive weapons such as these are generally stationary defenses used in garrisons or war-zone; however, in recent years, advances in arms technologies have allowed for more portable turrets. These are transported in kits that are then easily assembled once an encounter occurs.

Basic turrets cost 3 action points to assemble in combat. They cost 2 action points to fire, they have a readying cost of 2 AP, a range of 300 feet and have a damage class of 12. Before firing a turret, its user must enter into a footing stance to take control of the turret. Turrets begin with 15 wounds, grant their users' light cover, and have a damage soak of 1. Even when no longer functioning, turrets still grant cover. Basic turrets cannot fire on their own.



## Turret Builder

ARMSMITH SPECIALTY

REQUIRES: Gunsmith specialty

You are an old hand at building firearms. So when somebody asked you to make them bigger, more portable, and sit them behind a small bit of protection, you said no problem. You are now able to build turrets.

Without spending any money, you can build and maintain several turrets based on your current Do-It-Yourself (DIY) score. These turrets can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "turret augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See "Crafting" on page 162 of the Tephra Playing Guide for more information.

Each turret can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden turrets) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the augment is worth 2 slots, a turret has 1 more more available slot for an augment after the 2-slot augment has been applied.

## NUMBER OF TURRETS YOU CAN MAINTAIN

Without needing to buy pieces or parts, you can build some turrets entirely out of scraps. These turrets must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of turrets based on your DIY score. You can build new turrets or augment old ones during any period of downtime you have.

|                |   |   |   |    |    |    |
|----------------|---|---|---|----|----|----|
| YOUR DIY:      | 1 | 2 | 3 | 4  | 5  | 6  |
| YOU CAN BUILD: | 1 | 1 | 2 | 2  | 2  | 3  |
| YOUR DIY:      | 7 | 8 | 9 | 10 | 11 | 12 |
| YOU CAN BUILD: | 3 | 3 | 4 | 4  | 4  | 5  |

## THE COST OF TURRETS

If you need to build a turret that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

|              |            |             |              |              |
|--------------|------------|-------------|--------------|--------------|
| MARQUE       | I          | II          | III          | IV           |
| MARKET PRICE | 40 princes | 200 princes | 1000 princes | 5000 princes |

If you are building the augment, you pay 1/5<sup>th</sup> the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque 1 augment is 4 princes.



## Beta Turrets

ARMSMITH SPECIALTY

REQUIRES: 4 skill points in Armsmith, Gunsmith, Turret Builder specialty

Your turrets have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta shields, they must succeed in rolling a science result one tier higher than the highest level marque you have on your shield. If your shield has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).



## Prototype Turrets

ARMSMITH SPECIALTY

REQUIRES: 16 skill points in Armsmith, Gunsmith, Turret Builder, & Beta Turrets specialties

You've perfected your beta turrets and made them user-friendly. Now anybody can use a turret that you designate as being a prototype.

## Artillery

ARMSMITH SPECIALTY

You are able to load the turret with unconventional devices (such as explosives, firebombs, alchemical substances, et cetera) without destroying the firearm or harming the turret. This increases the readying cost of the turret by 1 AP and lowers its damage class by 2. However, if the target is hit, the device launched goes off as though it had been activated and thrown at its intended target.

## Fast Mounting

ARMSMITH SPECIALTY

You are able to mount a turret and begin firing without any hesitation. You no longer need to enter FOOTING stance to fire a turret.

## Master Assembler

ARMSMITH SPECIALTY

You have become a master of assembling these large cannons in a hurry. Assembling turrets costs you 1 less action point.

## They're All Guns to Me

ARMSMITH SPECIALTY

REQUIRES: Gunsmith & Turret Builder specialties

You may now apply Gunsmith Augments onto your turret as though it were a standard firearm.

## Turret Crafting Basics

ARMSMITH SPECIALTY

REQUIRES: Turret Builder specialty

You've learned the basic augments known most commonly among turret crafters. You learn the following augments: Armored, Belt Fed, Bunker, Mobile, and Tempered.

## Turret Repairs

ARMSMITH SPECIALTY

COST: 2 AP

You're able to make quick on-the-spot repairs to your turret in order to keep it up and running.

- ① You repair 5 damage dealt to the turret
- ② You repair 10 damage dealt to the turret
- ③ You repair 15 damage dealt to the turret
- ④ You repair 20 damage dealt to the turret

## Turret Augments

### Armored

TURRET AUGMENT

The turret has been heavily re-enforced with armoring in an attempt to keep it functioning longer.

-  The turret's soak class is increased by 1
-  The turret's soak class is increased by 2
-  The turret's soak class is increased by 3
-  The turret's soak class is increased by 4

### Automated

TURRET AUGMENT

REQUIRES: 1 skill point in Automata & turret has a 0 AP readying cost

For a cost of 2 AP, you can set your turret to automatic. When doing so, choose a space within the turret's range. When passed through or occupied, the victim must roll a dexterity resist or take the turret's tier 1 damage. This damage is soakable. Damage from occupying the space occurs when the victims' action points refresh. Automated shots can not hit a victim in cover. Specialties that negated damage from areas also negate the damage done by an automated turret (such as the BLASTPROOF specialty).

-  Tier 2 Dexterity to resist
-  Tier 3 Dexterity to resist
-  Tier 4 Dexterity to resist
-  Irresistible (unless the target can somehow get a tier 5 Dexterity result)

### Belt Fed

TURRET AUGMENT

The turret is fed ammunitions from a box mounted on the side of the device that radically lowers the amount of time needed to ready the turret.

-  The turret's readying cost is lowered by 1 AP
-  The turret's readying cost is lowered by 2 AP

### Bunker

TURRET AUGMENT

This turret has been crafted with a larger metal shield around it, to better hide its user behind it.

-  The turret grants medium cover
-  The turret grants heavy cover

## Body-Part Seeker

### TURRET AUGMENT

REQUIRES: Automated turret

When the turret is set to automated, choose a called shot location. Victims hit by the turret must resist the indicated shot as though hit with that called shot.

 Tier 2 resist

 Tier 3 resist

 Tier 3 resist

 Tier 4 resist

## Deadly Accurate

### TURRET AUGMENT

REQUIRES: Automated turret

When automated, the turrets now deal tier 2 damage.

**COST TO CRAFT:** The deadly accurate augment has no marques and can be learned by anyone with the TURRET BUILDER specialty. It costs 200 princes to buy or 40 princes to craft yourself (if you know the augment).

## Devastatingly Accurate

### TURRET AUGMENT

REQUIRES: Automated turret with Deadly Accurate augment

When automated, the turrets now deal tier 3 damage.

**COST TO CRAFT:** The devastatingly accurate augment has no marques and can be learned by anyone with the TURRET BUILDER specialty. It costs 1,000 princes to buy or 200 princes to craft yourself (if you know the augment).

## Fortified

### TURRET AUGMENT

By wielding steel bones in just the right locations, you are able to fortify the turret to take optimal advantage of its natural armor.

 The turret gains +2 defense

 The turret gains +4 defense

 The turret gains +6 defense

 The turret gains +8 defense

## Mobile

### TURRET AUGMENT

The turret was built with a small set of treads beneath it and may move a small amount each turn as long as it's mounted.

 The turret freely moves 5 feet

 The turret freely moves 10 feet

 The turret freely moves 15 feet

 The turret freely moves 20 feet

## Reactive Armor

### TURRET AUGMENT

The turret has been coated with armor that is designed to break off, absorbing all damage when hit with a major attack. While the reactive armor is active, the turret's soak class is 0. Instead, all damage is negated and the attack that destroys the reactive armor is also negated. Reactive armor can only be repaired during downtime.

 Armor is destroyed when hit with 5 or more damage

 Armor is destroyed when hit with 10 or more damage

 Armor is destroyed when hit with 15 or more damage

 Armor is destroyed when hit with 20 or more damage

## Reflective Armor

### TURRET AUGMENT

This turret has been crafted with angled plating, designed to deflect incoming shots instead of simply taking them.

 The turret gains +1 to evade

 The turret gains +2 to evade

 The turret gains +3 to evade

 The turret gains +4 to evade

## Riot Turret

### TURRET AUGMENT

The turret is armed with a spare ammunitions canister that draws water from the air around it allowing it to blast a turret of water. This damage can deal lethal effects and lowers the turrets damage class by 2 when firing water. The victim is also knocked back 5 feet unless they can resist with a brute roll. This blast puts out fires with a successful hit.

 Tier 2 Brute to resist

 Tier 3 Brute to resist

 Tier 4 Brute to resist

 Irresistible (unless the target can somehow get a tier 5 Brute result)

## Seek & Destroy System

### TURRET AUGMENT

REQUIRES: Automated augment

When setting the turret to automated, choose a target instead of a space. If the automated turret's target is within range, the turret will attack its target once when your action points refresh. In all other respects, it acts like a normal automated turret. You can change the turret's target for 2 action points.

**COST TO CRAFT:** The seek & destroy augment has no marques and can be learned by anyone with the TURRET BUILDER specialty. It costs 200 princes to buy or 40 princes to craft yourself (if you know the augment).

## Spray Shots

### TURRET AUGMENT

REQUIRES: Automated augment

The turret begins to swivel, blanketing a larger area but firing less accurately. When setting the turret to automatic, you'll be able to choose a wider area than normal. All of the spaces chosen must be within the turret's range and adjacent to each other. When somebody passes through one of the spaces or occupies them, they must roll a dexterity resist or take the turret's tier 1 damage. They can only be shot by the turret once per turn - moving through consecutive spaces does not provoke numerous attacks. Damage from occupying the space occurs when the victims' action points refresh.



1 additional adjacent space



2 additional adjacent spaces



3 additional adjacent spaces



4 additional adjacent spaces

## Targeting System

### TURRET AUGMENT

REQUIRES: Automated augments

The accuracy has been increased on the turret to allow it to hit its mark more often. The target must now receive a dexterity resist one tier higher in order to avoid an automated turret.

**COST TO CRAFT:** The targeting system augment has no marques and can be learned by anyone with the TURRET BUILDER specialty. It costs 1,000 princes to buy or 200 princes to craft yourself (if you know the augment).

## Tempered

### TURRET AUGMENT

The turret has been specially designed to continue working, even as pieces of the device begin getting blown off.



The turret gains 5 hit points



The turret gains 10 hit points



The turret gains 15 hit points



The turret gains 20 hit points