





SUSPENSE ROLL GUIDE

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OVERVIEW

See pg: 72 in the Aeternum core book for a full Suspense Roll write up.

Suspense Rolls play an important role in Fragged Aeternum as they may increase or maintain a sense of danger (even outside of direct combat), they may be used as a tool by the GM to increase a sense of urgency, or to increase drama and wonder.

Sense of Danger

Suspense Rolls may increase the sense of danger in a game by making every point of investigation a potential point of risk, and/or by increasing the pressure on the PCs at key points of the story (ie: when a GM wishes to curb a sense of security or increase the intensity of a current threat).

Cost of Success

While passing a Skill Roll may result in a PC gaining some knowledge, insight or achieving a task; if this roll is also a Suspense Roll it may come with a cost (ie: deciphering the meaning of a Fiendish book may grant knowledge, but it may also harm your mind). GMs may wish to let their players know that specific Skill Rolls may become Suspense Rolls, as a player choosing to take a risk has far more narrative weight than a risk being thrust upon them.

Avoiding Risk

Players may learn to avoid situations that may require them to make a Suspense Roll, but this should come with other narrative costs: such as less information, failed/uncompleted task, and/or longer (but safer) travel paths.

Weakened State

Suspense Rolls are an attrition on players, draining them of the occasional Spare Time Point or weakening them up before a combat. Entering fight with a few lost Attribute Points makes things feel more dangerous, and mechanically reflect the effort that was exerted in finding their prey.

Sense of Urgency

Suspense Rolls make for an ideal threat that may prompt players to act quickly and with clarity. As taking their time to explore every nook and cranny will most likely result in them making many dangerous Suspense Rolls.

Drama & Wonder

The universe of Aeternum is a vast and wondrous place that is full of countless secrets. Suspense Rolls reflect the cost of stepping out of the safety of normality and should help players to value the narrative significance of the unusual and abnormal.

Frequency & Intensity of Use

Light – 1 point of Damage

- » May occur very frequently (ie: 1-2 times per PC per session).

Moderate – 2 points of Damage

- » Should occur very rarely (ie: 0-2 times per session).
- » These are less dangerous if the damage is spread over multiple Attributes.

Intense – 5+ points of Damage

- » Should rarely occur (ie: 0-3 times per session).
- » This type of Suspense Roll should happen more often to PCs who are not near other PCs (ie: great way to stop player's splitting up the party).
- » Will often kill the PC (which will Heal that Attribute back up to full, but they will need to be resurrected via the Rebirth Healing Roll).
- » If this kills the PC, it should also wipe their memory (ie: they do not know what killed them).

Skill Choice

See pg: ##-## for a full breakdown of what Skills should be used for each type of Suspense Roll.

Combat

Suspense Rolls should happen during intense narrative points (ie: when a player has a moral decision to make, or when a powerful foe displays their power).

TRAPS

While most traps do not technically require PCs to make Suspense Rolls, they do serve a near identical mechanical purpose (ie: cause Attribute Damage to PCs, make certain choices costly, etc...). GMs should make use of traps in a similar way and frequency to how they would use Suspense Rolls.

- » Traps should deal more damage than Suspense Rolls.
- » Their damage should be reduced by their targets Armour.
- » Characters should be harmed by a trap if they fail a Skill Roll (ie: Awareness, Physical or Production).
- » Traps should deal damage to a random (1d3 or 1d6) Attribute.

Arrow Launcher, Trap Example

Sebastian spots an arrow trap with a good Awareness Skill Roll. The GM informs him that he could make a Physical Skill Roll of 14 to safely run past the trap, or a Production Skill Roll of 12 (and more time) to disable the trap.

Sebastian opts to run past the trap but only rolls a 12, resulting in him taking an arrow in the leg; 4 points of Damage, minus his Direct Armour, to his Speed.

CLARITY

Sudden betrayal, moral conundrums about your mission, necessary evils, and other such attacks on the clarity of your purpose can be incredibly painful.

- » Failing a Clarity Suspense Roll usually deals Damage (no Armour) to a character's Conviction.
- » Clarity Suspense Rolls usually require a Resolve Skill Roll.

Triggers

All characters have a moral code and draw security from something. This may be a particular view about how reality works, other people, or confidence in your own abilities. When this source of security is tested you may be required to make a Clarity Suspense Roll.

If a player is unable to clearly define their source of security, this normally means that they are placing their trust in themselves. If a character has no strong source of security they should normally have a low Conviction Attribute stat, and may need to make more Clarity Suspense Rolls as almost anything that is difficult will test their conviction to their current path.

Example Situations:

- » Betrayed by an ally.
- » Experience hatred from people you are aiding.
- » Breaking or bending your moral code.
- » Choosing the lesser of two evils.
- » Not assist a person in need.

Skill Choice

While the Resolve Skill should be used for most Clarity Suspense Rolls, it may be possible to justify the use of another Skill if your character has a strong philosophical underpinning that may help them to navigate through their current moral dilemma.

- » Resolve.
- » High Society (Political conviction).
- » Celestial (Religious conviction).

Consequences

Failing a Clarity Suspense Roll will not only result in a character taking Conviction Damage, but may also require them to adhere to their moral framework and/or side with their source of security. The Damage to their Conviction is a reflection of them doubting their current direction.

Passing a Clarity Suspense Roll will allow a character to break/bend their moral framework and/or not side with their source of security.

The results of passing or failing a Suspense Roll should be set by the GM, and should fit the current situation. GMs are encouraged to lay out the consequences of passing or failing the roll before their player rolls any dice.

Pride, Mid-Combat Clarity Suspense Roll Example

Anselm Dorf is a proud and exceptionally skilled Tethered. Armed with his pig-shaped great axe named 'Glory Hog,' he is often able to take down mighty Fiends with little assistance from his allies. Anselm adheres to only the most basic moral framework as he wishes to make the best of every possible situation: sometimes acting good, sometimes acting bad, but always acting out of self-interest.

During a fight with a powerful cult-leader, Anselm is badly stabbed by a frail old man. During his Turn he attempts to push the old man out of the way but fails to do so with a bad Physical Skill Roll. This is seen by his Tethered team and a few neutral bystanders.

The GM asks Anselm to make a Resolve Clarity Suspense Roll of 14 due to potential embarrassment. Anselm rolls a 15 and does not let this minor situation slow him down. Brushing it off as a funny moment when some smoke got in his eye.

Theology vs the Mob, Clarity Suspense Roll Example

Julia Flamehorn, priestess of the Twisted Heart, is hunting a werewolf. After many weeks she identifies a local midwife as the beast that is responsible for two dozen deaths. News of her intentions quickly spread as the midwife is loved by the community and Julia is an outsider. A protective mob forms around the mid-wife as Julia approaches, flaming sword in hand.

The GM asks Julia to make a Clarity Suspense Roll of 16 as the people that she is trying to protect shout insults and throw rotting fruit at her, and she is not even sure if the midwife is aware that she has killed. This would normally be a Resolve Roll, but Julia says that she wishes to pray and think over her theological studies to weigh up the competing interests. The GM says this is a valid approach and allows her to make a Celestial Roll instead.

Julia rolls a 19, taking no damage to her Conviction as she is able to theologically weigh the need to occasionally guard people against their own desires.

The Butler Did It, Clarity Suspense Roll Example

Günter, Karl, Ursula and Irmgard are able to identify three suspects to a brutal murder that happened at a local mansion: the lady of the house, the butler, and a servant girl. During their investigations each of the PCs grows to suspect a different NPC. And Irmgard forms a close friendship with the butler and the servant girl.

In a dramatic scene it is revealed that the butler was the murderer (in the dining room with the candlestick). The GM asks the PCs who did not suspect the butler to make a Resolve Clarity Suspense Roll of 14 (16 for Irmgard) to not take this betrayal too heavily.

Günter and Irmgard both fail their Suspense Rolls, with Günter suffering 1 point of damage, and Irmgard 2, to their Conviction. They are saddened and shocked by the butler's betrayal and start to doubt their own abilities to discern and reveal the truth.

HUMANITY

Gore, isolation and human suffering can turn a person's heart cold, disconnecting them from their humanity as a defence mechanism.

- » Passing a Humanity Suspense Roll usually deals Damage (no Armour) to a character's Empathy.
- » Humanity Suspense Rolls usually require an Insight Skill Roll.

Triggers

Humans have an innate ability to empathize with the suffering and struggles of other people, and especially the vulnerable and undeserving. When this ability is strong and well trained it helps us to identify and understand the pain of other humans, but this comes with many personal risks.

The vastness of Aeternum's population and the amount of suffering that many people are subjected to (especially by Fiends) is beyond the ability of any human to take on. When people experience, and especially if they understand, the extreme suffering that another person is, or has, gone through they will likely be required to make a Humanity Suspense Roll.

While characters personal beliefs will alter their perspectives on justice, GMs should not allow their PCs to easily ignore the pain of other humans. If a character is particularly disconnected from the pain of others humans they should have a low Empathy Attribute and possibly 6+ points of Corruption.

Example Situations:

- » Torture.
- » Cruel Injustice.
- » Death and extreme poverty.
- » Harming a Fiend that looks like a human.
- » Glimpsing the true nature of a Fiend.

Skill Choice

While most Humanity Suspense Rolls will use Insight, the GM may also require a simple Awareness or a City roll (to see/understand what others do not).

- » Insight (understand pain).
- » Awareness (see suffering that is not immediately obvious).
- » Nature (understand the pain of animals).
- » Impoverished, Commoners or High Society (understand a larger systemic/structural problem that is not obvious to the less-informed).
- » Infernal (understand the true nature of Fiends).
- » Celestial (understand how depraved humans are).

Consequences

Passing a Humanity Suspense Roll will not only result in a character taking Empathy Damage, but will also give them a deeper understanding of the pain that others have/are being subjected to. The Damage to their Empathy is a reflection of their mind protecting itself by dampening their ability to take on other people's pain.

Failing a Humanity Suspense Roll may reflect a character's inability to notice and/or understand the pain that others have/are endured.

The results of passing or failing a Suspense Roll should be set by the GM, and should fit the current situation. GMs are encouraged to lay out the consequences of passing or failing the roll before their player rolls any dice.

Corpse Cavern, Humanity Suspense Roll Example

Thomas and Uwe smell the stench of death as they enter the undercity cavern. Every footstep is greeted with the crunch of old, gnawed on, bones. They hear the munching of the vile monster that has lived down here for many years, gorging itself on the flesh of a thousand victims.

The GM has both Thomas and Uwe make Humanity Suspense Rolls of 14 as they make their way down the horrific cavern.

Thomas rolls a 10 for Awareness as he averts his eyes from the environment's grisly floor. He takes no Empathy Damage, but may also fail to see things that are hiding in the dark. Uwe wishes to learn more about their target prey and makes an Insight roll of 16 to examine the bodies, causing him to take 1 point of Empathy Damage, but also giving him some idea about the size and nature of their target.

Dark Knowledge, Humanity Suspense Roll Example

Manfred has uncovered a dark book of Fiendish magic, the Vilis Summa. To uncover its secrets the GM has him make an Awareness (to skim read it) or Infernal (to understand its deeper power) Humanity Suspense Roll of 14 that will also count as a Study Roll.

Manfred makes an Infernal roll of 13 and is killed (10 points of Empathy Damage, which is Healing back up to full) by some unknown arcane trap, or a dark glimpse into the true power and/or nature of the Fiends. His companions resurrect him, but he is unable to remember the entire night that he spent studying the book.

Little Monster, Humanity & Clarity Suspense Roll Example

Quietly, with weapons at the ready, Birgit peeks around a corner to be greeted by an unexpected sight. A small girl, no older than 8, is standing on a giant pile of fresh corpses. She knows this is a Fiend, but a primal maternal instinct inside of her urges her not to attack.

The GM has her make an Infernal Suspense Roll of 14 to understand the nature of the Fiend. The GM also tells her that failing this roll, not passing, will result in her taking Damage (as passing will help her to be 100% sure this is a Fiend). Birgit rolls a 13, taking 1 point of Empathy Damage. She knows this is a Fiend, but she just can't be a one hundred per cent sure it's not a little girl under a Fiend's control. The GM tells her that she must pass a Resolve Clarity Suspense Roll of 14 to attack.

REALITY

When otherworldly horrors, magic, great scientific feats, and supernatural forces mess with a person's sense of reality, especially a deeply ingrained sense, a person's mind has two choices: bend or break.

- » Passing a Reality Suspense Roll usually deals Damage (no Armour) to a character's Understanding.
- » Reality Suspense Rolls usually require an Awareness or City Skill Roll to know about something.

Triggers

All humans have expectations about how the fundamental laws of existence work and these presumptions become increasingly inflexible as experience and education reinforce them. When these assurances are directly attacked by dramatic displays of power and unknown forces you may be required to make a Reality Suspense Roll.

Tethered characters may be more accustomed to the unknown and the powerful, but the frequency at which their expectations are challenged is not diminished. If anything, their increased insight only makes them more aware of how little they know and how unassailable their foes may be.

Example Situations:

- » Magic alters the laws of science.
- » Technology that mimics the power of magic.
- » A Fiend displays vast power.
- » A Celestial appears.
- » Glimpse the vastness of Aeternum.

Skill Choice

Reality Suspense Rolls usually require an Awareness or City Roll.

- » Awareness (to see something unexpected or powerful).
- » City Skill (to partially understand how unexpected and/or powerful a force is in relation to normality is).

Consequences

Passing a Reality Suspense Roll will not only result in a character taking Understanding Damage, but will also give them some insight into the magnitude of their current situation. The Damage to their Understanding is a reflection of their mind bending or slightly breaking, to accommodate the current situation.

Failing a Reality Suspense Roll may reflect a character's inability to notice and/or understand the magnitude of their current situation.

The results of passing or failing a Suspense Roll should be set by the GM, and should fit the current situation. GMs are encouraged to lay out the consequences of passing or failing the roll before their player rolls any dice.

Impossible, Reality Suspense Roll Example

While scientific discoveries are known to exist, they are not commonly experienced in dramatic ways. Most scientific progress within Aeternum is short-lived (dying off with the one who made them) and/or overlooked by most as mundane.

Klaus Rockhammer the storm-mage has infiltrated a meeting of eccentric inventors, suspecting some of their members of disguised dark magic as technological wonders. Throughout the gathering he sits through many presentations, detecting each one for magic. All is going as expected until a wild-haired inventor presents his steam-powered 'automobile', a cart that drives without a horse. As most of the inventors have been cheating with magic, they suspect him of the same and are unimpressed.

The GM has Klaus make a Production Reality Suspense Roll of 16 to grasp the significance of this invention, and the countless applications that its so-called 'engine' could be applied to. Klaus rolls an abysmal 8, taking no Understanding Damage and completely failing to appreciate the importance of what he has just witnessed.

Reality Shift, Reality Suspense Roll Example

The powerful Fiend screams with might as its glowing translucent blue body floats into the air. Small particles flow from its mouth as a vortex of magic lifts the Tethered off their feet.

Temporarily blinded, the Tethered shake their heads and rub their eyes as they fumble for their weapons and wonder what just happened. As their vision clears they see that they are no longer in the endless city of Aeternum, rather they appear to be on top of a snow-covered mountain that is surrounded by green trees and a vast blue ocean. No sign of a city, or the Fiend, can be seen.

The GM has them make an Awareness Reality Suspense Roll of 12. Most pass this roll, taking 2 points of Understanding Damage as they realize that they have been transported to a new world without a city.

Divine Task, Reality Suspense Roll Example

The golden Celestial of fire floats towards Frieda. In his right hand he holds a mighty sword of silver and gold.

"Arise, faithful servant," it speaks with a loving smile, but its voice echoes with the power to destroy Districts. "You have been chosen to be a champion of the holy flame. Take my sword, Veritas et Amare, and slay our shared foe, the Million Eyed Fiend of the Abyss."

With that, the Celestial being extends his right hand, gifting his mighty sword into Frieda's shaking and sweating hand.

The GM has Frieda make a Celestial Reality Suspense Roll of 8 to understand just how powerful this entity is. She rolls a 16, taking 2 points of Damage to her Understanding, and begins to understand just how powerful the Celestials are. This Celestial does not need her help, he is giving her an opportunity to grow.





CORRUPTION & MADNESS GUIDE

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CORRUPTION

See pg: ## in the Aeternum core book for a full Corruption write up.

Corruption points are a reflection of the amount of evil within a character's life. Temptation towards evil and a lack of positive influences is something that all Tethered must contend with, though their primary source of trouble may be internal or external.

Corruption does not ALWAYS reflect how evil a character is, just how much evil they live with.

Players should work alongside their GM to define the source and nature of their Corruption, as this may have a strong effect on how the player roleplays their character and how the GM has the world interact with them. The nature of a character's Corruption may also influence their choice of Complications, Conditions and Traits.

Example Internal Corruptions

- » Disregard the Celestials.
- » Depression.
- » Growing cold to humanity.
- » Indulgent.
- » Lack of positive things (ie: exercise, art, rest, etc...).
- » Lack of self-control.
- » Prideful

Example External Corruption

- » Cursed by a hex.
- » Dangerous friends.
- » Unloved.
- » Regularly Bribed.
- » Watched by a cult/Fiend.
- » Work too much.

Giving in or Fighting

A character's personality should shift and change as their Corruption grows. This personality shift should be greatly informed by the attitude of the character towards their Corruption. Most characters overlook or justify their shortcomings, with only a few seeking to improve themselves or their situation.

GMs should give characters who lean into their Corruption more Corruption points. While characters who fight against their Corruption should be given a few opportunities to reduce their Corruption points when they make a great personal sacrifice or go to some great effort.

Enjoying the Game

Having a selfish personality can be fun to roleplay, but can quickly become a point of frustration for other players and the GM. Players should be very careful to make sure their 'antics' are not reducing the fun of others in their game, especially if they are taking up too much game time or inhibiting others choices. "But its what my character would do" is not always a valid point of view.

GMs should be careful to ensure that selfish and evil choices may have negative consequences. The Tethered Order will be quick to strip all power (including immortality) from any Tethered that leads to the premature death or corruption of a human, and especially if done brazenly and without repentance.

Bad Company, Corruption Example

Don likes to keep his finger on the pulse of the cities underworld. Over the years his friendships and dealing with numerous pick-pockets, smugglers and mercenaries has given him a near constant trickle of information that has resulted in many dead Fiends. But its impossible to walk through mud and come out clean.

Don likes to think that he knows when to bend the rules and when to hold to them. But in reality what started out as good excuses for bad behaviour has increasingly become bad excuses for bad behaviour. Most of his Tethered companions do not mind, as the good has so far outweighed the bad. But if Don ever starts aiding those who kill people or aid Fiends, he will quickly find himself stripped of his Tethered powers.

Fighting Temptation, Corruption Example

Tralia has long been a priestess of the Celestials, she knows that life is far easier for those who give in to every temptation and desire. Like a log floating down the river with the current, they do not find daily life difficult. But Tralia fights her base desires, she swims against the current as she seeks to better herself.

The few Corruption points that Tralia has are a reflection of temptations that she faces and sins that she is prone to. They are not reflections of evils within her.

Great Sacrifice, Corruption Example

The city is facing an incursion of Fiends. Swarms of glowing green imps and creatures of black slime and bone chase screaming civilians in all directions. Having just slain a Fiend, the priest Corvo looks up to see a mighty Celestials off in the distance, closing a Fiendish portal. Corvo longs to join the Celestial, to fight alongside and possibly converse with the object of his devotion.

But he sees civilians in need, and he knows that the Celestial is in need of no aid. Making a Resolve Skill Roll of 14, he tames his selfish desires and turns to aid the humans. The GM awards him by permanently reducing his Corruption points by 1.

Path of Pride, Corruption Example

Toros is incredibly arrogant and prideful. He regularly taunts human opponents and openly flaunts his immortality and powers. The GM tempts Toros with an exclusive offer from a king; work with this lord as his agent, slaying Fiends and other monsters, and he will reward Toros with a house, servants and a regular income.

Toros quickly accepts, thinking that his mighty skills have earned him such favour. But in truth, this king is possessed by a powerful Fiend and is using Toros to kill its rivals.

The GM awards Toros 2 points of Corruption for accepting the position, and 1 point for every mission that he acts upon. The GM may choose to keep these Corruption points a secret, only revealing them to Toros when he learns of the king's true nature.

See pg: ## in the Aeternum core book for a full Madness write up.

Madness points are a reflection of how differently a character perceives and experiences the universe to others. This alternative perception is usually false and the result of mental erosion, but on occasion it may be due to some kind of insight that others do not have access to. Slowly becoming disconnected from how others perceive reality is a struggle that all immortals must contend with.

Madness does not ALWAYS reflect how broken a character's mind is, just how differently they experience the universe.

Players should work alongside their GM to define the source and nature of their Madness, as this may have a strong effect on how the player roleplays their character and how the GM has the world interact with (and described to) them. The nature of a character's Madness may also influence their choice of Complications, Conditions and Traits.

Example Madness'

- » Cultural ignorance.
- » Fear of mice.
- » Love of combat.
- » Mental illness.
- » See invisible creatures.
- » Short attention span.
- » Smell magic.
- » Underestimate Fiends.

Informing your Rolls

Players and GMs should try to have some fun with the rolls (Skill, Arcane, Spare Time, Attack, etc...) of characters with a high number of Madness points. It should not be uncommon for these characters to describe very odd approaches to problems, so GMs should be a little easier on them when considering a Description Penalty.

- » Failed Skill Roll: have the character do something erratic and/or fail in an unexpected way.
- » Successful Skill Roll: have the character perform well, but in an unusual and potentially socially alienating way.

Enjoying the Game

Having a chaotic and random personality can be fun to roleplay, but can become a point of frustration for other players and the GM. Players should be very careful to make sure their 'antics' are not reducing the fun of others in their game, especially if they are taking up too much game time or inhibiting others choices. "But its what my character would do" is not always a valid point of view.

GMs may find it difficult to know when random and foolish choices should have strong negative consequences. The answer will mostly come down to the style of game that is being played. Negative consequences will happen more often in more 'hardcore' and 'realistic' games, while they may even be encouraged in 'lighthearted' games that focus on spontaneous moments of wild fun.

That Shouldn't Have Worked!, Madness Example

"The villain knocks over a pot of hot water, making the kitchen floor slippery, as he runs for the rear exit!" says the GM "What do you do?"

"I continue running forward waving my enchanted war-spoon in the air as I grab a nearby large pot and I jump inside." Replies mad Jimmy Jacks. "Using my forward momentum to slide across the wet floor!"

Everyone at the game has a quick laugh before the GM asks Jimmy to make a Physical Skill Roll of 12. Normally this would require a higher roll, but the GM thinks Jim's idea is clever, fits his character and that its ok if a funny element is added to this scene.

Jimmy Rolls a 13 and slides across the kitchen floor to hit the villain in the legs just as he opened a door. They both tumble through and into the rear alley, falling over each other.

I See Cute Things, Madness Example

Wetnot has many Madness points, and often sees things that are not really there. But on occasion, even his allies suspect there might be some faint connection between his visions and reality.

Wetnot often sees cute, brightly coloured creatures with funny expressions around people, especially children. Wetnot spends some time playing with (or running away from) these creatures, but his allies have seen no hint of them ever existing.

At first, the players thought they might simply be spiritual manifestations of a person's emotions. But over time they learn that they are not only more common around children, but they are rarely around the elderly and almost never around the condemned or dying.

They are manifestations of a person's potential to influence the future. This discovery is very useful but is most likely not the entire truth. Are these spirits real, or visions? Are they Celestial, Fiendish, or from another source? Can they learn about us, just as we can learn about them?

Ideologue, Madness Example

Valentina is a firebrand political zealot who is firmly dedicated to bringing down the established political order. She has many Madness points, but they are not a reflection of insanity or lack of intelligence, they reflect how intensely Valentina's ideology shapes how she sees the universe.

Valentina looks at everything through the lens of her political worldview, often oversimplifying problems and making far-fetched connections. She is quite difficult to talk to at times, as she will often inappropriately bring up political issues during a conversation, and is prone to seeing those who don't agree with her as her suspect and potentially dangerous.





LISTS

Canorus Gobbler

NPC VARIATIONS

Immense Variation	Requirements	Benefits	Disadvantages
Armageddon	Immense NPC	After you perform X+3 Actions all enemies suffer 1 Damage (no Armour) to X random (xd6) Attributes.	
Consume	Immense NPC	Add an additional Henchmen or Power Group to this combat. When you perform the Get Ready or Think Action you may kill a nearby appropriate Henchmen or Power Group Body, if you do: you Heal 1d3 points of Attribute Damage, OR gain +2 Momentum points.	
Creeping Power	Immense NPC	Gain +1 Hit and Crit Dmg at the end of each of your Turns (Stacks).	-1 Hit and Crit Dmg. all Weapons.
Doombringer	Immense NPC	Each of your Attacks grant you +1 Momentum point.	
Impenetrable	Immense NPC	+1 Direct or Splash Armour. Momentum X: Gain +X Armour against the next Attack that hits you (Stacks).	
Marked Bomb	Immense NPC	When you perform the Get Ready Action: mark an area of ground (your opponents may see you doing this). At the start of your next Turn: all enemies within 3 of this marked area take 1 Damage (no Armour) to 2 random (2d6) Attributes.	
Marked Trap	Immense NPC	+2 Attribute Points. When you perform the Get Ready Action: mark an area of ground (your opponents may see you doing this). If any characters enter this space they take 1 Damage to 4 random (4d3) Attributes (no Armour).	
Mass Strike	Immense NPC	+4 End Dmg. all Weapons. Momentum 2: Your opponents see you building power. Your first Attack next Turn gains Splash +20 and only affects characters of your choice.	
Onslaught	Immense NPC	+2 Max Momentum. You may perform a free Action directly after killing a PC. You gain +10 Momentum points after killing a PC.	
Power Leech	Immense NPC	You gain +2 Hit, End Dmg and Recovery per unspent enemy Momentum point.	
Power Swell	Immense NPC	You gain +2 End Dmg and Recovery per unspent ally Momentum point.	
Quick Kill	Immense NPC	+1 Combat Order. +2 Hit, End Dmg and Crit Dmg. all Weapons.	-2 Defence. All enemies gain +2 Momentum each Turn.
Zone of Influence	Immense NPC	Momentum 2: Gain the following until you use this ability again: You gain +1 Armour and Crit Dmg vs all characters 'who are' OR 'who are not' 4 or more spaces away from you.	-2 Movement.
Zone of Power	Immense NPC	+2 Max Momentum. If you have not moved since the start of your previous Turn: you gain +3 Momentum points and Heal 10 Endurance at the start of this Turn.	

Skilled Variation	Requirements	Benefits	Disadvantages
Ability Leech	Skilled NPC	You gain +1 Hit, End Dmg and Recovery per unspent enemy Momentum point.	
Ability Swell	Skilled NPC	You gain +1 End Dmg and Recovery per unspent ally Momentum point.	
Bomb	Skilled NPC	After you perform X+2 Actions all enemies suffer X Damage (no Armour) to their Might.	
Brutal	Skilled NPC	Double all Attribute Damage that you cause.	-1 Armour.
Call for Aid	Skilled NPC	When you perform the Get Ready Action, an allied Henchmen or Power Group gains +1 Body.	-1 Attribute Point.
Curse of Pain	Skilled NPC	Strong Hit: Pain (Hit) Target suffers double Endurance Damage from all other characters until your next Turn (does not Stack).	
Curse of Hate	Skilled NPC	Strong Hit: Hate (Hit) Target loses all of their Momentum at the end of their next Turn.	
Curse of Sloth	Skilled NPC	Strong Hit: Sloth (Hit) Target suffers -1 Movement until the end of the Combat (Stacks).	
Indestructible	Skilled NPC	+20 Endurance.	
Offering of Blood	Skilled NPC	When you die: all of your allies Heal 20 Endurance Damage.	
Offering of Flesh	Skilled NPC	When you die: all of your allies gain +1 Armour until the end of Combat (Stacks up to +2).	-3 Attribute Points.
Offering of Soul	Skilled NPC	When you die: all of your allies gain Strong Hit +1 until the end of Combat (Stacks up to +2).	-4 Attribute Points.
Reprisal	Skilled NPC	When you take Damage you gain 1 Momentum point.	
Servant of Flesh	Skilled NPC	All allies gain +1 Armour while you are alive (Stacks up to +2).	
Servant of Pain	Skilled NPC	All allies gain +1 Crit Dmg while you are alive (Stacks up to +2).	
Startle	Skilled NPC	+2 Hit and End Dmg. Fear. Momentum 2: Suppress an enemy who you Damaged this Turn.	
Telegraph Strike	Skilled NPC	At the start of your Turn (before any character acts) you must choose a character with a higher Combat Order than you. Your first Attack this Turn gains Strong Hit +1 vs that character.	-4 Combat Order. -2 Attribute Points.

NPC TRAITS

Henchmen Traits	Requirements	Benefits	Disadvantages
Aid Killing	Henchmen NPC	All non-Henchmen allies adjacent to one of your Bodies gains +1 Crit Dmg (Does not Stack).	-2 Bodies.
Aid Protection	Henchmen NPC	All non-Henchmen allies adjacent to one of your Bodies gains +2 Armour (Does not Stack).	-2 Bodies.
Aid Thought	Henchmen NPC	All non-Henchmen allies adjacent to one of your Bodies gains +1 max Momentum (Stacks).	
Creeping Might	Henchmen NPC	Gain +1 Hit and Crit Dmg at the end of each of your Turns (Stacks).	-2 Hit and Crit Dmg.
Creeping Plan	Henchmen NPC	Gain +1d6 Hit and +2 Movement at the end of each of your Turns (Stacks).	-1d6 Hit. -3 Movement.
Power Group Traits	Requirements	Benefits	Disadvantages
Aid Aim	Power Group NPC	All non-Henchmen allies adjacent to one of your Bodies gains +2 Hit and End Dmg (Stacks).	
Aid Soul	Power Group NPC	All non-Henchmen allies adjacent to one of your Bodies gains +1 Defence and Recovery (Stacks).	
Aid Mind	Power Group NPC	All non-Henchmen allies adjacent to one of your Bodies gains +2 max Momentum (does not Stack).	
Creeping Danger	Power Group NPC	Gain +1 Hit and Crit Dmg at the end of each of your Turns (Stacks).	-1 Hit and Crit Dmg.
Creeping Swarm	Power Group NPC	Increase the number of Additional Bodies that you gain by 1 at the end of each of your Turns (Stacks).	-1 Additional Bodies per Turn.
Traits	Requirements	Benefits	Disadvantages
Banner	NPC	Momentum X: Once per Combat you may mark an area of ground (your opponents see you doing this). And all allies within X+1 of this area gain one of the following (Stacks): <ul style="list-style-type: none"> » Blood: +3 Recovery. » Flesh: Reduce all Attribute Damage against you by 1 to a minimum of 1. » Fury: +2 Combat Order. » Hate: +2 Hit. » Madness: Splash +1 (Any). » Pain: +2 End Dmg. » Shadow: +2 Defence. » Sight: +2 Range. » Soul: +1 max Momentum. 	This Banner can be removed by a character if they spend X Momentum points.
Death Stroke	NPC	+1 Crit Dmg vs Characters with 0 Endurance, all Weapons.	
Hush	NPC	All of your enemies are unable to talk while they are within 40 spaces of you.	
Icon	NPC	Momentum X: Once per Combat you may mark an area of ground (your opponents see you doing this). And all enemies within X+2 of this area gain one of the following (Stacks): <ul style="list-style-type: none"> » Fog: Splash -2. » Lies: Hit -2. » Panic: May not perform the Dodge Action. » Pride: Defence -2. » Rage: May not perform the Think Action. » Sloth: May not perform the Rush Action. » Temptation: -1 Max Momentum. 	This Icon can be removed by a character if they spend X Momentum points.
Trail of Corruption	NPC	Place Dangerous Terrain of your choice wherever you move. You are immune to one form of Dangerous Terrain.	
Quick Killer	NPC	+2 Max Momentum and Combat Order.	
Weak vs Dodge	NPC	+1d6 Hit, all Weapons.	-1 Armour vs Attacks from characters who performed Dodge Action during their Turn.
Weak vs Many	NPC	+1 Crit Dmg, all Weapons.	-1 Armour when two or more enemies are adjacent to you.
Weak vs Magic	NPC	+1 Crit Dmg, all Weapons.	Enemies gain +2 to all Arcane Skill Rolls against you. -1 Armour vs Arcane Weapons.
Weak vs Stealth	NPC	Your first Attack each Turn gains +1d6 Hit.	-1 Armour vs Attacks from Stealthed characters.
Weak vs Strike	NPC	+1 Movement. +1 Crit Dmg, all Weapons.	-1 Armour vs Strike Attacks.
Weak vs Think	NPC	+1d6 Hit, all Weapons.	-1 Armour vs Attacks from characters who performed an appropriate Think Skill Roll on you.

NATURE (MUST SELECT 1)

Nature	Requirements	Benefits	Disadvantages
Overlord		+1 Leadership and Insight. You have 4 Minions. <ul style="list-style-type: none"> » These work a little like Henchmen. » Their base Defence, Armour and Movement are equal to yours. They have 0 Endurance and are removed from combat if they would suffer 1 point of Attribute Damage. » They may be automatically removed through the Rush Action. » They may move once during your Turn. » They are armed with the same Weapon as you. When you make an Attack, you may instead have one of your Minion make an attack using all of the modifiers that you would have gained (ie: Attribute Bonuses from that Action, Trait abilities, etc...). Each Minion may only be used in this way once per Turn. » Minions have the same Skill Rolls as you, but may only gain up to a +1 bonus, and may not assist other characters. 	Corruption +2.
Gadgeteer		+1 Commoners and Production. +1 to all Spare Time Rolls. Acquire Gadget: You may make 1 free non-Study, non-Commodities Spare Time Roll per session. <ul style="list-style-type: none"> » All Gadgets gained in this way that doesn't have the 'X Uses' Keyword gain the 'Two Uses' Keyword (GM discretion should be given). » Other Characters will find it difficult to use your Gadgets. 	Madness +1. -1 Nature.

NATURE TRAITS

Level	Requirements	Benefits	Disadvantages
Aura	Overlord	All allies within 3 of you gain +2 Hit and End Dmg on their first Attack each Turn. All allies within 3 of you gain +2 Defence.	
Gorge	Ravenous	Eating the food you Crave outside of Combat Heals 1d3 points of Attribute Damage.	Corruption +2.
Tinkerer	Gadgeteer	If you finish the Uses on 2 or more Gadgets during a Session: you gain a Spare Time Point.	
Trophy Hunter	Apex Predator	If you land the killing blow on a Skilled or Immense Target Prey: you gain +1 Endurance (Stacks up to +8) and heal 10 Endurance.	Madness +1. Corruption +1.
Resource	Requirements	Benefits	Disadvantages
Summoner	Overlord	Momentum 2: Your Minions regain 1 lost Body (this Body may be placed in any appropriate space).	
Techno-Magi	Gadgeteer 1 Kn	+2 to all non-combat Skill Rolls connected to knowing about and working with Techno-Magic. You may store an Arcane Ritual or Arcane Skill Rolls effect in a Gadget. This effect may be triggered with a single Get Ready Action (GM discretion should be given).	Madness +2.
Persuasion	Requirements	Benefits	Disadvantages
Useful Pions	Overlord	+1 Leadership and Insight. Your Minions May gain a Skill Roll bonus up to +4 (normally +1).	
Leadership	Requirements	Benefits	Disadvantages
Actions over Words	Martyr	+1 Resolve and Impoverished. +2 to all Skill Rolls connected to gaining NPC's attention and admiration through actions. Your first Attack each Combat during your first Turn gains: +10 Hit.	-1 Persuasion and Insight.
Director	Overlord	+1 Resolve. Characters Assisted by you, or Assisting you, work more efficiently and quicker. When Assisting other characters you grant a +2 bonus (normally +1).	
Proselytizer	Pious	+1 Resolve and Impoverished. Strong Hit: Convert (Success) A persuadable NPC grows in conviction of your ideals.	

NATURE TRAITS

Insight	Requirements	Benefits	Disadvantages
Cunning Plan	Shrewd 2 Kn	+1 High Society. Strong Hit: Cunning Plan (Once per Session, Success) For the next 15 real life minutes, you and all of your allies gain +2 to all Skill and Attack Rolls (does not Stack).	Corruption +1.
Epic Caster	Thaumaturge	+1 Persuasion and High Society. All of your Ritual Arcane Skill Rolls are more powerful and dramatic.	Corruption +1.
Mad Idea	Deranged	+1 Persuasion. Strong Hit: Mad Idea (Does not Req Success) This Skill Roll will result in an unexpected benefit and amplified risk (Stacks).	
Presence	Apex Predator	+1 Persuasion and High Society. Weak willed characters are automatically intimidated and cautious of you.	Corruption +1.
Nature	Requirements	Benefits	Disadvantages
Primal Link	Beast	+1 Awareness and Physical. You may spend 2 Knowledge to be able to sense the presence of, and communicate with, a select group of natural animals (ie: rats, fish, etc...).	Madness +1.
Nasty Bite	Ravenous	+1 Physical. All of your Weapons gain the Poison Keyword. You are immune to all natural poisons and diseases.	Corruption +1.
Production	Requirements	Benefits	Disadvantages
Just the Thing	Gadeteer 1 Kn	+1 Physical. You may destroy a Gadget to gain a small non-combat orientated gadget that will help you in your current situation (ie: Lock Picks, Gas Mask, Flare Gun, etc...). This may grant a +1 Description Bonus to a Skill Roll.	
Eldritch Crafter	Thaumaturge	+1 Commoners. You may make 1 free Arcane Consumables Spare Time Roll per session.	-1 to all Spare Time Rolls.
Infernal	Requirements	Benefits	Disadvantages
Dark Blessing	Pious	+1 Wealth and Insight. When you spend a Momentum point: an ally within 6 gains +1 Hit on their next Attack (Stacks).	Corruption +1.
Celestial	Requirements	Benefits	Disadvantages
Holy Blessing	Pious	+1 Persuasion and Resolve. When you spend a Momentum point: an ally within 6 gains +1 Hit on their next Attack (Stacks).	Madness +1.
Melee	Requirements	Benefits	Disadvantages
All In	Deranged 2 Kn	Strong Hit: All or Nothing (Does not Req Hit or Success) You and a nearby enemy both gain Madness +2. +2d6 Hit and +2 Crit Dmg on your next Attack (does not Stack).	
Custom Gear	Gadeteer	Your Stance costs -1 Resource as long as it has 3 or more Modifications.	
Duck & Weave	Shrewd	Ignore the first Henchmen or Power Body Attack against you per Combat.	
Guardian	Martyr	Momentum X : All allies within X gain +2 Armour, and you gain -2 Armour, until your next Turn. Madness +2.	
Mechanical Strike	Gadeteer	Momentum X : Fly forward exactly X+1 spaces and then this Attack gains +X+1 End & Crit Dmg. Madness +1.	
Overwhelm	Overlord	+4 Minion Bodies.	Corruption +1.
Roar	Beast	If you spend 2 or more Momentum during a Turn: you grant all nearby allies +1 Momentum.	
Ranged	Requirements	Benefits	
Meat Shield	Overlord	Cover from characters grants you +1 Armour.	
Quick Transform	Gadeteer 1 Kn	Your Weapons with the Transform Modification gain +1 End Dmg and the following ability: Momentum 1 : This Weapon transforms into its Alternate Form.	

WEAPONS

Ranged	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Bombard Ranged	2d6	+4	5	30	4	4*	2	Ranged.	16t	3

Large, *+1 Crit Dmg with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots.

MELEE VARIATIONS (MAY SELECT 1, MELEE ONLY)

Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Whip		-2*		+2	-2*	-1				+0

Strong Hit +1, **+2 Hit and End Dmg per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +4).

MELEE MODIFICATIONS (MAY SELECT ANY AMOUNT, MELEE ONLY)

Modification	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Transform (Updated)		-1			-1				14t*	+1*

*You gain a free 'Alternate Form' Weapon that equals the Resource cost of this Weapon (you must pay any Spare Time or Knowledge cost): you may only use your Alternate Form Weapon with the below Momentum Ability and it must have the Transform Modification.

Momentum 3: This Weapon transforms into its Alternate Form and gains +1d6 Hit on its next Attack (does not Stack).

Named Weapon					+1				14t	+0
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This Weapon has a cool name.

RANGED VARIATIONS (MAY SELECT 1, RANGED ONLY)

Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Spell Book/Focus/Wand		+2			+1			*		-1

*Must choose a Modification that adds a Arcane Variation.

RANGED MODIFICATIONS (MAY SELECT ANY AMOUNT, RANGED ONLY)

Modification	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Transform		-1			-1				14t*	+1*

*You gain a free 'Alternate Form' Weapon that equals the Resource cost of this Weapon (you must pay any Spare Time or Knowledge cost): you may only use your Alternate Form Weapon with the below Momentum Ability and it must have the Transform Modification.

Momentum 3: This Weapon transforms into its Alternate Form and gains +1d6 Hit on its next Attack (does not Stack).

Named Weapon					+1				14t	+0
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This Weapon has a cool name.

ARCANE VARIATIONS (MAY SELECT 1 PER ARCANE WEAPON TYPE ONLY)

Arcane-Rooftop Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Leap	*	-1								+0
*Your first Action each Combat gains +6 flying Movement (as you jump) and +2d6 Hit.										
Surprise		*				-1*				+0
*One Attack per Combat from this Weapon gains: +6 Hit and End Dmg (must declare before you roll).										
Vision		+1	+1	+1						+0
Your first Attack from this Weapon each Turn ignores enemy Limited Vision Cover (ie: darkness, smoke, etc...).										
Arcane-Street Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Entertain		-1								+0
Splash +1 (Any). You may Attack with this Weapon using the Think Action (it gains the Major Effect 'Attack' for only this Weapon). Strong Hit: Entertain Me (Hit) All damaged characters must perform the Think Action during their next Turn or you gain +2 Momentum points (does not Stack).										
Proclamation		-1			-1					+0
All allies adjacent to your Target gain +1d6 Hit against them on their next Attack (does not Stack).										
Travel		+1			+1					+0
Strong Hit: Travel (Hit) Two allies may move up to 4 spaces (Stacks).										
Arcane-Sewage Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Explosive Gas		-2								+0
Dangerous 1d6 (Smoke, this Smoke is flammable). Strong Hit: Boom! (Hit) Remove 6 Smoke Dangerous Terrains within 2 spaces of your target, if you do: this Attack gains the Energy Keyword and +2 Crit Dmg (does not Stack).										
Painful Poison		-1			+1					+0
Strong Hit: Painful (Hit) If your target makes 2 or more Attacks during their next Turn: they take 5 Endurance Damage (does not Stack).										
Trash		-1			-1					+0
Dangerous 12 (Difficult Terrain, 1 space of Difficult Terrain is always placed over your character and your Target).										
Arcane-Garden Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Crippling Venom		-1			+1					+0
Strong Hit: Crippling Pain (Hit) If your target moves more than 4 spaces during their next Turn: they take 5 Endurance Damage (Stacks).										
Isolation		*			+1*					+0
*+2 Hit and End Dmg against targets with no adjacent allies.										
Serenity					-1					+0
After you Attack with this Weapon: you heal 3 Endurance.										
Arcane-Alleyway Variations	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Dark Deal		+1				-2				+0
Attacks from this Weapon always cause at least 1 free Strong Hit (as if one were rolled).										
Gamble	*	-1			-1					+0
*You only roll 1 die and then multiple this roll by the total number of dice that you would have rolled (ie: 3d6 = 1d6 x 3, ie: Roll '3' on 1d6 (which was 3d6) = the same as rolling '3, 3, 3'). *If you roll a '1' you take 10 Endurance Damage (does not Stack).										
Secret		-1				*				+0
*Once per Turn if an Attack from this Weapon would break your Stealth: that Attack gains +1 Crit Dmg.										
Theft		-1				-1				+0
Strong Hit: Theft (Hit) Once per Turn, gain +1 Momentum point (+2 if you're an NPC) and your Target loses 1 Momentum point.										

EXAMPLE MISCELLANEOUS ITEMS

The Items listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Transportation	Capacity	Description	Acquire
Hand Cart	8 Slots		12t
Glider	0 Slots	May affect your Daily Travel Distance. This mount may Glide for a long distance.	16t
Camel/Zebra	6 Slots	Affects your Daily Travel Distance. This mount looks odd.	16t*
Barded Warhorse	6 Slots	Affects your Daily Travel Distance. This mount looks impressive.	20t
Tethered Horse	6 Slots	Affects your Daily Travel Distance. This mount is a Tethered.	22t
Trained Dire Wolf/Tiger/Boar/Ram	6 Slots	Affects your Daily Travel Distance. This mount looks impressive and terrifying.	22t*
Enslaved Hellhound	3 Slots	Affects your Daily Travel Distance. This mount grants its rider immunity to environmental fire and heat. This mount looks terrifying.	Loot
Spectral Stallion	0 Slots	Affects your Daily Travel Distance. This mount (not the rider) may disappear and rematerialize at will.	26t*
Griffin	4 Slots	Affects your Daily Travel Distance. This mount may Fly. This mount looks terrifying and impressive.	Loot
Flying Carpet	4 Slots	Affects your Daily Travel Distance. This mount may Fly.	26t*
Pixie Powder	0 Slots	Four Uses. Instantly transport you and a friendly character to any location you have previously visited.	Loot
Undead Horse Drawn Carriage	12 Slots	Affects your Daily Travel Distance. This mount looks terrifying.	20t
Mobile Workshop/Library (Carriage)	6 Slots	Gain Perk: Access.	4x 18t
Techno-Magic Carriage (Car)	12 Slots	Affects your Daily Travel Distance. This metal carriage looks impressive.	20t
Mobile Great Lantern (Carriage)	10 Slots	Tethered may be reborn at this location. This Mount is intelligent and will defend itself.	Loot

*Difficult to Acquire outside Greyburgh Market.

Building	Capacity	Description	Acquire
Charity/Civil Service (Church, Fire Brigade, Free Clinic)	-20 Slots	-2 to all Wealth Spare Time Rolls (may be split across all acquiring characters). Gain Perk: Prestige.	2x 14t*
Business	-20 Slots	Reduce all Wealth Spare Time Roll penalties from this buildings by 1 (Stacks). Gain Perk: Access. *May only be Acquired once per 2 Buildings.	4x 14t*
Slave Driver/Fighting Pit/Tyrant	-20 Slots	Reduce all Wealth Spare Time Roll penalties from this buildings by 1 (Stacks). Gain Complication: Reputation or Enemy.	2x 14t
Bank/Money Lender/Land Lord/Investor	-10 Slots	Reduce all Wealth Spare Time Roll penalties from this buildings by 1 (Stacks).	22t
Guild	-20 Slots	Reduce all Wealth Spare Time Roll penalties from this buildings by 1 (Stacks). Gain Perk: Contact and Membership.	8x 12t
Library	-20 Slots	Gain Perk: Access (must specify a topic).	3x 14t
Permanent Portal	-10 Slots	Instant travel between this and another portal (at least 2 need to be constructed to gain any benefit). Characters may be able to make an Arcane Skill Roll of 16 to open up a portal this location.	24t
Invisibility Enchantment	+0 Slots	This Building is invisible to most characters.	2x 22t
Vanishing Enchantment	+0 Slots	This Building may teleport (GM sets the final location).	2x 22t
Fiend Wards	+0 Slots	All characters gain +1 Crit Dmg vs all Fiends around this Building.	2x 22t
Alarm Wards	+0 Slots	You will be magically warned if any character enters this Building un-invited.	2x 22t
Great Lantern	-20 Slots	Tethered may be reborn at this location. This Building is intelligent and will defend itself.	Loot

Tethered Lanterns	Slots	Description	Acquire
Lantern Variations (may select one):			
Whispering	+0	This lantern may give advice through dreams and feelings.	+4t
Bright	+0	+1 to all of your Healing Rolls.	+8t
Floating	+0	This lantern may fly to nearby locations for 10 minutes (requiring 0 Hands).	+10t
Techno-Torch	-1		

Arcane Tools	Slots	Description	Acquire
Supply of Bulky Components	2	Two Uses per Session. +1 to a Ritual Arcane Skill Roll (Stacks).	14t
Large Supply of Bulky Components	3	Four Uses per Session. +1 to a Ritual Arcane Skill Roll (Stacks).	16t
Supply of Quality Components	0	One Use per Session. +1 to a Ritual Arcane Skill Roll (Stacks).	18t

EXAMPLE MAGIC, RITUALS

The Rituals listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Arcane Rituals	Skill	Req Tool	Casting Time	Description	Acquire
Banish Undead	Celestial		Think Action	Kills an Undead Henchmen within 10 spaces of you.	14
Conjure Acid	Impoverished		Think Action	Create a space of Acid Pool Dangerous Terrain.	14
Conjure Disease Cloud	Impoverished		Think Action	Create a space of Disease Cloud Dangerous Terrain.	14
Conjure Fireplace	High Society		Think Action	Create a space of Fire Dangerous Terrain.	14
Conjure Snow	Nature		Think Action	Create a space of Ice Dangerous Terrain.	14
Conjure Poison Cloud	Impoverished		Think Action	Create a space of Poison Cloud Dangerous Terrain.	14
Conjure Fog	Nature		Think Action	Create a space of Smoke Dangerous Terrain.	14
Conjure Spiders	Nature		Think Action	Create a space of Crawling Swarm Dangerous Terrain.	14
Conjure Storm	Nature	Bulky	Think Action	Create a space of Wind Swarm Dangerous Terrain.	16
Conjure Wasps	Nature		Think Action	Create a space of Flying Swarm Dangerous Terrain.	14
Conjure Pile of Trash	Impoverished		Think Action	Create 2 spaces of Difficult Terrain Dangerous Terrain.	14
Cursed Ground	Infernal	Bulky	Think Action	Create a space of Cursed Ground Dangerous Terrain.	16
Death Ward	Infernal	Bulky	Think Action	Create a space of Trap Dangerous Terrain.	14
Distracting Noise	Awareness		Think Action	Create a distracting noise; possibly granting a Description Bonus to Stealth.	12
Empower Weapon	Production		Think Action	An ally gains +2 End Dmg on their next Attack (Stacks up to +4).	14
Flash of Light	Awareness	Quality	Think Action	An enemy is blinded for a short time: -1d6 Hit on their next Attack Roll.	16
Holy Shield	Celestial	Quality	Think Action	All allies gain +2 Defence until your next Turn (Stacks).	16
Otherworld Shift	Infernal	Quality	Think Action	Teleport yourself 6 spaces.	16
Phase Out	Stealth	Bulky	Think Action	You become Stealthed without Cover as long as you don't move.	14-18
Raise Undead	Infernal	Quality, Exotic*	Think Action	You gain 1d3 undead Henchmen body for 2 Turns. *Corpses.	16
Raise Undead, Mage	Infernal	Quality, Exotic*	Think Action	You gain 1 undead mage Henchmen body for 3 Turns. *Mage Corpse.	16
Telekinetic Grasp	Physical		Think Action	You and an enemy are grabbed (becoming Suppressed).	16
Telekinetic Throw, Rock	Physical		Think Action	An enemy within 10 spaces of you takes 4 Endurance Damage.	14
Telekinetic Throw, Ally	Physical		Think Action	One of your allies gains Fly for their next Turn.	16
Telepathic Message	Persuasion		Think Action	Speak a short message into an allies mind.	14
Burning Rain	Celestial	Arcane Apparatus	1 Day	Destroy a large area of Aeternum with burning rain (3 Crit Dmg per Turn).	4x 22t
Clairvoyant Eye	Awareness	Bulky	1 Hour	Shift your point of visual perception to a point you can see.	14
Cleanse Holy Site	Celestial	Quality	1-6 Hours	Remove Fiendish corruption from a holy site.	14-18
Conjure Banquete	High Society	Bulky	1 Hour	Create a large table with food, cutlery, chairs and decorations.	14
Conjure Steed	Nature	Bulky	15 Minutes	Summon a mount for 8 hours.	14
Conjure Building	Production	Quality	2 Hours	Create a building (ie: workshop, tavern, house, etc...) that will exist for 3 days.	16
Consecrate Ground	Celestial	Quality	30 Minutes	Fiends have -1 Max Momentum on this ground.	16
Crystal Mind	Resolve	Bulky	20 Minutes	You and all of your allies gain +2 Defence vs Fear for 1 day.	14t
Death Mark	Underworld	Quality	1 Hour	For 1 day you gain +2 Hit vs a specific person and -2 Defence vs all others.	14
Diamond Lock	Production	Quality	1 Day	*Others must make a better Arcane Skill Roll than you to open this lock.	*
Endless Night of Blood	Leadership	Exotic*, Infernal	1 Week	Turns a large number of people into murderers for 1 night. *Fey Tears.	4x 22t
Fey Pot	Stealth	Quality	1 Hour	Fey creatures are attracted to a specific object for 1 night.	14
Meteorite Strike	Celestial	Exotic*, Arcane Apparatus	2 Weeks	Destroy a large area of Aeternum with a Meteorite (20 Crit Dmg). *Meteorite Ore.	28t
Otherworld Gate	*	Quality Arcane Apparatus	1 Day	Open up a portal to another world. *Skill may depend on the final location.	18
Sanctify Blade	Celestial	Bulky	30 Minutes	A blade gains +2 Hit and -2 End Dmg for 1 Combat.	14
Spirit Guide	Celestial	Bulky	1 Hour	Some a small celestial spirit to guide you to safety.	16
Summon Fiendish Army	Infernal	Quality, Infernal, Arcane Apparatus	1 Month	Summon a vast Fiendish army (150,000+). This army may not obey you.	10x18t
Telepathic Link	Persuasion	Quality	20 Minutes	Create a secret mental link with an ally for up to 3 hours.	14
Ward Home	Commoners	Arcane Apparatus	1 Night	Hide a building from all who are not invited in.	2x 16t
Ward Bed	Commoners	Bulky	1 Hour	For one night hide yourself while you sleep from all who would do you harm.	18
Wave of Sleep	Persuasion	Quality, Exotic*	1 Day	Send an area of Aeternum into a deep sleep. *Fey Wings.	3x 20t