

EXPLOSIVES

BombRats, Firebombs, Squibs, Ricochet Specialties, Grenades, and More!

No adventure is complete without destroying a few buildings, burning an airship to a crisp, and blasting your way through a couple doors. In fact, with the proper application of explosives, what can't you do?

- ✧ You can get through doors (and walls)
- ✧ You can cause airships to land more quickly
- ✧ You can encourage people not to come near you
- ✧ You can convince people to see things your way
- ✧ You can expeditiously make room for new train tracks
- ✧ You can clear debris inside dungeons (like enemies)
- ✧ You can kill enemies (and friends)
- ✧ You can cook chicken (and friends)

Welcome to the Explosives update! Not only are you going to get more explosive augments than you'll ever need, you'll find new ways to use them, new items to pair them up with, and even whole new ways to craft them. And we don't stop there, you'll also get to enjoy the BombRats, a devilishly destructive group of sky pirates excited to ruin your adventurers' day.

So, without further adieu, enjoy... explosives!

Cheers & Gears,
Daniel A. Burrow

Executive Director of Cracked Monocle

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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 the craft skill, you automatically upgrade to the next marque (just as though it was Marque III).

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Cracked Monocle



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

The Aftermath

Inspector Corelli Barista walked into the burnt-out remains of the manor, smoke still trailing from what was left of the roof. Barista never became accustomed to the acidic smell of burnt wood and flesh. He watched as the forensic team moved around the scene, picking up pieces of things he could only guess at and honestly didn't want to think about. His second-in-command, Constable Robert Arrington, was already on the scene, talking to two dazed and rather scared-looking homeowners as the medical automaton checked them over.

He hated these early-morning calls, but that's why he made princes instead of dukes. He stopped to take in the scene; he could see the remains of the airship that had crashed into the building. Its girders looked like some long-dead prehistoric animal. According to the manifest, there was at least thirty people on board, crew included. He hoped the automated recording device in the automaton pilot hadn't been destroyed.

Constable Arrington approached him. "Well, it looks like we've been able to recover all the bodies," Arrington said with a tired smirk. "Or should I say body parts?"

"Just give me the numbers," Barista growled.

"Oh of course, sir. In the airship proper we recovered twenty-four, which included the crew and some passengers. In and out of the house, we recovered another seven passengers."

Barista took in the numbers and then stopped. "Wait, is that right? According to the manifest there were only thirty on board. You found thirty-one."

"Yes sir, I double-checked it myself." Arrington returned with a little indignation. "Probably a stowaway."

Barista scratched the day-old stubble beginning to form on his chin. "All staff and servants accounted for?"

"Yes sir, we have the two who live here, and two servants: a maid and valet. All survived the crash, no visitors in the house either." Barista let out a loud sigh, why is it these things are never easy? Walking over to where the bodies were laid out, each with a fresh white sheet over them, he began to pull the tops of each down. It was not a pretty sight. Most were burned beyond recognition.

As he continued his gruesome circuit, he stopped at a cadaver about a third of the way through the lot. The body was in a horrible state, the lower half missing and chest cavity completely destroyed. But as Barista looked closer he realized something wasn't right: the body was far too damaged for just an airship crash. He turned to Arrington. "Any information on this one?" he asked.

Arrington fumbled through his notes and finally found the page he was looking for. "Yes sir, that man was wearing a set of military I.D. tags, numbered 1286. His name is Corporal Felix Micrombe. He served with the 28th infantry during the war, but according to what I got via albatross he has been missing for 3 months, taken captive aboard the Neptune when it was attacked by pirates."

"Pirates, you say?" Barista froze. In an instant he knew what had happened here. Spinning around, he grabbed Arrington. "I need you to send an albatross to the Naval High

Command and to the Director of Transportation for Evangless. This was no accident."

Arrington stumbled back, taken by surprise. His boss hardly ever showed this level of emotion. "What's wrong with you, Corelli? This was just a normal airship accident, why you getting so worked up?"

Barista dropped his hand from Arrington's frock coat lapels and ran his hand through his hair. "Take a closer look at this man's body. Look at his forehead, or what's left of it." Arrington leaned forward and looked. For the first time, he noticed a bullet hole in the man's skull. Arrington looked back at Barista, "He was shot?"

"Yes, he was, and that is what caused him to explode and take down this ship. He was a walking bomb. This wasn't a simple airship crash; it was the work of the worst airship pirates in Evangless. It was the BombRats."

Arrington just stared. "You're kidding right? The BombRats are just a hoax that captains tell passengers to get them to settle down." Barista looked at his assistant and gave a sad smile. "How old were you when the war ended?"

"I was fifteen when the war ended. My parents and I were lucky we lived far to the northwest and my father was a simple merchant, so the war didn't affect us much."

"Well I wasn't that lucky. I was twenty when the war started and I served with the 2nd of the 13th, or as we were known, the Lucky 13th. Funny that they called us that considering the unit took almost 75% casualties, but that's another story. You see, my unit was supported by the 3rd Aerial Demolition Unit, what would eventually become the BombRats. They are real, Arrington, very real."

"The 3rd ADU was a unit unlike any I had ever dealt with. It was commanded by a madman, Crimson Marshal Sicksmile, he didn't care about who won the war. He just wanted it to continue. He had no moral or ethics, and he recruited crazed people to serve under him. When he died trying to steal some weapon designs, the unit fell apart and the members of the 3rd went rogue, wildly attacking airships. Not only for money, but just for the fun of killing. They are a plague on the airship trade to this day."

"They turn their prisoners into walking bombs. That's what happened to our good Corporal here. They use a serum to drive their prisoners insane with mad rage and release them on ships. When they are killed, they explode with a device that has been placed in them, destroying anything around them."

Arrington looked at Barista. He could see a look of concern on his face. "I'll go send the albatross out to the Naval Command and the Director of Transportation."

Arrington began to turn and Barista called to him. "Arrington, you might want to call your wife and let her know that we won't be home for a couple of days. And, if she has any plans to travel, cancel them!"

The BombRats

A series of new adversaries and threats, dangerous to any party of adventurers!

One of the most terrifying groups of airship pirates in Evangless, the BombRats are known for a few things: ignoring the sanctity of life, an excessive amount of force, and having a seemingly never-ending amount of manpower. Captained by the awe-inspiring and crazed Lisandra deGhast, the BombRats have many ships, hundreds of men, and explosives to spare.

Though nobody knows exactly how many ships the Bomb- Rats claim, they do know a few specific ones. Lisandra deGhast's flagship is a highly customized H-Class airship known as the Rat Queen, a thick and well-armored ship designed for dropping bombs on targets down below. Her customizations have given her an impressive armament of swivel cannons, making her Rat Queen one of the best H-Class airships out there. The Rat Queen is often accompanied by a slew of F-Class airships (often called Furies, since the F-Class is known as the Fury-Class) that specialize in dropping small payloads and strafing runs.

But what makes the BombRats so terrifying is their use of *Walking Bombs*. An alchemist working with the BombRats developed a serum that could turn a person into a raging imbecile, attacking everyone in his path with no regard for his own safety. The BombRats use this serum on all of their prisoners, strapping them with heavy explosives designed to detonate when the wearer dies. When they choose an airship to sink, they drop a handful of these Walking Bombs onto their deck. Thinking it's a boarding party, the airship crews typically try to fend them off... soon discovering that killing these men will only hurry their inevitable destruction.

The BombRats are Born

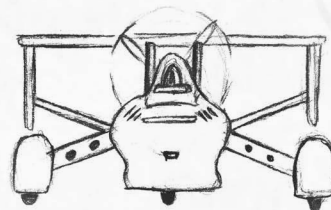
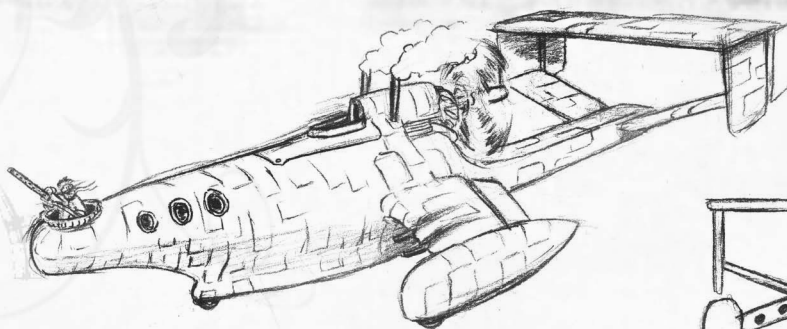
During the Evanglessian Civil War, the Militarists fought a tough battle against the Royalists. Though the Militarists outnumbered the Royalists by nearly ten-to-one, they were constantly being out-manuevered, suppressed by better technology the Royalists developed, and defeated by failing moral. The Crimson Marshal of the Sky Fleet, Theo Sicksmile Eddington, was one such Militarist leader struggling to take control away from the Royalists.

Unfortunately, Sicksmile Eddington was among the most reviled crimson marshals fighting for the Militarists. Known for his overly-destructive tendencies on the battlefield and the cruel treatment he served to both his prisoners and his troops, even Sicksmile once commented, "It doesn't matter who wins this war, they're still going to try to execute me as a war criminal. The Militarists just want my talent around 'til the war's over."

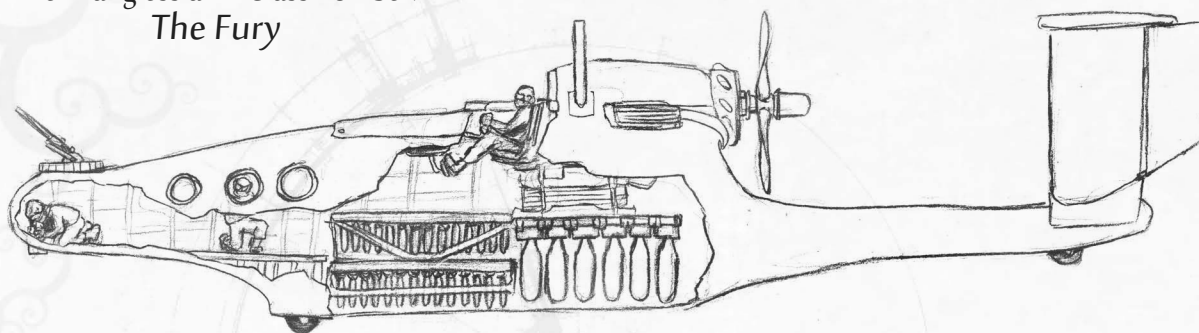
Thankfully, Sicksmile Eddington didn't last to the end of the war.

Rumors began to circulate that a noblewoman and arms inventor named Countess Fayne-Dreyfuss had invented a new form of aerial lift that would revolutionize air travel across Evangless. Before the war began, Countess Fayne-Dreyfuss was well known for manufacturing some of the best weapons in the world, but she sealed her facility and home up as soon as the civil war began. Sicksmile Eddington had a hunch that she was supplying the Royalists, even though she claimed neutrality. So he paid her a visit.

His first visit was polite, but less than friendly. He



The Evangelian F-Class Bomber:
The Fury



arrived with a few of his best men and demanded her newest inventions. She declined.

His second visit was markedly less civil. He arrived with his entire army group, including over 400,000 troops and one of the largest aerial fleets in the world, which he displayed right in front of her mountainside villa. He entered Countess Fayne-Dreyfuss's estate with his top officers, and - again - demanded her newest inventions. She declined again.

But this time, she did so with a vengeance. She activated explosives throughout her villa, sacrificing herself to prevent Sicksmile Eddington from getting her weapons. Almost simultaneously, her son, Sir Alan Dreyfuss, emerged from a hidden bay on the opposite side of the mountain, flying the first Legend-Class airship, an enormous airship designed by the late Fayne-Dreyfuss and using her sealed hydrogen, a hydrogen that won't burn.

Among those who were caught in Countess Fayne-Dreyfuss's blast were many of Sicksmile Eddington's top officers. Though she died preventing Sicksmile Eddington from getting her technology, many people consider this event to be one of the primary causes for today's unreasonable amount of airship pirates. When Sicksmile Eddington and his officers died, most of his army group dissolved. With the command structure destroyed, most of his forces fled into piracy.

Among these airship pirates was the 3rd Aerial Demolitions Unit, nicknamed the BombRats. Though the 3rd ADU's commanding officer, Colonel Lisandra deGhast was among those who accompanied Crimson Marshal Sicksmile Eddington into Fayne-Dreyfuss's estate, she somehow survived. She

collected the 3rd ADU and almost immediately gave them her decision: she would continue to lead the BombRats, but no longer as a military officer. No, now she was going to lead the BombRats toward becoming the most frightening, rich group of airship pirates Evangless had ever known.

Using the BombRats

The BombRats can be a frightening enemy to take on, as they are likely to indiscriminately attack all potential prey. They are known for their chaotic tactics and have no honor on the battlefield.

The Walking Bombs will put the adventurers in a morally ambiguous area, as they are innocent prisoners put into a rage through a serum. Nonetheless, the adventurers will probably find that they are difficult not to kill.

Lisandra deGhast is a rather deranged woman who might find herself involved in whatever primary questline the adventurers are on. She could be assisting the villain, she could just be blatantly bombing the adventurers' hometown, or she might be searching for something herself: gold, treasure, revenge, or maybe a little bit of her lost humanity.

If there is one thing that we can be sure of, it's that the BombRats will not likely be good allies for the adventurers (regardless of their own moral tendencies).

Stories

EX-BOMB RAT

Background Story

Whether they were still known as the 3rd Aerial Demolitions Unit or had abandoned that name to sky piracy, you were once a member of the BombRats. You have working knowledge of how they operate and know what to expect from them (as much as any sane person can). If you're caught in one of their explosives, you gain a +2 on the Dexterity roll to dodge.

BOMB RAT

Background Story

You're a BombRat. Slightly deranged, feared for your explosives, and completely uncivilized, you're here to take everyone's wealth or explode trying. You are able to talk with other BombRats, as BombRats are typically only civil toward each other.

SURVIVED THE BOMB RATS

Achievement Story

You've had a run-in with the BombRats, but you were one of the lucky few. The BombRats don't let their prisoners survive, and they don't have many survivors in the first place. Their destructive tendencies see to that. Regardless of how you survived, you've made it away from the BombRats and are alive to tell the tale. You gain a +4 on cunning rolls to notice if a ship or person is a BombRat.



WALKING BOMB

PAR: 1 per 3 Walking Bombs (if the adventurers understand that they explode, PAR drops to 1 per 6 Walking Bombs)

Race: Human (Evanglessian)

Level: 1/3rd AP: 2

HP: 6 Wounds: 6

Priority: +3 Speed: 30 feet

Note: Upon dying, the Walking Bomb's explosive will activate.

It will explode in the space currently occupied by the Walking Bomb and all adjacent spaces, dealing 20 damage to everyone within the blast radius. The explosive can be dodged using a dexterity resist for 1 AP reflexively and requires a tier result of 3 in order to move out of the blast area. The explosive is tamper-proof, requiring a Tier 3 sciences to remove it. If somebody attempts to remove the explosive and fails, it detonates.

Guard

Clothes (minimal textile armor)

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Attacks

Cudgel (2 AP)

Acc: +0 Stk: +0

Damage: 6 | 12 | 18 | 24

Skills

Attributes

Brawl: +1

Brute: +1

Marksmanship: +1

Cunning: +0

Swashbuckling: +2

Dexterity: +3

Spirit: +0

Sciences: +0

Reference

Specialties: Fight Anywhere

Stories & Traits: Reactionary

Equipment: Cudgel (medium wooden melee weapon), clothes (minimal textile armor), Dead Man's Bomb (explosive Mq.II, with the anti-handling Mq.II and heart-linked augments)

The Walking Bomb is a prisoner of the BombRats who has been injected with the Walking Bomb serum. He will act with complete disregard for his own well-being and attack everyone mercilessly. He will be in a complete, frothing fury and be unable to communicate. If injected with an antitoxin, he can attempt to resist against the serum.

Once he dies, the Dead Man's Bomb attached to him will detonate.

Walking Bomb Serum

The Walking Bomb serum was not originally designed for the purpose of creating suicide bombers, but was actually developed to help people fight longer and harder in battle without being impaired by their own humanity. (Naturally, the Hauds created it.) The serum will cause a person to struggle and fight until they are exhausted, simply attacking anything that moves.

If an adventurer is injected with Walking Bomb serum, they'll need to make a tier 2 Spirit resist. If they fail, they'll start attacking anything they can, and they'll normally do so in a brutal manner without using any of their real talents or training. If the serum causes them to attack somebody they would consider a friend or ally, they can attempt to resist again.

Medicinal antitoxins will assist the victim in their Spirit roll. There are antidotes designed specifically for the Walking Bomb serum, but the BombRats closely guard those antidotes.

Most BombRats take an Indifference serum. This serum releases pheromones that cause the Walking Bombs to pay them no attention to them. Because of this, the Walking Bombs will not attack the BombRats.

Indifference Serum

The BombRats have developed a safeguard from falling victim to their own enraged captives. The Walking Bomb serum causes the victim to attack anything and everything that moves. To protect themselves, the BombRats inject themselves with another serum that they call Indifference serum. This serum releases pheromones that blind the Walking Bomb serum. In affect, the Walking Bomb will not pay any attention to a person injected with the Indifference serum. They'll just see them as a chair or a table, nothing more.

If somebody has been subjected to the Walking Bomb serum but resists it, they might not be able to see BombRats for several turns thereafter as the Walking Bomb serum drains from their system.

PAR: the Predicted Action Rating

As you might have noticed, the adversaries contained in this book include a PAR at the very beginning. This is an acronym for Predicted Action Rating, but really the words were just happenstance. The acronym nearly explains itself. In a fight, the PAR represents the appropriate level a party should be when facing the challenge. For example, a PAR 2 challenge would be great for a party of 4-5 second-level adventurers.

Some PARs have specifications, like the Walking Bomb. The Walking Bomb is PAR 1 if it's in a group of 3. If the adventurers know that the Walking Bombs explode, it becomes a PAR 1 only when there are 6 Walking Bombs.

BOMB RAT PIRATE

PAR: 1

Race: Human (Evangelian)

Level: 3rd AP: 3

HP: 39 Wounds: 12

Priority: +3 Speed: 25 feet

Note: The BombRat Pirate can draw items for 0 AP.

Guard

Leather Uniform (light textile armor)

Eva: +0 Def: +0

Soak: 2 | 4 | 6 | 8

Note: The BombRat Pirate can dodge a blast for 0 AP once per turn.

Attacks

Pistol (2 AP, 0 AP to ready)

Acc: +2 Range: 100 feet

Damage: 4 | 8 | 12 | 16

Combat Bomb (2 AP to throw, 0 AP to draw and ready)

Acc: +2 Range: 25 feet

Damage: 24 within 5 feet of center, 12 out to 15 feet of center

Notes: Once thrown, the combat bomb will go off at the beginning of the BombRat Pirate's next turn. It will explode in the original area and all spaces within 15 feet of the blast seat. People caught in the blast are knocked ten feet away from the center of the explosion. The combat bomb can be dodged using a dexterity resist for 1 AP reflexively and requires a tier result of 3 in order to move out of the blast area. If the BombRat Pirate so chooses, he can delay the combat bomb from detonating for any number of turns.

Anti-Vehicle Bomb (2 AP to throw, 0 AP to draw and ready)

Acc: +2 Range: 25 feet

Damage: 24 within 5 feet of center

Notes: Once thrown, the anti-vehicle bomb will go off at the beginning of the BombRat Pirate's next turn. It will explode in the original area and all spaces within 5 feet of the blast seat. If an automaton is in the blast area, it is stunned (and unusable) for 2 AP. If a vehicle is in the blast area, it cannot be controlled for the next 2 AP and moves forward at its last set speed. The combat bomb can be dodged using a dexterity resist for 1 AP reflexively and requires a tier result of 3 in order to move out of the blast area. If the BombRat Pirate so chooses, he can delay the anti-vehicle bomb from detonating for any number of turns.

Special Actions

Ad-Hoc Grenade (3 AP)

The BombRat Pirate can create a grenade out of spare parts and throw it at any space within 75 feet. It explodes in the space it lands in, dealing (Gadgetry +7: 5 | 10 | 15 | 20) damage to anything in that space and all adjacent spaces. The ad-hoc grenade can be dodged using a dexterity resist for 1 AP reflexively and requires a tier result one higher than what the BombRat rolls in order to move out of the blast area.

Skills

Agility: +4
Alchemy: +1
Expertise: +3
Gadgetry: +7
Luck: +1
Marksmanship: +2

Attributes

Brute: +0
Cunning: +3 (+7 when noticing)
Dexterity: +6
Spirit: +1
Sciences: +8

Reference

Specialty: Ad-Hoc Grenades, Beta Explosives, Blast Dodger, Instant Draw, Pyrotechnician

Stories & Traits: Innovative, Perceptive, Relentless, Veteran

Augments Known: Damaging (explosives mq.II), Delay (explosives mq.II), Extended Blast (explosives mq.II), Gear Rattler (explosives mq.II), Knock Back (explosives mq.II), Quick Set

Equipment: Pistol (medium metal firearm), ammunition, leather uniform (light textile armor), 5 combat bombs (explosive Mq.II, with the Damaging Mq.II, Delay, Extended Blast Mq.II, Knock Back Mq.II, and Quick Set augments), 1 anti-vehicle bomb (explosive Mq.II, with the Damaging Mq.II, Delay, Gear Rattler Mq.II, and Quick Set augments), lighter, 8-20 princes (in a wallet)

The BombRats are a group of airship pirates who specialize in demolitions, and they make great use of it in their style of piracy. The typical BombRat pirate is going to be well-charred from years dealing with explosives, probably a bit deranged, and have little-to-no humanity left in him.

The BombRat Pirate is armed to the teeth with explosives and liberal in their usage. He'll use the combat bombs against the adventurers and anyone else getting in his way, while saving his anti-vehicle bomb in order to slow or disrupt an airship.



LISANDRA DEGHAST

PAR: 4

Race: Human (Evanglessian)

Level: 7th AP: 4

HP: 72 Wounds: 12

Priority: +3 Speed: 35 feet

Note: Lisandra deGhast can draw items for 0 AP.

Guard

Refitted Officer's Uniform (light textile armor)

Eva: +3

Def: +0

Soak: 2 | 4 | 6 | 8

Note: Lisandra can dodge a blast for 0 AP once per turn. Lisandra is immune to her own explosions. Anybody who holds Lisandra deGhast takes 3 heat damage per turn.

Attacks

Blastwhammy (2 AP)

Acc: +4

Stk: +1

Damage: 6 | 12 | 18 | 24

Notes: The Blastwhammy has 8 squibs (Punch-Packers, see below) attached to it. When she hits somebody, she can spend 1 AP reflexively to release the squib and cause it to explode.

The first time that somebody sees the Blastwhammy, they must succeed at making a tier 3 Spirit resist or suffer tier 1 fear against Lisandra.

Punch-Packer Squibs (2 AP to throw, 0 AP to draw and ready)

Acc: +4

Range: 25 feet

Damage: 24

Notes: Once flicked on, this squib explodes against the person she throws it at (or, if used with the Blastwhammy, the person it hits). The victim caught in the blast is knocked ten feet away from Lisandra and prone. If the person fails to escape the blast, they are caught on tier 3 fire, causing them to burn for 8 hit points per turn until they can spend 8 AP extinguishing the fire. All organic, leather, cloth, and wooden items are destroyed.

The punch-packer can be dodged using a dexterity resist for 1 AP reflexively. If the target gets a tier 2, they lower the damage to 16, the fire to tier 2, and are not knocked prone. If they receive a tier 3 dexterity result, they lower the damage to 8, the fire to tier 1, and are only knocked by 5 feet. If they receive a tier 4 dexterity result, the explosion is fully dodged.

Throwing Squibs (2 AP to throw, 0 AP to draw and ready)

Acc: +4

Range: 25 feet

Damage: 24

Notes: Once flicked on, this squib explodes against the person she throws it at. If the person fails to escape the blast, they are caught on tier 3 fire, causing them to burn for 8 hit points per turn until they can spend 8 AP extinguishing the fire. All organic, leather, cloth, and wooden items are destroyed.

The punch-packer can be dodged using a dexterity resist for 1 AP reflexively. If the target gets a tier 3, they lower the damage to 16 and the fire to tier 2. If they receive a tier 4 dexterity result, they lower the damage to 8 and the fire to tier 1. If they receive a tier 5 dexterity result, the explosion is fully dodged.

Special Actions

Colony of One (2 AP to begin, 1 AP to continue)

Lisandra can call upon rats to grab a foe within 50 feet. They can grab (shamanism +8: 1 | 1 | 2 | 2) locations, and use Lisandra's accuracy (+4) for the grabs. In order for the victim to break free they must resist against Lisandra's shamanism (+8) using their brute or dexterity. Anything that would affect an area (such as an explosion or gas) disrupts the swarm.

Cluster Bombs (2 AP)

Lisandra can throw (marksmanship +6: 2 | 3 | 4 | 5) squibs at a single space or person.

Skills

Agility: +2

Alchemy: +15

Gadgetry: +2

Marksmanship: +6

Shamanism: +8

Tactical: +1

Attributes

Brute: +0

Cunning: +1

Dexterity: +8

Spirit: +8

Sciences: +17

Reference

Specialty: Beta Squibs, Blast Dodger, Blast Impervious, Colony of One, Cluster Bombs, Instant Draw, Quick Flick, Pyrotechnician, Squib Producer

Essence Augments: Body of Flames Mq.III

Stories & Traits: Innovative, Militarist, Monkey's Uncle, Relentless, Tharmurian, Veteran



Augments Known: Damaging (explosives mq.I and squibs mq.III), Delay (explosives mq.I and squibs mq.III), Ethereal Blast (explosives mq.I and squibs mq.III), Far Lobbing (explosives mq.I and squibs mq.III), Incendiary (explosives mq.I and squibs mq.III), High Incendiary (explosives and squibs), Knock-Back (explosives mq.I and squibs mq.III), Linked Fuse (explosives mq.I and squibs mq.III), Powerful Blast, Ruinous (explosives mq.I and squibs mq.III)

Equipment: Blastwhammy (medium metal melee weapon, with Bomb Dropper Mq.IV and Horrifying Mq.III augments, including 8 punch-packers attached), refitted officer's uniform (light textile armor, with Mobile Mq.II augment), 4 additional punch-packers (beta squib Mq.III, with the Damaging Mq.III, Incendiary Mq.III, High Incendiary, and Knock-Back Mq.III augments), 20 throwing squibs (beta squib Mq.III, with the Damaging Mq.III, Incendiary Mq.III, High Incendiary, and Powerful Blast Mq.III augments), 4 push potions (medicinal potion with Push Mq.II and Improved Push Mq.II, healing 28 hit points), grapple gun Mq.II, two alchemical teeth Mq.I, messenger sphere Mq.I, parachute glider Mq.IV, 3 trench-lighters, 50 princes



About Lisandra deGhast

Lisandra deGhast cuts an imposing figure. Not only does she have a frightening burn scar on her face, a sinister smile, and two dozen explosives that she openly carries on her, Lisandra deGhast is the unopposed leader of the BombRats, one of the most frightening groups of sky pirates in Evangless. Lisandra helms the Rat Queen, a heavily fitted H-Class Bomber, as well as serving as admiral of several other H-Class Bombers and not a few F-Class Bombers. Her crew is large and often quite well fed, and they fight without any human regard. Rumors say that her skin is scorching to the touch, and she lights her bombs just by holding them against her skin. Anybody in their right mind has a healthy fear of her.

Lisandra deGhast was born in the Tharmurian lands of Evangless. She believed that her Tharmurian birth held her back from becoming a higher rank than colonel, though most people are surprised she was able to attain even that high of a rank. Lisandra's talents became noticed by Crimson Marshal Theo Eddington, nicknamed Sicksmile Eddington. Sicksmile warmed up quite well with Lisandra, and Lisandra became devoted to him.

People who knew Lisandra deGhast before she joined Sicksmile's army group might have said she was a little off, but Sicksmile truly fostered it. He encouraged her to try new tactics, attempt inhumane battle tactics, and really push her people. She would say that he taught her to be herself. Others might say that he encouraged her to go insane.

Sicksmile Eddington was a sucker for new weapons and technologies. He pursued a well regarded inventor, Countess Fayne-Dreyfuss, until she set off her own bomb and killed Sicksmile Eddington, herself, and most of Sicksmile's top officers. While Lisandra deGhast was there, she somehow survived the blast. What little normality was left in her quickly seeped out of her.

Lisandra was the first officer in Sicksmile Eddington's army group to turn to piracy. In fact, her older officers will claim that, when Fayne-Dreyfuss's bomb went off, Colonel deGhast pulled herself out of the rubble, brushed herself off, walked back to the Rat Queen, and told everybody that they'd be pirates. They might also say that their first acts of piracy were to bomb, raid, and steal several other H-Class Bombers in Sicksmile Eddington's army group.

Whether it's true or just rumor, the real Lisandra deGhast is bizarre nonetheless. The Rat Queen hosts hundreds, maybe even thousands, of rats that she claims are her pets. Her flesh does burn to the touch, though nobody's quite sure why. At night, many of the rats gather near her, using her body for warmth. In battle, she talks to her rats, having them attack her foes and hold them down. Then she blows up the lot of them.

Her men joke that she loves her rats more than any person alive... and she indiscriminately blows her rats to smithereens in battle.

Lisandra's quarters aboard the Rat Queen are entirely off-limits to both her crew and all guests. No living person has seen inside, much less been in there. Most people believe she keeps gold inside, maybe thousands of princes, or nests for her rats. Some of her more senior crew whisper that she has the scorched body of Sicksmile Eddington inside, and she stays with him every night.

Using Lisandra deGhast in your Saga

Lisandra deGhast makes a perfect impromptu villain. The Bomb-Rats are quite prone to attacking anywhere, any time. She's not very strict nor does she follow any normal guidelines. She might show up alone to random places, or she might bring her entire small fleet to rain bombs upon the adventurer's city. She's not as obsessed with treasure as most pirates are, but she'll readily pursue it. She's definitely a pirate.

Lisandra might also be following another path. Lisandra has many secrets, so there are any number of adventures that might involve her. What's in her chambers? What is she really after? How did she survive the explosion at Countess Fayne-Dreyfuss's estate? Meanwhile, none of those might be relevant to her. She might be pursuing something else entirely.

Lisandra has often tried to join the Tharmurian Death Knights. The Death Knights are one of the few bastions of the old Tharmurian culture. Death Knights are the epitome of Tharmuris's belief in servitude and honor, both in life and death. The only way to join the Death Knights is to have died - or come exceptionally close - and then risen, still able to fight. Lisandra deGhast's elder brother is a well recognized Death Knight. However, when she attempted to join, she was denied. She was told that though her body survived the explosion, her mind and sensibilities certainly had not. Ever since then, she has maintained a radically mixed view of the knighthood, one of both love and pure disgust.

Lisandra deGhast in Battle

Lisandra deGhast is excellent at keeping people away from her, though not too far. When people get too close, she'll hit them with her frightening "Blastwhammy" (a name that Sicksmile gave to the vicious metal slab she uses as a weapon). The Blastwhammy will then drop a squib on her target, blasting him away from Lisandra and lighting him on fire. She'll continue that tactic until all of her foes have learned not to get close to her. She'll then start picking weak targets, pinning them down with her rats, and then throwing a cluster of squibs at them. She'll repeat the tactic until everyone is on fire or dead.

If she starts taking too much damage, she has two alchemical teeth with improved push potions inside (each healing 28 hit points) and two more push potions that she can draw if she goes through the first two.

Of course, Lisandra's favorite tactic is just to use a whole bunch of her crew as fodder. She'll gleefully send in waves of explosive Walking Bombs and then have her crew exhaust their resources before she ever puts herself in danger. That said, when the time comes, she won't hesitate to fight hard.

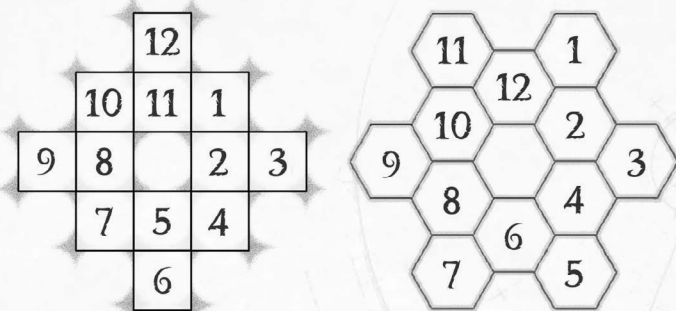


A Walking Bomb

EXPANDED RULES

Blind Lobbing

If you blindly lob an explosive (or any other item) at a target, you take the normal blindness penalties (a -4 on the accuracy roll). If you miss, you roll your d12 to determine where it lands. The item will land in a space correlating with the clock position of the d12. Thus, if they rolled a 3, the explosive would land in a space at 3 o'clock of the person.



Disarming Explosives

Cost: 3 AP

You can disarm explosives by disassembling them in a method that won't activate them. You must roll your Sciences attribute, and it costs 3 action points to make the attempt. If you make the required tier to disarm the explosive, it de-activates and everyone's safe. If you fail by one tier, nothing happens. If you fail by two tiers, it immediately detonates.

①	Fails to disarm and detonates Mq.III and IV explosives
②	Disarms Mq.I and II explosives but detonates Mq.IV explosives
③	Disarms Mq.I, Mq.II, and Mq.III explosives
④	Disarms Mq.I, Mq.II, Mq.III, and Mq.IV explosives

Object Hardness

There are four degrees of object toughness. Papers, cloth, and other such simply-broken objects are the first degree of hardness. Most basic building supplies (such as wood and ceramics) are the second tier. Metals and ores are tier 3. Remarkably tough materials (such as the possible adamantite or specifically reinforced steels) would be tier 4. A common explosive will destroy materials of tier 1 hardness. You can augment explosives to do more.

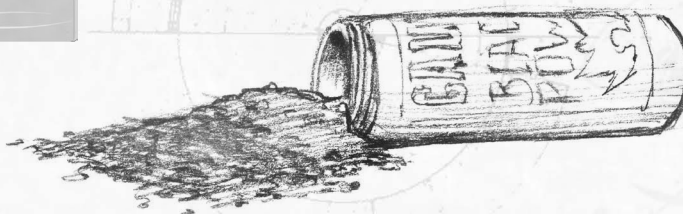
Stationary Object Targeting

You can target a stationary object with a tiered accuracy roll. Most small objects will require a Tier 2 accuracy roll to hit, but especially small objects will require a Tier 3. A buzzing insect across the room? Tier 4.

Throwing Further

While you can always accurately throw a light explosive 25 feet away, sometimes you need to throw it further. To do so, you'll need to make a brute roll. You simply multiply the tier result by 25 feet; thus, if you get a tier 2 brute result, you can toss it 50 feet, and a tier 3 would allow for 75 feet.

While you have the ability to throw it these distances, you do lose accuracy as would be normal for a light thrown weapon (which is a -1 to accuracy for every 10 feet you throw past 25 feet). So even though you might get a tier 3 and be able to throw the explosive 75 feet away, you're going to take a -5 on the accuracy roll to hit who's inside. That having been said, even if you miss the target inside, your explosive's still going to land in that spot.



New Gear & Trinkets

Some explosives are not so advanced that they need to be crafted by a skilled scientists. Some explosives are just lumps of volatile material waiting for a little spark to set them off. Many explosives experts buy these materials in order to enhance the payload of their own explosives, granting them a wider area of destruction.

Explosive Materials

Base Explosive Material	3 dukes
	Base explosive materials can be volatile and very dangerous to work with. When they ignite, they deal 5 damage to everything within 5 feet of them. This damage does not increase the size of another blast, nor does its damage stack with the damage of another overlapping blast (the greater of the two damages is dealt). Because of its volatile nature, if the base explosive material is being wielded or carried and the user rolls a 1 for any physical activity, the explosive material explodes. Base explosive material easily explodes when it comes into contact with fire. If it is damp, it will falter and not work.
Common Explosive Material	8 dukes
	Base explosive materials are less volatile to work with and can only be set off by another explosion or a blasting cap. When they ignite, they deal 5 damage to everything within 5 feet of them. This damage does not increase the size of another blast, nor does its damage stack with the damage of another overlapping blast (the greater of the two damages is dealt). Common explosive material easily explodes when it comes into contact with fire. If it is damp, it will falter and not work.
Water-Proofing	2 dukes
	Water-proofing prevents explosive materials from faltering when damp. If it is submerged, it will still not go off.

Primary Explosives

Blasting Cap	2 duke
	A blasting cap is a very small explosive used to detonate other explosives. It is usually activated with a fuse of some sort. If it is next to somebody when it explodes, the blasting cap will deal 1 damage. It will also set off any explosive materials it is next to.
Basic Squib	1 prince
	A squib is slightly larger than a typical blasting cap and will deal 5 damage when detonated. A squib comes with its own small fuse installed that goes off within seconds of being lit; thus, many people attach longer fuses to the squib.

Fuses

Gunpowder Line	1/2 duke per 50 feet
	A gunpowder line is the simplest of fuses. It burns at a rate of 5 feet per turn. Anything can break the gunpowder line, such as strong (tier 3) winds, a little bit of water, or somebody's foot brushing it.
Basic Fuse	1 duke per 50 feet
	The basic fuse is the most common type of fuse. It burns at a rate of 10 feet per turn. It can be extinguished with water, by cutting it, or by snuffing out the end for 1 action point. It will not burn underwater.

Underwater Fuse	2 dukes per 50 feet	The underwater fuse is an enclosed fuse that burns along the inside, keeping it insulated from the water. It burns at a rate of 10 feet per turn. It can normally under be extinguished by cutting it. For an extra 3 dukes per 50 feet, it will burn at a rate of 20 feet per turn.
Fast Fuse	4 dukes per 50 feet	The fast fuse will burn quickly, burning 20 feet per turn. It can be extinguished with water, by cutting it, or by snuffing out the end for 1 action point. It will not burn underwater.
Detonator Cord	7 dukes per 50 feet	The detonating cord is filled with a slight explosive of its own, and, once lit, burns so fast that it seems virtually instant. It burns at a rate of 25 miles per turn. It will not function underwater.
Electrical Fuze	1 prince per 50 feet	The electrical fuze is an instantly activated fuse, activating instantly over any distance. It will function underwater.

Igniters

Flint & Steel	1/4 duke	Flint and steel is just that: two chunks that need to be beat together in order to ignite. It costs 3 action points to light something using flint and steel.
Matches	1 duke (for a pack of 10)	A box of matches cost just one duke and can light a fuse for 2 action points. You can buy matches individually for 1/8 of a duke.
Lighter	3 dukes	A lighter just takes a single action point to light a fuse. It produces a steady, small flame.
Trench Lighter	6 dukes	A trench lighter is designed for damp, windy conditions. It costs 1 action point to light a trench lighter. The trench lighter will stay lit in all but tier 4 rains and winds.
Flameless Lighter	1 prince	The flameless lighter can be very useful when in a volatile area. The flameless lighter produces no open flames, but can still be used for lighting a fuse. it costs 1 action point to light a flameless lighter.

Trinkets

Though explosives have many destructive uses, some trinkets can also be necessary to better use or fight against wanton explosives. Below are several trinkets that can be purchased or, if you're a trinket crafter, crafted to your desire.





Blast-Extinguishing Pellet

Trinket

Size: Light

Cost: 1 AP reflexively

A blast-extinguishing pellet is a small pellet you can break in your hand and, upon doing so, the pellet unleashes an anti-fire agent that coats your spot and all adjacent spaces. Any explosion going off within that area until the beginning of your next turn will be subject to a decreased damage class. If you are holding a blast-extinguishing pellet when an explosion occurs, you can reflexively break the pellet to gain the benefits. A blast-extinguishing pellet will also put out tier 1 fires, though all other fires will ignore the blast-extinguishing pellet.

-  Decreases the blast's damage class by 2
-  Decreases the blast's damage class by 4
-  Decreases the blast's damage class by 6
-  Decreases the blast's damage class by 8





Marque	I	II	III	IV
Market Price	₱ 1	₱ 5	₱ 25	₱ 125

Bypass Boots

Trinket

Size: Light

These boots are designed to tread lightly through areas full of mines. By including a cushion of air and oddly placed weights, the bypass boots will not activate most mines if the wearer steps on one. The level of mines ignored depends on the marque of the bypass boots.

-  Ignores marque I mines
-  Ignores marque II mines
-  Ignores marque III mines
-  Ignores marque IV mines

Marque	I	II	III	IV
Market Price	₱ 6	₱ 30	₱ 150	₱ 750





Explosion Eater

Trinket

Size: Medium

Cost: 1 AP reflexively

The explosion eater looks like a bagged vacuum of sorts. When activated, it consumes the force of an explosion into the bag, then releases the bag... the bag, full of hot air, then promptly floats away. When an explosion occurs, you can point the bag at the explosion and lower the explosion's damage class. Each explosion eater can only be used one.

-  Decreases the blast's damage class by 3
-  Decreases the blast's damage class by 6
-  Decreases the blast's damage class by 9
-  Decreases the blast's damage class by 12





Marque	I	II	III	IV
Market Price	₪ 4	₪ 20	₪ 100	₪ 500

Proximity Blinder

Trinket

Size: Light

A proximity blinder is an item that keeps proximity explosives from detecting the wearer. Sometimes it's a hat, other times it's a belt, the proximity blinder is quite good at keeping proximity fuses from detecting the wearer.

-  Marque I proximity fuses do not notice the wearer
-  Marque II proximity fuses do not notice the wearer
-  Marque III proximity fuses do not notice the wearer
-  Marque IV proximity fuses do not notice the wearer





Marque	I	II	III	IV
Market Price	₪ 5	₪ 25	₪ 125	₪ 625

Ride-the-Blast Sails

Trinket

Size: Light

When an explosion goes off, it sends a great deal of force out from it. These sails are designed to deploy in case of just such an explosion, and they help take the wearer to safety. Ride-the-blast sails often stay hidden in a big hat, a thick vest, or in a backpack. When an explosion is detected, they emerge, grabbing hold of the explosion's force and helping to pull the wearer to safety. Because of this, if the wear chooses to dodge the blast, they gain a bonus on their Dexterity roll.

-  +4 on the Dexterity roll to dodge the blast
-  +8 on the Dexterity roll to dodge the blast
-  +12 on the Dexterity roll to dodge the blast
-  +16 on the Dexterity roll to dodge the blast

Marque	I	II	III	IV
Market Price	₪ 4	₪ 20	₪ 100	₪ 500





Volatile Materials Scanner

Trinket

Size: Light

Cost: 1 AP

Many people have tried smuggling explosive materials into crowded rooms and detonating them. As explosives have gotten smaller, more advanced means of detecting them have become necessary. When attempting to notice a concealed explosive on a person, you can use your volatile materials scanner to gain a bonus on the roll.

-  +5 to notice concealed explosives
-  +10 to notice concealed explosives
-  +15 to notice concealed explosives
-  +20 to notice concealed explosives

Marque	I	II	III	IV
Market Price	₪ 6	₪ 30	₪ 150	₪ 750

New Specialties: Ricochet

Between all of these explosives and these new ricochet specialties, nobody is safe.

Ricochet

Marksmanship Specialty

Cost: Throw + 1 AP or Toss + 1 AP

When you throw or toss any item, you can bounce it off of any stable surface (such as walls, floors, et cetera) before it hits its target. The thrown item will ricochet off one surface and then move 15 feet in a straight line of your choosing.

If you are ricocheting toward a target you cannot see, you take the normal penalties for fighting blind (a -4 on accuracy and evade rolls).

Boosting Redirection

Marksmanship Specialty

Requires: 5 skill points in Marksmanship & Ricochet specialty

Cost: 1 AP reflexively

Your intrinsic ability to sync in with your allies' ranged attacks allows you to give their attacks a little extra oomph. When an ally within range of your ricochet makes a ranged attack or toss, you can use one of your own projectiles to redirect the attack and increase its range. This redirection can change the target of the projectile and, for every skill point you have in Marksmanship, your ally's projectile gains 5 feet of range.

Long Bounce

Overpower Specialty

Requires: Ricochet specialty (in Marksmanship)

You put a lot of strength into your ricochets, causing them to travel further. Once you ricochet an object, the object travels 30 feet instead of the normal 15 feet.

Ricocheting Bullets

Marksmanship Specialty

Requires: Ricochet specialty

You've learned to apply your ability to ricochet thrown items to projectiles fired from ranged weaponry such as firearms and bows. You can use any specialties related to the Ricochet specialty with any form of projectile.

Ricocheting Multiple Projectiles

When throwing or firing multiple projectiles in different directions as part of a single action (such as while using the Spread Launch specialty under the Marksmanship skill), you can ricochet each individual item in different directions, applying all of your ricochet specialties to all of your projectiles.

Skipping Stones

Marksmanship Specialty

Requires: Ricochet specialty

You've got a knack for ricocheting items multiple times in a single throw. Each individual ricochet can be in different directions, but the ricochet must still be in straight lines. When you use Ricochet, you'll be able to ricochet the item a number of times based on your Marksmanship roll.

- | | |
|---|-------------|
| 1 | 2 ricochets |
| 2 | 3 ricochets |
| 3 | 4 ricochets |
| 4 | 5 ricochets |

Consistent Skips

Marksmanship Specialty

Requires: Skipping Stones specialty & 8 skill points in Marksmanship

You are able to get a consistent number of ricochets, allowing you to not have to roll for your Skipping Stones specialty. Instead, when you ricochet an item, you can ricochet it one additional time for every 4 skill points you have in Marksmanship. Thus, if you have 8 skill points in Marksmanship, you can ricochet an item 3 times with every toss.

If you prefer, you can always choose to ignore this specialty and roll your Skipping Stones specialty to try for a higher number of ricochets than you're normally capable of achieving.



Trajectory Master

Marksmanship Specialty

Requires: Ricochet specialty & 20 skill points in Marksmanship
It no longer costs you an extra action point to use your Ricochet specialty. Thus, when you toss or throw an item, you can have it ricochet for no additional cost.

Items that can be Ricocheted

You can only ricochet solid objects, such as thrown weapons, bullets, arrows, and bolts (and you can only ricochet those launched projectiles once you have the Ricocheting Bullets specialty). You can ricochet alchemical potions that are inside of vials, but you cannot ricochet the liquids alone. Unless you designate otherwise, the vial containing the potion will break once it hits its final target. You cannot ricochet spewed fire, sound waves, force, aether rays, spit, or bio-zappers.

Deflecting Shot Specialties

Deflecting Shot

Marksmanship Specialty

Requires: 8 skill points in Marksmanship & Ricochet specialty

Cost: Ricochet (Toss) reflexively

Your mind can focus on individual projectiles as they fly by, allowing you to take aim and knock them out of the sky. Any time anyone makes a ranged attack that travels within range of your weapon or thrown item (including any distance added by ricocheting), you can reflexively deflect their attack by hitting their projectile with one of your own. Roll your accuracy. If you meet or exceed the accuracy of the attack you're attempting to deflect, you knock the projectile harmlessly away.

Return to Sender

Marksmanship Specialty

Requires: 10 skill points in Marksmanship, Ricochet, & Deflecting Shot specialties

Cost: 1 AP reflexively (after using Deflecting Shot)

If you successfully deflect a ranged attack with your Deflecting Shot specialty, you send the projectile back toward the one who launched it. They must roll their evade against the result of your Deflecting Shot roll. If they fail, they are hit for Tier 1 damage from their own attack, including all attack modifiers, specialties, and augments they placed on it (including any that would automatically increase the tier of damage).

If the original attack was being modified by any specialties that rely on accuracy to determine their effectiveness (such as the Critical Hits specialty), that modifier is ignored.

Countershot

Marksmanship Specialty

Requires: 21 skill points in Marksmanship, Ricochet, Trajectory Master, & Deflecting Shot specialties

Your reaction time and trajectory prowess out-matches some of the world's leading physicists. It no longer costs you an extra action point to add Return to Sender to your Deflecting Shots, letting you do so automatically with each successful Deflecting Shot.

Ricochet Attack Specialties

Ricochet Attack

Marksmanship Specialty

Requires: Ricochet specialty

You've learned how to ricochet items off of anything and everything - even other people. Every time you ricochet off of another person, they take a 2 points of soakable damage. This is a ricochet attack.

Any augments, attack modifiers, or specialties you apply to throwing or tossing the item do not apply to this single point of damage, but it cannot be evaded. These 2 points of damage do not apply to the final target of your ricochet.

Harder Impact

Marksmanship Specialty

Requires: Ricochet & Ricochet Attack specialties

Your ricochet attacks deal 4 points of damage to every person they bounce off of instead of just 2 points.

Better Impact

Marksmanship Specialty

Requires: 5 skill points in Marksmanship, Ricochet, & Ricochet Attack specialties

You can aim your ricochets around enemy armor, allowing you to ignore some of their soak when dealing damage to them with a ricochet attack. Your ricochet attacks ignore 1 point of soak class for every 5 skill points you have in Marksmanship.

Targeted Ricochet Attacks

Marksmanship Specialty

Requires: Ricochet & Ricochet Attack specialties

Cost: Ricochet + 1 AP (see below)

For an extra action point when making a ricochet attack, you can make one of your ricochet attacks a called shot. You can spend more action points to make more of your ricochet attacks into called shots. Roll your strike to determine what they must beat with their resist roll. If you're making multiple called shots, you only roll strike once for your targeted ricochet attacks; your result applies to everyone you hit, including your final target if making an attack.

Note: Location Seeking and any other augments related to called shots apply to the use of this specialty.

Some Great Specialties for an Explosives Expert

If you're trying to build a great master of demolitions, there are a few other specialties you might want to look into.

Blast Dodger & Soaring Dodge (in Agility): If you often need to get out of the way of other explosives, these are some great specialties for you. Both specialties are specifically built for getting you out of a blast.

Blast Proof (in Resilience): While it requires you to use a shield, if you're going around dropping explosives at your feet, Blast Proof will help keep you and anybody behind you safe. And if you build yourself to use shields, this can make for a great combination!

Demoman (in Expertise): Demoman gives you a damage bonus when attacking vehicles and automatons, and that bonus applies to your explosives. So if you're trying to take down any vehicles or automatons, this is a prime specialty for you.

Efficiency Expert (in Expertise): A great specialty for almost all crafters, Efficiency Expert radically increases your D.I.Y. score and gives a small bonus to all of your teammates. If you feel like you're always running out of explosives, this will give you a much-needed boost.

Fire Resistance (in Shamanism): If you find yourself often taking damage from explosions, Fire Resistance will help mitigate that damage (and help out even more if you find yourself on fire).

Instant Draw (in Agility): Nothing beats Instant Draw for an explosives expert. You get to draw items without spending action points, so all of those bombs, squibs, and other tools you're using no longer require an AP to pull out. No self-respecting grenadier should be without Instant Draw.

Sleight of Hand (in Showmanship): Nothing is worse than pulling out an explosive, going to activate it, and the barbarian standing next to you slices it right out of your hand. With Sleight of Hand, you'll no longer have to worry about that.



OTHER NEW SPECIALTIES

Duck & Cover

Tactical Specialty

Cost: 1 AP reflexively

Your keen eyes always let you spot an explosive right before it goes off, and your quick reflexes let you warn your friends of their peril. When an ally is in the blast of an explosion, you can (for 1 action point) give them a bonus to dodge the blast equal to your skill in Tactical.

If you also have the Change Places specialty (Playing Guide page 121), you can use that specialty and this specialty together for a single action point, moving the ally and giving them the bonus to dodge the blast. If your change places would move them out of the area of the explosion, your ally does not need to spend an action point in order to attempt to dodge the blast.

Muscular Pushback

Resilience Specialty

Requires: 3 skill points in Resilience, 11 skill points in Marksmanship, Ricochet, Deflecting Shot, & Return to Sender specialties

Cost: 1 AP reflexively

You absorb the impact of incoming projectiles, then—using your well-built musculature—send the projectile back to its owner. When you are hit by a ranged attack with a solid projectile, you can ricochet it toward the original thrower. You take damage from the attack normally; however, you're able to send it back to the person who initiated the attack. Your roll your accuracy against their evade. If they fail, they are hit for Tier 1 damage from their own attack, including all attack modifiers, specialties, and augments they placed on it (including any that would automatically increase the tier of damage).

If the original attack was being modified by any specialties that rely on accuracy to determine their effectiveness (such as the Critical Hits specialty), that modifier is ignored.

Right into their Hands

Marksmanship Specialty

When you toss an item to an ally, they don't have to spend an action point to catch it. If you're launching an item to an ally with a ranged weapon, you can treat it as a toss (which they can now catch without spending any action points).



NEW EXPLOSIVE SPECIALTIES IN GADGETRY

Ad-Hoc Grenades

Gadgetry Specialty

Resist: Dexterity (tiers down for dodging blasts)

Cost: 3 AP

You are able to scavenge about and use some of the materials you keep on you in order to fashion a temporary, weak grenade. You can fashion and throw this grenade at any space within 50 feet, though you can't use it as a weapon without it breaking. It deals damage to the space it lands in and all adjacent spaces.

- | | |
|---|-----------|
| 1 | 5 damage |
| 2 | 10 damage |
| 3 | 15 damage |
| 4 | 20 damage |

Just like a normal explosion, the grenade can be resisted for 1 action point reflexively (in order to move out of the blast area). If they attempt to dodge, they roll their dexterity and tier down the effect, just like a normal tiered resist.

Cooking

Gadgetry Specialty

Cost: As an attack reflexively (after activating an explosive)

You've learned to hold your explosive until the last second, throwing it right before it detonates. If you activate and hold onto an explosive, you can throw it reflexively right before it detonates (normally at the beginning of your next turn). If you activate the explosive and fail to throw it before it detonates, it does explode in your hand.

Because you've cooked it properly, you are also able to throw it and have it explode in mid-flight. You can choose where the explosive detonates during its flight path.

Lightning Defuser

Gadgetry Specialty

Cost: 1 AP reflexively

It takes you just a glance to figure out how to disarm a ticking explosive. You can attempt to disarm an explosive for only one action point. Furthermore, if an explosive lands or is activated within reach of you, you can spend an action point reflexively in order to attempt to disarm it.

No Accidents

Gadgetry Specialty

You are extra careful when attempting to disarm an explosive. When you attempt to disarm an explosive, you will never accidentally cause its detonation.

An anti-handling fuse still could cause the careful disarmer to detonate the explosive; however, when rolling to disarm the anti-handling fuse, you automatically receive one tier higher than you otherwise would.

Pre-Planted Mines

Gadgetry Specialty

Resist: Cunning (negates)

Cost: Activating the Fuse +3 AP reflexively

When nobody was looking, you planted one of your mines within 10 feet of yourself and now your enemy has just happened to walk into it. Any time an opponent walks into a space within 10 feet of you, you can say that you had pre-planted a mine there. The target must make a Cunning resist against your Gadgetry skill in order to notice it, otherwise they step on it. If they successfully resist, they can move into the space without activating the mine. Any bonuses that the mine would gain to being concealed (such as from the Concealable or Miniscule augments) is granted as a bonus to your Gadgetry roll.

The mine that you planted there comes from your stock of mines, remains in that spot in the event that somebody else moves there, and can be de-activated and picked up after the battle if it is not detonated.

Expanded Options

Explosives

We gave you a taste of what explosives were capable of in the Playing Guide, but now you deserve more. You deserve to set complex mines for unwary victims, create high incendiary explosives that will cook your targets as they flee wildly, and create roaming explosives that will cling to whomever they touch. We've reprinted everything in the explosives section for your easy viewing pleasure in addition to adding tons of new material.

Pyrotechnician

Gadgetry Specialty

You're a master of explosives, so full of gunpowder and fuses that you always run the risk of blowing off your left ear. You turn the battlefield into a place of nightmares, your explosions ringing in your enemies' ears and burns searing off their flesh. You can now create explosives.

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

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

Number of Explosives you can Maintain

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

Your DIY:	1	2	3	4	5	6
You can build:	5	6	6	7	7	8
Your DIY:	7	8	9	10	11	12
You can build:	8	9	9	10	10	11

The Cost of Explosives

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

An explosive will have a base materials cost. It is $\frac{1}{5^{\text{th}}}$ the market price. If you craft a single Marque I explosive, it'll cost you 1 prince.

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.

Explosives	
Marque I (10 damage)	₤ 5
Marque II (20 damage)	₤ 25
Marque III (30 damage)	₤ 125
Marque IV (40 damage)	₤ 625

Marque	I	II	III	IV
Market Price	₤ 8	₤ 40	₤ 200	₤ 1,000

If you are building the augment, you pay $\frac{1}{5^{\text{th}}}$ 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 1 prince and 6 dukes.

Resisting Explosives

If a person is within an explosion when it goes off, they'll take the damage from the explosion. The damage is soakable (meaning that they can roll their defense to try to soak the damage).

A person can attempt to dive out of the explosion. In order to get out of the explosion as it's going off, the target must spend 1 action point reflexively in order to try to move. The affected targets must make a dexterity resist in order to escape the blast. For every tier above tier 1 that the person receives with their dexterity, they lower the amount of damage that the explosion deals by 1 marque. If they lower it at all, they move to the edge of the blast. If they entirely negate the blast, they move out of it (up to the distance their speed would allow them to move).

ERRATA

In the TEPHRA PLAYING GUIDE, it's noted that for every Dexterity tier above tier 1 a person receives while resisting an explosion, they lower the damage by 5. This is incorrect - they ignore one marque of the explosive's damage. If the explosive deals 10 damage per marque, they would ignore 10 damage. If it deals 12 damage (such as by having the Damaging Mq.II augment), they would ignore 12 points of damage per tier receives over tier 1.

Beta Explosives

Gadgetry Specialty

Requires: 4 skill points in Gadgetry & Pyrotechnician specialty

Your explosives are exceptionally complex little gizmos, but the pack they punch is not to be underestimated. Such explosives can be upgraded with 2 more augments (bringing the total for metal explosives up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta explosives they must succeed in rolling a sciences result one tier higher than the highest marque you have on your explosive. If your explosive 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 sciences attribute).

Prototype Explosives

Gadgetry Specialty

Requires: 16 skill points in Gadgetry, Pyrotechnician, & Beta Explosives specialties

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

Using Explosives

Explosives are built to be small and easily thrown, just like a light thrown weapon, and you can aim at an opponent with it just like a regular thrown attack. Even if you don't hit the opponent, the explosive still lands in the target's space.

When you activate an explosive, it will detonate at the beginning of your next turn. Activating an explosive requires 1 action point. (You can both draw and activate an explosive for just 1 action point.) Throwing it requires 2 action points.

The explosive deals 10 damage per marque of the explosive. So, if you create Marque II explosives, you deal 20 damage to anybody in the explosion. Explosives damage every person within the target space and all eight of the adjacent spaces.

Blast Impervious

Gadgetry Specialty

Requires: Pyrotechnician specialty and either the Blast Dodger or Soaring Dodge specialty (found under Agility)

You've long studied your explosives. You're always around them, and you've had your fair share of incidents. Because of your training with your own explosives, you can always dodge your own explosives. You are effectively immune to any explosive that you crafted and activated the fuse on. You don't need to dodge it, you take no damage, and you suffer no ill effects from your explosives.

Bomb-Building Basics

Gadgetry Specialty

Requires: Pyrotechnician specialty

You've learned the basic augments known most commonly among explosive crafters. You learn the following augments: Anti-Handling Fuse, Concealable, Damaging, Extended Blast, Powerful Blast, & Quick-Set. If you already had any of these augments, you can instead learn a new one.

Friendly with Explosives

Gadgetry Specialty

Requires: Pyrotechnician specialty

You've fought on the battlefield enough to know how to place your explosives without causing your allies to lose their limbs. When an ally is in the area of an explosive that you activated, that ally automatically soaks 5 damage from the explosive per marque you can craft. Thus, if you can craft marque II explosives, all allies would automatically soak 10 damage if they found themselves in the area of one of your explosives.

High-Heat Explosives

Gadgetry Specialty

Requires: Pyrotechnician specialty

Any explosive that you have both created and activated is going to do burn damage to any victim unable to get out of the blast area: your explosives truly do bring the heat! Roll to determine the level of burns whenever you activate an explosive. These burns will recover during the victim's next breather.

- | | |
|---|------------------------------------|
| 1 | Tier 1 Burns (-1 on defense rolls) |
| 2 | Tier 2 Burns (-3 on defense rolls) |
| 3 | Tier 3 Burns (-5 on defense rolls) |
| 4 | Tier 4 Burns (-7 on defense rolls) |

Major Explosion

Gadgetry Specialty

Requires: Pyrotechnician Specialty

Cost: Activating the Fuse +1 AP

Your skill with explosives ensures that their blast radius is larger than that of anybody else. When you use major explosion with an explosive, roll below in order to increase the area of effect for the blast.

- | | |
|---|-----------------|
| 1 | +5 feet spread |
| 2 | +10 feet spread |
| 3 | +15 feet spread |
| 4 | +20 feet spread |

Note: You can, at your discretion, take a lower spread result.

Reflexive Detonation

Gadgetry Specialty

Requires: Pyrotechnician specialty & Remote Activation augment known

Cost: 1 AP reflexively

Nothing pleases you more than seeing a terrible villain explode when he comes within range of your carefully planted explosives. When you've placed an explosive with the remote activation augment, you can use it reflexively any time an opponent moves. You are also able to reflexively detonate the explosive at any point after activating your explosive as long as the turn that you activated the explosive is over. This means that you don't have to wait until your next turn in order to detonate your explosive.

Scanning Activator

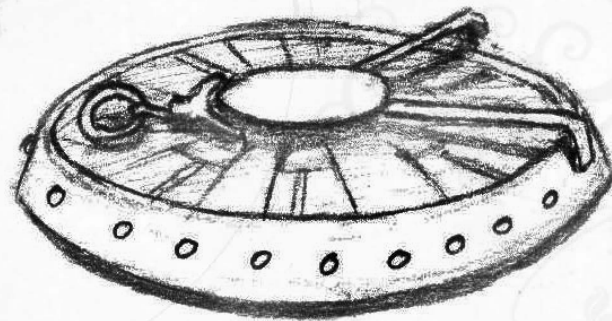
Gadgetry Specialty

Requires: Pyrotechnician and Reflexive Detonator specialties & Remote Activation augment known

Cost: 2 AP

You've altered and upgraded the equipment you use when detonating your explosives. You are now able to pinpoint explosives on other people and activate one (even if they don't have the Remote Activation augment). When you use your scanning activator, you select one explosive on your target, then roll your Gadgetry skill. If your tier result is equal to the highest marque on the explosive, it activates. As per normal, it will detonate at the beginning of your next turn.

A Note on Subtlety: If your enemy does not already know that you are capable of doing this, there is a good chance that they won't notice that you've activated an explosive they're carrying. The enemy will roll their Cunning. If it exceeds your Gadgetry roll, they notice that you've activated one of their explosives.



New Activation Setting:

✎ Mine ✎

When designing your explosive, you can set it up to be a mine instead. A mine works fundamentally different. While it still costs 1 action point to set and won't detonate for at least one turn after being activated, the mine only detonates once it is stepped on. Once somebody moves into the space of an activated mine, it instantly detonates.

Unless people are keeping an eye out for mines, they won't naturally look for a placed mine. Once the mine is activated and placed on the ground, the activator rolls their cunning to hide the mine. Thereafter, anybody looking for the mine must roll equal to or greater than that number, else they'll not notice the mine. Augments such as *Concealable*, *Disguised*, and *Miniscule* can all increase the activator's cunning roll to hide the mine.

Opponents that are floating or otherwise not touching the ground will not activate the mine.

New Explosion Style:

Damage-Free

Explosives can be extremely useful, even when you ignore the damage they deal. You can have explosives that blind enemies, create craters in the ground, or throw enemies backwards. With all of these options, sometimes you want to create an explosion that deals no damage. For this purpose, you can create damage-free explosives.

Damage-free explosives have no base cost: the only cost to them is the cost for the augments.


If you'd like, you can also make damage-free fire-bombs and squibs.


Explosive Augments

Acid-Spewing

Explosives Augment

Your explosive can also contain an acid and sprays on the anybody within or adjacent to the blast seat when the explosive detonates. It costs 3 action points to install the acid into the explosive or to switch it for another acid. Anybody within the range of the acid after the explosion goes off can make another Dexterity resist to dodge the incoming acid. The acid and the explosion are otherwise resisted normally.

 Tier 2 Dexterity resist to dodge the acid

 Tier 3 Dexterity resist to dodge the acid


Note: For the crafting of acids, see the Alchemy skill.


After-Blast


Explosives Augment


Your explosive holds a second explosive inside, and the detonation of this explosive causes the hidden one to activate. The augment is applied to the explosive that goes off; the interior explosive that activates afterwards is simply activated by this one. It can either be activated to detonate a turn later (as per the default) or activated as a mine.

Anybody within sight of the explosive can make a cunning roll to notice that there's a second explosive after this one detonates.

 Tier 2 Cunning to notice

 Tier 3 Cunning to notice

 Tier 4 Cunning to notice


 Impossible to notice (unless they can get a Tier 5 to notice)


Notes: Each explosive is treated independently for the purpose of determining the cost and value of each. The inner explosive cannot also have the after-blast augment on it.

Air-Lighting

Explosives Augment

The explosive consumes the air, becoming more violent in enclosed spaces. These explosives are designed so that the smaller the room, the more lethal they are. When used in an enclosed space, the air-lighting explosive will increase its damage class by 1 for every space that the explosive would normally be able to occupy but is unable to. For example, if your explosive would fill 9 spaces (the standard) but is thrown into a 10 feet by 10 feet room (which only has 4 spaces), the explosive's damage class would increase by 5.

 Damage class increases by 1 per space that the blast can't occupy

 Damage class increases by 2 for each space the blast can't occupy

If the blast is outdoors, obstructions (such as trees or low walls) don't increase the damage class.


Anti-Handling Fuse


Explosives Augment


Requires: Delay augment


You don't like other people handling your explosives. Once an explosive has been activated and the first turn passes, anything that affects the explosive (such as somebody picking it up, attempting to disarm it, or shooting it) will cause the explosive to immediately detonate.

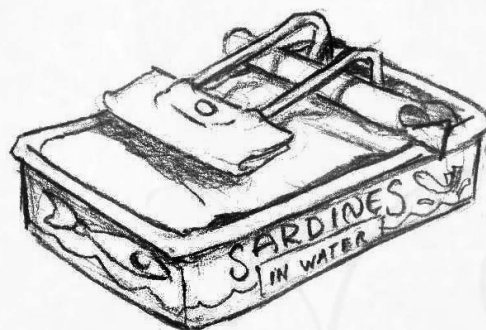
A successful Sciences roll can get past the anti-handling mechanism, though the explosive would still have to be dealt with normally afterward. Attempting to get around the anti-handling mechanism requires 3 action points. If they fail, the explosive detonates immediately.

 Tier 2 Science result to disable the anti-handling fuse

 Tier 3 Science result to disable the anti-handling fuse

 Tier 4 Science result to disable the anti-handling fuse

 Impossible (unless they can get a Tier 5 Science result)



Automaton-Linked

Explosives Augment

An automaton-linked explosive is one that is tied directly into the internal workings of an automaton. It detects whether the automaton is still functional or not, and, if the automaton-linked explosive determines that the automaton is no longer alive, the explosive detonates immediately. An automaton-linked explosive can be detached from the automaton by successfully disarming the explosive, but an unsuccessful attempt to remove the explosive will activate it.





Attaching an automaton-linked explosive can only be done during a breather.

Cost to Craft: The automaton-linked augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).

Banshee

Explosives Augment

The blast releases an ear-splitting wail, causing its victims to become temporarily deafened (and greatly annoying everybody else).

-  Deafened for 1 turn
-  Deafened for 2 turns
-  Deafened for 3 turns
-  Deafened for 4 turns





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Clinging

Explosives Augment

Requires: Jumping or Roaming augment

This explosive is designed to cling to the first thing that it touches. The roaming or jumping explosive makes an accuracy roll to grab (normally against one of the target's legs, unless otherwise determined), then keeps grabbing unless the target can successfully pry it off.

-  +2 to accuracy and +2 to keep grabbing
-  +4 to accuracy and +4 to keep grabbing
-  +8 to accuracy and +8 to keep grabbing
-  +16 to accuracy and +16 to keep grabbing

If the clinging explosive is tossed off, it will right itself and immediately start moving in the same direction and cling to the next available thing in its path.

Collision-Detonated

Explosives Augment





The explosive is designed to only go off when it strikes another object (or person) with great force. The explosive is most commonly designed to detonate when it falls from a distance of 100 feet or more, at which point it'll go off immediately. It will detonate if shot out of a delivery device. The collision-detonated device will also explode if an attack is made with it or against it that reaches at least tier 2 damage. The explosive will otherwise never detonate.

Cost to Craft: The collision-detonated augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 8 princes to buy or 1 prince and 6 dukes to craft yourself (if you know the augment).

Concealable

Explosives Augment

The bomb is camouflaged and can be concealed in its environment or on a character's body. The character gains bonuses on any cunning rolls used to hide the explosive.





-  +3
-  +6
-  +9
-  +12

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Concussive

Explosives Augment

Characters caught within the blast are subject to a powerful pulse, causing their brains to rattle in their skulls as their heads are jerked by the shockwave.





-  Disoriented for 1 turn
-  Disoriented for 2 turns
-  Disoriented for 3 turns
-  Disoriented for 4 turns

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Damaging

Explosives Augment

The blast is souped-up to be more powerful, dealing greater amounts of total damage to those caught within its range. Instead of dealing the normal 10 damage per the Explosive's marque, this increases it to the listed value.

-  11 damage per the Explosive's Marque
-  12 damage per the Explosive's Marque
-  13 damage per the Explosive's Marque
-  14 damage per the Explosive's Marque

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Dead Man's Switch

Explosives Augment

Once you activate the explosive, you can keep it activated until either you release the switch, causing it to go off, or you click an off button. The explosive needs at least one turn to cook, so you must hold the switch for one turn. After that, if you release the activation switch (for 0 action points), the explosive will immediately go off. The dead man's switch will go off if you fall unconscious, die, lose your arm, or are disarmed of the explosive. You can also turn off the dead man's switch for 1 action point.

Cost to Craft: The dead man's switch augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 8 princes to buy or 2 princes to craft yourself (if you know the augment).

Delay

Explosives Augment

The explosive can be set to automatically go off in a number of turns specified by the person who activates it.





Cost to Craft: The delay augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 8 princes to buy or 2 princes to craft yourself (if you know the augment).

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Depth Charges

Explosives Augment

Your explosives are designed to float under the water, staying a certain distance under the surface. Once activated, they will sink to the appropriate depth and float there indefinitely until something bumps them hard enough to move them over a space. The depth that the depth charge will sink to is set by the activator. Setting the depth can be done while activating the explosive or changed for 1 action point.

-  The depth charge will remain active for 1 week
-  The depth charge will remain active for 1 month
-  The depth charge will remain active for 1 year
-  The depth charge will remain active for 1 decade





If they are set to float at a depth that cannot be reached (such as 100 feet under the surface when a lake is only 50 feet deep), the depth charge will move 50 feet down and then explode. A depth charge will adjust its depth at a rate of 25 feet per turn.

Dirty

Explosives Augment

While the force of most explosives will cause gases to immediately dissipate, your dirty explosive releases the gas with the explosion, filling the blast area immediately with the gas of your choice. Now, not only will you incinerate anybody in the area of your blast, you'll ensure that nobody comes to their help.

You can add a gas into a dirty explosive for a number of action points based on the marque of the dirty explosive. You can also switch out the gases for the same amount of action points.

-  3 AP to insert the gas into the explosive
-  2 AP to insert the gas into the explosive
-  1 AP to insert the gas into the explosive
-  0 AP to insert the gas into the explosive

Note: For the crafting of gases, see the Alchemy skill.

Disintegrated Remains

Explosives Augment





Sometimes you need to make sure that the explosive leaves no trace of itself and no remains to be tracked back to you. With this augment, the explosive will be entirely consumed in the explosion, leaving nothing of itself to be examined after the blast.

Cost to Craft: The disintegrated remains augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 8 princes to buy or 2 princes to craft yourself (if you know the augment).

Disguised

Explosives Augment

Your explosive might look like a suitcase. You might have it stuffed into a potted plant. You might even have turned it into a door knob. The disguised explosive can look like almost anything, assuming it's about the size of or larger than a fist. By default, people will pass over the explosive without looking for it - if they are looking for it, however, the explosive will get a bonus on its roll against their cunning to find it.


-  +0 against the cunning roll
-  +4 against the cunning roll
-  +8 against the cunning roll
-  +12 against the cunning roll


This bonus stacks with the Concealable augment if they are both used on the explosive.


Engine-Detonated


Explosives Augment

This explosive is designed to attach to an engine, automaton, or some other large device designed to move. Once attached and activated, the explosive will automatically detonate once the device is turned on and begins to move.

 Requires 6 AP to attach

 Requires 4 AP to attach


 Requires 2 AP to attach


 Requires 1 AP to attach


Entrenched


Explosives Augment (for use with mines)

The entrenched mine burrows a little ways below ground, the activates if anybody steps on the ground directly above the entrenched mine. Once it activates, the mine immediately drills back to the surface and detonates.

 The entrenched mine burrows 5 feet below the ground

 The entrenched mine burrows 10 feet below the ground

 The entrenched mine burrows 15 feet below the ground

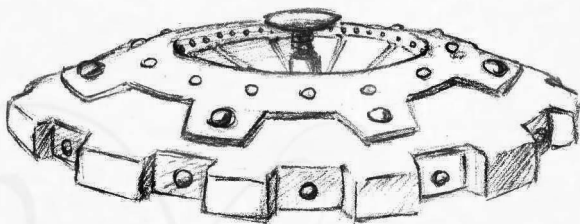
 The entrenched mine burrows 20 feet below the ground

Ethereal Blast

Explosives Augment

Your explosive superheats the air, causing the air to simmer with intense heat but no visible explosion to occur. The explosion acts as normal, except there is no visible blast: everyone inside just suddenly gets pushed around and burned. In addition to making it difficult to figure out what just happened, it is difficult to figure out where the blast is coming from or ending. When dodging the blast, the victims do not know where the edge of the blast is and must attempt to move without knowing where to escape the blast.

Cost to Craft: The *ethereal blast* augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).




Extended Blast


Explosives Augment


Requires: Marque II Explosives

The bomb has a greater radius of effect. The bomb acts normally, but also blasts out beyond its normal range. The bomb does damage of one marque lower than its own marque beyond its normal range.

 5 feet further

 10 feet further

 15 feet further


 20 feet further


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Far Lobbing


Explosives Augment

This explosive is designed to be thrown at great distances. Unlike most explosives which can be thrown with a range of 25 feet, this explosive's range is much further. If attempting to throw it beyond its range, you multiply explosive's new range by your brute result.

 Throwing range of 50 feet

 Throwing range of 75 feet

 Throwing range of 100 feet


 Throwing range of 150 feet


Flare


Explosives Augment

The explosion leaves behind a piece of material which burns brightly like a flare, lighting the area within 25 feet for several turns. Dim light extends for an additional 25 feet from the source.

 2 turns

 4 turns

 6 turns


 8 turns


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Flash

Explosives Augment

The blast releases a powerful flash of light, causing temporary blindness to all within the area of the explosion.

 Blinded for 1 turn

 Blinded for 2 turns

 Blinded for 3 turns

 Blinded for 4 turns

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Flypaper

Explosives Augment

If the target is wearing organic or wooden armor, the bomb sticks to them like a magnet. The target must spend 2 action points and fully resist the augment or be denied their ability to evade the blast.

If the target is not wearing organic or wooden armor, it falls to the ground in front of them.

Cost to Craft: The flypaper augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).


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Gear-Rattler


Explosives Augment


Takes up 2 Augment Slots on an Explosive

The bomb is built to explode in such a way that it disables machinery, rattling gears and causing it to become stunned. When an automaton is effected by this augment, it is stunned for a number of action points.


 Stunned for 1 AP

 Stunned for 2 AP


 Stunned for 3 AP


 Stunned for 4 AP

When a vehicle is effected by an explosive with this augment, it is uncontrollable and moves directly forward for a number of action points.

 Cannot be controlled for 1 AP

 Cannot be controlled for 2 AP

 Cannot be controlled for 3 AP

 Cannot be controlled for 4 AP

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Heartbeat-Linked

Explosives Augment

While a humanitarian might shudder at the idea of a dead man's switch, a heartbeat-linked explosive is much, much worse. The heartbeat-linked bomb is equipped with sensors so that it detects the heartbeat of the person it's attached to. If the explosive is ever detached from that person or the heartbeat stops (most often from the person dying), the explosive detonates. To safely detach the explosive, the explosive must first be disarmed.

Attaching a heartbeat-linked explosive can only be done during a breather.

Cost to Craft: The heartbeat-linked augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).

High Incendiary

Explosives Augment

Requires: Incendiary augment

A high incendiary explosive causes the fires started by the incendiary explosive to be much more volatile. The tier of fire started is one higher.

If this causes the fire to be tier 3, it deals 8 unsoakable fire damage per turn until 8 action points are spent to stop the fire. All organic, leather, cloth, and wooden items are destroyed.

Cost to Craft: The high-incendiary augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 200 princes to buy or 40 princes to craft yourself (if you know the augment).





BombRat Pirate



Impact

Explosives Augment





Your explosives go straight through heat-protection and anti-fire guards, causing pain just from the force of the blast. Any resistance the target has against the explosion due to heat- or fire-based damage soaking is, at least partially, negated.

-  **I** Negates 5 heat- or fire-based damage soak
-  **II** Negates 10 heat- or fire-based damage soak
-  **III** Negates 20 heat- or fire-based damage soak
-  **IV** Negates 40 heat- or fire-based damage soak

Implosion

Explosives Augment

Your explosive pulls anyone within its blast radius towards its epicenter when it explodes.



-  **I** Pulled 5 feet towards the explosion's center
-  **II** Pulled 10 feet towards the explosion's center
-  **III** Pulled 10 feet towards the explosion's center
-  **IV** Pulled 15 feet towards the explosion's center

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Incendiary

Explosives Augment

An incendiary explosive causes everything within its blast area to catch on fire. Any items that fail to move or people who fail to dodge the explosion are caught on fire.

-  **I** Victims are caught on tier 1 fire, causing 2 unsoakable fire damage per turn until 2 action points are spent to put it out.
-  **III** Victims are caught on tier 2 fire, causing 4 unsoakable fire damage per turn until 4 action points are spent to put it out. All wooden, organic, and cloth items are destroyed.





Items made out of resilient materials (materials that won't be destroyed by the fire) will be warm for a few turns but otherwise won't catch on fire. Unless the ground is made out of a material that's going to burn, it will be unaffected.

Jumping

Explosives Augment

The explosive is designed to jump, literally soaring straight up into the air, right before it detonates. The jumping explosive will blast straight up, going up to its maximum distance (or until it reaches something), then detonating.





If the jumping explosive is not designed to go off on its next turn, it can be designed to jump every turn until it hits something.

-  **I** Jumps up to 25 feet up
-  **II** Jumps up to 100 feet up
-  **III** Jumps up to 500 feet up
-  **IV** Jumps up to 2500 feet up

Knock Back

Explosives Augment

The blast sends out a shock wave which knocks opponents back. Opponents who are unable to dodge the blast are pushed back from the center of the blast and may be knocked prone.

-  **I** Pushed back 5 feet
-  **II** Pushed back 10 feet
-  **III** Pushed back 10 feet and prone
-  **IV** Pushed back 15 feet and prone

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Latch

Explosives Augment

The bomb contains a clamp which latches it to opponents. When you throw or otherwise attach the bomb, the opponent must spend 1 action point to remove the bomb or be denied their ability to evade the blast. Also, if you make a called shot when attaching the weapon, the blast counts as a called shot to the called shot location.



Cost to Craft: The latch augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).

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Launching

Explosives Augment

The bomb is built to be launchable, increasing the distance that it can be fired.

-  **I** +10 feet
-  **II** +20 feet
-  **III** +30 feet
-  **IV** +40 feet





Reprinted from the Playing Guide

Leg-Spike

Explosives Augment (for use with mines)

Your mine is designed to send a spike straight up into one of their legs. Once the mine is detonated, it makes a called shot against a leg of the person (or thing) that detonated it. This called shot acts just like it were using a light weapon, dealing a damage class of 4, and its accuracy and strike is determined by its marque.





The called shot will attempt to trip the target. If the victim fails his Dexterity resist (opposed by the leg-spike's strike roll), he will become prone and will be unable to avoid the explosion caused by the mine.

-  +0 to accuracy and strike
-  +4 to accuracy and strike
-  +8 to accuracy and strike
-  +12 to accuracy and strike

Line Blast

Explosives Augment

You've designed your explosive to go off in a straight line, creating an oddly enclosed line of inferno. Instead of damaging all adjacent spaces, the thrower of the explosive chooses a line for the explosion to run along. It extends from the center several spaces depending on the marque of this augment.

-  10 feet from blast seat (25 feet long)
-  15 feet from blast seat (35 feet long)
-  20 feet from blast seat (45 feet long)
-  25 feet from blast seat (55 feet long)





Augments and abilities that expand the range of the explosion only expand the ends of the line when applied to a Line Blast.

Lingering Fires

Explosives Augment

Requires: Incendiary augment





The fires caused by the incendiary explosive linger in the area, catching anybody or anything on fire that moves within. The level of fire depends on the incendiary augment (or high incendiary augment, if applicable). The fires linger in the area for a number of turns based on the marque of this augment.

-  Fires linger for 1 additional turn
-  Fires linger for 2 additional turns
-  Fires linger for 3 additional turns
-  Fires linger for 5 additional turns

Linked Fuse

Explosives Augment

You've designed your explosives to have linked fuses, so that if one explosive detonates, all of your explosives with the linked fuse will detonate. The explosives are constantly sending and receiving a specific radio signal, and if any of them stop sending that signal, they all detonate. You can have any number of explosives with linked fuses, though they must be within a certain range of each other.

-  Explosives must be within 200 feet of each other
-  Explosives must be within 1,000 feet of each other
-  Explosives must be within 1 mile of each other
-  Explosives must be within 10 miles of each other

Magnetic

Explosives Augment

If the target is wearing metal armor, the bomb sticks to them like flypaper. The target must spend 2 action point and fully resist the augment or be denied their ability to evade the blast.

If the target is not wearing metal armor, it will stick on to any person within 5 feet wearing the heaviest metal armor. (If multiple people are wearing equally heavy armor within 5 feet, have them roll randomly to see who wins the right to wear the magnetic explosive. The highest roller gets the bomb.)

Cost to Craft: The magnetic augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).



Reprinted from the Playing Guide

Melter

Explosives Augment

Takes up 2 Augment Slots on an Explosive

The blast splashes molten metal onto armor and clothing, decreasing its potency and melting through it, causing it to be less useful until it can be repaired (which can normally be done during a breather).

-  -1 soak class
-  -2 soak class


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Miniscule


Explosives Augment


Requires: Concealable augment

The explosive is so tiny it is difficult to find and exceptionally easy to hide. The explosive is barely the size of a marble. It can be hidden in somebody's mouth, in the pommel of a sword, or as a bullet. When concealed, it gains a bonus against being noticed. This stacks with the concealable augment.

 **I** +4 against being noticed

 **II** +8 against being noticed


 **III** +12 against being noticed


 **IV** +16 against being noticed


Muted


Explosives Augment

The explosive is not your normal, thunderous horrible thing. The muted explosive is exceptionally quiet, barely being a whisper. The only sound it makes is the agonizing cries of those caught within. Anybody attempting to detect the location of the explosion through sound will need to roll their Cunning to notice it.

 **I** Tier 2 Cunning to notice

 **II** Tier 3 Cunning to notice

 **III** Tier 4 Cunning to notice

 **IV** Impossible to notice (unless they can get a Tier 5 to notice)

This augment cannot be combined with the Banshee augment.

Proximity Fuse

Explosives Augment

The bomb is set up with a fuse that causes it to detonate when somebody walks within the bomb's blast area. Characters attempting to pass through the area without detonating the fuse must move no faster than 10 feet per action point and roll to resist setting off the trigger.

In order to activate a proximity fuse, you must first spend the usual 1 action point to activate the fuse, then either drop or throw it. The fuse effect becomes active at the end of your turn.

Cost to Craft: The proximity fuse augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).


Reprinted from the Playing Guide

Proximity Leap

Explosives Augment

Requires: Jumping and Proximity Fuse augments

These are some of the most vicious anti-area explosives. Designed with both an advanced proximity fuse and the ability to leap at its target, the proximity fuse will scan a wide area then, when something triggers its proximity fuse, it will leap at the target, landing on their space and detonating.

 **I** Leaps at targets within 25 feet

 **II** Leaps at targets within 50 feet

 **III** Leaps at targets within 100 feet

 **IV** Leaps at targets within 200 feet

Powerful Blast

Explosives Augment

The blast occurs with such speed that it is more difficult to jump out of its way. Characters who wish to use their dexterity to resist the blast must act as if their dexterity roll to resist the blast was one tier lower.

Cost to Craft: The powerful blast augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).

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Quick-Set

Explosives Augment

Activating the fuse on an explosive costs 1 less action point (normally bringing the cost down to 0 action points).


Cost to Craft: The quick-set augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).


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Remote Activation


Explosives Augment

You have a trigger device that lets you activate the explosive from a distance whenever you so desire. It must have been set previously (for at least 1 turn) and you cannot be outside of a certain distance (based on the marque). An explosive with remote activation will not go off until you so designate and using the remote activation costs 1 action point.

 **I** 25 foot range

 **II** 50 foot range

 **III** 75 foot range

 **IV** 100 foot range

Reprinted from the Playing Guide

Roaming


Explosives Augment


The roaming explosive is designed to move before detonating, often causing confusion among enemies who don't know when or where it's going to explode. If the explosive is designed to go off at the beginning of the activator's next turn (as is the default), the roaming explosive will move once right before detonating in a direction of the activator's choice.


If the roaming explosive is a delayed explosive, it will move once per turn in a direction set by the activator. Once the direction is set and the explosive activated, it cannot be changed without disarming the explosive.


If the roaming explosive is a remote activated explosive, the same remote used for the activation can also steer it, allowing the explosive to change direction once per turn. Changing the direction of the roaming explosive costs 1 action point.

A depth charge set to roaming will move until it bumps into something, at which point it will detonate.

 Tier 1 The explosive will move 5 feet per turn

 Tier 2 The explosive will move 10 feet per turn

 Tier 3 The explosive will move 15 feet per turn

 Tier 4 The explosive will move 20 feet per turn


Any augment that causes the roaming explosive to stay in one place (such as *Latch* or *Magnetic*) will override the roaming augment.


Note on Proximity Fuses: A proximity fuse is designed to detonate whenever something moving at a speed of 15 feet is detected within range of the explosive. If you apply a proximity fuse to a marque III roaming explosive, the roaming explosive will cause itself to detonate as soon as it starts moving. Proximity fuses should only be used on marque I or II roaming explosives.

Ruinous

Explosives Augment

A normal explosion will just singe most building materials; this explosive, however, destroys them entirely. Anything caught within the blast radius (including the ground) is destroyed if the ruinous explosive is able to destroy that level of material.

 Destroys tier 2 materials (such as woods and ceramics)

 Destroys tier 3 materials (such as metals and ores)

Safe-Handling

Explosives Augment


A safe-handling explosive can never accidentally be activated. No number of squibs can set it off, it can never be remotely hacked into, and bumping into the explosive will never just accidentally cause it to explode. This is a great augment for those with horrible luck.


Cost to Craft: The *safe-handling* augment has no marques and can be learned by anyone with the *Pyrotechnician* specialty. It costs 8 princes to buy or 2 princes to craft yourself (if you know the augment).


Searing


Explosives Augment

Victims caught within the white phosphorous blast find their skin covered in hot material, searing the skin. These burns will recover during the victim's next breather.

 Tier 1 Burns (-1 on defense rolls)

 Tier 2 Burns (-3 on defense rolls)

 Tier 3 Burns (-5 on defense rolls)

 Tier 4 Burns (-7 on defense rolls)


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Shockwave


Explosives Augment


Requires: *Knock Back* augment

Though the blast only goes so far, it sends out an additional shockwave that continues the knock back effect. The shockwave extends a certain distance beyond the range of the blast, and everyone within the area of the shockwave is affected by the knock back.

 5 feet beyond the blast range

 10 feet beyond the blast range


 15 feet beyond the blast range


 20 feet beyond the blast range


Shrapnel


Explosives Augment

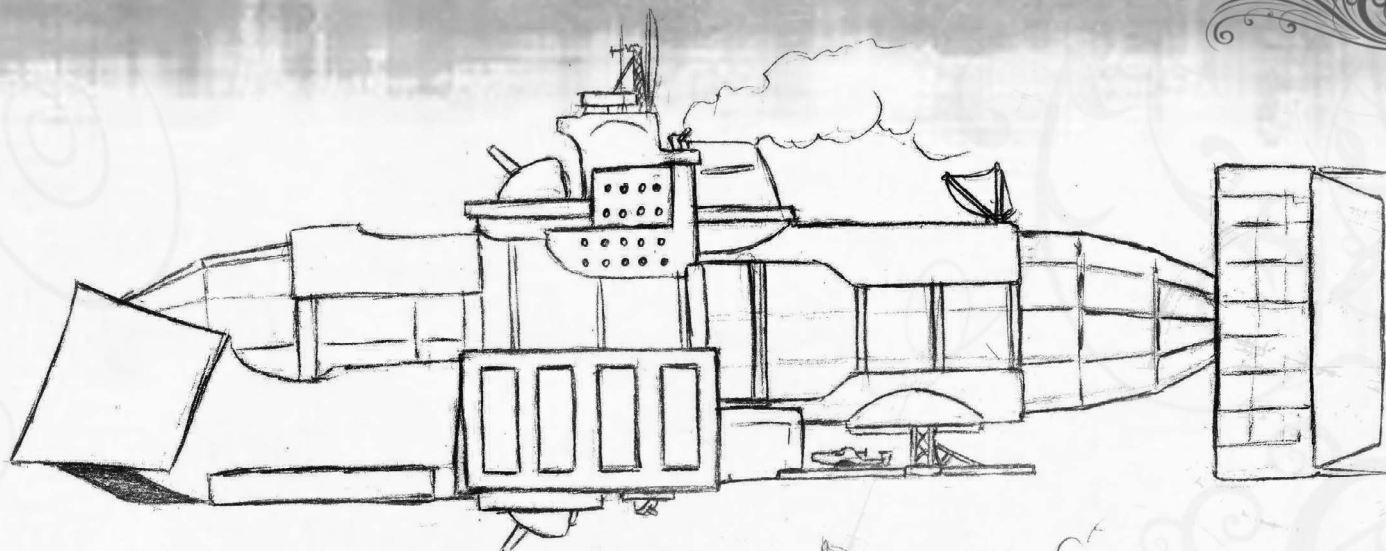
While good armor can help a person against an explosion, your explosives are designed to pierce that armor with long shards of shrapnel. When struck with one of your explosives, their soak class is lowered for the purpose of the attack.

 Soak class lowered by 1

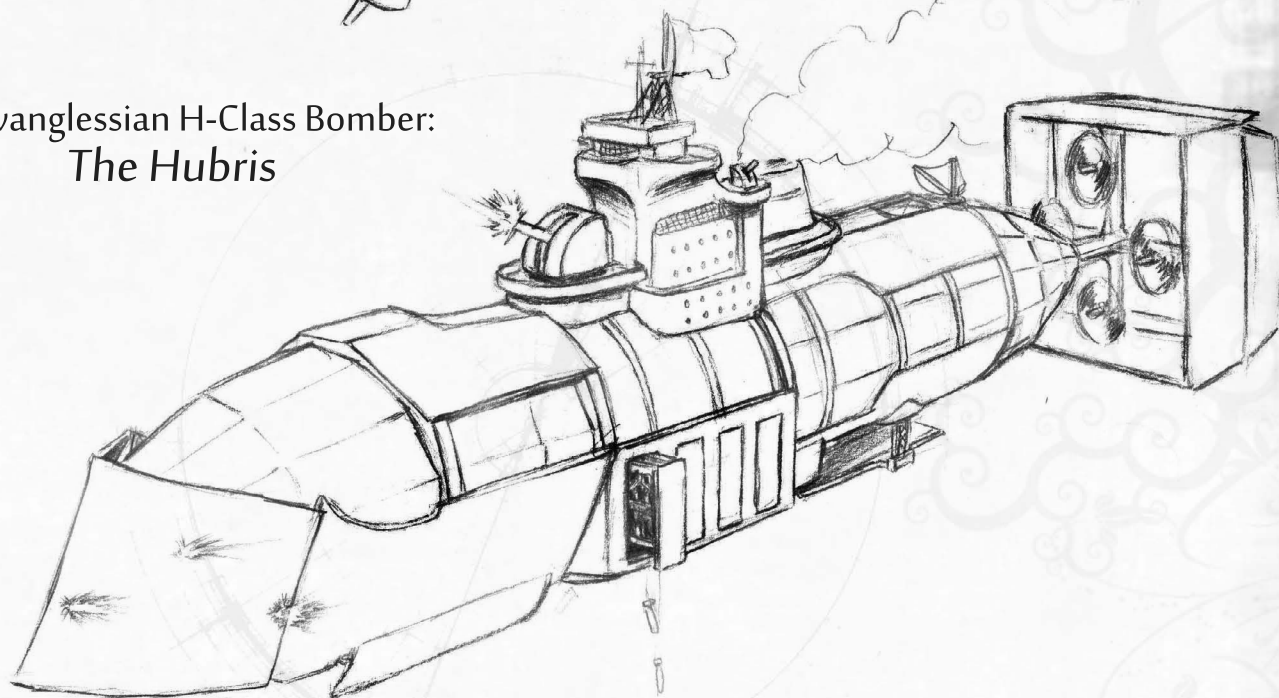
 Soak class lowered by 2

 Soak class lowered by 3

 Soak class lowered by 4







The Evanglessian H-Class Bomber:
The Hubris



Sinking Crater

Explosives Augment





Your explosive rocks the ground at the seat of the explosion, causing the person in the epicenter of the blast to get rocked around. If a person is at the blast seat, they must roll a Dexterity resist or fall prone, losing whatever stance they're in.

-  **I** Tier 2 Dexterity to resist
-  **II** Tier 3 Dexterity to resist
-  **III** Tier 4 Dexterity to resist
-  **IV** Impossible to resist (unless they can manage a Tier 5 Dexterity result)

Sky Charges

Explosives Augment

Your explosives are designed to fly in the air, hovering at a specific height over the surface. Once activated, they will float up to the appropriate height and hover there indefinitely until something bumps them hard enough to move them over a space. The height that the sky charge will float to is set by the activator. Setting the height can be done while activating the explosive or changed for 1 action point.





-  **I** The sky charge will remain active for 1 week
-  **II** The sky charge will remain active for 1 month
-  **III** The sky charge will remain active for 1 year
-  **IV** The sky charge will remain active for 1 decade

If they are set to hover at a height that cannot be reached (such as 100 feet above the surface when there's a ceiling 20 feet up), the sky charge will move 20 feet up, hit the ceiling, and then explode. A sky charge will adjust its depth at a rate of 25 feet per turn.

Slippery

Explosives Augment

When your explosive is thrown, it begins to secrete a slimy liquid, making it difficult to pick up. It costs 2 action points to attempt to pick your explosive up, and the person attempting to do so must roll their Dexterity.





-  Tier 2 Dexterity to pick it up
-  Tier 3 Dexterity to pick it up
-  Tier 4 Dexterity to pick it up
-  Impossible (Unless you can somehow attain a Tier 5 Dexterity result)

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Smoking

Explosives Augment

The blast fills the area with a thick screen of smoke, causing those within the area to be blinded.

-  Dissipates in 1 turn
-  Dissipates in 2 turns
-  Dissipates in 3 turns
-  Dissipates in 4 turns





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Super-Heated Shrapnel

Explosives Augment

Requires: Shrapnel augment

Once a target takes damage with the super-heated shrapnel from an explosive, it sticks to the target, causing additional pain thereafter. At the end of the victim's next turn, after being hit with a shrapnel-laden explosive, the victim takes additional heat-based damage from the shrapnel. If they so choose, they can spend 1 action point to remove the shrapnel before taking the damage. This damage is not soakable by normal means.

-  Victims take 2 heat-based damage
-  Victims take 4 heat-based damage
-  Victims take 6 heat-based damage
-  Victims take 8 heat-based damage

Target-Processing

Explosives Augment (for use with mines)

Requires: Fuse Box Builder specialty known

You've outfitted your explosive with very basic brainworks. If anybody comes within range of the target-processing explosive, it will determine whether or not it should detonate. Activating the target-processing augment requires 3 action points as you must describe the person or type of people that will cause the explosive to activate and the people it should not activate against.

Cost to Craft: The target-processing augment has no marques and can be learned by anyone with the Pyrotechnician and Fuse Box Builder specialties. It costs 1,000 princes to buy or 200 princes to craft yourself (if you know the augment).

Vast Crater

Explosives Augment

Requires: Sinking Crater augment

Your explosive's crater is widened, causing everybody adjacent to the blast seat to also require a Dexterity resist or fall prone, losing their stances.

Cost to Craft: The vast crater augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 200 princes to buy or 40 princes to craft yourself (if you know the augment).

Weaponized

Explosives Augment

Your explosive isn't just an expendable bomb—it's also a good sword, a solid rifle, or a big freaking axe. Your explosive can now be treated as a weapon. You can choose to apply weapon augments to your weaponized explosive, but they take up augment slots on the explosive just as explosive augments would and, when the explosive detonates, they are destroyed.

Cost to Craft: The weaponized augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 40 princes to buy or 8 princes to craft yourself (if you know the augment).

New Craft Firebombs

Firebombs aren't instantaneous explosives: these gadgets erupt in a continuous flame, maintaining their inferno and effects for several seconds—a time that, in the middle of battle, can feel like an eternity.

Firebomber

Gadgetry Specialty

You throw spheres of flame onto the battlefield, your firebombs engulfing an area in a temporary hell. You can now create firebombs, a type of explosive that spews out fire over several seconds.

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

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

Number of Firebombs you can Maintain

Without needing to buy pieces or parts, you can build some firebombs entirely out of scraps. These firebombs must be con-

stantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of firebombs based on your DIY score. You can build new firebombs or augment old ones during any period of downtime you have.

Firebombs	
Marque I (3 damage)	₳ 3
Marque II (6 damage)	₳ 15
Marque III (9 damage)	₳ 75
Marque IV (12 damage)	₳ 375

Your DIY:	1	2	3	4	5	6
You can build:	6	7	7	7	8	8
Your DIY:	7	8	9	10	11	12
You can build:	9	9	10	10	11	12

The Cost of Firebombs

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

A firebomb will have a base materials cost. It is $\frac{1}{5^{\text{th}}}$ the market price.

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	₳ 6	₳ 30	₳ 150	₳ 750

If you are building the augment, you pay $\frac{1}{5^{\text{th}}}$ 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 1 prince and 6 dukes.

Beta Firebombs

Gadgetry Specialty

Requires: 4 skill points in Gadgetry & Firebomber specialty

Your firebombs are exceptionally complex whirling gadgets, but they can do some things most scientists would never expect. Such firebombs can be upgraded with 2 more augments (bringing the total for metal firebombs up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta firebombs they must succeed in rolling a sciences result one tier higher than the highest marque you have on your firebomb. If your firebomb 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 sciences attribute).

Prototype Firebombs

Gadgetry Specialty

Requires: 16 skill points in Gadgetry, Firebomber, & Beta Firebombs specialties

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

Controlled Blast

Gadgetry Specialty

Requires: Firebomber specialty

Cost: 1 AP on the spot

When you craft your firebombs, you can change the shape of their blast. You can either make it into a straight line (that expands 15 feet from the center spot) or a cross (that goes 10 feet in 4 different directions from the center spot). If you decide to, you can change the area of effect for your firebomb on the spot for 1 action point.

Bombs Away

Gadgetry Specialty

Requires: Firebomber specialty

Cost: as a thrown attack (normally 2 AP)

You've perfected the art of activating your firebombs as you throw them. When throwing a firebomb, the cost to activate the firebomb you're throwing drops to 0 action points.

Using Firebombs

Firebombs are built to be small and easily thrown, just like a light thrown weapon, and you can aim at an opponent with it just like a regular thrown attack. Even if you don't hit the opponent, the firebomb still lands in the target's space.

When you activate a firebomb, it will start unleashing fire within a second. Activating an explosive requires 1 action point. (You can both draw and activate a firebomb for just 1 action point.) Throwing it requires 2 action points. Since holding a firebomb is ill-advised, most people throw the firebomb as soon as they activate it, else they will immediately start to take damage from it.

The firebomb deals 3 damage per marque of the firebomb. So, if you create a Marque II firebomb, you deal 6 damage to anybody in the area of the firebomb. Firebombs damage every person within the target space and all eight of the adjacent spaces. Firebombs immediately start producing the fire, then continue until the end of the activator's next turn (when their action points refresh). The firebomb will damage anybody who enters the firebomb's area or ends their turns in the area. It is quite easy to take damage from a firebomb multiple times.

Resisting Firebombs

If a person is within the area of a firebomb when it goes off, they'll take the damage from the firebomb. The damage is soakable (meaning that they can roll their defense to try to soak the damage).

A person can attempt to dive out of the area of the firebomb. In order to get out of the firebomb as it's going off, the target must spend 1 action point reflexively in order to try to move. The affected targets must make a dexterity resist in order to escape the blast. For every tier above tier 1 that the person receives with their dexterity, they lower the amount of damage that the firebomb deals by 1 marque. If they lower it at all, they move to the edge of the blast. If they entirely negate the blast, they move out of it (up to the distance their speed would allow them to move).

If somebody enters a firebomb's area after it activates, they cannot resist; instead, they can only soak the damage.

Close Enough

Gadgetry Specialty

Requires: 5 skill points in Gadgetry & Firebomber specialty

Almost only counts in horseshoes and hand grenades: good thing you're using the latter. Even when people are standing on the outer edge of your firebombs, they still take damage from the firebomb as if it were one marque lower.

When people are escaping the initial blast of the firebomb, they do not need to be informed that your firebombs are extra hot. That way, if they settle on the edge of your firebomb and think that they are safe, they're still going to take damage.

Rolling Explosive

Gadgetry Specialty

You can roll your firebomb after it lands, truly creating a rolling sphere of death. Once you've thrown your firebomb, you can choose a single direction. Each time your action points refresh, the firebomb moves 5 feet in the direction you chose.

Explosive Augments applicable to your Firebombs

Several explosive augments can be used on firebombs exactly as they come. If an explosive augment would only happen once, it only happens once the firebomb is first activated and reaches its target.

Acid-Spewing	High Incendiary
Automaton-Linked	Incendiary
Banshee	Latch
Clinging	Launching
Concealable	Lingering Fires
Concussive	Linked Fuse
Dead Man's Switch	Magnetic
Delay	Melter
Depth Charges	Miniscule
Disintegrated Remains	Muted
Disguised	Powerful Blast
Engine-Detonated	Quick-Set
Ethereal Blast	Roaming
Far Lobbing	Ruinous
Flare	Safe-Handling
Flash	Searing
Flypaper	Slippery
Heartbeat-Linked	


Firebomb Augments

Battlefield Scorching

Firebomb Augment

Requires: Extended Blast

The firebomb has a very large blast radius, extending the blast even further. The firebomb's normal range of effect is significantly larger than before. This augment's increased range is added to that of Extended Blast.


 5 feet further


 10 feet further


Damaging


Firebomb Augment

The blast is souped-up to be more powerful, dealing greater amounts of total damage to those caught within its range. Instead of dealing the normal 3 damage per the firebomb's marque, this increases it to the listed value.

 4 damage per the Explosive's Marque

 5 damage per the Explosive's Marque


 6 damage per the Explosive's Marque

 7 damage per the Explosive's Marque

Extended Blast

Firebomb Augment

The firebomb has a greater radius of effect. The firebomb's normal range of effect is significantly larger than before.

 5 feet further

 10 feet further

Lingering Fuel

Firebomb Augment

The firebomb's fuel source burns more efficiently and thus for longer. The firebomb lasts for several more turns.

 The firebomb's flames last for 2 turns

 The firebomb's flames last for 3 turns

 The firebomb's flames last for 4 turns

 The firebomb's flames last for 5 turns

Sparks in the Air

Firebomb Augment


This firebomb is designed to throw out pulses of electricity through the burning inferno. If the target is wet or in metal armor, they cannot soak the firebomb's damage.


Cost to Craft: The sparks in the air augment has no marques and can be learned by anyone with the Firebomber specialty. It costs 30 princes to buy or 6 princes to craft yourself (if you know the augment).

Grasping Flames

Firebomb Augment

The fire seems to latch on to people who move through it. Anybody moving through the fire must make a Brute resist or suddenly stop.

 Tier 2 Brute resist

 Tier 3 Brute resist

Magnetic Pulsing

Firebomb Augment

Requires: Sparks in the Air augment


This firebomb's electric currents short-circuit machines that go through it. This firebomb deals double the damage to all electric vehicles and fuse box automata that move into its blast or end their turn within it.


Cost to Craft: The magnetic pulsing augment has no marques and can be learned by anyone with the Firebomber specialty. It costs 150 princes to buy or 30 princes to craft yourself (if you know the augment).


Smoking


Firebomb Augment

The blast fills the area with a thick screen of smoke, causing those within the area to be blinded.

 Dissipates once the firebomb ends

 Dissipates 1 turn after the firebomb ends

 Dissipates 2 turns after the firebomb ends


 Dissipates 3 turns after the firebomb ends

Wall of Flames


Firebomb Augment

The firebomb's continued explosion provides cover. Anybody being hit by a ranged attack that must travel through any part of the firebomb gets a bonus to their cover.

 Tier 1 cover (+2 evade)

 Tier 2 cover (+4 evade)

 Tier 3 cover (+6 evade)

 Tier 4 cover (+8 evade)

New Craft Squibs

A single squib isn't so scary; it's no so different from a firecracker. Squibs have long been used as a small explosive meant to trigger a lot of explosive material. But a handful of squibs can be dangerous, and when a clever scientist decides to start altering his squibs... well, consider yourself warned.

Squib Producer

Alchemy Specialty

While squibs are typically seen as just small explosives used to set off larger ones, squibs can be quite deadly and useful on the field of battle. Tossing a handful at an enemy, covering the floor with them, or smashing one in your opponent's face; oh yes, squibs can be quite handy. You can now build squibs.

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

Each squib can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, an augment might be worth 2 slots, so a squib only has 1 more available slot for an augment after the 2-slot augment has been applied.

Number of Squibs you can Maintain

Without needing to buy pieces or parts, you can build some squibs entirely out of scraps. These squibs must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of squibs based on

your DIY score. You can build new squibs or augment old ones during any period of downtime you have.

Squibs	
Marque I (5 damage)	⌘ 1
Marque II (10 damage)	⌘ 5
Marque III (15 damage)	⌘ 25
Marque IV (20 damage)	⌘ 125

Your DIY:	1	2	3	4	5	6
You can build:	10	12	13	14	15	16
Your DIY:	7	8	9	10	11	12
You can build:	17	18	19	20	21	23

The Cost of Squibs

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

A squib will have a base materials cost. It is 1/5th the market price.

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	⌘ 1	⌘ 5	⌘ 25	⌘ 125

If you are building the augment, you pay 1/5th 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 dukes.

Using Squibs

Squibs are built to be small and easily thrown, just like a light thrown weapon, and you can aim at an opponent with it just like a regular thrown attack.

When you activate a squib, it will detonate within a few seconds - roughly as long as it takes to throw it. Activating a squib requires 1 action point. (You can both draw and activate an explosive for just 1 action point.) Throwing it requires 2 action points.

The squib deals 5 damage per its marque. So, if you create Marque II squibs, you deal 10 damage to the target of your explosion. Squibs damage the target of your attack.

Resisting Squibs

If a person fails to evade the squib, they'll take the damage from the squib. The damage is soakable (meaning that they can roll their defense to try to soak the damage).

All other effects of the squib are resisted using Dexterity (unless it states otherwise).



Beta Squibs

Alchemy Specialty

Requires: 4 skill points in Alchemy & Squib Producer specialty

Despite their size, your squibs are both complex and difficult to use. Such squibs can be upgraded with 2 more augments (bringing the total for metal squibs up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta squibs they must succeed in rolling a sciences result one tier higher than the highest marque you have on your explosive. If your squib 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 sciences attribute).

Prototype Squibs

Alchemy Specialty

Requires: 12 skill points in Alchemy, Squib Producer, & Beta Squibs specialties

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

Micro-Bombadier

Alchemy Specialty

Cost: 3 AP

For 3 action points, you can craft fully augmented squibs on the fly. Roll on the chart below to determine how many squibs you craft. You can never have more handcrafted squibs on you than your DIY score would allow.

1	1 squib crafted
2	2 squibs crafted
3	3 squibs crafted
4	4 squibs crafted

Micro-Mastery

Alchemy Specialty

Requires: Micro-Bombadier specialty

A true savant of miniscule explosives, you can use your Micro-Bombadier specialty for only 2 action points. This does not allow you to exceed your maximum number of handcrafted squibs as determined by your DIY score.

Quick-Flick

Alchemy Specialty

Requires: Squib Producer specialty

You know how to instantly activate your squibs, lighting them with barely a thought. You can draw and activate squibs for 0 action points.

Squib Mass Production

Alchemy Specialty

Requires: Micro-Bombadier specialty

You've increased your production efficiency when crafting bombs on the fly. When using your Micro-Bombadier specialty, you now produce twice as many squibs, as per the chart below. You can never have more handcrafted squibs on you than your DIY score would allow.

- | | |
|---|------------------|
| 1 | 2 squibs crafted |
| 2 | 4 squibs crafted |
| 3 | 6 squibs crafted |
| 4 | 8 squibs crafted |

Lockpicking with Squibs

You can lockpick with a squib, assuming that the lock has a key-hole. (You can "lockpick" a vault, but it's really more akin to attempting to blast through the hardness). Roll your cunning to pick the lock, and add your squib's damage as a bonus to the roll. Downside: if you fail, you can never attempt to pick the lock again, and it makes noise.



Squib-Launching Specialties

Cluster Bombs

Marksmanship Specialty

Cost: as a Ranged Attack (see below)

You can throw (or fire through a device capable of delivery) multiple squibs at the same time at a single targeted space. Roll on the chart below to determine the number of squibs you can launch. If your delivery device has a readying cost, it has to be readied like normal.

1	2 squibs launched
2	3 squibs launched
3	4 squibs launched
4	5 squibs launched

Spread Launch

Marksmanship Specialty

Requires: Cluster Bombs specialty

Cost: as a Ranged Attack + 1 AP

For an extra action point when using your Cluster Bombs specialty, you can divide the squibs you throw among as many targets as you'd like.

Raining Down Bombs

Marksmanship Specialty

Requires: Cluster Bombs & Spread Launch specialties

Multi-tasking and throwing explosive are, for most people, two things that should never be mixed. For you, however, it's just another day at the office. When using your Cluster Bombs specialty, it doesn't cost you an extra action point to use your Spread Launch specialty as well.

Explosive Augments applicable to your Squibs

Several explosive augments can be used on squibs exactly as they come.


Acid-Spewing	Impact
After-Blast	Incendiary
Automaton-Linked	Latch
Banshee	Launching
Collision-Detonated	Lingering Fires
Concealable	Linked Fuse
Concussive	Magnetic
Dead Man's Switch	Melter
Delay	Miniscule
Dirty	Muted
Disintegrated Remains	Quick-Set
Disguised	Remote Activation
Engine-Detonated	Ruinous
Ethereal Blast	Safe-Handling
Far Lobbing	Searing
Flare	Shrapnel
Flash	Sinking Crater
Flypaper	Slippery
Heartbeat-Linked	Smoking
High Incendiary	Super-Heated Shrapnel


Squib Augments

Blast Off

Squib Augment

Your squib launches anything in its target square straight up into the air.

 5 feet up


 10 feet up


Damaging


Squib Augment


Takes up 2 augment slots on a Squib

The blast is souped-up to be more powerful, dealing greater amounts of total damage to those caught within its range. Instead of dealing the normal 5 damage per the squib's marque, this increases it to the listed value.

 6 damage per the Explosive's Marque

 7 damage per the Explosive's Marque


 8 damage per the Explosive's Marque

 9 damage per the Explosive's Marque

Knock Back

Squib Augment

The squib's blast is so powerful that it knocks anybody in the target space backwards. The direction of "backwards" is away from the person who threw it.

 Pushed back 5 feet

 Pushed back 10 feet

Paint Splatter

Squib Augment


When your micro-bomb explodes, it covers anything in its square with paint in the color of your choice.


Cost to Craft: The paint splatter augment has no marques and can be learned by anyone with the Squib Producer specialty. It costs 1 prince to buy or 2 dukes to craft yourself (if you know the augment).


Run-Away Bomb


Squibs Augment

Your squib has motorized wheels on it, allowing it to make a single move after hitting the ground. It moves in the direction and distance of your choice.

 Up to 15 feet

 Up to 25 feet

 Up to 35 feet

 Up to 45 feet

Sundering

Squib Augment

Your squibs are lethal against weapons. When they explode, any one held weapon acts as if it is sundered from the explosion. The weapon suffers a tier 1 sunder.

Cost to Craft: The sundering augment has no marques and can be learned by anyone with the Pyrotechnician specialty. It costs 25 princes to buy or 5 princes to craft yourself (if you know the augment).

