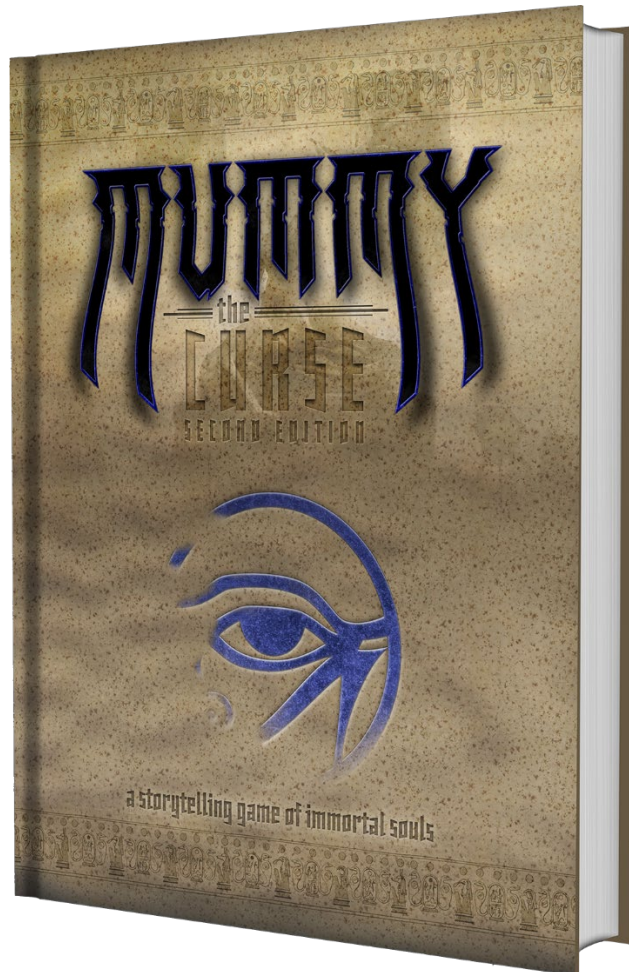


MUMMY

the
CURSE

SECOND EDITION

Kickstarter Manuscript Preview #3



Chapter Four: Laws of the Arisen

This chapter contains the basic rules for playing **Mummy: The Curse**. More information, including optional systems and examples of play, can be found in the **Chronicles of Darkness** rulebook.

Traits

In addition to the supernatural traits of the Arisen, **Chronicles of Darkness** characters have mundane traits common to mortals and monsters alike. Attributes are raw potential, Skills are trained abilities, and Skill Specialties are specific areas of training in which a character excels. Willpower is the extra effort a character can bring to bear in a stressful or dangerous situation, when success is crucial or hangs by a thread. Some supernatural powers also use Willpower.

Humans possess a personal Virtue and Vice from which they can draw strength and refill their Willpower. Since the Judges shackled the Arisen into eternal servitude, mummies refill their Willpower through the Balance and Burden of their timeless condition instead.

Attributes

Attributes represent essential traits that every character possesses by default. These serve as the foundation to most rolls in **Mummy: The Curse**. The nine Attributes are split into three categories: Mental, Physical, and Social. If a game rule refers to a “Social roll,” or a “Mental action,” that means an action that uses the appropriate Attribute category.

One dot in an Attribute reflects a below-average capacity. Two dots are about human average. Three and four reflect a high level of competency, while five reflects the height of human potential in that field. Supernatural beings sometimes have Attributes rated at 6 or more dots.

Mental Attributes

Mental Attributes reflect your character’s acuity, intellect, and strength of mind.

Intelligence

Intelligence is your character’s raw knowledge, memory, and capacity for solving difficult problems. This may be book smarts, or a wealth of trivia.

Attribute Tasks: Memorizing (Intelligence + Composure, instant action)

Wits

Wits represents your character’s ability to think quickly and improvise solutions. It reflects your character’s perception, and ability to pick up on details.

Attribute Tasks: Perception (Wits + Composure, reflexive action)

Resolve

Resolve is your character’s determination, patience, and sense of commitment. It allows your character to concentrate in the face of distraction and danger, or continue doing something in spite of insurmountable odds.

Attribute Tasks: Resisting coercion (Resolve + Stamina, reflexive action)

Physical Attributes

Physical Attributes reflect your character's bodily fitness and acumen.

Strength

Strength is your character's muscular definition and capacity to deliver force. It affects many physical tasks, including most actions in a fight.

Attribute Tasks: Breaking a barrier (Strength + Stamina, instant action), Lifting objects (Strength + Stamina, instant action)

Dexterity

Dexterity is your character's speed, agility, and coordination. It provides balance, reactions, and aim.

Attribute Tasks: Keeping balance (Dexterity + Composure, reflexive action)

Stamina

Stamina is your character's general health and sturdiness. It determines how much punishment your character's body can handle before it gives up.

Attribute Tasks: Staying awake (Stamina + Resolve, instant action)

Social Attributes

Social Attributes reflect your character's ability to deal with others.

Presence

Presence is your character's assertiveness, gravitas, and raw appeal. It gives your character a strong bearing that changes moods and minds.

Attribute Tasks: Good first impressions (Presence + Composure, instant action)

Manipulation

Manipulation is your character's ability to make others cooperate. It's how smoothly she speaks, and how much people can read into her intentions.

Attribute Tasks: Poker face (Manipulation + Composure)

Composure

Composure is your character's poise and grace under fire. It's his dignity, and ability to remain unfazed when harrowed.

Attribute Tasks: Meditation (Resolve + Composure, extended action)

Skills

Whereas Attributes represent innate ability, Skills reflect behaviors learned and honed over a lifetime. These are things that could be practiced or learned from a book. Skills are divided into Mental, Physical, and Social categories.

Skills do not receive free dots at character creation. Skills without dots are deficient or barely capable. Skills with a single dot reflect a cursory training. Two dots is sufficient for professional use. Three is a high level of competency. Four is outstanding, and five is absolute mastery of the discipline. When creating your character, prioritize categories. The primary category receives 11 dots, the secondary receives seven, the tertiary four.

Sample actions are listed for each Skill; these lists are just common actions, and should not be taken as comprehensive guides to where Skills can apply. We also suggest dice pools, but it's important to look at the context of the scene, and apply the best Attribute + Skill combination for the events at hand. Also remember that equipment and environmental modifiers can shift a dice pool. We've listed some sample equipment and factors that could enhance Skill usage.

Using a Skill with no dots incurs a penalty. For Physical and Social Skills, it levies a -1 die penalty to the roll. For a Mental Skill, it's a -3 die penalty.

Mental Skills

Mental Skills are largely learned, as opposed to practiced. They reflect knowledge and procedure, lore and understanding.

Academics

Academics is a broad Skill representing your character's higher education and knowledge of the arts and humanities. It covers language, history, law, economics, and related fields

Sample actions: Recall trivia (Intelligence + Academics, instant action), Research (Intelligence + Academics, extended action), Translation (Intelligence + Academics, extended action)

Sample contacts: Rare Book Dealer, Law Professor, Head Librarian

Suggested equipment: Internet access (+1), Library (+1 to +3), Professional consultant (+2)

Specialties: Anthropology, Architecture, Art History, English, History, Law, Literature, Religion, Research, Translation

Computer

Computer is your character's advanced ability with computing. While most characters in Chronicles of Darkness are expected to know the basics, the Computer Skill allows your character to program computers, to crack into systems, to diagnose major problems, and to investigate data. This Skill reflects advanced techniques and tricks; almost everyone can operate a computer for email and basic internet searches.

Sample actions: Hacking a system (Intelligence + Computer, extended action, contested if against a security administrator or other hacker), Internet search (Wits + Computer, instant action), Programming (Intelligence + Computer, extended action)

Sample contacts: AI Researcher, Hardcore Computer Gamer, White-Hat Hacker

Suggested equipment: Computer system (+0 to +3, by performance), Custom software (+2), Passwords (+2)

Specialties: Data Retrieval, Graphics, Hacking, Internet, Programming, Security, Social Media

Crafts

Crafts reflects your character's knack with creating and repairing things. From creating works of art to fixing an automobile, Crafts is the Skill to use.

Sample actions: Appraisal (Wits + Crafts, instant action), Counterfeit item (Intelligence + Crafts, instant action), Create art (Intelligence + Crafts, instant action), Repair item (Wits + Crafts, instant action)

Sample contacts: Automotive Engineer, Makerspace Enthusiast, Police Sketch Artist

Suggested equipment: Point of reference (+1), Quality materials (+2), Tools (+1 to +3, depending on utility and specialty), Well-equipped workplace (+2)

Specialties: Automotive, Cosmetics, Engraving, Fashion, Forging, Graffiti, Jewelry, Jury Rigging, Painting, Repair, Sculpting, Taxidermy

Investigation

Investigation is your character's skill with solving mysteries and putting together puzzles. It reflects the ability to draw conclusions, to find meaning out of confusion, and to use lateral thinking to find information where others could not.

Sample actions: Examining a crime scene (Wits + Investigation, extended action), Solving riddles (Intelligence + Investigation, instant or extended action)

Sample contacts: Conspiracy Buff, Medical Examiner, Private Investigator

Suggested equipment: Forensic kit (+1), Unrestricted access (+2), Reference library (+2)

Specialties: Autopsy, Body Language, Crime Scenes, Cryptography, Lab Work, Riddles

Medicine

Medicine reflects your character's knowledge of the human body, and of how to bring it to and keep it in working order. Characters with Medicine can make efforts to stem life-threatening wounds and illnesses.

Sample actions: Diagnosis (Wits + Medicine, instant action), Treating wounds (Intelligence + Medicine, extended action)

Sample contacts: Bio-Tech Company Researcher, Chronic Patient, EMT

Suggested equipment: Medical tools (+1 to +3), Trained assistance (+1), Well-stocked facilities (+2)

Specialties: First Aid, Pathology, Pharmaceuticals, Physical Therapy, Surgery

Occult

The Occult Skill is your character's knowledge of things hidden in the dark, legends, and lore. While the supernatural is unpredictable and often unique, the Occult Skill allows your character to pick out facts from rumor.

Sample actions: Identify the sliver of truth (Wits + Occult, instant action), Relate two similar myths (Intelligence + Occult, instant or extended action)

Sample contacts: Anthropology Professor, Neo-Pagan Author, Weird Hermit Down the Street

Suggested equipment: Well-stocked library (+2)

Specialties: Amkhata, Casting Lots, Divination, Duat, Ghosts, Judges, Irem, Sekhem, Sorcery, Superstition, Vessels

Politics

Politics reflects a general knowledge of political structures and methodologies, but more practically shows your character's ability to navigate those systems and make them work the way she intends. With Politics, she knows the right person to ask to get something done.

Sample actions: Cut red tape (Manipulation + Politics, extended action), Identify authority (Wits + Politics, instant action), Sully reputations (Manipulation + Politics, extended action)

Sample contacts: Personal Assistant to the Governor, Political Blogger, Union Leader

Suggested equipment: Official position (+1 to +5, by Status)

Specialties: Bureaucracy, Church, Democratic, Guilds, Local, Organized Crime, Scandals

Science

Science is your character's knowledge and understanding of the physical and natural sciences, such as biology, chemistry, geology, meteorology, and physics.

Sample actions: Assess variables (Intelligence + Science, instant or extended action), Formulate solution (Intelligence + Science, extended action)

Sample contacts: Experimental Physicist, Geology Professor, Mad Inventor

Suggested equipment: Reference library (+1 to +3), Well-stocked laboratory (+2)

Specialties: Physics, Neuroscience, Virology, Alchemy, Genetics, Hematology

Physical Skills

Physical Skills are those practiced, trained, and learned through action.

Athletics

Athletics reflects a broad category of physical training and ability. It covers sports, and basic physical tasks such as running, jumping, dodging threats, and climbing. It also determines a character's ability with thrown weapons.

Sample actions: Acrobatics (Dexterity + Athletics, instant action), Climbing (Strength + Athletics, extended action), Foot chase (Stamina + Athletics, contested action), Jumping (Strength + Athletics, instant action, one foot vertically per success)

Sample contacts: Parkour Enthusiast, Physical Therapist, Running Club Buddy

Suggested equipment: Athletic shoes (+1), Rope (+1)

Specialties: Acrobatics, Archery, Climbing, Jumping, Parkour, Swimming, Throwing

Brawl

Brawl reflects your character's ability to tussle and fight without weapons. This includes old-fashioned bar brawls as well as complex martial arts.

Sample actions: Breaking boards (Strength + Brawl, instant action), Hand-to-hand fighting (covered in the Violence section, p. XX)

Sample contacts: Club Bouncer, Self-Defense Teacher, Sparring Partner

Suggested equipment: Brass knuckles (+1)

Specialties: Boxing, Dirty Fighting, Grappling, Martial Arts, Threats, Throws

Drive

Drive is the skill to control and maneuver automobiles, motorcycles, boats, and even airplanes. A character can drive a car without Drive dots; the Skill relates to moments of high stress, such as a

high-speed chase or trying to elude a tail. It's assumed that most modern characters have a basic ability to drive. As well, Drive can reflect your character's skill with horseback riding, if appropriate to her history.

Sample actions: Impressive maneuvering (Dexterity + Drive, instant action), Pursuit (Dexterity + Drive, contested action), Tailing (Wits + Drive, contested action)

Sample contacts: Bush Pilot, Mechanic, Street Racer
Suggested equipment: Performance vehicle (+1 to +3)

Specialties: Defensive Driving, Chariots, Evasion, Off-Road Driving, Motorcycles, Pursuit, Stunts

Firearms

Firearms reflects your character's ability to identify, maintain, and otherwise use guns. This Skill covers everything from small pistols, to shotguns, to assault rifles, and anything else related.

Sample actions: Firefights (see p. XX for more on how firearms violence works)

Sample contacts: Gun store owner, Local law enforcement, Sharpshooter

Suggested equipment: See p. XX for a full list of firearms

Specialties: Handguns, Rifles, Shotguns, Trick Shots

Larceny

Larceny covers intrusion, lockpicking, theft, pickpocketing, and other (generally considered) criminal activities. This Skill is typically learned on the streets, outside of formal methods. However, stage magicians and other entertainers learn these skills as part of their repertoire.

Sample actions: Bypass security systems (Dexterity + Larceny, extended action), Lockpicking (Dexterity + Larceny, extended action), Pickpocketing (Dexterity + Larceny, contested action)

Sample contacts: Shady Pawn Shop Owner, Parole Officer, Three-Card Monte Dealer.

Suggested equipment: Crowbar (+1), Crowded area (+2), Lockpicks (+2), Partner in crime (+1)

Specialties: Breaking and Entering, Concealment, Lockpicking, Pickpocketing, Safecracking, Security Systems, Sleight of Hand, Tomb Traps

Stealth

The Stealth Skill reflects your character's ability to move unnoticed and unheard, or to blend into a crowd. Every character approaches Stealth differently; some use distraction, some disguise, some are just hard to keep an eye on.

Sample actions: Losing a tail (Wits + Stealth, contested action), Shadowing (Dexterity + Stealth, contested action)

Sample contacts: Bow Hunter, Burglar, Lookout from a Former Job

Suggested equipment: Binoculars (+1), Dark clothing (+1), Smokescreen (+2), Spotters (+1)

Specialties: Camouflage, Crowds, Faking Death, In Plain Sight, Rural, Shadowing, Tomb, Stakeout

Survival

Survival represents your character's ability to "live off the land." This means finding shelter, finding food, and otherwise procuring the necessities for existence.

Sample actions: Foraging (Wits + Survival, extended action), Hunting (for animals, Wits + Survival, extended action)

Sample contacts: Homeless Person, Off-the-grid Survivalist, Scout Master

Suggested equipment: Survival guide (+1), Survival knife (+1)

Specialties: Duat, Foraging, Hunting, Navigation, Shelter, Weather

Weaponry

Weaponry is the ability to fight with hand-to-hand weapons, from swords, to knives, to baseball bats, to chainsaws. If the intent is to strike another and harm him, Weaponry is the Skill.

Sample actions: Attacking another (see p. XX for more on Weaponry fighting)

Sample contacts: Fencing Instructor, Gang Member, Western Martial Arts Enthusiast

Suggested equipment: See p. XX for a full list of weapons

Specialties: Chains, Clubs, Improvised Weapons, Spears, Swords

Social Skills

Animal Ken

Animal Ken reflects your character's ability to train and understand animals. With Animal Ken, your character can charm beasts or even rile them to violence, under the right circumstances.

Sample actions: Animal training (Manipulation + Animal Ken, extended action), Cowing an animal (Presence + Animal Ken, contested action)

Sample contacts: Cat Lady, Rodeo Horse Trainer, Zoo Veterinarian

Suggested equipment: Treats (+1), Whip (+1)

Specialties: Birds, Canines, Felines, Reptiles, Calming, Training

Empathy

Empathy represents your character's ability to read and understand others' feelings and motivations. This helps discern moods, or read deceptive behavior in discussion. It is not inherently sympathetic; one can understand another's positions without agreeing with them.

Sample actions: Finding someone's pain (Wits + Empathy, contested action), Sense deception (Wits + Empathy, contested action), Soothing nerves (Manipulation + Empathy, instant action)

Sample contacts: Shoulder to Cry On, Police Profiler, Psych Student

Suggested equipment: Muted clothing (+1), Relaxing environment (+2)

Specialties: Calming, Emotion, Lies, Motives, Personalities, Cult Members

Expression

The Expression Skill reflects your character's ability to communicate. This Skill covers written and spoken forms of communication, journalism, acting, music, and dance.

Sample actions: Composing (Intelligence + Expression, extended action), Performance (Presence + Expression, instant action)

Sample contacts: Investigative Journalist, Political Speech Writer, Reclusive Poet

Suggested equipment: Quality instrument (+1 to +3)

Specialties: Dance, Drama, Journalism, Musical Instrument, Performance Art, Singing, Speeches

Intimidation

Intimidation reflects your character's ability to influence others' behavior through threats and fear. It could mean direct physical threats, interrogation, or veiled implications of things to come.

Sample actions: Interrogation (Wits + Intimidation, contested action), Stare down (Presence + Intimidation, contested action)

Sample contacts: Barroom Tough Guy, High-Powered Executive, Police Interrogator

Suggested equipment: Fearsome tools (+2), Gang colors (+2), Isolated room (+1)

Specialties: Direct Threats, Interrogation, Stare Down, Torture, Veiled Threats

Persuasion

Persuasion is your character's ability to change minds and influence behaviors through logic, fast-talking, or appealing to desire. It relies on the force of your character's personality to sway the listener.

Sample actions: Fast-talk (Manipulation + Persuasion, extended action), Firebranding (Presence + Persuasion, instant action), Seduction (Manipulation + Persuasion, extended action)

Sample contacts: Car Salesman, Speech Coach, Trial Lawyer

Suggested equipment: Designer clothing (+1 to +3), Reputation (+2)

Specialties: Confidence Scam, Fast-Talking, Inspiring, Sales Pitch, Seduction, Sermon

Socialize

Socialize reflects your character's ability to present herself well and interact with groups of people (or mummies). It reflects proper (and setting-appropriate) etiquette, customs, sensitivity, and warmth. A character with a high Socialize is the life of the party.

Sample actions: Carousing (Manipulation + Socialize, instant action), Fitting in (Wits + Socialize, instant action), Getting attention (Presence + Socialize, instant action)

Sample contacts: Diplomat, Drinking Buddy, Society Matron

Suggested equipment: Drugs (+1), Knowing people (+1), Money (+1 to +5)

Specialties: Bar Hopping, Church Lock-in, Dress Balls, Cult Rituals, Frat Parties, Political Fundraisers, The Club

Streetwise

The Streetwise Skill is your character's knowledge of life on the streets. It tells her how to navigate the city, how to get information from unlikely sources, and where she'll be (relatively) safe. If she wants to get something on the black market, Streetwise is how.

Sample actions: Finding a shortcut (Wits + Streetwise, instant action), Working the black market (Manipulation + Streetwise, instant action)

Sample contacts: Bartender in a Rough Part of Town, Drug Dealer, Undercover Cop

Suggested equipment: Burner phone (+1), Known nickname (+2), Valuable contraband (+1 to +3)

Specialties: Black Market, Cults, Gangs, Navigation, Rumors, Undercover

Subterfuge

Subterfuge is the ability to deceive. With Subterfuge, your character can lie convincingly, project hidden messages in what she says, hide motivations, and notice deception in others.

Sample actions: Disguise (Wits + Subterfuge, instant action), Lying (Manipulation + Subterfuge, contested action)

Sample contacts: Con Artist, Crooked Politician, Out of- work Actor

Suggested equipment: Costume supplies (+2), Fake ID (+1),

Specialties: Detecting Lies, Doublespeak, Hiding Emotion, Little White Lies, Misdirection

Skill Specialties

In addition to Skills, your character possesses Skill Specialties. These are refinements of the broader Skills. These should be narrower than the main Skill, and help to define your character's particular expertise. For example, your character might have three dots in Firearms, but a Specialty in Rifles. He's capable with all guns, but particularly good with rifles. If you look to the Skill descriptions, you'll see example Specialties. The Storyteller is the ultimate arbiter of what constitutes a Specialty and what doesn't; Specialties that are too broad or too narrow can hurt the story or never come into play.

If a Specialty applies to your roll, add a die. Multiple Specialties may apply to a single roll, within reason. If you find yourself going to great lengths to justify a Specialty, it probably shouldn't apply.

Skill Specialties let you flesh out your character and offer a mechanical benefit. When creating your character, let Specialty choice guide his development. For example, there's a huge difference between a character with Brawl 4 (Bar Fights) and Brawl 4 (Aikido).

Forgotten Skills and keeping up with the modern world

Unshackled from the linear flow of time, mummies have to deal with brutal temporal and spatial displacement at every Descent. The sorcerous might that empowers them and centuries of experience allow Arisen to adapt and triumph over their opponents, but the harsh truth is that mummies are emissaries of a civilization that crumbled to dust eons ago, unable to truly belong anywhere and anytime. Removed from reality by the same powers that allow them to exist, mummies need to rely on others to remain in touch with the world of the living. Cultists are the best candidates to fill this role and their help is invaluable for the Arisen, whether mummies are willing to admit it or not. In more recent times, where technological and social changes happen at faster rhythm, cultists are those best suited to introduce their immortal masters to a society they don't belong to while also being able to act and solve issues in a way only they can. Even the most trusted cultist cannot help with the threat of Arisen's cursed memories, though. When

Sekhem and the torments of Duat ravage the mind of mummies, they can turn the wisest scholar into a clueless illiterate and make it so a champion of Irem barely remembers how to lift a sword. Should this forgetfulness cling to mummies beyond the moment of their awakening, it drags them down and separates them from a part of their own identity to a degree that the moment it dissipates is both a glorious epiphany and a painful reminder of their condition. As an optional rule, Storytellers who wish to represent this aspect of the Curse in their games can allow players to pick the Forgotten Skill Condition (see p. XX) at the beginning of their character's current Descent. The player can either decide to resolve the Condition without taking a Beat at the end of the Descent or maintain it through the next one. A character can have at most three separate instances of the Condition, one for each Skill category.

Skills and the Dark Eras

Not only all Arisen have existed for millennia but, considering mummies experience time in a non-linear manner, it's easy for a **Mummy: The Curse** game to feature scenarios set before the modern era. Whether in a flashback or a proper historical chronicle, certain Skills did not exist until recent times. **Chronicles of Darkness: Dark Eras** discusses how Skills have evolved across ages, starting on p. 23 of that book.

While this does not affect character creation in games mainly set in the modern era, this aspect of the game does require a bit of planning should it ever come up at the table. With the most straightforward solution, players can expect their dots in Computer, Drive, and Firearms to translate into dots for their historical predecessors Enigmas, Ride, and Archery. Alternatively, players can decide to keep bygone Skills to further highlight how ancient and removed from the world mummies are. At the same time, they maintain an insight of anachronistic Skills that few can boast. The opposite is also possible: characters with contemporary Skills in historical settings will feel just as out of place. Their knowledge of things to come can both a source of confusion and an opportunity to look at an archaic world with tools and perspectives nobody else possess. Players can even choose to purchase dots both in ancient and modern Skills as a way to represent the expertise a truly immortal character can have, with certain Specialties cross-apply at Storyteller's discretion. Characters roll all Skills with the relevant Attribute as usual, but if they lack actual dots in a certain Skill they do so with the untrained penalty, even if they are well-versed with the Skill counterpart.

These are opportunities to toy with unusual character perspectives the Storyteller should take into consideration.

Pre-Modern Skills

The following summarizes the information about pre-modern Skills presented in **Chronicles of Darkness: Dark Eras**.

Archery: The Firearms Skill didn't exist before 1500 and didn't completely eclipse the Archery Skill in ranged combat until the mid-1800s, when cheap and reliable hand-carried guns became available. Crude, early firearms use the Athletics Skill to fire rather than Archery. Common Archery Specialties include: European Bow, Japanese Bow, Longbow, Pellet Bow, Poor Visibility, Short Bow, Trick Shot and Wind and Weather. Archery works identically to Firearms except for dramatic failures: restringing a bow takes one turn just like clearing a gun jam, but damage to the bow itself renders the weapon useless until it's repaired. Storytellers might rule

that an Archery dramatic failure results in hitting the wrong target instead, or running out of arrows if the game tracks ammunition narratively.

Ride: The Drive Skill didn't exist before the late 1700s and didn't become commonplace until the mid-1900s when cars became more than luxuries for the wealthy. Transportation by animals uses Ride, whether the character rides them directly or drives them via coach or chariot.

Characters can also use Ride to perform basic veterinary first aid on common mount animals and build relationships with them. Common Ride Specialties include: Jumping, Particular Breeds, Riding in Combat, Tricks, Tailing and Unfamiliar Horses. A mount animal has a Handling score like a vehicle, which starts at the animal's Wits rating and increases or decreases based on treatment and training. Attributes associated with Ride vary: to ride into battle requires Physical Attributes, Social Attributes work better for exhibitions or entertainment, while Wits is more appropriate for rolls that require quick reactions outside a fight, such as those made to tail someone while mounted. Dramatically failing on a mount usually involves injury to the mount or uncooperative behavior, like throwing its rider or refusing to move.

Enigmas: The Computer Skill didn't exist until the late 1970s, with the invention of the home computer. Before that point, character use Crafts or Science to interact with cruder computer-like technology. They use the Enigmas Skill to manipulate information, navigate complex systems, solve puzzles, and create and decipher codes. It shouldn't replace interactive problem solving and roleplaying, but should help offer specific answers and new options. Common Enigmas Specialties include: Bureaucracies, Codes, Conspiracies, Research, and Social Networks. On a dramatic failure, the Storyteller gives a dramatically appropriate misinterpretation of the information or solution. With failure, the character knows she failed and can try again with a -1 penalty. On a success, the character successfully decodes or obscures the information. With exceptional success, the character gains more answers than she was looking for or hides the information exceptionally well. Decoding Ciphers is an Intelligence + Enigmas extended action requiring between 5 and 20 success, with each roll representing one hour of work. Encoding information is a Wits + Enigmas + equipment instant that takes between a few minutes and a few hours depending on the complexity. Mastering Complex Systems is a Wits + Enigmas extended action requiring 10+ successes with each roll representing three hours of interaction or observation.

Getting Ahead of the Times

What happens when an Arisen remembers what a car is millennia before the combustion engine is invented? How can a mummy awakened at the height of the Roman Empire with a deep understanding of computer programming put such knowledge to use? Mummies wield knowledge centuries ahead of its time. From the simplest commodities to more complex and groundbreaking inventions, the awareness of what is missing alienates mummies even further from the world. To master a Skill only matters to a point without the history and buildup which gave that Skill shape. Some things just can't be anticipated, a grim reality which disheartens and frustrates those who confront with it. If someone can overcome those hardships, though, it's the Arisen. Mummies are truly timeless beings: their divine mandate and the Sekhem blazing through their dead bodies give them both the clarity of purpose and audacity to try and succeed where others cannot even fathom the idea. Mummies can overcome lack of tools, materials, and proficiency

to a degree nobody else can. Their existence unbound from the linear passage of time allows them to bring bits of the future into the past, one Descent at a time.

Traces of the Arisen's passage are scattered through history. Items like calculators made of stone and rusted gears, ancient batteries still able to harness electricity after centuries spent in the dust, and depictions of vehicles which should not exist are a source of endless questions for those who discover them. Only mummies are able to recognize these objects for what they are: attempts by the scions of Irem to recreate modern innovations in an era where they have no place to be. These relics hold no supernatural power by their own, but they can shed a light on the hidden history of the world and, within the right hands, help to recover wisdom of Irem and Duat buried by the sands of time.

Speed

Your character's Speed is the number of yards or meters she can travel in a single turn. This trait is a combination of her Strength, Dexterity, and a species factor that reflects her age, physical configuration, Size, and other considerations.

Other species, such as horses and cheetahs, have physical configurations that lend themselves to high travel rates.

[BEGIN TABLE]

Factor	Species
1	Turtle
3	Human toddler
5	Human adult
8	Wolf
10	Caribou
12	Horse
15	Cheetah

[END TABLE]

Rolling Dice

When a character is trying to accomplish something and the outcome is in doubt, the player rolls a pool of ten-sided dice. The result of that roll determines whether or not the character succeeds or fails at what they're trying to accomplish. Success means they accomplish it with no complications. Failure means they don't accomplish it because more complications are in their way. They could also roll an exceptional success, or dramatic failure, depending on the dice outcome.

Dice Pool

The total number of ten-sided dice rolled is called the *dice pool*. That number is determined by a couple of different stats on a character's sheet. Generally, a dice pool is the value of an Attribute + the value of a Skill, or the value of an Attribute + the value of another Attribute.

The player states what they're trying to accomplish, and then the Storyteller will decide the appropriate dice pool for that action. Since there's sometimes a couple different ways to do the same thing, the traits used will often be decided by how it's being done. If a character is trying to get past a bouncer, they could do it in a manipulative or an intimidating way, and the way they decide to roleplay will help determine which traits to roll.

Most of the actions characters take will say which dice pools and Attributes and Skills to use for them, but feel free to improvise. Sometimes there will be actions that players come up with that could call for creative dice pools! Circumstantial factors, equipment, or opposition can add and subtract from the total pool.

**LAYOUT: THE FOLLOWING NEEDS TO LOOK LIKE THE TABLE ON P. 175
OF CHANGELING: THE LOST**

- **Building a Pool:** A dice pool is an Attribute + different Attribute or Attribute + Skill.
- **Modifiers:** Bonuses add the indicated number of dice; penalties remove them. Unless otherwise specified, modifiers never exceed +/-5. Add all bonuses before subtracting penalties.
- **Successes:** Any die showing 8, 9, or 10 counts as a success
- **10-again:** Any die that shows a 10 is counted as a success, then rerolled. Rerolled dice count successes as normal. Continue counting successes and rerolling as long as you keep rolling 10s.

/TABLE ENDS

The Chance Die

If a dice pool is reduced to zero or below from penalties, roll a single die. This is the Chance Die.

**LAYOUT: THE FOLLOWING NEEDS TO LOOK LIKE THE TABLE ON P. 176
OF CHANGELING: THE LOST**

Chance Die Results

- **Success:** A chance die displaying a 10 counts as a success.
- **Dramatic Failure:** A chance die displaying a 1 is a dramatic failure.
- **No 10-again:** Do not reroll 10s on chance dice.

/TABLE ENDS

Roll Results

Once the dice pool has been rolled, count all the successes, and reroll all dice that need rerolling. Then it can be determined if the character succeeded or failed at their action.

**LAYOUT: THE FOLLOWING NEEDS TO LOOK LIKE THE TABLE ON P. 176
OF CHANGELING: THE LOST**

Roll Results

- **Exceptional Success:** 5+ successes. The character's action succeeds, and they gain a beneficial Condition. Specific actions might have additional effects on an exceptional success.
- **Success:** 1-4 successes. The character's action succeeds.

- **Failure:** 0 successes. The character's action fails. There are immediate consequences.
- **Dramatic Failure:** The chance die shows a 1. The character's action fails, and something goes significantly awry. Specific actions might have additional effects on a dramatic failure. Otherwise, the Storyteller decides on an appropriate turn of events.

/TABLE ENDS

Permutations

Mummy has a few variations on dice rolls.

- **9-Again:** Reroll dice that show 9 or 10, as opposed to just 10. Reroll until you get a result that isn't a 9 or 10. Certain Conditions, Merits, or other special circumstances may award you 9-again on specific kinds of rolls. If you gain 9-again on a roll that already had that quality, it becomes 8-again.
- **8-Again:** Reroll dice that show 8, 9, or 10 — any successful die — and keep rerolling for each success. Certain Conditions, Merits, or other special circumstances may award you 8-again on specific kinds of rolls. If you gain 8-again on a roll that already had that quality, it may, at the Storyteller's discretion, become a rote action.
- **Extra Successes:** Assuming your roll succeeds, you get a number of extra successes added to your total. This permutation mostly applies to weapons, which add their damage bonus as extra successes on your attack roll.
- **Rote Actions:** When you've got plenty of train-ing and the steps you need to follow are laid out in front of you, you've got a significant chance of success. When you make a roll with the rote quality, reroll any dice that do not show an 8, 9, or 10. If you're reduced to a chance die on a rote action, don't reroll a dramatic failure. You may only reroll each die once. Certain Conditions, Merits, or other special circumstances may award you the rote quality on specific kinds of rolls.
- **Successive Attempts:** When you fail a roll, you may be able to try again. Normally, you make successive attempts with your full dice pool. If time is short and the situation is tense, each subsequent attempt instead has a cumulative one-die penalty. Successive attempts do not apply to extended actions.
- **Teamwork:** Working together can be vital for going up against powerful foes. See p.XX

When to Roll Dice

Dice rolls are only needed when there's some kind of obstacle in the character's way to accomplishing their goal. If the character can easily do it, and there is nothing stopping them, they can just do it without rolling dice. If their action is impeded in any way, by someone else, an object, the weather, time, themselves, that is when dice should be rolled.

Deciding to roll dice means this action is meaningful within the story you're telling together. If the action doesn't really matter too much or isn't that significant, don't bother making it a dice rolling challenge. When the character is taking a meaningful action in the story, that's when dice rolling makes the most sense.

It's also important to roll dice when there are obvious mechanics involved. If a character is trying to use one of their special Mummy powers, it will most often require a dice roll, because

that's a highlight of this particular game. Make dice rolls fun and meaningful by choosing the right time to roll them.

Actions

Actions in Mummy fall into two categories: how long it takes to do the action, and if the action is opposed. Each action will have these two descriptors to determine how to accomplish the action. So for example, an action might be Instant + Simple, Reflexive + Resisted, or Extended + Contested. Take a look at the charts below to see the combinations of actions characters can take.

Time Based Actions

LAYOUT: THE FOLLOWING NEEDS TO LOOK LIKE THE TABLE ON P. 176 OF CHANGELING: THE LOST

- **Reflexive:** A reflexive action requires one roll or no roll. A character can take reflexive actions on other characters turns and don't take up their turn in an action scene. In the narrative it doesn't take any meaningful time or effort. Contesting someone else's action is always reflexive.
- **Instant:** An instant action only requires one roll, and takes a turn in an action scene.

In the narrative it represents a few seconds.

- **Extended:** An extended action requires multiple rolls. This represents the longer length of time it takes to complete this action in a narrative. An extended action will usually take longer than one action scene, so isn't typically an option in action scenes.

Opposition Based Actions

- **Simple:** No opposition. Dice pools and roll results are unaffected.
- **Contested:** Your target opposes to your action. Calculate dice pool and roll. The target rolls their dice pool (according to the action they're taking). Compare successes. Whoever has the highest successes succeeds, and the lowest successes fails. If it's a tie, reroll the same pools until one result is higher.
- **Resisted:** Your target resists your action. Calculate your dice pool and apply a penalty equal to the appropriate Resistance attributes of the target.

Extended Actions

Extended actions are actions in the narrative that take much longer than a typical action. They're projects that might take multiple hours or days, much concentration, or that a character can pick up and put down to resume at a later time. They don't have to occur in consecutive time, but it's possible they could.

The Storyteller determines if an action is extended or not, although some character powers require an extended action and will say so in their description. Depending on the extended action the character is taking, the Storyteller will determine how many successes it will take to complete it. Most extended actions require between five and twenty successes. Five is a reasonably easy action that a competent character can accomplish with the right tools and knowledge. Ten is a more difficult action that's still realistic for an expert in the action. Twenty is a very difficult or complex action that even a skilled character would have trouble doing.

The Storyteller also determines how long in the narrative it will take the character to accomplish the task. If it takes weeks to complete, the Storyteller might ask for one roll per week. If it takes a day, one roll per hour might make more sense. Try to spread it out into a timeline with somewhat even intervals.

Once all these factors are determined, the player can begin rolling their multiple actions. Successes are accumulative across all rolls. If the player earns the required amount of successes before time runs out, they succeed at their extended action.

Anatomy of Extended Actions

- **Multiple Rolls:** During the extended action, players will roll their dice pool multiple times. Successes on each roll will count toward completing the entire extended action.
- **Roll Limit:** The roll limit is equal to the base dice pool for the action before modifiers.
- **Time Interval:** Each roll takes a certain amount of time in the narrative, as determined by the Storyteller in advance.
- **Required Successes:** The Storyteller determines the amount of successes needed to complete the extended action, between five and twenty.

Extended Action Roll Narrative Results

There are different results that can occur after each roll within an extended action.

- **Success:** After each roll, add the successes to the running total. Work with the Storyteller to determine how far along you've gotten toward your goal, and what this particular roll represents in the story.
- **Exceptional Success:** Choose one: reduce the total number of successes required by your character's Skill dots, reduce the time interval for each following roll by a quarter, or apply the exceptional success result of the entire action when you complete your goal.
- **Failure:** Take a condition, or abandon the extended action. The character faces a setback.
- **Dramatic Failure:** Lose all accumulated successes for the extended action so far. In addition, the first roll at a subsequent attempt at the extended action receives a two die penalty.

Common Actions

The following is a list of the most common actions characters are likely to take in a **Mummy** game. It's not exhaustive, and for more details see the **Chronicles of Darkness** rulebook.

Awe

(Instant, Presence + Expression)

You attempt to awe someone with your ancient presence.

- **Success:** They're thoroughly impressed with you, but they decide how they react.
- **Exceptional:** They're so impressed with you it's as if no-one else is in the room.
- **Failure:** They're not very impressed with anything you've done.
- **Dramatic:** You've accidentally repulsed them.

Consort

(Instant, Presence + Socialize or Streetwise)

Mix easily with a group of people at a party or in a crowd.

- **Success:** The group listens to you and respects your words and actions.
- **Exceptional:** You're a new favorite among this particular crowd, and will be remembered fondly.
- **Failure:** Nobody pays you much mind, and they go on as if you weren't really there.
- **Dramatic:** You've made an embarrassing faux pas.

Debate

(Instant and Contested, Intelligence + Expression vs. targets Resolve + Composure)

You try to sway someone with rational debate.

- **Success:** They accept your position in the debate, coming around to your point of view.
- **Exceptional:** They've been converted to your point of view.
- **Failure:** They listen but are unconvinced.
- **Dramatic:** You accidentally convince them of the opposite of your point.

Flirt

(Instant, Presence + Expression, Socialize, or Empathy)

Let your attraction to someone be known to them.

- **Success:** They're aware you're flirting with them, and they decide how they react to your flirtations.
- **Exceptional:** They're very taken with your flirtations, and they decide how to react.
- **Failure:** They don't notice you're flirting with them.
- **Dramatic:** They are insulted by whatever you did in an attempt to flirt.

Infiltrate

(Instant and Contested, Intelligence + Socialize vs. targets Wits + Composure)

Ingratiate yourself naturally with a social group you're unfamiliar with.

- **Success:** The group accepts you, an outsider, as one of their own.
- **Exceptional:** The group is easily swayed by your ideas and words.
- **Failure:** The group doesn't trust you quite yet, and you're still not privy to their conversations or invites.
- **Dramatic:** You've accidentally insulted the group and they don't trust you.

Interrogate

(Extended and Resisted, Manipulation + Empathy or Intimidation vs. targets Resolve)

You try to dig secrets out of a reluctant informant.

- **Success:** You get the information you wanted, one piece per successful roll.
- **Exceptional:** You get the information you were looking for and the target wants to help you.
- **Failure:** The target gives half-truths and lies.
- **Dramatic:** The target is quiet and unaffected by your questions.

Intimidate

(Instant and Contested, Strength or Manipulation + Intimidation vs. targets Resolve + Composure)

You try to get someone to do what you want through fear.

- **Success:** They're scared enough to help you with what you want.
- **Exceptional:** They develop a lasting fear of you, and you won't need to intimidate them in the future.
- **Failure:** They're unimpressed with your threats.
- **Dramatic:** They don't even take your threats seriously.

Investigate

(Extended, Intelligence + Investigation)

You look for clues about what's happened in the recent past in a place or involving a situation.

- **Success:** You find exactly the clue you need.
- **Exceptional:** You find a clue and know how it fits in with a web of other clues you hadn't noticed before.
- **Failure:** You notice evidence but it's hard to decipher or damaged.
- **Dramatic:** You accidentally destroy a valuable clue.

Observe

(Instant, Wits + Empathy)

You watch a social situation and try to understand what's going on before engaging.

- **Success:** You notice something useful for how you can approach the situation.
- **Exceptional:** What you notice is incredibly insightful and even helpful to the situation.
- **Failure:** It's not obvious what might be going on in this situation.
- **Dramatic:** You interpret something harmful as harmless.

Research

(Extended, Intelligence + Academics or Occult)

Using your existing knowledge, you look for information on a current mystery.

- **Success:** You find the basic facts you were looking for.

- **Exceptional:** You find what you were looking for and everything else you ever needed to know about that particular topic.
- **Failure:** You turn up a lot of promising leads, but they're all dead ends.
- **Dramatic:** You get some misinformation which could be harmful information to apply to your situation.

Skulk

(Instant and Contested, Dexterity + Stealth vs. targets Wits + Composure)

You're trying to avoid the notice of someone or something.

- **Success:** You avoid notice and get where you needed to go.
- **Exceptional:** You avoid notice and are able to escape with no problems.
- **Failure:** You've been spotted, but you can still slip away.
- **Dramatic:** You accidentally attract a lot of attention.

Trail

(Instant and Contested, Wits + Stealth or Drive vs. Wits + Composure)

You follow someone without it being obvious to them.

- **Success:** You follow the target without them noticing you.
- **Exceptional:** You can easily continue to follow the target into whatever place and for as long as you like.
- **Failure:** The target realizes you're following them and manages to lose you.
- **Dramatic:** The target confronts you after noticing your poor attempt to trail them.

Willpower

While Sekhem the measure of an Arisen's life-force, a mummy's Willpower represents her determination and her ability to go above and beyond what should be possible to achieve her goals. Determine Willpower for Arisen characters by adding Composure to Resolve.

Mummies and mortal characters regain one point of Willpower from seven hours of meditation.

Spending Willpower

[BEGIN TABLE]

- **Reflexive Action:** Unless otherwise specified, spending Willpower is a reflexive action.
- **Roll Bonus:** Spend 1 Willpower to gain a three-die bonus on a single dice pool.
- **Increased Resistance:** Spend 1 Willpower to gain +2 to resistance (see above) against a single action.
- **Refreshing the Will:** By sacrificing a dot of Sekhem, all spent Willpower points will return. The Arisen can do this once per turn, as a reflexive action.
- **Other Expenditures:** Other abilities, Affinities, Utterances, and certain relics may require Willpower expenditure, as noted under their Cost.

- **Per Action Limit:** Characters may only spend 1 Willpower per action.

[END TABLE]

Conditions

Conditions represent ways in which the story has affected a character, and what he can do to move past those events. Players don't buy Conditions; events in the game apply them and they remain until certain *resolution* criteria are met. A character can only have one instance of a particular Condition unless each applies to a distinctly different circumstance — for example, he may be Informed about both the occult symbol he stayed up all night to research and the inner workings of the corporation he infiltrated. He'd resolve each independently. Various systems and supernatural powers bring Conditions into play, and the Storyteller can do so based on story circumstances.

A list of sample Conditions can be found on p. XX. The listed resolutions for each Condition are the most common ways to end its effects; other actions may also resolve it if they would reasonably cause the Condition's effects to end. When a character resolves a Condition, the player takes a Beat. However, if a Condition has a natural time limit and then fades away without proper resolution, he doesn't take a Beat. If a Condition lingers beyond its relevance in the story, the player and Storyteller may agree to simply let it fade. A player can only earn one Beat by resolving Conditions in each scene.

Some Conditions are marked as Persistent. These Conditions last for a long time, and can only be resolved permanently with a specific and impressive effort. Once per chapter, a player can gain a Beat when a Persistent Condition impacts his character's life.

Improvised Conditions

Storytellers shouldn't feel limited by the list of Conditions in the Appendix (p. XX). As a rough guideline, a Condition typically consists of a modifier between +2 and -2 dice to a certain type of action, or to any action taken with a certain motivation. A Condition resolves when the character's done something significant to act on it, or when she addresses the original source. The sample Conditions later in this book have examples of how to resolve them, but you can also resolve them after other events if it makes sense in the story.

If play bogs down as you search for the right Condition, just improvise one and keep things going.

Lingering Conditions

Conditions are designed as reminders that events that happened earlier in the story have repercussions later. Usually, Chekhov's gun applies — if you put the Condition on stage, it should fire by the end of the story. But stories are slippery things, and sometimes a story thread represented by a Condition is better to drop for the sake of the overall narrative.

For example, an emotional state like Swooned might no longer be relevant to events in the game because a long time has passed, or it might have been the result of an interaction with a character you don't care about anymore. In those cases, it's perfectly fine to just cross off the Condition. We recommend awarding a Beat as if resolving it, but that's at the Storyteller's discretion.

We recommend doing this sparingly, but the bottom line is: If a Condition doesn't feel relevant to the story anymore, just let it go.

Action Scenes

Sometimes it's useful to zoom in close on the action and track things moment by moment, with a clear understanding of who does what in what order. These are *action scenes*, and to keep everyone's actions straight, they proceed by *turns* in order of *Initiative*. The most common action scenes are fights, but the Storyteller can call for one any time complex things are happening very quickly.

Turns

[BEGIN TABLE]

- **What You Can Do:** On your turn, move up to your Speed and take one instant action, or move twice your Speed.
- **How Long It Lasts:** A turn is roughly three seconds. If an effect says it lasts “until your next turn,” it lasts until the beginning of your next turn.
- **Order of Action:** Characters involved in an action scene take turns one at a time in order of Initiative, from highest to lowest.
- **Cycle:** Once all characters involved in the scene have acted, the order of action returns to the character with the highest Initiative. Initiative can change from turn to turn, if for instance one character delays his action, or a supernatural power makes a character faster or slower.

[END TABLE]

Initiative

[BEGIN TABLE]

- **Calculating:** When you come into the action scene, roll one die and add the result to your Initiative modifier (p. XX). This is the only roll in the game on which you treat the result of the die as a number rather than a success or not. Wielding a weapon inflicts a penalty to Initiative based on the type of weapon (p. XX).
- **Delaying:** You may choose not to act when your turn comes up and instead act at any point later in the scene, even if the order of action has reset. When you do act, change your Initiative to the Initiative you acted on for the rest of the scene.
- **Surprise:** If the start of the action might take a character unawares, the Storyteller may call for a surprise roll. Roll the character's Wits + Composure, possibly contested by an opponent's relevant dice pool (Dexterity + Stealth for an ambush, Manipulation + Subterfuge if they lull you into a false sense of security, etc.). If the surprised character's roll fails, they cannot act or apply their Defense until their second turn.

[END TABLE]

Defense

Defense measures your character's ability to react to danger and mitigate harm to herself. It's most often used when violence breaks out, but is sometimes used to resist harm from other sources as well.

Defense Basics

[BEGIN TABLE]

- **Resistance:** Defense counts as a Resistance Attribute (p.XX) for any rule that interacts with Resistance (e.g. spending Willpower).
- **Multiple Hazards:** In an action scene, each time you resist an action with your Defense, you suffer a cumulative –1 penalty to Defense. This penalty goes away at the beginning of your next turn. You can choose not to resist an action with Defense; if you do, the penalty doesn't increase.

[END TABLE]

Tilts

Tilts apply temporary circumstances to both characters and the environment during action scenes. Outside action scenes, use Conditions instead.

Tilts do not grant Beats when they end, but the effects of a Tilt can easily cause a Condition. For instance, a character in a fight gets a handful of road salt flung into his eyes and receives the Blinded Tilt. When the action scene ends, this shifts to the Blind Condition. Resolving this Condition grants a Beat as usual. If the character enters an action scene again before the Condition resolves, the Blinded Tilt applies again.

Tilts come in two forms: Personal and Environmental. Personal Tilts only apply to one character and include ways in which that character can overcome the effect. Environmental Tilts affect the whole scene, and offer ways for individual characters to mitigate their effects. For a list of sample Tilts, see p. XX.

Violence

An Arisen's tendency to seek out violence heavily depends on their dots in Sekhem and Memory. While a mummy brimming with Sekhem but with little Memory can act with incredible violence, those with high Memory but low Sekhem seek out violent acts. Both immortals and mortals try to get their way with physical force. Whatever the reason is, the Arisen must fight so she can fulfill her role.

Intent

Everybody wants something out of a conflict. The very first thing you need to do — before worrying about who attacks first or anything like that — is determine what each character wants to get out of the fight. Boil it down into a simple sentence that starts with the words "I want," as in "I want Nubia's relic," or "I want to discover Jabari's true allegiance."

Declaring Intent

[BEGIN TABLE]

- **By Violence:** Intent must be something achievable by violence within the current scene.
- **The Price:** If your intent doesn't include causing harm and your character ends up killing someone, lose one Willpower point.

[END TABLE]

Down and Dirty Combat

The Storyteller might decide that your character can get what she wants without focusing on the details of the fight. Maybe she's picking on people weaker than her. Maybe the fight's not the important thing going on with regards to the character's intent. In these cases, the Storyteller can opt to use Down and Dirty Combat.

This system resolves the entire fight in a single roll. If multiple characters have separate intents, resolve each intent as a separate Down and Dirty Combat action. If the group only has one intent but multiple characters are participating, they can use teamwork (see p. XX) on the roll. Players can call for Down and Dirty Combat, with the Storyteller's approval. Storyteller characters might deal damage as a result of a Down and Dirty Combat, but they can't initiate one.

Action: Instant and contested; takes anywhere from 30 seconds to a few minutes.

Dice Pool: Combat pool (Dexterity + Firearms, Strength + Brawl, or Strength + Weaponry) versus either the opponent's combat pool (as above) *or* an attempt to escape (Strength or Dexterity + Athletics).

Roll Results

Success: Inflict damage equal to the difference in successes + weapon modifier and achieve your intent — including killing, if that was on the table.

Exceptional Success: As success, and gain 1 Willpower.

Failure: Do not achieve your intent. If the opponent rolled a combat pool, suffer damage equal to the difference in successes + opponent's weapon modifier. Opponent escapes if they want to.

Dramatic Failure: The opposite of your character's intent happens, or she's knocked out or suffers other serious consequences.

Optional Rules: Beaten Down & Surrender

A character who takes more than his Stamina in bashing damage or any amount of lethal damage suffers the Beaten Down Tilt (p. XX): He's had the fight knocked out of him.

A character can choose to surrender, giving his attacker what she wants. If your character surrenders, regain a point of Willpower and take a Beat, and stop participating in the fight. Your character's opponent must spend a point of Willpower to attack him.

If one side's intent involves violence for its own sake, their intended victims don't get Beaten Down and can't surrender. When someone wants to kill you, the only thing you can do is to try to stop her, whether you run like hell or unload a shotgun at her.

These optional rules only apply to people who would incur a breaking point for committing (or attempting) murder.

Detailed Violence

When the fight is a significant event in the story, or Down and Dirty Combat doesn't suit, use these rules. Violence like this is an action scene (p. XX).

Actions in a Fight

The most common action in a fight is to *attack*. Characters can also *dodge* or push themselves to the limit, sacrificing Defense for greater effect.

Attack

All attack actions are instant actions. Unarmed, melee, and thrown attacks are resisted, while ranged attacks and touching an opponent are simple actions.

[BEGIN TABLE]

- **Unarmed Attack:** Strength + Brawl – Defense; bashing damage
- **Melee Attack:** Strength + Weaponry – Defense; lethal damage
- **Ranged Attack:** Dexterity + Firearms; lethal damage
- **Thrown Attack:** Dexterity + Athletics – Defense; lethal damage
- **Touching an Opponent:** Dexterity + Brawl *or* Dexterity + Weaponry; inflicts no damage.
- **Damage:** A successful attack inflicts damage equal to the number of successes rolled + weapon modifier (p. XX), if any.
- **Pulling Blows:** Set a maximum damage value up to the highest trait in your attack dice pool, and grant the target +1 Defense. Your attack cannot inflict more than the maximum damage you set.
- **Offhand Attack:** Take a two-die penalty to attacks made with the character's non-dominant hand.

[END TABLE]

Dodge

Dodging is a reflexive action, but your character can only do it if she hasn't taken an action yet this turn, and it takes up her action for the turn.

[BEGIN TABLE]

- **Contested Attacks:** Attacks made against your character become contested instead of resisted until your next turn. Contest attacks with double your Defense as your dice pool, and unlike a normal contested action, your successes cancel out the attacker's successes on a one-for-one basis. Don't reroll ties; if you cancel out all the successes, the attack simply fails.
- **Multiple Attackers:** Apply the Defense penalty for multiple attackers before doubling. If your character's Defense is reduced to 0, roll a chance die.
- **Dramatic Failure:** Defense suffers a –1 penalty until your next turn.

[END TABLE]

Special Maneuvers

To enact any of the following instant actions, the character sacrifices her Defense until her next turn. If the character has already lost her Defense, for example by being surprised or attacked by enough opponents in one turn to reduce her Defense to 0, she cannot take any of these actions.

[BEGIN TABLE]

- **Charge:** Move up to twice your character's Speed and make an unarmed or melee attack.
- **All-Out Attack:** Make an unarmed or melee attack with a two-die bonus.
- **Aim:** Keep an opponent in your sights with a ranged weapon to gain a one-die bonus per consecutive Aim action on your next attack against that target, to a maximum of three bonus dice. Incompatible with autofire (below).

[END TABLE]

Other Actions

These are all instant actions.

[BEGIN TABLE]

- **Drop Prone/Stand Up:** Ranged attacks against prone characters suffer a two-die penalty, but unarmed and melee attacks against prone characters gain a two-die bonus if the attacker is standing.
- **Reload a Weapon:** If rounds must be loaded individually, lose Defense until your next turn.
- **Killing Blow:** Inflict damage equal to your attack's dice pool + weapon bonus. Requires an unconscious, immobilized, or otherwise helpless target. May prompt a breaking point.

[END TABLE]

Unarmed Violence

These rules present special cases that come up when fighting without weapons.

Bite

Biting counts as an unarmed attack action.

[BEGIN TABLE]

- **Damage:** Human teeth inflict –1 bashing damage (so an attack that rolls only one success inflicts no damage). Animals and monsters may treat their teeth as weapons, with a bonus between +1 and +4.
- **Grapple Required:** Humans must first grapple an opponent to bite them.

[END TABLE]

Grapple

Grappling counts as an unarmed attack action. To start grappling, you have to grab your opponent.

[BEGIN TABLE]

- **Grab:** Make an unarmed attack. On a success, inflict no damage but start a grapple. On an exceptional success, also choose a grapple option to enact reflexively.
- **One Action:** All participants in the grapple act on the highest Initiative among them. The only action they can take is the grappling action.

- **Grappling:** Instant and contested; Strength + Brawl vs. Strength + Brawl. The character with the most successes chooses a grapple option to enact immediately, or two grapple options on an exceptional success. On a tie, the characters continue to grapple but nothing else happens.

[END TABLE]

Grapple Options

[BEGIN TABLE]

- **Break Free:** The grapple ends, and your character may take another instant action immediately.
- **Control Weapon:** Take firm hold of a weapon, either your character's or her opponent's. Lasts until your character's opponent chooses Control Weapon. Required for other grapple options.
- **Damage:** Treat the grapple action as an unarmed attack, inflicting damage equal to your rolled successes. If you have control of a weapon, this counts as a melee attack with the weapon's modifier.
- **Disarm:** Remove a weapon from the grapple entirely. Requires Control Weapon (above).
- **Drop Prone:** Throw all participants to the ground. Requires Break Free to stand back up.
- **Hold:** Immobilize an opponent. Both characters lose Defense.
- **Restrain:** Your opponent suffers the Immobilized Tilt (p. 330). Requires Hold. If your character uses equipment to restrain her opponent, she can leave the grapple.
- **Take Cover:** Any ranged attacks against your character automatically hit her opponent. Lasts until your next turn.

[END TABLE]

Ranged Violence

These rules present special cases that come up when shooting at people.

Autofire

Automatic weapons can fire a short, medium, or long burst in place of a single shot.

[BEGIN TABLE]

- **Short Burst:** Uses three bullets. +1 bonus to attack action.
- **Medium Burst:** Uses 10 bullets. +2 bonus to attack action. Can attack multiple targets, up to three.
- **Long Burst:** Uses 20 bullets. +3 bonus to attack action. Can attack multiple targets, with no limit.
- **Multiple Targets:** -1 penalty per target after the first. Roll individually against each target.

[END TABLE]

Range

Ranged attacks suffer a dice penalty the farther away the target is. Ranged weapons have a short, medium, and long range listed on the weapons table (p. XX).

[BEGIN TABLE]

- **Short Range:** No penalty.
- **Medium Range:** -1
- **Long Range:** -2

[END TABLE]

Concealment

If the target of a ranged attack is partially or fully obscured, she has concealment. Concealment applies a penalty to the shooter's dice pool.

[BEGIN TABLE]

- **Barely Concealed:** -1 (hiding behind an ornate bust on a thin pillar)
- **Partially Concealed:** -2 (hiding behind a tombstone, with upper body exposed)
- **Substantially Concealed:** -3 (crouching behind a large statue).
- **Shooting from Concealment:** Barely concealed: no penalty; partially concealed: -1; substantially concealed: -2. You can ignore this penalty, but if so you lose your own concealment until your next turn.

[END TABLE]

Cover

If a target's entirely hidden by something substantial, he's in cover.

[BEGIN TABLE]

- **Tough Cover:** If the cover's Durability (p. XX) is greater than the attacker's weapon modifier, the attack can't penetrate the cover.
- **Less Tough Cover:** Subtract the cover's Durability from the attacker's damage roll. Both the object and the target take any remaining damage.
- **Transparent Cover:** If the cover is transparent (bulletproof glass, for example), subtract *half* the cover's Durability, rounding down. Both the object and the target take any remaining damage.

[END TABLE]

Covering Fire

With a weapon capable of autofire, a character can lay down covering fire to keep anyone from entering his target area.

[BEGIN TABLE]

- **Action:** Instant
- **Dice Pool:** Dexterity + Firearms

- **Bullets:** Uses 10 bullets.
- **Characters in Area of Effect:** On their next turn, they must either take cover within range of their Speed or drop prone, to avoid suffering damage equal to successes on covering fire roll + weapon modifier.
- **In Close Combat:** Wielding a ranged weapon larger than Size 1 in close quarters grants the opponent (weapon's Size + 1) as a bonus to Defense.
- **Shooting into Close Combat:** Take a two-die penalty for each character involved in close combat with your target that you want to avoid hitting, or a four-die penalty if they're grappling your target. You can't selectively avoid targets this way with autofire.

[END TABLE]

Weapons and Armor

Weapons are one of the fastest ways to turn a fight into a murder, but sometimes the best defense is a good offense. Armor, meanwhile, keeps a character from grievous harm.

Armor

[START TABLE]

Type	Rating	Strength	Defense		Speed	Availability	Coverage
Modern							
Reinforced clothing*	1/0	1	0	0	•	Torso, arms, legs	
Kevlar vest*	1/3	1	0	0	•	Torso	
Flak jacket	2/4	1	−1	0	••	Torso, arms	
Full riot gear	3/5	2	−2	−1	•••	Torso, arms, legs	
Archaic							
Leather (hard)	2/0	2	−1	0	•	Torso, arms	
Chainmail	3/1	3	−2	−2	••	Torso, arms	
Plate	4/2	3	−2	−3	••••	Torso, arms, legs	

[END TABLE]

Rating: Armor provides protection against normal attacks and firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor.

Strength: If a character's Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by one.

Defense: The penalty imposed on a character's Defense when wearing the armor.

Speed: The penalty to a character's Speed when wearing the armor.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the armor.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location (see “Specified Targets,” p. 184), the armor’s protection applies. Wearing a helmet increases the armor’s coverage to include a character’s head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or from being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

Weapons

[START TABLE]

Melee Weapons Chart

Type	Damage	Initiative	Strength	Size	Availability	Special
Sap	0	−1	1	1	•	Stun
Brass Knuckles			0	0	1	1 • Uses Brawl to attack
Baton	1	−1	2	2	n/a	
Crowbar		2	−2	2	2	•
Tire Iron		1	−3	2	2	•• +1 Defense
Chain	1	−3	2	2	•	Grapple
Shield (small)	0	−2	2	2	••	Concealed
Shield (large)	2	−4	3	3	••	Concealed
Knife	0	−1	1	1	•	
Rapier	1	−2	1	2	••	Armor piercing 1
Machete		2	−2	2	2	••
Hatchet		1	−2	1	1	•
Fire Axe		3	−4	3	3	•• 9-again, two-handed
Chainsaw		5	−6	4	3	••• 9-again, two-handed
Stake*	0	−4	1	1	n/a	
Spear**		2	−2	2	4	• +1 Defense, two-handed
Stun gun (melee)		1	1	1	1	• Stun; bonus successes don’t add to modifier for damage

[END TABLE]

Type: A weapon’s type is a general classification that can apply to anything your character picks up. A tire iron might be any metal club, such as an antique mace, a metal baseball bat, or a hammer, while a hatchet might be a meat cleaver or an antique handaxe.

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a –1 penalty on attack rolls.

Size: Size 1 items can be hidden in a hand; two Size 2 items can be hidden in a coat; Size 3+ items cannot be hidden.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Concealed: A character that wields a shield but doesn't use it to attack can add its Size to his Defense, and uses its Size as a concealment modifier against ranged attacks.

Grapple: Add the chain's weapon modifier to grappling dice pools.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Two-handed: This weapon requires two hands. It can be used one-handed, but doing so increases the Strength requirement by 1.

* To pierce the heart, a stake must target it specifically (–3 to attack rolls) and must deal at least five damage in one attack.

** The reach of a spear gives +1 to Defense against opponents who are unarmed or wield weapons of Size 1.

[START TABLE]

Ranged Weapons Chart

Type	Damage	Range	Clip	Initiative	Strength	Size	Availability	Example	Special
Revolver, light Special)		1	20/40/80	6	0	2	1	••	SW M640 (.38
Revolver, heavy Magnum)		2	35/70/140	6	–2	3	1	••	SW M29 (.44
Pistol, light	1	20/40/80	17+1	0	2	1	•••	Glock 17 (9mm)	
Pistol, heavy ACP)	2	30/60/120	7+1	–2	3	1	•••	Colt M1911A1 (.45	
SMG, small* (9mm)	1	25/50/100	30+1	–2	2	1	•••	Ingram Mac-10	
SMG, large*	2	50/100/200	30+1	–3	3	2	•••	HK MP-5 (9mm)	
Rifle	4	200/400/800	5+1	–5	2	3	••	Remington M-700 (30.06)	
Assault Rifle*	3	150/300/600	42+1	–3	3	3	•••	Steyr AUG (5.56mm)	
Shotgun** gauge)	3	20/40/80	5+1	–4	3	2	••	Remington M870 (12-	
Crossbow***	2	40/80/160	1	–5	3	3	•••		

Stun gun (ranged)***	1	5	1	0	1	1	•	Taser	Stun; bonus successes don't add to the modifier for damage
Pepper spray	0	1/2/3	n/a	0	1	1	•	Stun; Penalty, deals no damage	
Javelin 2	Thrown	n/a	−2	2	2	•••			

[END TABLE]

Damage: Indicates the number of bonus successes added to a successful attack. Weapons always deal lethal damage against ordinary people. The type of damage may vary against supernatural opponents.

Ranges: The listed numbers are short/medium/long ranges in yards/meters. Attacks at medium range suffer a -1 penalty. Attacks at long range suffer a -2 penalty.

Clip: The number of rounds a gun can hold. A +1 indicates that a bullet can be held in the chamber, ready to fire.

Initiative: The penalty taken to Initiative when wielding the weapon. If using more than one weapon, take the higher penalty and increase it by 1.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 on attack rolls.

Size: Weapons of Size 1 can be fired one-handed; Size 2 weapons must be fired two-handed and can be hidden in a coat; Size 3 weapons can be fired two-handed, but not hidden on one's person.

Availability: The cost in Resources dots or the level of Social Merit needed to acquire the weapon.

Stun: Halve the victim's Size when aiming for the head with intent to stun.

Penalty: Pepper spray inflicts a -5 to all actions, reduced by one for every turn the victim spends rinsing his eyes.

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

** Attack rolls gain the 9-again quality.

Sample Tomb Traps

[ALL THE FOLLOWING SHOULD BE CHARTED]

Trap	Damage	Availability	Tilts
Pressurized Darts	1	•	Scything Blades, Poisoned
Choking Sands	2	•••	Powerful Currents
Concealed Holes in the Wall*	1/2/3	••	Swarm
Falling Columns	2	••	Collapsing Ceiling
Fire Streams**	1	••	Scything Blades
Hidden Pit*	1	•	Concealed Pit
Rolling Boulder	3	•••	Collapsing Ceiling

Sacrifice Altar	n/a	•••	Charnel Ground
Scarab-Headed Canopy	1	•	Skincrawler
Spiked Pit	1	••	Concealed Pit
Statue of the Devourer***	n/a	••••	Charnel Ground
Sudden Flooding Mechanism*	2	••	Powerful Currents
Swinging Blades	1	•••	Scything Blades
Unholy Fountain	n/a	••••	Dark Waters

[END CHART]

Damage: Indicates the amount of damage characters take for each turn of exposure to the trap. The damage is always lethal against ordinary humans unless specified. The type of damage may vary against supernatural opponents-

Availability: The cost in Tomb dots applied to Perils needed to acquire the trap.

Tilts: The associated Tilts which provides the detailed mechanics of what a trap does when triggered.

* Damage from the trap is bashing.

** Dramatic Failures rolled while amid the trap do not cause aggravated damage, but they will ignite anything combustible on the characters.

*** The trap tags those who trigger it with the Cursed Condition.

Services

[ALL THE FOLLOWING SHOULD BE CHARTED]

Service	Availability	Die Bonus
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Academics

Historical specialist consulting	•••	+3
Research assistance from grad students	••	+2
Translation of a dead language	•••	+2

Computer

Custom phone application	•••	+2
Digital image enhancement	••	+3
Graphic design/forgery	••	+2

Crafts

Antiquities restoration	•••	+2
Auto repair	••	+3
Custom equipment modifications	•••	+2

Investigation

Consultation on evidence	•••	+3	
Investigative photography	•••	+2	
Private investigation/background check	••		+2

Medicine

Black-market surgeon	••••	+3	
Expert medical witness	••••	+2	
Rush plastic surgery	••••	+2	

Occult

Esoteric consultant/sage	••••	+3	
Exorcist	•••	+2	
Protective amulets or wards	••••	+1	

Politics

Campaign assistant	•••	+3	
Cutting red tape (read: bribe)	•••	+2	
Spin doctor	•••	+2	

Science

Fact checking	••	+3	
Falsifying research/coverup	•••	+2	
Lab access	••	+2	

Athletics

Meditative assistance	•••	+2	
Personal trainer	•••	+3	
Throwing an athletic competition	••••	+4	

Brawl

Arrange underground boxing ring	•••	+2	
Bodyguard service	•••	+3	
Self-defense classes	•	+1	

Drive

Chauffer	••	+2	
Stunt performance/mock crash	•••	+3	
Tour bus rental	••••	+2	

Firearms

Antique gun repair	•••	+2	
--------------------	-----	----	--

Cover fire from gangs ••• +3
Procuring smuggled military arms •••• +2

Larceny

Breaking and entering ••• +2
Security consulting ••• +2
Stealing a protected relic •••• +3

Stealth

Strategic distraction ••• +3
Tailing a suspect ••• +2
Targeted vandalism •• +2

Survival

Field dress and preserve an animal ••• +1
Trail guide •• +3
Weatherproof a shelter •• +2

Weaponry

Properly forged sword ••• +2
Identify wound from obscure weapon ••• +2
Training in archaic warfare ••• +2

Animal Ken

Buy a trained animal ••• +2
Identify animal droppings •• +1
Rule out natural causes of death ••• +2

Empathy

“Good cop” interrogator ••• +2
Neutral arbitrator ••• +2
Therapy session •• +1

Expression

Document forgery ••• +3
Ghostwriting •• +2
Motivational speech ••• +1

Intimidation

Anti-interrogation training •••• +3
“Bad cop” interrogator ••• +2

Deprogramming therapy ... +2

Persuasion

Defense attorney ... +3

Hostage negotiator +3

Pickup artist ... +2

Socialize

Catering ... or +1 or +2

Elocution consulting ... +1

Escort ... +2

Streetwise

Arrange a rave or block party ... +2

Black market access .. +2

Find crash space .. +1

Smuggling contraband ... +1

Subterfuge

Amateur actor/actress .. +2

Con artistry ... +2

Gambling ringer ... +2

[END OF CHART]

Injury and Healing

Characters can suffer three types of damage. Fists and feet, along with other kinds of low-impact trauma, deal bashing damage. Brass knuckles, knives, and speeding trucks deal lethal damage. Some horrifying powers deal aggravated damage. When something deals aggravated damage directly, it's quite obvious. Flesh melts like incandescent wax. Festering boils erupt from the victim's skin. The site of the injury rots in a heartbeat.

The following rules apply to mundane humans and animals. Mummies deal with damage differently (p. XX) and have other methods to heal themselves.

Suffering Damage

When a rule tells you to suffer an amount of damage, you mark off that many Health boxes, starting from the leftmost side and continuing to the right. A box marked with any kind of damage is called a point.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 187 OF CHANGELING: THE LOST SECOND EDITION.]

Damage Basics

- **Bashing:** Mark bashing damage with a (/) in the leftmost empty box of the Health track.

- **Lethal:** Mark lethal damage with an (X) in the leftmost box that is empty or filled with bashing damage. If you mark over bashing damage, move that bashing damage to the rightmost empty box of the track. If no empty boxes are left, that damage is overwritten but not moved.
- **Aggravated:** Mark aggravated damage with an (*) in the leftmost box that does not already contain aggravated damage. If you mark over bashing damage, move that bashing damage to the rightmost empty box. If no empty boxes are left, that damage is overwritten but not moved. If you mark over lethal damage, move that lethal damage to the rightmost box that is empty or contains bashing damage. If no empty boxes or boxes containing bashing damage are left, that damage is overwritten but not moved.
- **Upgrading Damage:** If your character suffers bashing damage but has no empty Health boxes in which to mark it, upgrade each point of bashing damage to lethal damage. If she suffers lethal damage but has no empty Health boxes or boxes marked with bashing damage, upgrade her leftmost Health box that's filled with lethal damage to aggravated damage.

Effects of Damage

- **Wound Penalties:** If your character has any damage marked in her third-to-last Health box, she suffers a –1 penalty to all actions except Stamina rolls to stay conscious. This increases to –2 when her second-to-last Health box is filled, and –3 when her last Health box is filled.
- **Unconscious:** If your character's rightmost Health box is filled with bashing or lethal damage, roll her Stamina every turn as a reflexive action. Failure means she falls unconscious until her rightmost Health box is empty.
- **Bleeding Out:** If your character's rightmost Health box is filled with lethal damage, she suffers 1 lethal damage per turn until she receives medical attention (p. xx).
- **Dead:** If your character's rightmost Health box is filled with aggravated damage, she is dead.

[END OF TABLE]

Example of Marking Damage

Samira has seven boxes of Health. She's just taken two points of bashing damage. Her Health boxes look like this:

[PRODUCTION: SEVEN HEALTH BOXES, FIRST TWO CONTAINING A SLASH]

If an enemy cultist stabs her and deals a point of lethal damage, her Health track looks like this:

[SEVEN HEALTH BOXES, FIRST ONE CONTAINS AN X, SECOND AND THIRD CONTAIN A SLASH]

If Samira next suffered a point of aggravated damage, her Health boxes would look like this:

[SEVEN HEALTH BOXES. FIRST HAS AN ASTERISK, SECOND HAS AN X, THE THIRD AND FOURTH CONTAIN SLASHES]

Healing

Characters need time to heal once they've been beaten to a pulp. Normally, a character can heal without medical attention, though use of the Medicine Skill will help him recover (see below).

The only exception is if a character has all her Health boxes full of lethal damage — she’s bleeding out. She can’t recover from that without urgent medical attention and emergency surgery.

Arisen characters heal faster than mortal characters and can accelerate the process even further (p. XX).

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 188 OF CHANGELING: THE LOST SECOND EDITION.]

Healing Basics

- **Rightmost Box:** Natural healing only affects the rightmost point of damage. Once the rightmost box is cleared, healing time for the next-rightmost box starts.
- **Bashing:** Clear bashing damage after 15 minutes of in-game time.
- **Lethal:** Clear lethal damage after two days of ingame time.
- **Aggravated:** Clear aggravated damage after a week of in-game time.

[END OF TABLE]

Example: Samira escapes the ambush and hides, waiting for the right chance to contact her cult. Her health track looks like this at the end of the fight:

[SEVEN HEALTH BOXES. FIRST HAS AN ASTERISK, SECOND HAS AN X, THE THIRD AND FOURTH CONTAIN SLASHES]

Her rightmost wound heals first. Since it’s a bashing wound, she clears it after 15 minutes. After another 15 minutes, her second bashing wound clears. Her lethal damage then heals over the course of the next two days. Finally, her aggravated wound heals over the course of the next week. In all, it takes a little over a week and two days for her to recover from her injuries.

Medical Care

Characters can use the Medicine Skill to speed up healing.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 188 OF CHANGELING: THE LOST SECOND EDITION.]

- **Action:** Extended and simple
- **Dice Pool:** Dexterity + Medicine with a one-minute interval, for emergency treatment; Intelligence + Medicine with a one-hour interval, for long-term hospital care.
- **Benefits of Emergency Care:** Requires total successes equal to total damage the patient suffers. Successful treatment heals one point of bashing damage.
- **Benefits of Long-Term Care:** Successful treatment downgrades one point of aggravated damage to lethal, or one point of lethal damage to bashing. Requires 10 total successes per aggravated wound, 5 per lethal.
- **Long-Term Care Limitations:** Heals the leftmost injury first and can only downgrade one wound per patient per day.

[END OF TABLE]

Sources of Harm

In addition to damage suffered in fights, characters face peril from a variety of sources. These are just a few of them.

Disease

Mummies don't need to worry about mundane diseases as cultists and sorcerers do, but supernatural plagues remain a threat to them all.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 188 OF CHANGELING: THE LOST SECOND EDITION.]

Disease Basics

- **Tilt:** In action scenes, sick characters suffer the Sick Tilt (p. 331).
- **Moderate Disease:** Outside action scenes, moderate sickness might impose a –1 or –2 penalty on actions that require concentration or stamina.
- **Grave Disease:** Outside action scenes, grave diseases inflict a certain amount of damage at specified time intervals, as determined by the Storyteller. The sick character's player makes a reflexive Stamina + Resolve roll to resist; success means no damage this time.
- **Recovery:** Most diseases simply run their course over a certain amount of time. Others require a minimum number of successful resistance rolls, require medical intervention, or merely go into periodic remission as determined by the Storyteller.
- **Conditions:** The Storyteller may represent short term illnesses with Conditions and long-term illnesses with Persistent Conditions, which earn players Beats whenever the illness causes significant harm or inconvenience for the character.

[END OF TABLE]

Poison

Asp bites, scorpion stings and wounds from the blades of a murderous cultists are but a few examples of how poison can end the lives of those who incur in the wrath of the Arisen.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 189 OF CHANGELING: THE LOST SECOND EDITION.]

Poison Basics

- **Tilt:** In action scenes, poisoned characters suffer the Poisoned Tilt (p. xx).
- **Toxicity:** Outside action scenes, the Storyteller assigns the poison a Toxicity rating. The poisoned character suffers lethal damage equal to Toxicity. Mild poisons only inflict damage once. More severe poisons may inflict damage every hour or even every turn for a period of time determined by the Storyteller.
- **Resistance:** The poisoned character's player rolls Stamina + Resolve – Toxicity every time the poison inflicts damage. Each success cancels one point of damage.

[END OF TABLE]

Drugs

At times used as rewards or tools of control over cultists, drugs can lead both to bliss or a sudden demise.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 189 OF CHANGELING: THE LOST SECOND EDITION.]

Drug Basics

- **Tilt:** In action scenes, drugged characters suffer the Drugged Tilt (p. 328).
- **Effects:** Drugs can have a wide variety of effects, ranging from dice penalties to imposing Conditions. Most drugs last for a scene, but some burn through a character's system more rapidly or linger for more time.
- **Resistance:** A drugged character can shake off the effects temporarily by succeeding on a reflexive Stamina + Resolve roll. Depending on the potency of the drug, this roll might be required every hour, scene, or even turn.

Overdose

- **Poison:** Characters who overdose on drugs treat the drug like a poison, with a Toxicity somewhere between 3 and 7. The drug inflicts damage once per hour.
- **Duration:** The overdose typically runs its course after (8 – Stamina) hours, though the Storyteller may adjust that.

[END OF TABLE]

Electricity

Electric shocks inflict damage based on the strength of the current.

[THE FOLLOWING SHOULD BE CHARTED]

Source Damage

Minor; wall socket 4B

Major; protective fence 6B

Severe; junction box 8B

Fatal; main line feed/subway rail 10B

[END OF CHART]

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 189 OF CHANGELING: THE LOST SECOND EDITION.]

Electricity Basics

- **Damage per Turn:** Electricity inflicts damage every turn if the current is continuous.
- **Breaking Away:** Characters in contact with a continuous electrical current must succeed on a reflexive Strength roll to pull away.
- **No Armor:** Worn armor provides no protection against electrocution.

[END OF TABLE]

Extreme Environments

The human body is not built to withstand extreme heat, cold, air pressure, and other harsh weather. Extreme environments are rated with a level from 1 to 4, depending on the severity of the environment. While characters are exposed to these conditions, they suffer the level of the environment as a dice penalty to all actions. After a number of hours equal to the character's Stamina, he takes bashing damage equal to the environment's level once per hour. In the case of a Level 3 exposure, the damage is lethal instead of bashing. Level 4 environments cause lethal damage each turn after a number of turns equal to the character's Stamina.

Any damage caused by levels 2-4 exposure leaves lasting marks, scars, and tissue damage. Damage caused by extreme environments cannot heal until the character is back in a safe environment.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 189 OF CHANGELING: THE LOST SECOND EDITION.]

Extreme Environment Basics

- **Penalty:** Characters suffer a penalty to all actions equal to the environment's level.
- **Level 1-3 Damage:** After (Stamina) hours of exposure to level 1-3 environments, characters suffer damage equal to the environment's level for every hour. At levels 1-2, the damage is bashing. At level 3, it's lethal.
- **Level 4 Damage:** After (Stamina) turns of exposure to level 4 environments, characters suffer 4 lethal damage every turn.
- **No Healing:** Characters cannot heal damage from extreme environments until they are no longer in an extreme environment.

[END OF TABLE]

[THE FOLLOWING SHOULD BE CHARTED]

Environment Levels

Level Example Environs

- | | |
|---|--|
| 1 | Light snow, heavy storms; too cold to sleep safely; air pressure causes shortness of breath; sweltering sun can cause first-degree burns |
| 2 | Heavy snow; cold causes physical pain and potential hypothermia; sun quickly causes first-degree burns, can cause second-degree burns with time; minor radiation poisoning |
| 3 | Desert exposure; heat rapidly causing second-degree burns; moderate radiation exposure |
| 4 | Desert sandstorm, severe hurricane, tornado, tsunami |

[END OF CHART]

Falling

Even as immortals with the power to cause earthquakes and call down meteors from the sky, mummies still need to respect the laws of gravity no less than those of the Judges.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 190 OF CHANGELING: THE LOST SECOND EDITION.]

Falling Basics

- **Damage:** Falls of less than 30 yards/meters inflict one point of bashing damage per three yards/meters fallen. Falls of 30 yards/meters or more inflict 10 lethal damage.
- **Armor:** At the Storyteller's discretion, armor may reduce damage from falls of less than 30 yards/meters.
- **Reduced Damage:** If there's a reasonable way for a character to slow her fall, she makes a reflexive Dexterity + Athletics roll. Each success reduces damage from a fall of less than 30 yards/meters by one point.
- **Soft Landing:** Landing in water or snow, or on another soft surface, may automatically reduce damage from falls of less than 30 yards/meters at the Storyteller's discretion.

[END OF TABLE]

Fire

Fire automatically inflicts lethal damage per turn of exposure (no attack roll is required). The damage inflicted depends on both the size and intensity of the flames.

[THE FOLLOWING SHOULD BE CHARTED]

Size of Fire Damage

Torch 1

Bonfire 2

Inferno 3

Heat of Fire Damage Modifier

Candle (first-degree burns) —

Torch (second-degree burns) +1

Bunsen burner (third-degree burns) +2

Chemical fire/molten metal +3

[END OF CHART]

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 190 OF CHANGELING: THE LOST SECOND EDITION.]

Fire Basics

- **Combustion:** Exposure to fire for longer than a turn ignites anything combustible on the character; he continues to take full damage even after escaping the source of the flame.
- **Firefighting:** Fighting a fire typically requires an instant action but no roll. At the Storyteller's discretion, an action might immediately put out the fire (e.g. diving into water) or reduce its size by one level (e.g. stop, drop, and roll).
- **Armor:** Most armor can block its general rating in fire damage automatically for a number of turns equal to that rating.

- **Uncontrolled Blaze:** If an area containing flammable objects is set on fire, it may acquire the Inferno Environmental Tilt (p. XX).

[END OF TABLE]

Teamwork

When two or more characters work together on a single action of any kind, one person takes the lead. He's the *primary actor*, and his player assembles his dice pool as normal. Anyone assisting him is a *secondary actor*, and rolls the same pool before the primary actor does.

Secondary Actor Roll Results

Success: +1 die to the primary actor's roll for each success earned, cumulative for each secondary actor's success.

Exceptional Success: As success.

Failure: Primary actor receives no bonus dice.

Dramatic Failure: As failure, and -4 dice to the primary actor's roll, cumulative for each secondary actor's dramatic failure. Primary actor must continue.

The primary actor's roll results are as normal for the action the group undertakes.

More participants don't always mean better results, however. Every action has a point of diminishing returns at which too many cooks are in the kitchen. This number usually ranges from three to six, depending on the action, at the Storyteller's discretion. Excess participants' rolls grant no bonuses to the primary actor's pool, and may levy penalties instead at the Storyteller's discretion.

Objects

Objects such as lead pipes, walls, and cars have three traits: Durability, Size, and Structure. Mostly, these relate to how easy the object is to destroy.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 191 OF CHANGELING: THE LOST SECOND EDITION.]

Object Traits

- **Durability:** How hard the object is to damage. Subtract Durability from any damage inflicted on the object. Durability has no effect against attacks that inflict aggravated damage.
- **Size:** How large the object is. Objects smaller than Size 1 can fit entirely in a person's palm.
- **Structure:** An object's Structure equals its Durability + Size.

Damaging Objects

- **Damage:** Each point of damage removes a point of Structure. Objects do not differentiate between bashing and lethal damage.
- **Reduced Functionality:** Once it's taken more damage than its Durability, anyone using the object suffers a -1 die penalty.
- **Destruction:** When an object's Structure hits 0, it is destroyed.

- **Repair:** Repairing objects is typically a Wits + Craft roll, with time interval and required successes determined by the Storyteller.

[END TABLE]

[BEGIN TABLE]

Object Traits

Durability Material

1	Wood, hard plastic, thick glass
2	Stone, aluminum
3	Steel, iron
+1	per reinforced layer

Size Object

1	Pistol
2	Crowbar, sawn-off shotgun
3	Assault rifle
5	Door
10	Sports car
15	SUV

[END TABLE]

Equipment

Equipment, tools, and technology help to solve problems. Having the right tool for the job can mean the difference between life and death — and in **Mummy: The Curse**, the difference between triumph and the wrath of the Judges. A list of sample equipment can be found in Appendix 2: Equipment, starting on p. xx.

Equipment is divided up by the Skills it typically assists with. Mental equipment typically assists with Mental Skills, for example.

[LAYOUT: PLEASE LAY THE FOLLOWING IN THE SAME STYLE OF THE TABLE ON P. 191 OF CHANGELING: THE LOST SECOND EDITION.]

Equipment Traits

- **Availability:** The minimum level of a relevant trait a character must have to acquire the equipment with a single roll. Resources is the most often used trait, but other Social Merits or Skills may work at the Storyteller's discretion (e.g. Larceny to steal it).
- **Size, Durability, Structure:** See Objects (p. XX).
- **Dice Bonus:** The bonus the equipment adds to relevant actions.
- **Effect:** Any special rules that apply to using the equipment.

[END TABLE]

Social Maneuvering

Social Maneuvering allows characters to resolve things socially instead of physically. This could cover all kinds of social interactions, from arguments, to negotiations, to gaining someone's trust. Use social maneuvering when you want to get into the complexities of social interactions and use dice to mediate the outcomes. It's especially useful when characters are entering a party, need to interact with political intrigue, or if there is just some social conflict that could be represented in the mechanics.

In a social maneuver, a player first determines what they want their goal to be at the end of the maneuver. Something like "gain the cult's trust" or "convince the patron to support our cause". Once the Storyteller and player are in agreement that the goal makes sense, the social maneuvering will begin with a series of challenges to overcome the other person's resistance to the character's ideas. It will create a back and forth conversation where the player opens "doors" for further conversation leading forward. How often doors open is dependent on the impression a character makes on the person they're trying to socially sway.

Consent in Social Maneuvering

Whenever players are using social maneuvering mechanics, there should be some discussion of consent involving their actions. There's a fine line between manipulating someone to do something they don't want to do, and convincing someone to change their mind about something. This can best be handled when setting the goals of the exchange. For consent best practices, goals should never involve coercing someone into something romantic or sexual, gaslighting someone, or convincing someone to harm themselves or others.

Consider having a larger consent discussion at your table for what players are willing and not willing to engage in. Different players will have different boundaries with what is and isn't okay. One on one discussions will get the most honest answers, because there is less social pressure to go along with what everyone else is comfortable with even if one person is uncomfortable. Even if you have a consent discussion and everyone agrees, content in your game could come up and someone could be surprised with their discomfort around it. Be ready to pause your game and go a different direction with your content if this could happen, and check in with that person after the game to see if they want to talk about it or not.

Goals

The first step of social maneuvering is to state the character's goal. At this point the player doesn't have to know how they're going to get to that end goal, but just to state it. This helps direct the scene toward that goal, and so both the Storyteller and the player can collaborate in getting the characters toward it or obstructing it as the dice dictate.

Goals are best when specific and clear, and something that can be accomplished in that scene. Goals that are larger or that might take a lot of time (months for example) to work toward aren't appropriate for social maneuvering challenges.

Doors

The next step is to determine the scope of the challenge, which is represented through the metaphor of Doors. At the beginning of the maneuver, all the Storyteller character's Doors are closed, and it's the goal of the player's character to figure out how to open them in order to make them more amenable to whatever idea they're presenting. Each Door is a resistance, and could represent skepticism, mistrust, withdrawal, or ignorance. Think about what might be a mental or emotional block for the Storyteller character preventing them from getting on board with whatever the player character is selling.

Calculating Doors

[BEGIN TABLE]

- **Baseline:** The subject starts with the number of Doors equal to the lower of their Resolve or Composure.
- **Breaking Point:** If the stated goal would be a Breaking Point for the subject, and the subject is aware of that fact, add two Doors.
- **Aspiration:** If the stated goal is in opposition to the subject's Aspiration, and the subject is aware of that fact, add one Door. If the goal would clearly help with their Aspiration, remove one Door.
- **Virtue:** If the stated goal is in opposition to the subject's Virtue or Balance, and they're aware of it, add one Door.
- **Adding Doors:** If things change such that the Breaking Point, Aspiration, Balance, or Virtue rules above apply during the Social maneuver, add Doors to the remaining total (two for Breaking Point, one each for Aspiration, Balance, or Virtue). If your character goes back on her word during the maneuver, add two Doors.

[END TABLE]

Breaking Points

Breaking Points are where an individual reaches a point where they're at risk of losing Integrity (or in a mummy's case, Memory). For most mortals, this occurs after another character has broken through a sufficient number of their Doors, or after they commit an act that goes against their moral compass. Mortals must roll Resolve + Composure (with a modifier or penalty based on the severity of the blow to their Integrity) to see if they lose a dot of Integrity. Mummies must roll their Memory in these cases, to withstand losing a dot of that same Trait (see Losing Memory, on p. XX). For more on Breaking Points, see p. 73 of **Chronicles of Darkness**.

Impression

The impression level is the Storyteller character's impression of the player character. Depending on how the subject regards the character is how many times they'll be able to roll to open Doors. It's based on the past history between the characters, their previous interactions, the circumstances of their meeting, and generally how the storyteller character feels about them. It doesn't have to be actions in the far past that influence Impression either... it can be at the beginning of the social maneuver that the character can try to set the impression they want to

gain. They could buy the subject dinner, bring them a gift, support a cause they care about, or do any other number of things they know the subject would look upon favorably. The Storyteller has final decision on the impact these things have on their storyteller character, but they certainly can't hurt to try!

Impression level determines how frequently the player can roll to open the subject's Doors. The more they're inclined toward your character, the more you can roll. If the impression is too hostile, the player might not be able to roll at all.

[BEGIN TABLE]

Impression	Time Per Roll
------------	---------------

Perfect	One Turn
---------	----------

Excellent	One Hour
-----------	----------

Good	One Day
------	---------

Average	One Week
---------	----------

Hostile	Cannot Roll
---------	-------------

[END TABLE]

Adjusting Impression

[BEGIN TABLE]

- **Favorable Circumstances:** A comfortable environment, the right company, or similar pleasant situations can raise the impression level by one. From Hostile to Average, for example.
- **Actions:** Success on an appropriate action, like Wits + Socialize action to create the perfect guest list for a party can raise the impression level by one.
- **Soft Leverage:** A bribe, gift, or offer of service raises the impression level by one.
- **Vice Leverage:** An offer that indulges the character's vice can raise the impression by one level.

[END TABLE]

Opening Doors

Depending upon the outcome of your impression intervals, characters can roll once per interval to open Doors and move closer to their stated goal. The rolls themselves could be different each time depending on how the character wants to approach open those Doors.

As a Storyteller, feel free to be creative with the dice pools in order to keep the challenges dynamic as time goes on. Consider using contested or resisted rolls as well, depending on how the storyteller character feels about each particular encounter. Most resisted actions or contested rolls use either Resolve or Composure, or a combination of the two, but don't let that stand as a limit. Contested rolls don't necessarily require a Resistance trait. For example, Wits might be used to notice a lie, Strength to help a character stand up to threats, or Presence to protect and maintain one's reputation at a soiree.

[BEGIN TABLE]

Roll Results

- **Success:** Open one Door.
- **Exceptional Success:** As success, and open an additional Door.
- **Failure:** Open no Doors. Subsequent actions as part of the social maneuver suffer a cumulative one-die penalty. The Storyteller may choose to lower the impression level by one step.
- **Dramatic Failure:** The social maneuver fails utterly. No further rolls can be made. Any attempt to achieve the same goal must start from scratch, likely with a worse impression.

[END TABLE]

Resolution

The outcome of the social maneuver is either success or failure.

Success

Once the character has opened all the Doors, the subject must act. Storyteller characters abide by the intended goal and follow through as stated. How they feel afterwards might vary, but they will always do what the player and the Storyteller agreed on.

Failure

A Social maneuvering attempt can fail utterly under the following circumstances:

[BEGIN TABLE]

- **Dramatic Failure:** The player rolls a dramatic failure on an attempt to open a Door.
- **Deception:** The subject realizes the character is lying or being manipulative. This does not apply if the subject is aware the character is trying to talk him into something; only if he feels betrayed or conned.
- **Bad Impressions:** The impression level reaches “hostile” and remains so for the rest of the current story. The character can try again during the next story.

[END TABLE]

Investigation

When you want an investigation to play a large role in the tale, with entire scenes, chapters, or even stories dedicated to a single mystery, you can use this system rather than boiling it down to a single action. Characters uncover Clues they can use to benefit later actions the investigation enables — for instance, learning that a particular Lifeless in the chronicle is after the ancient relic in your character’s possession can later be used as a lure to trap their enemy.

Investigation Basics

- **No Hard Answers:** The Storyteller doesn’t need to come up with all the potential Clues and answers ahead of time. Letting the players fill some of them in themselves as they succeed in finding Clues gets them invested in the outcome and creates “a-ha!” moments. If players put Clues together to reach conclusions that don’t match the outcome the Storyteller had in mind, she can consider changing it to match.

- **No Binary Rolls:** Failing to find information crucial to the characters' progress when players fail rolls only slows the game down to no satisfying end. Instead, the Storyteller should raise the stakes or introduce complications when a roll fails. Failure doesn't mean the players didn't find a Clue — instead, it means they miss out on extra benefits success would have afforded them and must adjust to new challenges.
- **Frame the Action:** The Storyteller can intersperse Clue-finding actions with other events in the story to keep the momentum going and give players opportunity to choose which set of heightening stakes to address first.
- **Clues:** Clues are a specialized type of equipment that represent objects, facts, and deductions. They have *elements* that players can spend for benefits, either to solve a particular mystery or to stockpile for other uses: leverage in social maneuvering, proof of supernatural influences in someone's life, etc.

Scope

First, the players declare a goal to accomplish via investigation. Decide how many total Clues the characters need to uncover to achieve their goal. For smaller-scope investigations, this usually falls between one and five Clues. For broad investigations spread out across the chronicle, the total should equal at least half the number of planned chapters, and can range up to twice the number of planned chapters in a strongly investigation-focused chronicle.

Interval

Each roll to find a Clue is an instant action, but takes some amount of time based on the kind of action the players take. The Storyteller can add challenges and obstacles to these attempts to turn simple die rolls into interesting scenes of their own. If they perform particularly well in these efforts, the Storyteller can offer bonuses to the roll to uncover the Clue.

Uncovering Clues

Once the characters get where they need to be, they roll to uncover the Clue.

Action: Instant

Dice Pool: Varies. Players can use any pool that matches the action they take to uncover the Clue. The Investigation Skill is appropriate to case a scene or search through files and evidence, while other Mental Skills can be used to perform research, experiments, or autopsies.

The pool suffers a cumulative one-die penalty each time the same Skill is used again in an investigation. However, if characters use teamwork to uncover Clues, only the primary actor suffers this penalty, and only his roll contributes to further such penalties in the same investigation.

Roll Results

Success: Clue is uncovered, with one element plus one more if the character has 4 or more dots or a Specialty in the relevant Skill; each Specialty or Skill can only contribute to extra elements once per character per investigation.

Exceptional Success: As success, and the Clue gains one bonus element; character gains a beneficial Condition.

Failure: Clue is uncovered but incomplete: Its elements may only be used to uncover other Clues.

Dramatic Failure: Clue is uncovered but tainted. Each accumulated tainted Clue forces the player to ignore one success rolled on any future actions pertaining to the investigation; these are cumulative, and all apply to each such roll. The Storyteller may impose a negative Condition as well.

Clue Elements

Players can spend Clue elements to add a one-die bonus per element to any roll pertaining to the investigation, including but not limited to rolls to uncover more Clues. A player can only spend elements from one Clue at a time, or Clues equal to her character's Investigation dots, whichever is higher. She may spend any number of elements at a time from a single Clue.

Elements from tainted Clues impose a two-die penalty when spent instead of a bonus; however, this is the only way to get rid of tainted Clues, since once all its elements are spent, it sheds its tainted nature.

Uncovering the Truth

Players don't need to roll to put their Clues together once the investigation is over. Once they accumulate the requisite number of Clues specified by the investigation's scope, the characters learn the truth.

Players may choose to uncover the truth before they've accumulated enough Clues, as long as they have at least one that isn't tainted. If they do, they still learn the truth, but the Storyteller introduces one major complication per Clue they fall short.

Clash of Wills

If two supernatural abilities act in opposition to each other, such as a supernatural sense contends with supernatural concealment, players roll dice pools related to their characters' powers.

The character backed by the most successes has her power activate as usual. The character with fewer successes suffers his power's nullification. A mummy's Clash of Wills dice pool is their Sekhem + character rating in the highest Pillar requirement for an Affinity or their Utterance level (see "Sekhem Effects," p. XX).

Ties reroll until one character has accrued more successes than all others. The effect invoked by that character wins out and resolves as usual, while all others fail. The victory of one power in a clash does not mean the immediate cancellation of the others, save in cases where only one power can endure (such as competing for mental control).

Characters can spend Willpower to bolster the contested roll, but only if they are physically present and aware that powers are clashing. Certain abilities, such as those with longer durations, are more enduring in a clash.

[BEGIN TABLE]

Duration	Additional Die
Daylong (or nightlong)	+1
Weeklong	+2

Monthlong +3

A year or longer +4

[END TABLE]

Cults

Cults are an extension of the Arisen, just as the Arisen are an extension of their Judge. They are the mummy's eyes, ears, and fists, even when she lies in henet.

A mummy always rules a cult, but their relationship is more symbiotic than the name implies. Cults provide mummies protection, access to the current era's sources of power, and the languages and etiquettes necessary to adapt to changing times. In return, mummies provide wealth, power and purpose that exists well beyond a cultist's lifetime.

Cult Traits

Cults are organizations of individuals called to serve a mummy and their agenda. They operate not only as individual characters, but as a unified force providing mummies with knowledge and access. Cults are represented with game terms, just like a character.

Attributes

Cults don't use the Attributes individual characters use. Instead, they use two Attributes: Reach and Grasp. These Attributes provide a highly abstracted summary of the cult's qualities and how it prefers to act, no matter what era the game is currently set.

Reach measures a cult's presence and spread. Cults with low Reach prefer to stay in one city or region, and cults with high Reach have agents all over the world, and perhaps even beyond. Reach is used to take legal or socially acceptable actions. These include business acquisitions, access to private events and politically important figures, and expedited means of travel.

Grasp measures a cult's ruthlessness. Cults with low Grasp are hesitant to do a mummy's dirty work, and cults with high Grasp will do whatever it takes to achieve their master's will, laws and morals be damned. Grasp is used for illegal or socially unacceptable actions. These include falsely incriminating someone, acquiring a contraband trade route, or committing an act of mass violence.

Cult Attributes

- **Rating:** Attributes are rated from 1-5 dots. Cults with high Dominance (p. XX) may have Attributes rated at 6 or more dots.
- **Use in Actions:** Most cult actions use Attribute + Dominance as their dice pool.

Merits

Merits represent the collective abilities of the cult. They aren't a generalized statement of the capabilities of every single member. A cult with four dots in Status (Federal Government) doesn't solely consist of members a mere heartbeat away from the president's ear but may instead represent a powerful political front group, or a very influential politician who pays the cult tribute.

Every cult provides the Scorpion Cult Initiation Merit (p. XX) in exchange for membership.

Cult Merits

- **Rating:** Merits are rated from 1-5 dots.
- **Not a Cult Action:** Using a Merit is *not* a cult action, and not subject to the limitations of cult actions (p. XX).
- **Dice Pool:** Merits with the Cult tag have an entry denoting what dice pool, if any, to roll.

Doctrines

Doctrines are the goals, ideals, and orders that define the cult's identity. Acting in accordance with a cult's Doctrine grants them Cult Beats, which allows players to further entrench their power into the world.

Their power has a price. Even the most compartmentalized Conspiracy must hold to their Doctrine, especially ones that a Judge directly grants. They are difficult to change without ceding power. Violating them leads to mistrust and distress in a cult. Violating a Judge's Doctrine can also lead to the presence of emanations and avatars (p. XX).

Doctrines

- **Pillars of Faith:** Cults have up to three Doctrines. Two are phrased as active tenants of the cult's faith. One is the Judge's Doctrine, phrased a Judge's goal or agenda.
- **Cult Beats:** At the end of the chapter, for every Doctrine the cult has advanced or actively lived by, the cult takes a Cult Beat. The entire group decides whether the cult has advanced its Doctrines.
- **Redefining Doctrines:** The cult may sacrifice a dot of Dominance to re-write one of their Doctrines. Doctrines may also be redefined in the wake of a mutiny (p. XX). When a Judge's Doctrine is redefined, it is phrased as a new goal or agenda of the Judge and must continue to be appropriate to the Judge the cult serves.
- **Broken Doctrines:** If a cult action (p. XX), a player's character, or a Storyteller character with Scorpion Cult Initiation •••+ openly violates one or more Doctrines, the cult gains the Shaken Faith condition.
- **Wrath of the Judges:** Violating a Judge's Doctrine can serve as a justification for an emanation (p. XX), if a suitable *benbenet* candidate exists to anchor it. This emanation usually focuses on punishing the transgression but may continue and expand its purpose after the transgression is punished. This may happen even if the rest of the cult is unaware of the violation.

Virtue and Vice

Virtues and Vices are how a cult acts when it lives out its Doctrines. A cult's Virtue represents its best quality, or what drives it to pursue its goals. A cult's Vice represents its worst quality, or indulgences that hold it back from fulfilling its orders.

Virtue and Vice

- **Virtue:** Fulfill Virtue: All participating cultists regain all Willpower, twice per Chapter.
- **Vice:** Fulfill Vice: All participating cultists regain 1 Willpower, once per Scene.

Fidelity

Instead of Health, a cult has Fidelity, calculated by adding 5 + Lowest of Reach or Grasp. This measures a cult's loyalty, morale, and overall well-being. Damaged Fidelity represents cultists losing faith, questioning the truth behind its Doctrines, or being too injured to serve.

Dominance

Dominance represents the collective power a cult wields in a mundane and supernatural sense. This trait fluctuates throughout the ages, especially when a cult's mummy lies in repose.

Dominance ranges from 1 to 10 dots, but cults with more than five Dominance are rare. Maintaining high Dominance requires immense time and attention, made more difficult by their master's intermittent sleep. Cults that push these limits are either possessed with an extraordinary zeal or led by a mummy that refuses to return to slumber.

Mechanically, Dominance determines the amount of actions a cult can safely attempt. Cults can push past this limit at the risk of their cohesion. A cult that takes actions beyond their Dominance limit takes 1 lethal damage for every roll made to generate Effort.

Dominance

- **Cult Actions:** This indicates how many *cult actions* (p. XX) the cult can undertake during a story.
- **Task Limits:** This indicates how many *Tasks* (p. XX) a cult action can comprise.
- **Attribute Maximum:** This indicates the maximum value of a cult's Attributes (p. XX).

[BEGIN TABLE]

Dominance	Cult Actions	Task Limits	Attribute Maximum
1	1	3	5
2	1	3	5
3	2	5	7
4	2	5	7
5	3	7	9
6	3	7	9
7	4	9	12
8	4	9	12
9	5	9	15
10	5	10	15

Cult Actions

Cult actions are projects a mummy tasks his followers to achieve an outcome he couldn't do alone. They are always long-term projects. Opposed rolls or an activation roll for a cult Merit never counts as a cult action.

Cult actions span time and space and is the abstract representation of cultists doing multiple things at once to achieve their goal. It is centered on gathering *Effort* as cultists complete smaller steps toward the action's completion.

When a cult engages in a cult action, they bring the full power and resources of the cult to bear on the situation. This is usually in accordance with the cult's Doctrines (p. XX).

Step One: Determine Desired Outcome

The mummy must decide what his cult should accomplish. This is a clear, stated goal, such as "Get me an audience with the Senator," "Take ownership of the Markhaus Building," or "make a film that promotes Iremite virtue."

Step Two: Determine Complexity

Actions that one character could complete in a scene or two, such as convincing a museum curator to set up a private tour, is relatively simple. More dramatic tasks, like constructing a temple to a Judge in the middle of Times Square, are far more complex.

Complexity

- **Rating:** Along with player input, the Storyteller sets the action's Complexity. Complexity is rated between 1 and 10.

Step Three: Determine Tasks

The cult determines how it will achieve its goal using several steps equal to the goal's Complexity. If the cult cannot think of any means to achieve their goal, the cult may need to use this cult action to gather information on tackling the goal as a first step. If the goal has more Tasks than a cult's Task limit, the goal may need to be broken down into smaller, individual cult actions.

Tasks

- **Defining Tasks:** Determine several Tasks equal to the goal's Complexity.

Step Four: Establish Structure

With its steps defined, the cult must now translate the first Task into game mechanics. Along with the Storyteller, the cult must determine how long the tasks will take in the world of the game, and whether they are contested. The cult must determine the necessary dice pool for the task. Finally, the cult must decide the order of the Tasks they take.

A Task is never an extended action, as a cult action is already a kind of extended action.

Structure

For each Task, determine the following:

- **Action:** Simple or contested.
- **Time Required:** Determined by Storyteller. Tasks should at least take one hour.
- **Task Order:** Based on the described Tasks, determine which, if any, must be completed first.

- **Dice Pool:** Default: (relevant cult Attribute) + Dominance. If a player or Storyteller character leads the task, they may use a dice pool relevant to the task. In a contested roll, the Storyteller determines the opposing dice pool.

Step Five: Generate Effort

Cults perform Tasks to generate Effort. When a cult successfully completes a Task, they gain at least one Effort point to represent their progress. Failed Tasks do not provide Effort, but instead generate complications that arise when the cult action resolves.

Generate Effort

Action: Determined by Task.

Dice Pool: Determined by Task.

Suggested Modifiers: Observed by authorities (−2), interference from rival cult (−3), thorough planning (+1), limited timeframe (−2), cult has specialists in completing Task (+1), Task is a cultist Breaking Point (−1 to −4), working with a mummy or other high ranking cultists (+3).

Success: The cult generates a point of Effort.

Exceptional Success: The cult generates *two* points of Effort and creates a Condition relevant to the Task.

Failure: The cult generates no Effort. The Storyteller applies a Complication immediately. If the Task was a prerequisite for other Tasks, those future Tasks suffer a −2 penalty.

Dramatic Failure: As failure, and the cult takes a negative Condition of the Storyteller's choice. If the Task was a prerequisite for other Tasks, the cult lowers its Task limit (p. XX) by 1 for this cult action.

Effort

- **Exclusive:** Effort can only apply to the cult action for which it was generated. Effort lasts until the end of the story.
- **Complete Action:** If the cult accumulates Effort for the scale of the project, they have successfully completed the cult action.
- **Spending Effort:** A character may spend Effort, one for one, to gain temporary dots of a Social Merit related to the cult action. These temporary dots last for a chapter.

Step Six: Repeat

Once the Task is completed, repeat steps Four and Five for any remaining Tasks.

Step Seven: Resolve Action

When a cult resolves all its Tasks, the cult action finishes. Cult actions always succeed unless they are abandoned. This step determines the cost of the outcome and any lingering fallout of the cult's activities.

Resolve Action

- **Effort:** If the cult generated enough Effort equal to the action's Complexity, the cult action succeeds with no further Complications.

- **Shortfall:** For every point of Effort short of the action's Complexity, the cult action adds a number of Complications to make up the difference.

Example Complications

- The cult makes an enemy of someone negatively affected by the cult action.
- The cult action severely taxes the cult's Fidelity. The cult suffers 2 lethal damage.
- The cult draws the attention of a hostile organization.
- The cult action has its intended outcome, but with unforeseen side effects. The cult gains a negative Condition.

Playing with Multiple Cults

Mummy: The Curse supports different group playstyles. While one group may play an Arisen and her most important cultists, another may play mummies with their own individual cults.

Assisting in Cult Actions

When a player undertakes a cult action, other players with cults may assist him in fulfilling the cult action's Tasks. Cults aiding each other are uncommon, but not impossible. While individual cults may have incompatible structures and surface worldviews, all Arisen serve the Judges.

Cults help each other in many ways. Two Enterprise cults can engage in a temporary partnership, creating a subsidiary that purchases a plot of land important to the Lifeweb. A Conspiracy can provide a Tribe with the unclassified information necessary to blackmail a politician. Tribes can lend translators and occult experts to help decipher ancient texts than an Enterprise or Conspiracy would find difficult to read.

However, no matter how friendly a meret's cults might be with each other, assisting in each other's plots is always a risk. A friend today may not stay one after a Descent, and cults that help each other are open to the consequences of each other's actions.

Cult Action Assistance

- **A Helping Hand:** At the Storyteller's discretion, cults may help other cults with Tasks during another player's cult action.
- **What Friendship Provides:** During Step Five (p. XX) of a cult action, the assisting player describes how his cult performs a relevant activity to aid the Task. If the Storyteller and player enacting the cult action approve, the Task's dice pool receives a +2 bonus.
- **Cult Vulnerability:** Cults that aid another's cult action may have the action's Complications inflicted upon them.
- **Assistance Limit:** Cults may only aid in a number of Tasks equivalent to their Dominance.

Cult Versus Cult

When cults encounter each other, they may fall into conflict. Some find their ideological differences overcome their base similarities, or they are urged by their masters to battle each other as a proxy war over old grudges.

A cult war is rarely one resolved in a single, dramatic battle. Cult wars can last for centuries and may be fought long after anyone remembers why it began. They are also more than street fights. A mummy may order her cult to subvert her rival's, so he wakes from hibernation in an abandoned tomb. Another may send his cultists to thwart another cult from obtaining a vessel.

Waging war on a cult or similar organization is a cult action with no set Complexity. Every point of Effort generated by the action deals 1 lethal damage to the cult's Fidelity. The war continues until one cult is destroyed, or one of the mummies leading the cult decides to stop fighting. If a cult action generates enough Effort equal to the enemy cult's Fidelity, the action immediately incites a mutiny in the enemy's cult (p. XX).

Unlike regular cult actions, every Task in a war cult action is contested between rival cults, and only the winner of the roll inflicts the Effort generated as damage.

Cult wars are dangerous. Not only are they distractions from a mummy's greater task, the pain and sadness they create open the door for the Arisen's enemies to seduce their cultists away from them.

Harm, Healing, and Mutiny

Fidelity damage represents more than bruises and scrapes. Bashing damage denotes a slipping of loyalty and faith as personal cultist agendas rise to the surface. Lethal damage represents a significant blow to loyalty, with cultists whispering amongst each other about their master and frustrations towards their leaders. Aggravated damage serves as members fleeing the cult, or outright cursing their master for all to hear.

These rifts are slow to heal, especially if the mummy does not have the Memory to ease their concerns. Fidelity recovers at the following rate:

- **Bashing:** One point per week.
- **Lethal:** One point per two weeks.
- **Aggravated:** One point per month.

When a cult's Fidelity is filled with lethal points, it enters a mutiny, a time when the other most influential members of a cult revolt against the mummy in hopes of enacting change. The mummy must act quickly, or else the cult will fall apart. The mummy normally has two options for ending mutiny:

- **Punish:** The mummy demonstrates the fate of those who would dare oppose him. It makes cultists think twice about crossing the mummy, even when they would otherwise be ruthless. The cult permanently loses a dot of Grasp but clears all damage from Fidelity.
- **Banish:** The mummy exiles the mutineers from the cult, stripping them of status and power. This reduction of members interrupts the cult's chain of command, reducing their utility. The cult permanently loses a dot of Reach but clears all damage from Fidelity.

At Memory 8 or above (p. XX), the mummy receives a third option:

- **Mediate:** Even the most headstrong Arisen has the knowledge of millennia, and the mummy uses it to ease the rift in the cult. It won't solve everything, but the cult maintains its strength. Only half of the cult's Fidelity is cleared, but the cult loses neither Reach nor Grasp.

If a mummy avoids every option or lies in henet as his cult wallows in mutiny, the cult implodes. The cult loses the ability to make cult actions and takes 1 aggravated damage. If the mutiny continues, the cult takes 1 aggravated damage a day as cultists abandon the mummy and turn the cult's trappings to their own purposes. When the Fidelity track is filled with aggravated damage, the cult becomes an independent entity. The mummy retains cult Merit dots as per Sanctity of Merits but loses all dots of Dominance. The cult must be built anew. The mummy's former cult still exists in the world, either as a sorcerer's cult, or a more mundane Mystery Cult. Perhaps one day, the mummy's new cult must do battle with the old one.

Cult Conditions

Cult Conditions represent factors affecting the entire organization. They are gained from the Complications of cult actions (p. XX), when the cult's Fidelity is filled with damage, or when an individual's actions have repercussions affecting the entire cult. The following conditions are a very small sample to be used as a guide to improvising Conditions appropriate for the story.

[THIS IS A CONDITION]

Shaken Faith (Persistent)

The cult is troubled, and questions everything it believes in.

Effects

- Whenever cult members fulfill the cult's Virtue, they only regain a single point of Willpower.
- At the start of each chapter, the Storyteller rolls (10 – Dominance) and keeps any successes. When she accumulates 10 successes, replace this condition with the Heresy condition. If another action inflicts this condition a second (or subsequent) time, immediately replace it with the Heresy condition.

Possible Sources

- The cult learns that one of its leaders violated a Doctrine.
- The cult's Fidelity track is filled with bashing damage.

Resolution

- The cult gains a dot of Dominance.
- The problem worsens, and the cult gains the Heresy Condition.

[END CONDITION]

[THIS IS A CONDITION]

Heresy (Persistent)

A contradictory, potentially blasphemous belief spreads in the cult.

Effects

- The cult gains a temporary Doctrine describing their specific heresy. When the cult indulges in the heresy and uses it to gain a Cult Beat, the Storyteller notes it.

- All cult action tasks become contested actions with a dice pool of (Attribute + Dominance) versus (the number of Cult Beats generated from the heretical Doctrine). If the Heresy wins, it receives Effort instead of the cult action. If the Heresy has more Effort than the cult action after all tasks are resolved, the Storyteller replaces one of the cult's Doctrines with the Heresy.

Possible Sources

- The cult's Fidelity track fills with aggravated damage.
- The Shaken Faith condition worsens.
- The cult experiences a supernatural epiphany without the characters present.

Resolution

- The cult falls into mutiny.
- The heretical faction of the cult is destroyed.
- The heresy is adopted as a new Doctrine.

Beat

- The cult advances the heretical Doctrine.

[END CONDITION]

The Descent

The core of **Mummy** is the Descent. It's the period in which the character is active — a state of being the Arisen call "Semektet." When first summoned, mummies are at their mightiest; brimming with occult life force, the Deathless is inhuman, hideous and unstoppable. Yet, the bright fire within burns out as the world is fighting back against the effort of enforcing the Judges' will onto this world.

Mummy: The Curse is an occult horror game, and horror is always about powerlessness. To be Arisen is to constantly feel the sand draining from the soul's hourglass, time dripping away like blood leaking from a slow belly wound. Delay is the enemy, and it is constantly growing stronger. Yet at the same time, even as her sheer might drops, the mummy's freedom increases — and it is the measure of the Arisen's changing power. It's indirect, but there's a tension between Sekhem (necessary for existing as an immortal avenger) and Memory (the personal, human goals that even the sorcerers of Irem could not erase from their servants' souls). As Sekhem drops, the body operates as flesh and blood again, and with a human appearance come the complications of dealing with people as a person. These complications are often welcome, even when they interfere with the will of the gods.

The longer the mummy is awake, then, the more latitude she has in her actions. This is fortunate, because if her resurrection is due to more than an incautious urchin sneaking into her tomb, she's going to need to adapt and improvise to navigate a strange and dangerous realm. The central conflict of a mummy's existence is that the more she can do, the less time she has.

Sekhem Drops

The Arisen's Sekhem drops constantly. When it's high, she's mighty. When it's low, she's somewhat less so. When it's out, she's back in storage.

Some actions immediately drop a mummy's Sekhem by a dot, but this is rare. Returning to the world after dying from a surfeit of aggravated damage reduces Sekhem by a dot. Certain other external forces can force these rapid decreases, as well. Perhaps the most common form of Sekhem drop is self-inflicted.

When an Arisen fulfills his first purpose, he loses one dot of Sekhem immediately. After the first drop, it's a race against the clock to fulfill one's duty as time slips like sand running one's fingers. The only way he can reliably slow his accelerated Descent is by draining relics. Mummies can, if they wish, pillage their own Sekhem. Dropping one dot of Sekhem restores an Arisen's Willpower points to their maximum. It means converting the inhuman, impersonal might of the Rite's energy into selfish, personal motivation. It's more common in Arisen with high Memory, but anyone with a Sekhem rating can do it.

As with so many Descent decisions, this one involves a bit of a Catch-22. If one has many Sekhem dots, burning one for Willpower probably won't be necessary. When the Arisen is worn down and needs any advantage she can beg, borrow, or steal, that's when a sudden burst of Willpower can be the difference between success and humiliating failure — but that's also when Sekhem is a lot scarcer and more valuable. Horror is helplessness, after all.

How Does it Feel?

Sekhem dots are a way to convey the urgency of time and part of the game. The Arisen themselves don't speak of "dots" any more than normal people speak of "having dots in the Occult Skill," or "numbers of health points remaining" when at the hospital.

Mummies can feel the Sekhem flowing through them, and the amount affects both the Arisen's demeanor and power. They know when it's strong, they know when it's weak, and they know when it changes. Different mummies feel the force differently, depending on who they were and who their Judge is. A common description likens it to a smooth, warm encasement that seeps down into their flesh and even extends outward during Utterances and the use of Pillars. As it fades, they feel colder, stiffer, and clumsier.

At dots 9 and 10, they can't feel much else: Before the restoration of the sahu's nerve tissue, everything they sense is mediated through their wrappings of occult energy. With high Sekhem, colors seem sharper and sounds are crisply separate. As it drops, the world looks gray, and conversations are still clear but less...musical. The sense of touch is an abstract thing at high Sekhem, but a sensual treat at dots 6 to 8, slowly numbing to a mundane and unexciting impression at Sekhem 3 to 5. At Sekhem 1 or 2, mummies aren't numb, they just don't take much pleasure from touching most things.

A Sekhem drop is a shock, like having a hunk of hair suddenly ripped out. A Descent roll is like having it pulled out slowly, one hair at a time. If the roll fails, that chill recedes. If the roll succeeds, the loss crescendos in an icy convulsion, leaving the mummy just a bit more dead.

A reset, on the other hand, is usually accompanied by a brief, warm relaxation. It's not as intense as a drop or even a Descent roll, but it is physically perceptible.

Thus, every mummy knows when she is on the right path... or the wrong one.

Descent Rolls

An Arisen's struggle doesn't end with the trials in Duat. A mummy's time is forever fleeting, and she will lose Sekhem overtime by the Descent rolls. It's the reminder that time is limited

even for an immortal being, and when the dice are in the player's hands, it's the one roll they'll *want to fail*.

When the time comes (as determined by one's Sekhem dots, shown on the chart below), the player rolls a pool of dice equal to the Arisen's current Sekhem rating. If she succeeds, the Arisen *loses* a dot of Sekhem. So, for example, if one is at Sekhem 10, one rolls 10 dice for the Descent roll. If even one die comes up 8+, the Arisen descends to Sekhem 9. The higher one's Sekhem dots are, the odds of failing a Descent roll aren't great, but when one's clinging on at the lower dots of Sekhem 1 or 2, one can delay the inevitable for quite a while.

Descent rolls are a big deal, and it's up to the individual Storyteller to decide how they wish to handle them. Some will have the players resolve the roll at the end of the scene, while others will stop the game until the roll is made to emphasize the centrality of the deed and the immediacy of the response. Neither's right nor wrong; they both work fine, and you can choose to do whichever feels appropriate at the time. Either way, the *results* of the roll will resolve at scene's end. An Arisen shouldn't drop dead the mid-fight because they were scheduled for a Descent roll.

The base schedule for Descent rolls is as follows:

[BEGIN TABLE]

Sekhem	When You Make a Descent Roll	Failing the Roll Adds
10	After a scene (12 hours)	One scene (12 hours)
9	After two scenes (One day)	One scene (12 hours)
8	After three scenes (Two days)	Two scenes (One day)
7	After a chapter (Five days)	Two scenes (One day)
6	After a chapter (10 days)	Three scenes (Two days)
5	After two chapters (20 days)	Three scenes (Three days)
4	After three chapters (40 days)	One chapter (Five days)
3	After a story (60 days)	One chapter (10 days)
2	After two stories (100 days)	Two chapters (20 days)
1	After a chronicle (160 days)	One story (40 days)

[END TABLE]

Players can't spend Willpower on a Descent roll or give it an equipment bonus, except for a few certain rolls (see below). Some relics might improve the odds a little by penalizing the pool, but they're rare and coveted, if the Storyteller decides they exist at all.

Ways exist, however, to alter the schedule (see *Slowing Down the Loss of Sekhem* on p. XX).

The Descent Agenda

The mummy normally starts with the maximum dots in Sekhem, 10. Based on the circumstances of her awakening, she might lose a dot immediately; but by and large, players are going to make Descent rolls to see if their Arisen are going away or sticking around.

Players make Descent rolls depending on the Arisen's current Sekhem rating. Other factors like how long she's lingered there, and whether or not she's acting within the parameters of her inhuman mission also change when the Arisen has to make a Descent roll.

High Sekhem is hard to maintain and burns out fast. Everything else being equal, a mummy with Sekhem 8 is going to risk Descent far more often than one at Sekhem 4, simply because the high-Sekhem mummy has more to lose.

The Descent agenda is based on two scales. One's very concrete: Days and hours and weeks. One's very loose, subject to heavy Storyteller interpretation and oriented toward scenes, stories, and chronicles (See the **Chronicles of Darkness Rulebook**, p. XX). The Storyteller has the freedom to switch back and forth freely between those scales; not to capriciously torment players, but in order to maintain the sense of urgency. The unexpected Descent rolls are the ones that arise from *player choices*, like the decision to tell a Judge to go get stuffed, or the decision to raise one's Memory rating. Successfully failing a *provoked* Descent roll means the roll had no impact on your Descent or Sekhem rating.

There are a few things a mummy must not do to avoid receiving a provoked Descent roll. The biggest risk is any behavior that counters the Arisen's purpose — being their own person. One can be a pretty evil in the eyes of mortals without imperiling one's status in Duat.

If an Arisen character does one of the following, they face a Descent roll right away:

- Blasphemes the gods of Irem, or lets someone else do so in her presence uncorrected.*
- Creates a lasting account of her deeds that gives glory to herself alone.
- Destroys a relic in order to cannibalize its Sekhem.
- Dramatically fails any non-kepher action that uses the mummy's Sekhem rating as a dice pool.*
- Increasing one's Memory rating by a dot.
- Interacting with a Lifeless without obvious enmity.*
- Mocking or decrying her Judge — especially by name.
- Profanes the tomb of a fellow Arisen who serves her Judge.
- Verbally professes her highest love to another, be it a mortal or supernatural being who's not serving the Judges, using the language of Irem.
- Telling someone her own true name to any outsider.

* A player can spend a Willpower point to *subtract* three dice from the pool for this Descent roll.

Falling Up

Though many will feel relief over failing a Descent roll, it doesn't mean that there's nothing to worry about anymore.

When you fail your Descent roll at any given Sekhem rating, it's as though the gods and the Judges are permitting your existence — You've earned your continuance active service.

When you attempt your next scheduled Descent roll at the end of your bonus time, the number of dice rolled goes up by +1. This pattern continues with each continuous failure, to a maximum of

10 dice, thus making it more likely the roll succeeds. When you finally succeed and fall forward into your new, lower Sekhem rating, all penalties disappear. The Judges have their own agenda, and letting one Arisen run around for too long is dangerous. You can see the decreased success threshold as the Judge's patience running out, and the realization that cannot risk a mummy uncovering more memories and deciding to leave their servitude.

Note that these cumulative penalties do not apply to Descent rolls caused by the player or Storyteller, only those scheduled as per the Descent table (see above). Likewise, resets have no impact on these penalties one way or the other.

Once one drops to Sekhem 5, an Arisen's got two chapters of game time to enjoy access to Level Five Utterance effects before a Descent roll imperils them. But when that time's up, the player has to roll her five dice. If she gets a success, her Arisen drops to Sekhem 4. If she *fails* the roll, her mummy remains at Sekhem 5 for three more scenes.

Remaining at a particular rating of Sekhem for a longer time does not make the character stronger than a mummy who's just recently reached the same number of dots. They will both have to roll the same number of dice at their next Descent roll.

Slowing the Loss of Sekhem

An Arisen is a tool to serve his chosen Judge, so by advancing his Judges' agenda, they might slow the Sekhem loss. The Rite of Return is a complex framework, custom-tailored to an agenda. Arisen who serve their Judge unquestionably hemorrhages less Sekhem than those who resist and strain against their purpose.

A reset won't take an Arisen back to Sekhem 10, it resets the time until the next Descent roll.

For example, assume an Arisen's at Sekhem 3 and has lingered there for two stories. In the course of her duties, she comes across a greater Amkhat and destroys it. Pleased with her actions, her Judge presents her with a reward, and her countdown at Sekhem 3 resets. Instead of facing a roll at the end of the story, it's delayed back out to two stories. If a mummy can just find enough greater Amkhata to slay, she just might stay alive indefinitely.

Resets buy more time at the lower values of Sekhem, which is when an Arisen's at her weakest and therefore least able to earn a reset. Note that individual Judges also have personal agendas.

The Arisen who serve them might find renewal through certain other, narrower imperatives. Acting in accordance to your Judge can grant you Sekhem, or other rewards. At the Storyteller's discretion, they can choose to gift players with a reset for acting accordingly.

Beyond the immediate concerns of specific Judges, the following actions are general ones not tied to a particular Judge and might potentially receive a reset:

- Constructing a monument to the glory of Irem that has the potential to last 1,000 years.
- Destroying a powerful enemy of the Judges, such as a flawed immortal, or one of the Shuankhsen. The Storyteller can decide if it's only the mummy who dealt the killing blow or contributed the most who wins the reset when there are multiple characters in combat.
- Exacts a horrifying revenge on someone who has violated her tomb. Not applicable during temporary arisings that begin with such a violation.

- Dedicating the killing of an enemy in front of witnesses and addressing her Judge by their name.
- Saves the unlife of a fellow mummy who serves the same Judge. The list of commendable behaviors is a little bit shorter than those for which one will be punished, but the Judges tend to prefer driving with the lash to leading with a promise.

Sybaris

Mummies are both alive and dead, empowered by a mystical rite of the Shan'iatu. Sometimes, the necromantic energies from the rite leak from her body into the body of a bystander. This exposure changes him. He becomes aware of both his fleeting reality and the eternal reality of Duat. The crushing truth of his mortality falls upon him.

The moment ends. He rationalizes his experience, but his fear of death and visions of Duat remain. These lingering anxieties and visions are a phenomenon that the Arisen call *Sybaris*, or “sickness.” Mummies consider it a necessary evil, a security measure the Shan'iatu placed within them.

Sybaris is a handy tool. It makes humans too frightened or too busy contemplating mortality to interfere with a mummy's work. The afflicted are easier to manipulate. When a bystander fears death, joining a mummy's cult becomes a tempting proposition.

However, it provides diminishing returns. Further exposure drives mortals to expose or destroy mummies and their cults. It may even open them to possession by the fiends of Duat (p. XX).

Contracting Sybaris

The following is a list of some situations that cause a character to contract Sybaris:

- Direct physical contact with a mummy.
- Entering a mummy's tomb.
- Touching a vessel in a mummy's Lifeweb.
- Witnessing the beginning of a Descent (p. XX).
- Witnessing a mummy's resurrection.
- Witnessing a mummy spend a dot of Sekhem or a Pillar point.
- Witnessing the use of some Utterances and Affinities (p. XX).

When these situations occur, the character attempts to resist Sybaris. His will battles with overwhelming hallucinations and intrusive emotions.

Resisting Sybaris

Action: Instant

Dice Pool: Resolve + Composure – Sekhem

Suggested Modifiers: Mummy inflicting Sybaris has Memory 8+ (+1), mummy inflicting Sybaris has Memory 3 or lower (–2), character is in the presence of multiple mummies (–1 for each mummy present beyond the one inflicting Sybaris), the character has the Sybaris Condition (–1), the character is a sorcerer (+3).

Success: The character does not experience Sybaris. If he already has the Sybaris Condition (p. XX), it remains at its current stage.

Exceptional Success: As Success and the character recovers a point of Willpower.

Failure: The character gains the Sybaris Condition, or advances to a further stage if he already has it. If he is already at Stage 3, the character immediately performs one of the actions that would grant a Beat for that stage. This does not grant any additional Beats after the first time in a chapter.

Dramatic Failure: As Failure and the character loses a point of Willpower.

Suffering Sybaris

When a character fails to resist Sybaris, he gains the Sybaris Condition (p. XX). The Sybaris Condition is a special, three-stage Condition that represents a character's increasing fear, paranoia, and panic while afflicted with Sybaris.

Overcoming Sybaris

Those afflicted with Sybaris can overcome it in three ways:

- **Time:** Without further exposure, Sybaris dissipates with time. Stage One Sybaris ends in one week, Stage Two in two weeks, and Stage Three in a month.
- **Join a Mummy's Cult:** Pledging loyalty to a mummy and serving in her cult in accordance with its Doctrines (p. XX) will immediately end Sybaris at any stage. A cultist with Scorpion Cult Initiation ••+ never suffers Sybaris if they hold to their cult's Doctrines.
- **Interpret a Sybaritic Omen:** Sybaris brings terrible visions, but they are filled with consistent symbolic imagery. Interpreting the omen at the source of a character's visions eases his Sybaris, sometimes reducing it stage by stage.

Sybaritic Omens

The Sybaris-afflicted can understand the root of their torment through meditation, lucid dreaming, or reflection. Untangling the chaotic pattern of emotions and waking dreams brings comfort and can eventually dissipate the sickness.

A Sybaritic Omen involves a significant situation unknown to the character. It might be a future event, a forgotten secret from the past, or a hidden circumstance in the present. If the omen is a future event, it will come to pass unless the character intervenes.

Interpreting Sybaritic Omens

Action: Extended (7 successes required. Each roll takes 6 hours).

Dice Pool: Composure + Occult

Suggested Modifiers: Cultists or sorcerers assist character (+2), Use of fortune telling instruments (+1), Distracting noise or lights (-2).

Success: The character decodes the omen's basic structure, or a key detail if the basic structure was already decoded. The character may behave as if they do not have the Sybaris Condition (p. XX) for the rest of the chapter.

Exceptional Success: As Success, and the character gains the Sybaris Condition at one level lower than the level the character currently has. If this reduces the Condition level to zero, the Condition resolves immediately.

Failure: The character receives no useful insights.

Dramatic Failure: As Failure, and the character suffers a Breaking Point (p. XX).

The Rite of Investment

Loyalty has its benefits. The Arisen can grant their cultists a fraction of their power through the Rite of Investment. Invested cultists are always under their master's observation. A mummy can take an Invested cultist's body as her own after death, hollowing out the cultist's soul and replacing it with her own.

The Rite of Investment

- **Action:** Instant action. Mummy must touch her target. The mummy's player removes a Pillar point (p. XX) of her choosing from her character's sheet. The target's player places the mummy's Pillar point on their character's sheet.
- **Cost:** 1 Pillar point.
- **Pillar Recovery:** Reflexive action. A mummy may remotely reclaim an unspent Pillar point from target. Target's player removes Pillar point from their character's sheet. The mummy's player places the Pillar point on her character's sheet.
- **Mortal Decree:** Invested Mortals receive the benefits of their masters' decree (p. XX).
- **Sorcerous Rites:** Invested sorcerers may spend imbued Pillar points to power Rites (p. XX). Sorcerers also receive the benefits of Mortal Decree.
- **Sadikh Soul:** Invested Sadikh may manifest Soul Affinities (p. XX).
- **Immortal Power:** Invested immortals may use Tier 1 Utterances using the invested Pillar.
- **Constant Observation:** Mummies are roughly aware of the condition, direction, and distance of Invested cultists.
- **Ultimate Sacrifice:** A mummy may choose to reincarnate into the body of an Invested cultist. The mummy resurrects with the Memory Bleed Condition and her previous Memory, Merits, Traits, and Sekhem. The mummy's player may choose to reshuffle her character's Traits to represent the abilities of the new body. The Sanctity of Experience (p. XX) applies.

The Rite of the Engraved Heart

The exact methods of the Rite of the Engraved Heart differ between guilds, but each requires an exchange between the mummy and their intended Sadikh. This exchange has to be something of true worth, such as each participant's true name, the sacrifice of a loved one, or a permanent self-mutilation. The mummy must then cut open their target, and inscribes their eternal name on the Sadikh's heart. The chest wound magically heals itself shut, but leaves a scar symbolizing the mummy, their guild, or their Judge.

The Rite of the Engraved Heart

- **Action:** Instant action. The mummy must have made the exchange of value and cut open their target. The mummy's player removes a permanent Willpower dot from their character's sheet. The target's player adds a permanent Willpower dot to their character's sheet.
- **Cost:** 1 permanent dot of Willpower.
- **Descent Risk:** Reflexive action. The act of creating a Sadikh offends the Judges, causing any mummies to suffer a Descent roll for their hubris.
- **Only One:** A mummy may only have one Sadikh at a time. That Sadikh does not age. The Sadikh falls and rises in linear time, which means a mummy can create another Sadikh at a point in time before their last Sadikh was made, or long after their last one was destroyed.
- **Rise and Fall:** Sadikh stay awake for a number of chapters equal to their permanent Willpower, following the mummy's Descent to henet. If they wish to stay awake beyond this, they must succeed at a Resolve + Composure roll each scene, at -1 die for the next scene, the -1 growing to -2, -3, etc. for each subsequent scene, until the Sadikh's player only rolls one die to remain awake. The Sadikh rises as the mummy does so.
- **His Master's Will:** Sadikh possess a telepathic bond with their mummy master and may broadcast their location and immediate feelings, such as danger, joy, excitement, etc. with no roll. The mummy can do the same in return. Via this telepathic bond, the mummy has power over the Sadikh's will. With the expenditure of a Willpower point, the Arisen can prevent the Sadikh from overly countermanding any of his master's efforts or wishes, with discreet actions against the mummy acting at a -2 dice modifier.
- **Resilient Body:** Sadikh suffer damage as mummies do, but recover from wounds like mortals unless another trait modifies this rate. They do not die when their Health track is filled with lethal damage, instead falling into a repose and waking when the mummy next wakes. If further damage is inflicted to the sleeping Sadikh, or their Health track fills with aggravated damage, they die and leave no ghost, as their soul becomes Sekhem and their body becomes a vestige (see p. XX). If this vestige is drained, the Sadikh is gone for good. If it is returned to Duat, the Sadikh joins their master for one final journey. If the mummy wishes to resurrect a fallen Sadikh, they must spend a permanent Willpower dot, which causes the Sadikh to form from Sekhem. This Willpower dot does not get added to the Sadikh's character sheet. The reformed Sadikh bears scars from the wounds that killed him, but no damage to his Health.
- **Blessed Memorial:** Once per story, when a mummy attempts to recall a point in history during which their Sadikh was present, the mummy can call on the Sadikh's true name and gain +2 dice to their remembering. This benefit also applies if the mummy is at a Breaking Point and at risk of losing Memory, conveying the +2 dice to their Memory roll.
- **Entwined Fates:** Sadikh possess a Sekhem rating equal to half of their master's current total, rounded up, for the purposes of resisting in a Clash of Wills (see p. XX). This resistance is rendered inert against the Sadikh's Arisen master.
- **Sybaris Immunity:** The Sadikh is immune to all Sybaris Conditions.
- **Power Channeling:** Once per scene, a Sadikh may use any one of his master's Affinities, or one of his master's Utterances, providing he has seen the Utterance used. Pillar and Willpower costs for use of these powers are paid by the Arisen, though any dice pools except for Pillar

ratings are made up from the Sadikh's Traits. Pillar ratings are derived from the mummy's character sheet.

- **Devoted Heart:** A Sadikh whose master has a Pillar rating of Ab 5 gains +2 dice to resist or overpower a character who attempts to sway the immortal servant from his master. The Sadikh may give his master any Willpower he recovers from fulfilling his Virtue or Vice, instead of gaining the benefit himself.
- **Loyal Soul:** A Sadikh whose master has a Pillar rating of Ba 5 incurs no penalties when blinded or in darkness. The Sadikh conveys a +2 modifier to his master's initiative rolls when they're together, as the immortal servant acts as the mummy's eyes and ears.
- **Perfected Body:** A Sadikh whose master has a Pillar rating of Ka 5 may exchange up to 4 bashing wounds or 2 lethal wounds to or from his master, with permission from the mummy, as a Reflexive action. The Sadikh cannot accept further wounds if he has any aggravated wounds. This power is effective irrespective of distance but the two must occupy the same space in time.
- **Reverent Name:** A Sadikh whose master has a Pillar rating of Ren 5 shares a true telepathic bond with his master and can mentally communicate in whole sentences with the mummy after speaking the Arisen's name. The Sadikh cannot communicate in this way if he has suffered any aggravated wounds. This power is effective irrespective of distance but the two must occupy the same space in time.
- **Shadowed Hand:** A Sadikh whose master has a Pillar rating of Sheut 5 gains +2 dice on all Stealth and Larceny rolls, and for the cost of one Willpower point can magically shift the appearance of his face as a Reflexive action. This shift cannot imitate another person, but makes the Sadikh appear distinctly different from before. The shift remains in place until the Sadikh wills it to end. Multiple facial shifts prevent reversion to anything but the most recent facial appearance.

Timelessness and Experience

The Arisen do not experience time linearly. A mummy Descends in 2097 and awakens in 1545 in the same way that a human goes to bed and rises in the morning. As a **Mummy** game leaps through history, players may find themselves in time periods where the dots on their sheet seem inappropriate or useless.

Because of this, mummies have a special quality, a Sanctity of Experience. Much like Sanctity of Merits, a mummy always takes Beats and spends Experiences as normal, no matter what time the character currently resides in.

When a mummy is first awakened in a new century, or plays in a flashback or flash-forward for longer than a scene, the player may "reshuffle" the Attributes, Skills, Merits, or Pillars of the character using their currently spent Experiences, creating a character build more fitting for the era. All Advantages (p. XX) should be re-calculated accordingly.

At the end of an extended flashback or flash-forward, when the setting returns to what the Chronicle currently establishes as the "present," the player may again "reshuffle" her sheet using their currently spent Experiences, including whatever Experiences were spent during the flashback or flash-forward.

Sanctity of Experience

- **Beats:** A mummy always takes Beats and spends Experience as they receive them, even during flashbacks and flash-forwards.
- **Reshuffle:** When the mummy begins play in a different time era, her player may rearrange her character's Attributes, Skills, Merits, or Pillars using their currently spent Experience. This occurs when the mummy first awakens at least a century before or after the previously played Descent, or at the beginning and end of an extended flashback or flash-forward.

Tombs

Tombs have three components: Geometry, Perils, and Provisions.

Geometry

No matter where they lie, tombs are always built or remodeled according to the Nameless Empire's sacred geometry. Tombs draw Sekhem from their surroundings, creating a special, internal Lifeweb from which the Arisen gains Pillar points.

Every dot of Tomb (p. XX) applied to Geometry provides a bonus die to regaining Pillar points (p. XX).

It also serves as the tomb's overall health. Should a tomb's Geometry become 0, it is destroyed, and the Arisen gains the Disinterred Condition (p. XX). The player retains the tomb's original rating due to the Sanctity of Merits.

Perils

Tombs need security, and the Arisen have many options. History provides a myriad of nasty devices to punish intruders, but there are also Curses from returned vessels (p. XX) that float within a tomb's Lifeweb, waiting for use.

Each dot of Tomb (p. XX) applied to Perils serves as a dot of Cost towards Trap equipment (p. XX). Each dot of Peril may also anchor a Curse from a recently returned vessel to the tomb.

When the tomb is attacked, the player may choose to remove a dot of Peril instead of a dot of Geometry, inflicting a Trap or Curse on the attackers. The player retains any removed Peril dots due to the Sanctity of Merits.

Provisions

Provisions make tombs unique and provide a vast number of benefits beyond energy and security.

Each dot of Tomb (p. XX) applied to Provisions serves as a dot of Cost towards equipment (p. XX). Any aspect of a tomb that does not serve as part of its sacred geometry or its security qualifies as a Provision.

When the tomb is attacked, the player may choose to remove a dot of Provision instead of a dot of Geometry, losing access to a piece of equipment. The player retains any removed Provision dots due to the Sanctity of Merits.

Harmonic Centerpiece

If a mummy has at least one relic connected to their tomb's Lifeweb, they may choose one to be their *harmonic centerpiece*. This relic balances the energies of the tomb, making it just as important as the tomb's physical structure.

If a harmonic centerpiece is within a tomb's Lifeweb, the mummy receives a bonus die to regaining Pillar points (p. XX) in addition to a tomb's Geometry. If the harmonic centerpiece is destroyed or stolen, its absence damages the tomb, removing a dot of Geometry from the Tomb Merit.

Attacking Tombs

Some of the Arisen's enemies know they must strike at their tombs. While it is possible to survive without one, a destroyed tomb can leave a mummy defenseless and without an easy method of regaining power or returning vessels to the Judges.

A tomb is only truly destroyed when its sacred geometry is ruined beyond repair. This is a great undertaking, accomplished by a cult action (p. XX), with explosives (p. XX), an appropriate Utterance (p. XX), and lengthy, dedicated assaults by individuals. One point of Effort, one point of lethal damage, or one point of aggravated damage removes one dot of Geometry from the Tomb Merit. Dots of Peril or Provisions may be removed instead, if available.

Vessels

The lost tools of Irem. Storied treasures with fantastic powers. Experiments gone wrong. Physical embodiments of painful memories. All these and more are *vessels*, the mystical trinkets that keep the Arisen to their eternal duty.

The attachment mummies have to vessels goes beyond mere admiration of craftsmanship. Whether it was forged in an Iremite workshop thousands of years in the past or improvised on an active battlefield three days ago, the Arisen believe there is only one rightful owner of these vessels: the Judges. No human alive can fully control a vessel's power, as tragedy after tragedy throughout history has proven. Therefore, all vessels must return to Duat, to restore power to the Judges and ensure humanity's safety.

Vessels Defined

A vessel is any item that holds a significant amount of Sekhem. Most were created thousands of years ago using the lost and sacred arts of the guilds of Irem. Many also came into being long after, either as the result of sorcery or accidental creations birthed from an unforgettable moment.

Sekhem is anchored to a vessel by implanting it with a memory. This central memory is also a filter, shaping the potential of life into a clearly defined purpose and function. Anyone who activates a vessel calls upon the memory inside, releasing the Sekhem within in the form of a distinct and unique **Power**. However, without the proper training guilds and sorcery provides, an unwitting user is unable to handle even a filtered form of pure life force. He is then exposed to the vessel's **Curse**, a negative feedback from the sudden release of powerful energy. A Curse is also filtered by the vessel's defining memory, often inflicting ironic fates upon the user.

Arisen divide vessels into two categories: vestiges and relics.

Vestiges

Vestiges are a vessel's basic form. They can take the form of any object on Earth. Since the Lifeweb is everywhere at once, Sekhem constantly flows out from living things into inanimate objects as they use them. Every day, the toys, tools, and precious items of humanity go through a natural ebb and flow of Sekhem.

When an item is present in a moment filled with strong emotion, the moment may imprint on the item as a memory, sealing the Sekhem it holds and transforming it into a vestige. Any emotion can create a vestige, but the six most common emotions in their creation are anger, despair, hate, joy, passion, and love. When a vestige forms, the raw Sekhem inside it splits into two distinct patterns based on the emotion that filters it. The first pattern is its Virtue, the highest, most constructive form of the emotion that defines the memory. The second pattern is its Vice, the lowest, most destructive form of the emotion.

Vestiges existed long before Irem and will exist long after. In addition to the many vestiges created by history, sorcerers know a rite that guarantees their creation, though the process may be time consuming and emotionally draining (p. XX). Creating vestiges is important for sorcerers. Not only are they easy access to magical power, the Sekhem inside them can be further broken down and extracted as Pillars (p. XX), important magical components.

A Vessel's power is attractive, but they can provide so much more. When their Virtues or Vices resonate with their owner's Anchors (p. XX), vestiges can help strengthen the will, or even the soul. Some mummies hesitate to immediately return their vestiges to Duat and instead let them linger in their tomb's Lifeweb for a few centuries.

Vestiges

- **Rating:** Naturally created vestiges are rated from 1-5 dots. Sorcerers can create vestiges rated from 1-6 dots.
- **Object:** A vestige is an object (p. XX), and has Size, Durability, and Structure.
- **Incorruptible:** Vestiges are immune to ordinary wear and tear caused by the passage of time.
- **Virtue and Vice:** Vestiges have a Virtue and a Vice.
- **Resonance:** When a character's Anchors, such as a mummy's Balance or Burden (p. XX), is synonymous with or matches a vestige's Virtue or Vice, the vestige resonates with the character.
- **Willpower Refresh:** If a resonant vestige is kept on a sleeping character's person, the character refreshes extra Willpower points after a full night's sleep. The character refreshes 1 extra Willpower point per Virtue or Vice that is synonymous with or matches the character's Anchors, to a maximum of +2 Willpower points. Any resonant vestiges kept in the Lifeweb of a mummy's tomb (p. XX) provides this benefit no matter where the mummy rests inside the tomb, to a maximum of 2 extra Willpower points.
- **Soul Refresh:** When a mummy mediates in her tomb to refresh her Pillar points (p. XX), each resonant vestige in her tomb's Lifeweb provides a +1 bonus to the dice pool, to a maximum of +5.
- **Pillars:** Vestiges provide a number of Pillar points equal to their dot rating.

Relics

Relics are the prized creations of the Nameless Empire. The Shan'iatu taught their subjects the secrets of Sekhem, how it could be grasped and forged into instruments of power. For many years, the Iremite guilds toiled in their workshops, creating countless relics. Most served the empire's needs, some were made to entertain its people, and a few were created for their own sake, so that its crafter would have something to last for all time.

An exact, reliable method to create a relic is unknown, but the differences between a relic and a vestige are obvious once someone knows where to look. The first is that a relic is an object holding a distilled form of Sekhem, which radiates with a greater amount of power. Pure Sekhem is easier to anchor to an object, and the memories used for relics do not need to be as emotionally intense as the kind that anchors a vestige. Instead, the guilds of old used memories of Iremite cultural touchstones, important values of the Nameless Empire, and the lives of its famous heroes and infamous enemies. The Arisen sometimes find memories of themselves within a relic.

The second difference is that unlike vestiges, relics appear in very specific forms. The guilds of the Nameless Empire developed their own secret methods to create relics, which they never shared. The five best known relic forms are those of the Arisen guilds: Amulets, Effigies, Regia, Texts, and Uter. The clearly defined form of the relic shapes the Sekhem just as much as the memory that holds it, and thus a relic has a Power that enhances things related to the form's purpose, and a Curse that serves as a side effect to intense Sekhem exposure.

The final difference is that the Sekhem within the relic holds together even during extraction. A mummy that drains Sekhem from a relic finds that they're able to stay in the living world for a little while longer, though they risk punishment from their Judge for doing so. Immortals (p. XX) can feed on relics with no such consequences. Sorcerers are unable to absorb Sekhem from a relic, but can contain the energy in another object, potentially transforming it into a vestige.

Almost all relics come from the Nameless Empire. Many have returned to the Judges, but most still reside on the Earth, waiting to be discovered. A few relics were created well after the Empire's dissolution. These modern relics are often the product of a mortal's inspiration and passionate dedication, and their creation is a once in a lifetime event. Rarely, Judges expend a portion of their immense Sekhem to forge a brand-new relic, sending it to the earth along with a mummy rising from henet. While an Arisen is bound to a Judge, they are unable to create new relics of their own.

Relics

- **Rating:** Relics are rated from 1-5 dots.
- **Object:** A relic is an object (p. XX), and has Size, Durability, and Structure.
- **Incorruptible:** Relics are immune to ordinary wear and tear caused by the passage of time. Relics created by Eternals (p. XX) are an exception to this rule and are at risk of natural decay over time.
- **Form:** Relics have a unique kind of Power and Curse, based on its form.
- **Sekhem:** Relics provide a number of Sekhem dots equal to their dot rating. Relics created by Eternals provide a number of Sekhem dots equal to twice their dot rating.

Using Vessels

Vessels are powerful objects. For many, they provide quick access to magical power. They also aid the Arisen and are an important part of their cycles of life and death.

However, holding a massive amount of Sekhem in one place, refusing to return it to the Lifeweb, tends to bring about terrible fates. Many learn that in order to wield great power, one must bear a terrible curse.

Invoking Vessels

Vessels are invoked through two methods. The first is to touch the vessel and perform an action in sync with its underlying memory. A vestige of protection born from an act of affection is invoked through a sincere declaration of love. An amulet relic forged from a memory of harsh weather is activated when worn during a rainstorm.

The second method is to touch the vessel, call out its name, and activate it by force of will. This invocation demands a sacrifice from its user, either in the form of a Pillar point or a Willpower point.

Once a vessel is invoked, its user receives a vague or alarming vision related to the memory buried within it. The vessel's Power and Curse begin immediately after.

Vessel Invocation

- **Action:** Invoking a vessel is an Instant action.
- **Cost:** Invoking a vessel costs either 1 Pillar point or 1 Willpower point.

General Powers and Curses

A vessel's dot rating determines the mechanical basis of its Power and Curse. In general, a Power is mechanically represented by a bonus, and a Curse by a penalty. Where the bonus or penalty is applied depends on a vessel's type.

Each individual dot in a vessel's rating can grant the following:

[BEGIN CHART]

Power Curse

+1 dice pool bonus -1 dice pool penalty

+1 Armor -1 Armor

+1 Defense -1 Defense

+1 Attribute rating -1 Attribute rating

+1 Skill rating -1 Skill rating

1 positive Social Influence shift 1 negative Social influence shift

[END CHART]

When designing mechanical bonuses and penalties for vessels, their bonuses and penalties can be mixed and matched, using pool of points equal to the vessel's dot rating, plus 1. For example, a two-dot vessel has three points and could give a user two dots in Empathy but remove one dot of Streetwise. A five-dot vessel has six points and could imbue a user with three points of Armor but remove three dots of Stamina. A one dot vessel has two points and could give a user 1

positive Social Influence shift but remove one die from a combat dice pool. A vessel's Power is never higher than half the pool's points.

Powers and Curses

- **Bonuses and Penalties:** Powers and Curses inflict a set of bonuses and penalties on a vessel's user.
- **Design:** A vessel's dot rating provides a pool of points equal to its dot rating plus 1. These points are spread between the vessel's Power and Curse. A vessel's Power never has a mechanical bonus higher than half of the point pool, rounded up.

Vestige Powers and Curses

Vestiges are the embodiment of an emotional memory. That memory forms the basis of its Power and Curse.

A vestige's Power is a mechanical representation of its underlying memory and its Virtue. An Honest vestige might grant bonuses to Performance or improve Interrogation dice pools.

A vestige's Curse is formed from its underlying memory and its Vice. The Honest vestige is also Headstrong, and may apply penalties to Common Sense dice pools, or even reduce its user's Composure.

The highly personal memories that vestiges hold ensure that the only person subject to its Power and Curse is its current user. They are also short lived, and their Powers and Curses last for a Scene. The only exception is when an active vestige is close to an active relic. When this occurs, the vestige activates a special kind of Curse: it broadcasts its core memory to other people, inflicting them with its emotion. How far and long this broadcast lasts is based on the Area Affected aspect of a relic's dot rating (p. XX).

Vestiges are useful in any situation, but their Sekhem shines brightest when invoked during moments that resonate with the event that created them. This may give a vestige additional effects.

Vestige Powers and Curses

- **Magnificent Virtue:** A vestige's Power is based on its Virtue.
- **Vice's Curse:** A vestige's Curse is based on its Vice.
- **Familiar Moments:** Invoking vestiges in situations that align with their rooted memories may grant additional mechanical effects.
- **Range and Time:** A vestige's Power and Curse is active for one Scene, and only affects its user.
- **Amplification:** Active relics can amplify the emotions of active vestiges and influence others with them.

Relic Powers and Curses

The refined Sekhem within a relic brings new, more consistent powers and abilities. In addition to basic bonuses and penalties (p. XX), relics have their own unique Power and Curse options that can break the limits of what is possible.

Amulets

The Maa-Kep designed their amulets to preserve ideas and principles. They were so successful that Iremite thought lives on in a world ill-suited for it.

Amulets have the Power to instill knowledges and abilities. These are usually represented by new Skill dots or Mental Merits but can also provide more specific boons such as knowledge of a lost military technique, or even a rite (p. XX).

The Amulet's Curse programs its bearer with concepts and morals to make their thinking more harmonious to the Nameless Empire's culture. The Curse may be broad and obvious, such as changing a character's Virtue, Vice, or Aspirations, or a subtle as praising a Judge beneath one's breath as they wake in the morning.

Effigies

The Tef-Aabhi constructed their Effigies to maintain order and harmony. Now, the ignorant threaten to use them to spread chaos.

An invoked Effigy unleashes the Power to manipulate people, objects, or concepts. This might be as simple as inflicting a Tilt (p. XX) on a target. It could also be new Social Skills and Social Merits for more subtle manipulation. It could even grant its user a Supernatural Merit, such as Telekinesis (p. XX).

An Effigy's Curse is that it manipulates as well. They pull power from their surroundings, weakening people and environments around it. Some sap away at Structure, others consume Willpower, and a few drain Sekhem. The most dangerous Effigies weaken the border between worlds, creating doors to the Nehter-Khertet and even stranger places.

Regia

The Mesen-Nebu used their superior alchemy to make the world more beautiful. Unfortunately, even the finest splendor rots and rusts.

Regia's Power is to enhance physical things into a more perfected state. Weapons enhanced with Regia may do more damage or be able to harm creatures normally impervious to them. Imbibing a potion brewed with Regia may grant a user Physical Attributes or Physical Merits.

What the Nameless Empire considered "perfected" vastly differs from our modern conception of perfection. A Regia's curse corrupts physical things around it. It could just poison users, but it might also warp its subjects in unexpected ways, twisting bodies and objects into shapes more useful to the Judges.

Texts

The Sessa-Hebsu hoped to rescue stories and culture with the power of the written word. Now, these lost tales unfold all over the world, bringing people to unhappy endings.

Texts hold records of grand events inside them, and their Power manifests these events in our reality, rearranging it with incredible phenomena. A Text might create an Environmental Tilt (p. XX) at an opportune moment or transport its user across the globe in the blink of an eye. Any story can lie within a Text, and thus it is the most abstract and unpredictable of the relic forms.

What isn't unpredictable is how they Curse the mind. Reading a Text wreaks havoc on the unprepared. They might sap away a user's Integrity, or even open them up to possession by one of Duat's fiends.

Uter

The Su-Menent desired to show the divide between life and death for the illusion it is. Today, perhaps they have their wish.

Uter have the Power to enhance qualities that already exist within a person or an object. These enhancements may go far beyond mere bonuses. Doing a familiar activity could become a Rote Action (p. XX). A user could have the Inspired Condition (p. XX) when the Uter is within her grasp. She may even develop Specialties (p. XX) she never had before.

As Uter are unchanging, so too is the Curse that follows them. Uter preserves its users, preventing any beneficial change in their lives. A user could stop receiving Willpower from a restful night's sleep or be unable to increase her Integrity. It may affect a user in more subtle ways, such as falling into rigid daily patterns or refusing opportunities she would usually take.

Bane Relics

Like the Judges that she despises, Ammut the Devourer can create her own relics. Unlike her enemies, Ammut is more than willing to make as many as she can, gifting *Bane Relics* to her most prized Shuankhsen (p. XX).

Bane Relics appear in all guild relic forms but bear visible signs of Ammut's corruption. These signs are usually monstrous or blasphemous art and spider web-like runes. Their Powers and Curses are the same as the relic forms they parody, but only the Lifeless can use these nightmarish trinkets safely. Rumors state that if one of Ammut's children can hollow out an Arisen's chest and place a Bane Relic inside the cavity, the Arisen is condemned into becoming the Devourer's servant.

The Shuankhsen know rites capable of twisting ordinary relics into Bane Relics and do so with fervor. The Arisen are urged to return Bane Relics to the Judges like any other vessel, which can be a dangerous task. These twisted relics wreak havoc on the sanctity of a mummy's tomb, harming Arisen and their loved ones alike.

Eternal Relics

A special kind of relic belongs to the Eternals (p. XX), immortals who sealed away their death in handmade works of art. *Eternal Relics* always contain the memory of the immortal's would-be death. Such a vivid memory is enhanced by a Sekhem even further distilled than any other known relic form.

Eternal Relics' Powers and Curses are always centered around their creator. Their Power grants eternal life and other strange abilities that immortality might bring. However, their Curse is just as powerful: Eternal Relics are not inherently incorruptible like other Vessels, and their bearers must share in whatever fate befalls the relic. When the relic is destroyed, the Eternal dies.

Relic Dot Ratings

If they hold to a form's archetype, relics can have Powers and Curses beyond those suggested here. The following table is a guideline to the subtlety, length, and area relic Powers and Curses are capable of. Relics are not required to match every category level attached to their dot rating, but usually conform to at least one.

[BEGIN TABLE]

Dot Rating	Subtlety	Length of Time	Area Affected
•	Nearly Undetectable	1 Turn	User Touching Relic
••	Noticeable by Passerby	1 Scene	Everyone in User's Sensory Range
•••	Visible to Everyone	1 Chapter	Most of a Community
••••	Blatant to Everyone	1 Story	Everyone in a Community
•••••	Undeniable to Everyone	As Long as Relic is Active	Everyone in a Region

[END TABLE]

Relic Powers and Curses

- **Form and Function:** Relic Powers and Curses have access to more game effects based on their form.
- **Range and Time:** Relic Powers and Curses have a time and range based on their dot rating.

Curse Immunity

The Arisen are completely immune to all vestige Curses. The vessel's raw Sekhem is always overpowered by the stronger concentration of life force within the mummy's body. They have a limited immunity to relic Curses: a guild member never suffers their relic form's Curse, and only suffers a fraction of the Curses of other relic forms.

A cult's *Tepi* (p. XX), or hierophant, is immune to the Curses of her master's guild relic form. Sorcerers (p. XX) are immune to the Curses of the vestiges they create.

Only the Shuankhsen (p. XX) are immune to Bane Relic Curses. Everyone else, including Arisen, receive the full force of the Curse.

Curse Immunity

- **Vestige Immunity:** Vestige Curses are not inflicted on the Arisen. Sorcerers do not suffer the Curses of vestiges they themselves create.
- **Relic Immunity:** Arisen and their *Tepi* do not suffer the Curses of their guild's relic form. Arisen suffer a reduced form of the Curse of other relic forms. This is either half the penalty, rounded down, or a less debilitating version of any narrative effects. No one is immune to Bane Relic Curses except for the Shuankhsen.

Vessels and Resurrection

Vessels provide an additional way to return from the sleep of ages. They are components of the simplest Open Rite (p. XX), known as the Call.

The Call requires a leader, usually a sorcerer or a hierophant, several cultists, and as many vessels in a tomb's Lifeweb (p. XX) as possible. The cultists encircle the sleeping mummy with their vessels, and the leader starts a chant, imploring his master to arise and aid the cult. With enough time and no pressing danger, the vessels' Sekhem flares, and the mummy revives. Such an intense blast of life energy overloads the vessels and renders them unable to be invoked (p. XX) for the rest of the story.

If a mummy has no vessels connected to their tomb's Lifeweb, the cult must obtain at least one vessel elsewhere in the world. Without the tomb's mystical connection, the foreign vessel is destroyed.

The Call

Action: Instant

Cost: 1 vessel

Dice Pool: Player leaders: Presence + Occult; Storytelling character leaders: Reach + Grasp.

Suggested Modifiers: The cult uses vessels (+1 for each vessel beyond the first vessel sacrificed), held in mummy's Tomb (+3), More than 20 cultists present (+2), Incense or other ritualistic trappings (+1), Cult is in mutiny (-2), mummy unfavored by Judge (-3).

Success: The mummy rises from death. If the mummy has risen for the first time in this story or was forced to return to *henet* in the previous Death Cycle (p. XX), the mummy typically begins with Sekhem 10. All Lifeweb connected vessels used in the Call cannot be invoked for the rest of the story. If any vessel used was not connected to the Lifeweb, it is destroyed. Vessels destroyed this way release their memory but provide no Pillar points or Sekhem.

Exceptional Success: As Success, except all Lifeweb connected vessels cannot be invoked for the rest of the chapter.

Failure: The mummy does not rise from death. All vessels used in the Call cannot be invoked for the rest of the story. If any vessel used was not connected to the Lifeweb, it is destroyed. Vessels destroyed this way release their memory but provide no Pillar points or Sekhem.

Dramatic Failure: As failure, and the mummy's cult suffers 1 lethal damage to Fidelity.

Reviving Arisen

- **The Call:** Cultists may sacrifice any number of vessels to return their patron mummy from death. Sacrificed vessels are either disabled for the duration of the story if connected to the Tomb's Lifeweb or destroyed if unconnected.
- **Dangerous Times:** In dangerous or time-pressed situations, a dice roll (p. XX) is necessary. In safe or time-ideal conditions, the Call automatically activates as if the cult had rolled a Success.

Tracking Vessels

Irem's guilds were well-trained in magic and craftsmanship. The Rite of Return heightened those techniques to such a degree that Arisen can detect vessels from across the world. This is through a special sense called the *kepher*, or "manifestation."

The *kepher* is a special type of Investigation (p. XX). The Clues that *kepher* provides are not just objects, facts, and deductions that lead to the vessel's location, but may also be hints toward the vessel's Power or Curse, snippets of the memory that created it, or the identity of its current user.

Unlike other Investigations, the mummy begins with significant advantages. When a Judge commands a mummy to find a specific vessel, or if the mummy first becomes aware of a vessel's existence, he receives the first Clue in the Investigation as if he rolled a Success to uncover it. They are also aided by the flow of Sekhem as he uncovers further clues.

The kepher of some vessels are stronger than others. The design flaws of vestiges make them easier to track, and the telltale traits of a guild's relic form are unmistakable to its members.

When a kepher Investigation ends, the mummy knows everything about the vessel it seeks, from its name to its exact geographical location. All they need to do is take it.

Kepher

- **Investigation:** The kepher is an Investigation (p. XX)
- **Clues:** A kepher Investigation has a Scope equal to twice its vessel's dot rating in Clues.
- **Sekhem:** A mummy always adds their current Sekhem to the dice pool to uncover a Clue during a kepher Investigation.
- **Vestiges:** Tracking a vestige always adds a +2 bonus to the dice pool to uncover a Clue during a kepher Investigation.
- **Relics:** Characters tracking relics from their guild always roll to uncover a Clue as a Rote Action (p. XX).

Consuming Vessels

All vessels will one day be consumed, either by returning them to the Judges or cannibalizing them.

Returning Vessels to the Judges

When a vessel is brought to a mummy's tomb (p. XX), it is attached to its sacred geometry and becomes a part of its Lifeweb. The vessel remains attached to the Lifeweb if it stays in the tomb. Placing a Bane Relic (p. XX) into a tomb's Lifeweb grants the tomb the Lifebane Condition (p. XX).

When a mummy ends his Descent and rests in his tomb, his player may select any number of vessels within the tomb's Lifeweb and declare that his mummy will return them to the Judges. These vessels become regular objects, can no longer be invoked (p. XX), and cannot provide Sekhem or Pillar points if cannibalized (p. XX). Some cults donate former vessels to museums, while others sell them to private collectors for high prices.

Though the vessel is powerless, components remain. The Arisen returns to Duat (p. XX) wielding the vessels he took with him, recreated from their Sekhem. The vessel's Curse remains in his tomb's Lifeweb for a story, eventually attaching itself to an object, person, or settling into the tomb as a Peril (p. XX).

Cannibalizing Vessels

Arisen, Amkhata, immortals, and sorcerers can cannibalize vessels, draining them of their power.

When a vestige is shattered, those nearby can grasp its broken pieces and draw its energy within themselves. Sorcerers do this to quickly gather components for rites, Arisen do this to gain a burst of power with no consequences, and Amkhata eat whatever life energy comes their way.

Relics are cannibalized in the same way but have a more dramatic effect. Cannibalizing a relic is a grave betrayal to the Judges, and the Arisen will face a Descent roll (p. XX) for each dot of Sekhem consumed. Amkhata not only feed on the Sekhem, they can transport the excess back to their masters. Sorcerers can trap the escaping Sekhem in another object to turn it into a vestige.

If a vessel is pulled away from the character cannibalizing it, and repaired within a week, the vessel keeps its undrained portion of its mystical power. Otherwise, any remaining Sekhem detaches from the broken vessel and it becomes the remains of an ordinary object.

When a vessel is fully cannibalized, the memory within it is released into the world. The full, clear memory broadcasts into the mind of the cannibalizing character and everyone within her sensory range. If the cannibalizing character is a mummy, she receives 1 Reminisce Beat after experiencing the memory. If no one is present to absorb the memory, it dissipates forever.

Cannibalizing Vessels

- **Sundering:** A vessel can be cannibalized when its Structure becomes 0.
- **Time:** Draining 1 dot from a vessel is an Instant action.
- **Repair:** If a cannibalized vessel receives at least 1 Structure within a week of its sundering, the vessel survives at a new dot rating equal to its undrained dots.
- **Vestige:** Draining a vestige provides mummies 1 Pillar point for each vestige dot drained. Arisen may place Pillar points in any unfilled Pillars. Sorcerers take 1 Pillar point per vestige and must select a Pillar before draining.
- **Relic:** Draining a relic provides mummies and immortals 1 Sekhem dot for each relic dot drained. None can absorb more than their Sekhem Trait Maximum (10 for mummies, 5 for immortals). Draining an Eternal Relic (p. XX) provides mummies and immortals 2 Sekhem dots for each relic dot drained.
- **Memory:** Completely cannibalizing a vessel provides mummies with 1 Reminisce Beat. Completely cannibalizing an Eternal Relic provides mummies with 2 Reminisce Beats.

Relics

Relics are closely linked to the guilds responsible for their creation, though mummies of other guilds and other creatures capable of channeling Sekhem might attempt to use one and risk its curse. As per the vessel activation rules, invoking a relic costs either 1 Pillar point or 1 Willpower point. The following are example relics.

Amulets

Master's Tool (••)

Durability 3, Size 1, Structure 4

The elaborate engravings on this well-worn tool don't hinder its proper function.

Power: This tool preserves the memories of a long-dead master of a single Skill. When spending Willpower to enhance this Skill on rolls utilizing this tool, the character gains the 8-again effect on the roll.

Curse: Using the tool is highly addictive. For the remainder of the chapter, whenever the opportunity to use the tool's power presents itself, the character suffers the Deprived Condition if they refuse. The Arisen resist its lure after a scene.

Bronze Serpent Medallion (•••)

Durability 3, Size 1, Structure 4

A stylized asp surrounded by intricate Iremic hieroglyphs glows in the sunlight.

Power: This amulet imparts the reflexes of a snake, allowing the higher of Wits or Dexterity to determine Defense. Additionally, any melee attack the bearer lands inflicting lethal damage also imposes the grave Poisoned Tilt for the remainder of the combat.

Curse: Mercy and diplomacy become foreign to the bearer. Failures on Empathy, Persuasion, or Socialize rolls become dramatic failures. Arisen only suffer the penalty on Empathy rolls.

Effigies

Miniature Mausoleum (•)

Durability 2, Size 1, Structure 3

This model mausoleum incorporates Iremite architectural techniques.

Power: When activated, the mausoleum grows large enough to house up to four people if they don't mind being close. It protects from naturally occurring Environmental Tilts related to prevailing climate and weather conditions.

Curse: Echoes of ancient times and the unyielding grind of eternity haunt guests in the mausoleum. Sleep provides no Willpower within its walls, nor may it be regained through one's Virtue or Vice until they've rested elsewhere. The Burden and Balance of mummies are unaffected, but meditation within the mausoleum restores only their defining Pillar.

Sapphire Frog of Swenett (•••)

Durability 3, Size 1, Structure 4

The frog's crystalline eyes seem to hold the primordial waters within.

Power: When activated, the bearer gains the effects of the Psychokinesis (Water) Merit for the scene. They don't require further expenditure to control water during the scene, but sacrifice their Defense on any turn they do so. Fluids within living bodies aren't valid targets for this power.

Curse: Water affected by this Relic assumes the Dark Waters Tilt for the chapter, and ghosts affected by it become hostile toward the bearer. Arisen don't provoke the wrath of the dead.

Lovers' Aegis (••••)

Durability 3, Size 0, Structure 3

This matching pair of platinum swan rings once bound the hearts of star-crossed lovers separated by an ocean.

Power: These rings only function when worn by two people, but may be activated by either party for the scene. When suffering injury, the wearer reflexively divides the damage between themselves and their partner however they wish. A single point of damage transferred is downgraded. Both parties suffer any Tilts affecting the other.

Curse: Each time the character is injured, the transfer consumes a Willpower point. Upon reaching 0 Willpower, the character gains the Fatigued Condition. Arisen suffer no Willpower loss from attacks inflicting bashing damage.

Regia

Alkahest Flask (• to •••••)

Durability 3, Size 1, Structure 4

This silver flask produces a liquid that becomes highly corrosive upon exposure to air.

Power: Each activation produces enough liquid to dissolve Structure equal to the vessel's rating. Living flesh suffers lethal damage equal to its rating, but mummies and Relics are unaffected.

Curse: The reaction produces a noxious cloud, inflicting bashing damage equal to its rating on the user and all within arm's reach and imposing a -2 penalty to Stamina rolls for the scene. Mummies suffer no penalties to Stamina.

Wanderer's Clay (••)

Durability 4, Size 1, Structure 5

With each item holding the potential of an arsenal, wanderer's clay allowed for light travel and easy infiltration for the forces of lost Irem. These objects seem carved from iridescent nacre.

Power: When activated, wanderer's clay becomes a white, malleable substance capable of being sculpted into a different object of the same Size with an Intelligence + Crafts roll. Failure yields an ordinary object of its type, while success increases the equipment bonus by 1, or 2 on an exceptional success.

Curse: The malleability of the clay spreads to the flesh of its shaper, twisting their features into disconcerting new forms. The character's impression level drops by 2, and failed Social Maneuvering attempts impose the Spooked Condition. The effects remain for the chapter's duration. Subsequent uses double this duration. Aisen suffer no increased penalties for subsequent uses.

Medusa's Spear (•••••)

Durability 4, Size 4, Structure 8

This serpent-engraved spear, crafted of amethyst exhibiting an unnatural green radiance, was a failed attempt to duplicate the Kher-Minu.

Power: When activated, the wielder's flesh takes on a stony texture, granting 1 Armor but inflicting a -2 penalty to Dexterity rolls, Initiative and Speed for the scene. Foes struck by the weapon find their flesh transmuting similarly. Every two points of lethal damage inflicted by the weapon upgrade to a single point of aggravated damage, and grant the same effects experienced by the wielder. These effects are cumulative for each point aggravated damage. At 0 Speed, the foe suffers the Immobilized Tilt until they heal a point of the damage. If slain by this weapon, the foe's body permanently transmutes into stone.

Curse: The character suffers a -1 penalty to Dexterity rolls, Initiative, and Speed for the remainder of the chapter even after the weapon is sheathed. This is cumulative with each scene the weapon is activated. Aisen only suffer penalties to Initiative.

Texts

Song of Sorrows Unspoken (••)

Durability 1, Size 1, Structure 2

The aged vellum sheet is covered with musical notation comprehensible to any, shifting in the hands to match the instrument available.

Power: When playing the song, all within earshot find their emotions intensifying. For the remainder of the scene, while the song plays, all who hear it suffer a −3 penalty to Composure rolls as their passions surge. This drops to −2 once the music ends. Attempts to influence people by appealing purely to their emotions gain an exceptional success on three successes.

Curse: The raw honesty forced by the song permits no falsehoods. All Subterfuge rolls by the performer are reduced to a chance die. Arisen only suffer a −2 penalty.

Codex of Forgotten Secrets (••••)

Durability 1, Size 2, Structure 3

A favorite of traitors, this massive leather-bound codex ends with several blank pages of parchment.

Power: When written onto the blank parchment, the memories of a secret or occurrence vanish from the minds of everyone in the community, settling into a new Vestige somewhere in the affected area. The writer, mummies with Memory 8 or higher, and ghosts remain unaffected. If the Vestige is consumed or destroyed, the secret is released, and everyone becomes aware of the writer's identity. While the secret remains protected, attempts to uncover it, magical or otherwise, suffer a −4 penalty.

Curse: The writer gains the Cursed Condition related to an aspect of the hidden memories for the remainder of the story. Arisen suffer it only for the current chapter.

Profane Tablet (•••••)

Durability 1, Size 2, Structure 3

Each of these Relics is a clay tablet inscribed with forbidden sigils and the twisted visages of fiends.

Power: A profane tablet contains the power of a single Utterance, which may be unleashed when read aloud. No additional effects from Pillar ratings apply. Higher Tier Utterances require additional Pillars beyond the activation cost. Beings without Pillars instead suffer lethal damage.

Curse: The blasphemous words taint the area with the Unhallowed Ground Tilt, and open the reader to possession by a fiend. The Sekhem level normally required to unleash the chosen Tier determines the fiend's Rank. Mummies immediately shunt the fiend out into the world.

Uter

Bone Ankh (•)

Durability 1, Size 1, Structure 2

This bone ankh was the Morticians' attempt to master the Maar-Kherit's lost art.

Power: When activated, the wearer heals as though sealing the flesh for three turns and can't bleed out during the scene. Arisen add three turns to the duration when sealing the flesh with Pillars.

Curse: The ankh borrows life from the future to function. For the remainder of the chapter, natural healing times are doubled. Arisen may shrug off this curse by sealing the flesh without the ankh.

Oracle Eye (•••)

Durability 2, Size 1, Structure 3

Easily mistaken for an amulet, this engraved eye is stained with the blood and ocular humors of seven seers.

Power: The wielder gains access to the Clairvoyance and Omen Sensitivity Merits.

Curse: The character's eyes turn white, tears of blood flowing incessantly, and they suffer the Blind Persistent Condition for a chapter following activation. Arisen recover after a scene.

Sah of Per-Bast (••••)

Durability 1, Size 2, Structure 3

With a twitch, the mummified cat stretches and rises, awaiting her master's bidding.

Power: When activated, the Relic functions as a cat under the effects of the Beast Companion Affinity for one chapter. The cat perceives Neter-Khertet and obeys orders perfectly. The undead beast inflicts Sybaris on observers.

Curse: The cat's mystical bond disrupts social connections, lowering impression levels by 1 and rendering them impossible to raise. Mummies may still improve impression level.

Vestiges

Vestiges activate automatically without cost in situations resonant with their embedded memories. Otherwise, they follow the same rules for activation as other vessels, costing either 1 Pillar point or 1 Willpower point. The following are example vestiges.

Dark Lantern (•)

Durability 2, Size 1, Structure 3

A single tear cut a streak through the dust on the trapped miner's cheek as the flame flickered its last, the light joining his fellow miners in death.

Power: (Tenacious) +1 Stamina

Curse: (Hopeless) -1 Resolve. Doubles penalty underground.

Stolen Necklace (•)

Durability 2, Size 1, Structure 3

The teenager startled as the doors snapped shut. Nobody suspected a thing, but the necklace in the pocket grew heavier with each step.

Power: (Agitated) +1 Larceny. Gains 9-again effect in major retail establishments.

Curse: (Guilty) -1 Manipulation. Doubles penalty against security officials.

Game Ball (••)

Durability 2, Size 1, Structure 3

Triumphantly holding the ball aloft, the athlete basked in the cheers and adoration of the gathered crowd.

Power: (Proud) +2 Athletics. Doubles bonus in front of crowds greater than 50 people.

Curse: (Competitive) -1 Empathy

Stalker's Blade (••)

Durability 3, Size 1, Structure 4

He stared at the unfamiliar car parked in his ex's drive. "It's over when I say it's over. If I can't have you, nobody can." He drew his knife, slipped in the open window, and went to his bloody work.

Power: (Furious) +2 Weaponry. Gains 9-again effect when targeting loved ones.

Curse: (Jealous) -1 Composure

Disoriented Compass (•••)

Durability 2, Size 1, Structure 3

Far from civilization, the giggling collegians stripped out of their clothes and dove into the bubbling spring. A false smile concealed their guide's distress. "Have fun!" he called. "For now," he added quietly. The compass needle continued spinning wildly.

Power: (Intrepid) +1 Presence, +1 Subterfuge. Gains 9-again effect in unfamiliar locations.

Curse: (Worried) -1 Survival, -1 on rolls to navigate. If used in the wilderness, the user suffers the Lost Condition.

Violated Diary (•••)

Durability 1, Size 1, Structure 2

The pages of her open diary rustled in the wind, quietly mocking her. Her friends wouldn't meet her gaze, their silence deafening. "So now you know..."

Power: (Candid) +2 Expression. Doubles bonus when revealing a personal secret.

Curse: (Ashamed) 1 negative Social Influence shift, -1 Subterfuge

Father's Belt (••••)

Durability 2, Size 1, Structure 3

Tears flowed from the first metallic jingle of the buckle. The pleading began as he cracked open the yellowing pages and began reading, "He that spareth his rod hateth his son..."

Power: (Zealous) +2 Intimidation, +1 Resolve.

Curse: (Fearful) -1 Composure, -1 Persuasion. Loses 10-again effect against authority figures.

Tyler's Robot (••••)

Durability 2, Size 2, Structure 4

"Nobody wants to play with your stupid robot! Or stupid you!" The other kids began hurling rocks. Tyler hunkered down, clutching the toy to his chest as he ran away in tears.

Power: (Nimble) +1 Armor, +2 Dexterity. Doubles bonuses against children.

Curse: (Lonely) -1 Manipulation, -1 Presence. Doubles penalties when dealing with peers.

Fallen Bouquet (•••••)

Durability 1, Size 2, Structure 3

The revelry faded as she rushed toward her falling bride. The bouquet tumbled to the ground, forgotten as the perfect wedding became the precursor to a funeral.

Power: (Jubilant) +1 Presence, +2 Socialize. Gains 9-again effect at weddings.

Curse: (Mournful) -2 Composure, -1 Wits

Singing Harlequin (•••••)

Durability 1, Size 2, Structure 3

He carefully cradled the coveted doll. "It's finally mine," he whispered, twisting the key. He stepped over the cooling corpse, hurrying toward the door as the haunting music played.

Power: (Enticing) +1 Composure, +2 on rolls to convince a person to violate their personal morals. Gains 9-again effect while the music plays.

Curse: (Obsessive) -1 Defense, -1 Resolve, -1 Wits. If the user obtained the doll through deception or violence, they suffer the Apprehensive Condition toward it for the remainder of the chapter.