The Narrator may always ask a player to rephrase a Motivation that might make other players uncomfortable.

Motivations should always be phrased in order to represent some positive force that drives your character to improve his or her situation or towards a goal, but they can also reference a problem or handicap the character has to overcome. For instance, "Addicted to alcohol" is not a good Motivation, while "I want to overcome my addiction to alcohol" is valid. Please note that you are equally encouraged to depict your character failing to pursue his or her Motivations, and this gives you the same mechanical advantages as representing him or her succeeding, so you can still play a character who gets drunk before an important mission, if you wish! A sense of guilt over some past event is another good example of a negative feeling that can provide a positive stimulus for your character.

Player Characters do not become too "powerful" through Motivations. Be liberal with Motivations, experiment, and try to find the combination of Motivations and scores that will provide the best game experience for your group.

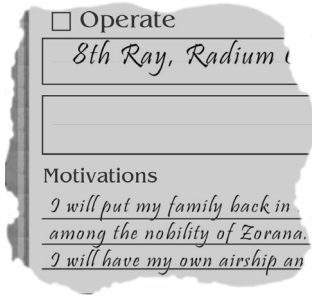
MOTIVATION EXAMPLES
Other examples of Motivations that are not entirely positive but can surely make your character interesting:
- I have always been a hothead in need of some discipline
- My father sees me as a loser, so I must prove myself to him
- I will succeed in spite of my physical handicap of [insert disability]

Note that all of these Motivations also contains two different themes (impulsiveness and discipline, father's disapproval and desire to excel, etc.), so there are always two ways of injecting them into the narration!

ALLEGIANCE.
Characters who practice Divine Magic (see chapter 6) have one special Motivation that represents their Faith. Base score and improvement of that specific Motivation are regulated by the special rules for Powers, not the standard Motivation rules.

CHOOSING MOTIVATIONS FOR YOUR CHARACTER

When generating your character, you will be asked to think of three Motivations devised along the guidelines provided above. The character generation procedure will guide you into this choice, suggesting Motivations in line with your choices. You should pick at least one Background or Profession related Motivation, but you are free to extend, re-phrase or change the suggested ones or make up new ones with the only limit of being somehow "in tune" with your character's background. In the last step of character generation (page 17), you will determine the percentile score assigned to each Motivation.



PREVIOUS EXPERIENCE

There are three steps to determining the character's previous experience. First, pick the character's cultural Background, which provides Traits that reflect upbringing. Second, pick a Profession and gain skill increases and Traits associated with that Profession. Finally, spend free skill points.

The tables for Backgrounds and Professions given in this section are examples for a very generic fantasy environment, a colonial setting usable for both steampunk or sword & planet, a modern environment usable also for cyberpunk or near future, and a space opera setting. We recommend that you make up your own tables or use a published setting that provide more detailed ones. At the very least, you will want to replace the names in italics with ones fitting your setting, chosen by either the Narrator or the character.

CULTURAL TRAITS.
Two or three of the Traits you gain from your Background represent your homeland, culture and language, and have some degree of flexibility in their allocation to skills.
As explained in the Chapter 2, you will normally record your nation, tribe or clan Trait in place of the name(s) printed in italics in the example tables, under the Communication skill because it represents your native language. This Trait also applies to the Knowledge skill, where it represents the basic knowledge of your home culture. In fact, you may want to list it under the Knowledge skill to save a slot in Communication.
Likewise, the general knowledge of your Home Region is normally recorded under the Survival skill, but applies to Knowledge, too. The home region Trait can be listed under Knowledge to save a slot under Survival. If your Background gives you an Environmental Trait, instead, you can list it under the Survival skill only.

BACKGROUND

The first responsibility a Narrator has before a game starts is to adapt the Background tables to the game world he or she has in mind, or to choose a published setting that provides a complete list of available Backgrounds. Choose a Background from this list to determine the character's starting Traits and money. The Background list shows the Traits that each Background grants. You can also add one Motivation connected to the background, chosen among the suggested ones or made up on the spot. Please note that the suggested motivations are sketchy for reasons of space, we recommend that you expand the description when assigning one of them to your hero.

FOLLOWERS AS TRAITS.
There are many cases when a follower or retainer is a key factor of a character's strategy and chances of success. This requires of course to earn the retainer's loyalty and trust, which in turn requires some dedication on the player character's part.
You cannot make any Skill rolls on a Follower Trait, but you can certainly use a Follower as Support in a Conflict whenever plausible (see Chapter 3). In Advanced Combat (see Chapter 4) the Follower is treated as a separate character who fights according to the strategy the master decided. If a follower dies, the Trait must be acquired again in order to obtain another follower that the PC can trust.
A trained animal and a magician's familiar work much like a follower, but follow different rules described on page 34 and 189.

Persuade: This Trait allows your character to win social contests where he or she wishes to influence someone else's opinion. Persuade tests are normally opposed by the target's Insight or Persuade Trait, and are modified by how much a character is trying to change an opponent's mind. This Trait is used against a single individual or a small group.

[**Status**]: This Trait represents the character's position in his or her home society. In some societies status is a synonym of wealth, and thus you can also refer to it as a Wealth Trait. See the paragraph about Status Traits on page 24 for a more detailed explanation.

Concentration (INT+WIL)

This Skill represents the generic ability to focus one's mind, and is also the core Skill for power use. It has many Traits, most of which are Required, that will be described in the Powers chapter. You will normally use it in Combat Time, but certain ritual spells may require longer.

Enchantment: Depending on your setting and necessities, this Trait may be required to enchant objects permanently. In other words, to create a permanently enhanced sword you may need both Damage Boosting and Enchantment. In order to use spells that are specifically marked as enchantments by the Enchantment attribute, such as Create Familiar, possession of this Trait is not necessary – although it may be handy as a Support Bonus in the enchanting conflict.

[**Manipulation**]: This group of Traits is used to change the standard attributes of a power. Usually only psychics and Arcane Magicians have access to such Traits. See Chapter 6.

[**Power**]: This Trait represents knowledge of a basic supernatural power, such as a Divine Cantrip or a Psychic power. The highest forms of Divine Powers are not Concentration Traits but follow a different mechanics (see Chapter 6).

Spirit Combat: This Trait represents the character's expertise in battling disembodied entities on the Spirit Plane. In settings where interaction with spirits is uncommon, it may be subsumed into the Willpower Trait.

Willpower: This Trait is used to resist temptations and hostile paranormal attacks. It is a defensive Trait, which you invoke to resist an agent trying to make you do something against your will.

Craft (DEX+INT)

CRAFT AS A POWER
Note also that in settings that use Alchemy or Weird Science Craft Traits may be the equivalent of Powers, as they are used to create items that are the equivalent of Powers.

This Skill is rather broad, and covers all activities that require using hands and tools to make, repair or disassemble something – including performing surgery. It has a great deal of Traits, some of them shared with other Skills. Attempting this Skill with inappropriate tools gives a Penalty, and attempting it without tools at all gives two Penalties.

This Skill is often useful in Narrative or Down Time only, although you can sometimes use it to quickly fix an object during Adventure Time (with a Penalty). The specific rules to use it are on page 138 of Chapter 5.

CRAFT GRANULARITY
Craft can become a variable granularity Skill in hi-tech campaigns which feature realistic differences in the various categories of devices (chemical, electronic, etc.) or simply different technological levels. On the other hand, a very low-tech setting may make this Skill broader and include some Traits (Lockpicking, Mechanisms) that are allocated to Operate in other settings.

[**Alchemical Recipe**] (Prerequisite: one appropriate Knowledge Trait such as Alchemy, Botanics or Nature): This Trait allows you to create specific types of potions, ointments and other concoctions. We suggest that you use the rules for Weird Science to represent medieval alchemy if you want to allow the creation of functioning potions.

[**Artisan Profession**]: This is actually a whole list of professional craft Skills that may or may not be useful to an Adventurer, including armourer, blacksmith, butcher, carpenter, cartographer, etc.. Some of these Traits may partially overlap with other Skill Traits. If you have the Sword Trait you can use it as a Craft [Weaponsmith] Trait in order to repair a sword, providing you have a forge at hand.

Surgery (*) (Prerequisite: Healing): This Trait is the application of medical knowledge to the healing of wounds. Unlike First Aid, it usually provides a bonus to the wounds healed on a successful roll, depending on the technological level of the setting and on the availability of suitable equipment. In a very low technology environment, this cannot exceed a +1 bonus, but modern technology and unlimited equipment can give you up to +10. Unlike First Aid, though, Surgery usually uses up valuable resources, so a character might have to actually resort to First Aid when short on medical supplies. A character cannot learn the Surgery Trait if he or she does not already have First Aid and Healing.

ADVENTURE TIME

Adventure time starts when tension increases, and danger comes close. In a movie, the moment when the game enters Adventure Time would be marked by a sudden change in the music. Adventure time can eventually lead to Combat and violence, but not always. Characters will roll their skills often during Adventure Time, and few Actions should have their outcome determined by player strategy only. During social interaction, roleplaying your character is still important, but it will only constitute a Bonus to your skill roll rather than the whole Action.

During Adventure Time, players can rearrange their character's Inventory at the start of each Round. Penalties for equipment apply in Adventure Time, and if the Time Scale shifts to Combat Time during that round characters will enter Combat in the same configuration used for the last Adventure Time rounds.

Normally, both Unities of Time and Place should be enforced in Adventure Time, so if two groups of adventurers are not at the same location, conflicts or round-to-round activities involving them should be run separately by "freezing" one group at a time. However, if there is a dramatic reason to enforce contemporary action (such as one group trying to rescue the other while the latter struggles to survive) then rounds of non-directly-related actions can be run at the same time.

Typical actions that player characters perform during **Adventure Time:**

- explore a building or dungeon
- set up an ambush
- discuss a case in a court
- run away from an enemy
- search a room

COMBAT TIME

During Combat Time, player characters try to kill or overcome opponents by violent means. The rules for Combat are similar to those for generic Conflicts, but more detailed and less freeform. Combat can be run with either Basic or Advanced rules, explained in Chapter 4 and its sub-chapters.

In some cases, the transition to and from Combat Time when a Conflict is in progress in a higher Time Scale can require some particular procedures, explained on page 59 of this chapter.

MULTIPLE ROLLS.
In some situations, it may be acceptable to let more than one single character Roll for Effect. For instance, when the characters are not being interviewed by the King but they are just attending a Royal Ball, they are supposed to be using their Communication skills on other guests all at the same time. However, even in a situation in which it is plausible to make multiple rolls, doing so is not necessarily without drawbacks. If the Narrator accepts multiple Rolls for Effect declarations in a Round beyond the first, he or she gains one Bonus for use in that round.

MULTIPLE POOLS.
During a multi-player Conflict the Narrator decides to target a specific player character with a roll, the situation may require that the losses be inflicted on a personal pool related to that character only. In this case, each character who loses Points will start a Resolution Point Pool of his or her own, to check for potential defeats. New pools can be started midway in the Conflict upon Narrator request, it is not necessary to create all potential pools during Setup.

THE IMPORTANCE OF TEAMWORK
It usually takes one or two sessions to learn the right approach, but in the end you will discover that multi-player conflicts greatly encourages teamwork. The players tend to win most of the Conflicts, but in order to succeed, they need to be careful when allocating Bonuses, and flexible when it comes to changing Leader in the middle of a scene. As the players will naturally tend to delegate the character with the highest relevant Skill when they get to choose who rolls, the best way the Narrator has to win a Conflict is to roll actively, targeting a character with a low Skill (or suffering from a Consequence) in an explicit way.
The Conflict rules highlight the concept that the total strength of a chain is equal to that of its weakest link, so a victorious team is one that focuses on improving the lowest chance of success, not just the highest. Once they understand that a very skilled Leader is not enough to guarantee success, the players will soon learn the importance of leaving a Support Bonus in reserve to neutralize the Narrator's attempts at exploiting vulnerabilities.

SUPPORT ACTIONS

This option is activated by stating that your character is performing one action intended to support the achievement of the collective goal, or provide relief from interferences. As for basic Conflicts, this generates a Bonus that the character can then allocate to a related Skill roll. The difference, in this case, is that the player can apply a bonus to another player's roll, making it easier to use the Bonus in the same Round. Support Actions are thus much more frequent in multi-player Conflicts than they are in single-player Conflicts.

All limitations to Support Actions described for one-on-one Conflicts are still in effect, that is:

- The description of the action must be relevant for the Conflict;
- The action must be appropriate to the character. The presence of a related Trait on the character sheet is not mandatory, but it is the best way to prove that an action is appropriate;
- A specific item of equipment is a good justification for a Support Action, too;
- The same action, Trait or item cannot be used more than once per Conflict;
- The Trait used to Roll for Effect cannot be used to justify a Bonus.

Example: Vorgin the nomad and his allies are sneaking up to an enemy encampment in the Martian night. The Conflict starts with the nomad's INT of 12 versus a generic opposition of 10. His Stealth skill is very high and supported by all the necessary Traits, but the nomad cannot provide any Bonuses in a round in which he is Rolling for Effect. His companions cannot use their Sneak or Hide Traits to support him, as they are the same traits he is using in his infiltration attempt, and they lack the Desert environmental trait. His companion Fuyoba, though, has the Camouflage trait and describes how he covers the party in dry branches and leaves to make them less noticeable. This provides a Bonus that boosts Vorgin's chance well beyond 100%. Vorgin's player rolls 67 out of 72 for Sneak, which is enough to beat the guards' 23 out of 50 for Perception; a roll of 3 brings the situation to a 12:7 for the heroes.

Fuyoba cannot use Camouflage a second time, and now Vorgin's companions lack any Traits that could support him. However, Professor Rathas provides Vorgin with a set of Night Vision Goggles in order to give him an advantage over enemy patrols under the cover of night, and this is enough for another Bonus to Stealth. A new successful exchange brings the situation to 12:5.

At this point, the Narrator decides to accelerate the pace of the scene and starts Rolling for Effect. Suddenly, a desert owl flies in the night. The Narrator rolls a 27 out of the generic Challenge Rating of 50 he is using to Roll for Effect (he has introduced an "impersonal force" that represents the desert so he must give it a rating on the fly) and the flutter attracts the guards' attention in the wrong direction. Frantically, the players search for an appropriate tactic to counter the Narrator's lucky shot. Vorgin's player is the default choice for rolling as he is the one most comfortable in the wilds, and states that his character will try to fake a Martian owl's call to convince the guards that it was just a bird. The character lacks an Animal Trait, but since he has the all-useful Desert Trait and he has not used it as Support, the Narrator accepts a Survival Desert roll as appropriate to make the call. Vorgin's player rolls a 54 out of his Survival rating of 68, and scores an Advantage over the Narrator's simple success. The roll is 6, enough to end the Conflict, and the heroes sneak into the enemy camp while the guards turn their backs to them grumbling "Just a damn bird…"

If the Narrator has any Bonus to use in a round, instead, he or she need not provide any justification about the Bonus (although it is more fun to do so), and thus can use it on any roll. Using Consequences always require that you check whether the Consequence is appropriate to the action at hand.

CHASES AND SPEED CONTESTS

The objective of a chase is to reach the fleeing party and subdue or dispatch it, which may or may not involve initiating combat at the end of the pursuit. The skills used in this kind of conflict are Agility [Running], Drive [vehicle], Ride [mount] or Pilot [vehicle]. As few characters have the Running Trait, we recommend that the Narrator allow using an environmental trait to replace it if the character is familiar with the place where the chase takes place.

You will usually stage chases in Adventure Time. The Narrator might wish to shorten the length of the time unit to one minute or thirty seconds for the most frenetic chases.

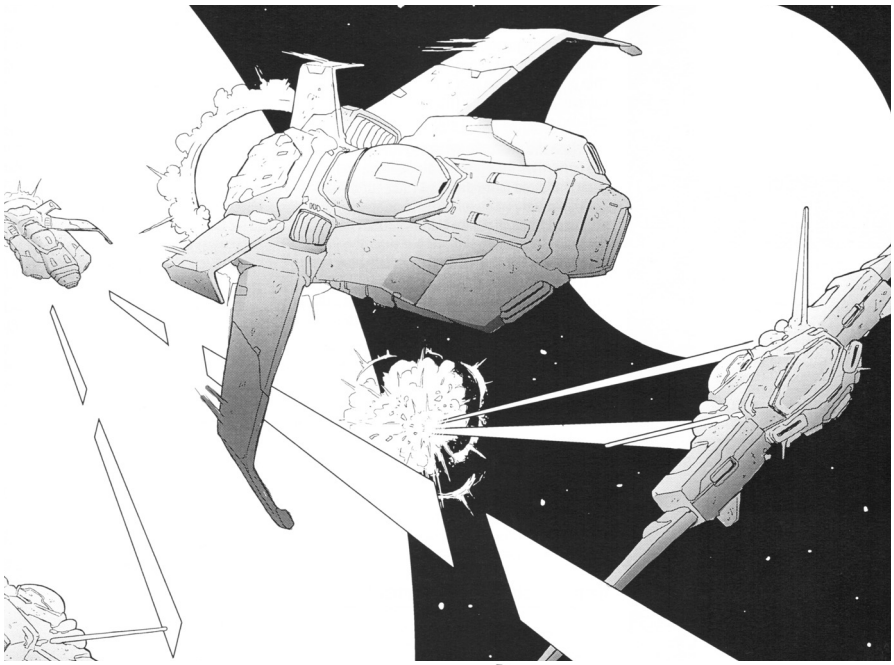
If a contestant is on foot or mounted, use the runner's or the mount's Constitution as the starting Resolution Point Pool. When vehicles are involved, choose a specific parameter of the vehicles, and default on the driver's Dexterity if none is applicable. For high-speed vehicles like jets or racing cars, use the Move score itself (or double the Move score for land vehicles), particularly when the chase takes place in an obstacle-free environment.

When the chase takes place in an obstacle-rich environment, the most appropriate parameter is Manoeuvrability for a vehicle, and Dexterity for a living being. Sudden changes of environment might negate speed bonuses/penalties, bestow penalties to Drive or Pilot rolls, or even change the Trait required to roll for effect.

For chases on foot (or on mounts), if there is one point of difference in the Move scores, the fleeing or the pursuing party, whichever is faster, gains a Bonus to the roll. Do not forget that the Running Trait increases its owner's Move by one point – and your setting might include Powers and Stunts which have even greater effects. If the difference is higher than one point, the slower party gets a Penalty, too. A difference of more than two points might make the chase pointless, unless the environment is so full obstacles that it offsets the penalties.

A chase that ends with victory for the pursuing party usually results in the capture of the fleeing one, or with the immediate start of a Combat. The Transitioning to Combat rules (page 59) include options to represent better positioning or fatigue resulting from the chase, if you wish to provide mechanical rewards for winning the chase. If the fugitives win, instead, the pursuers lose their tracks and have no hope of eventually catching up until an appropriate number of Time Units has passed on a higher Time Scale.

VEHICLES IN A CHASE.
Chases among vehicles usually see a wide range of Move scores, so the rules provided for foot/mounted chases yield inadequate results. Here we present an optional, simplified rule for including Move as a parameter in vehicular chases when you use other variables as the Starting Resolution Point Pool. If you use an advanced sub-system for vehicles, the latter will probably provide a more appropriate solution.
Compare the Move scores of the vehicles (doubling them for land vehicles). If they are too different from the median value of 10, add or subtract 10 to all values so that they get closer to the average value. Then calculate the Characteristic Bonus for each of these scores by consulting the Characteristic Bonus Table (on page 5 of Chapter 1: +1 for a score of 13+, +2 for a score of 18+, etc.). Those are the Bonuses to apply to the Pilot or Drive rolls.



PARTIAL VICTORY OF A CHASE.
A chase may end with a Quick Exit if you use this rule, but you must be careful to avoid giving out the same result as a complete victory. If the pursuers achieve a partial result the may capture some equipment or a non-vital member of the fleeing party, or guess their prey's final destination, but not start combat. On the other hand, the fugitives might exploit the pursuers' Quick Exit to start combat themselves, as it will allow them to begin the battle in a favourable tactical situation. If the fugitives obtain a Quick Exit, then they will be safe for some time, but the pursuers will remain a threat for the duration of the scenario.

COMBAT

Advanced Combat Summary

Opening Move	At Statement of Intents, your Opening Move determines your Strike Rank for the round.
Life Points	Negative Life Points are subtracted from a combatant's Strike Rank at the beginning of each round.
Strike Rank	Each combatant takes action in SR order. Each Action or Reaction decreases SR, determining a new order for the following actions, until no one has SR left to act.
Acting without Strike Rank	A combatant who cannot pay the full SR price for an Action or Reaction suffers a Penalty to Skill and a loss of Life Points.
Actions and Movement	A combatant can combine movement up to his or her Move score with most actions or attacks that cost at least five SR. Moving further requires a Non-Combat Opening Move.
Exchanges	An Attack action triggers a Combat Exchange. Attacker and defender roll the dice and compare the results in an Opposed Skill Roll. The winner gains one or more Combat Effects.
Tactical Effects	If the defender made the roll, the winner of an exchange can only use Tactical Combat Effects to gain an advantage in future exchanges, or to try to circumvent the opponent's success.
Damage Effects	If the defender failed, the attacker rolls for damage, and can use either Tactical Combat Effects or Damage Combat Effects, which can alter the nature and amount of damage dealt.
Armour	The unit die of the attack roll determines which of the defender's armour values to subtract from the rolled damage.
Toughness	A damage total below the defender's Toughness causes a Minor Wound, and is subtracted only from current Strike Rank. Minor wounds are not cumulative.
Wounds	A damage total matching or exceeding the defender's Toughness constitutes a Major Wound, which immediately brings the defender to Negative Life Points.
Localised Damage [optional]	If localised damage is in use, each location has a different value for armour and Toughness. Major wound effects are only cumulative if they affect the same location.

ARMOUR

Body armour is a form of protection used to reduce the damage one may suffer in combat. It reduces weapon damage before it is applied to Toughness. The damage reduction is expressed in Armour Points (AP), which depend on the materials and thickness of the armour. When a combatant is covered in an armour suit made of several layered pieces, the AP of the strongest armour layer is considered to include also the AP of any underlying padding.

Like damage and wounds, armour can be localised or non-localised depending on your game's level of detail.

ARMOUR COVERAGE

In many cases the pieces of an armour suit do not overlap totally, and some portions of a fighter's body are protected only by the thinnest armour. A medieval man-at-arms had his skull covered by both mail and a helm, but his neck was protected by mail only.

Thus, knowing how many points of damage an armour piece will stop is not enough to define its effectiveness. It is also necessary to determine its Coverage, that is the chance that a hit will land on the part(s) of the body it protects. Each armour piece has a separate chance of being hit, depending on the relative body surface it covers. For instance, if the only piece of plate armour a fighter is wearing is a helmet, and the rest of the body is covered in mail, the chance of hitting the more robust plate armour is low. Similarly, if the only parts not covered in mail or plate are his hands and face, the chance of hitting the non-armoured parts will be equally low.

The relative armour coverage for all armour pieces is expressed with number ranges which, when read together, constitute a linearised table of armour protection. The number ranges corresponding to each armour piece are in the format AP/Coverage+, where AP is the armour points of the piece and Coverage is the lower limit of the range. Numbers for Coverage go from 0 to 9, and armour pieces are usually arranged in increasing AP order, with 0 and sometimes other low values representing non-armoured areas, if the target has any. Number 9 usually represents the headgear, which is the hardest piece in the majority of armour suits.

Whenever an armoured target is hit, the unit die of the attack roll is read as the Coverage Roll, and compared to the Coverage values of all armour elements to determine which protection to apply. In practice, you need to find the highest possible Coverage number which is still inferior to the Coverage Roll. For instance, if one piece has AP/Coverage 4/4+ and another 8/7+, then a roll of 8 hits the 8-point piece because both numbers are below 8 but the 7+ Coverage takes precedence, while a roll of 6 hits the 4-point piece because only the 4+ Coverage is below the roll.

Let us examine the armour of a typical medieval militia infantryman, made of a cloth padding suit (gambeson), a mail shirt and a pot helm. The gambeson is not very strong but covers everything except the hands, feet and face of the fighter (2/1+). The mail shirt has short sleeves and skirt attached, for a 5/3+ totals. The pot helm is made of steel, but it covers only a part of the head, for an 8/9+ total.

In game, we will describe this armour as: 2/1+, 5/3+, 8/9+.

Which is a shorthand for the following table:

Unit die of the attack roll	*Attack hits*
0	*on an unarmoured area*
1-2	*on the gambeson (AP 2)*
3-8	*on the mail (AP 5)*
9	*on the helm (AP 8)*

RECORDING NON-LOCALISED ARMOUR AND TOUGHNESS.
Let us examine the way you record the armour, coverage and toughness of your Player and Non-Player Characters, to show you how to write down the data quickly and in a clear fashion
When you use non-localised damage, you will probably record the values of AP/Coverage for up to three different armour elements per character, and a single value for Toughness beside them. Use the lines for the legs for the first two layers, like this:

If writing down stats for Non-

SEPARATE COVERAGE ROLL.
If you dislike knowing the armour you will strike before choosing combat effects, you may roll an additional d10 instead of using the unit die. However, using the unit die follows the D100 tradition that a very successful roll usually bypasses armour.

Crafting Summary

Action attempted	Time Scale	Opposed RP pool	CR	Quick Exit
Creating a blueprint	Downtime always	Value	80%	No
Creating an item	Usually downtime, Narrative Time for one-use items	Value	50%	No
Repairing an item	One level less than crafting	Value plus Toughness lost plus Consequences	20%	Yes, but the repairs will work only once
Adapting an item	One level less than crafting	Value, including new features	50%	Yes, but the modification will work only once

FAST REPAIRING.
When repairing or adapting an item, the crafter can use a Quick Exit from the Conflict in order to make haste or avoid Consequences. However, this will limit the effectiveness of the intervention. Once the item has been used again for a Conflict or Combat, it will stop working or need repairs again.

Adapting an item to a use that is not exactly what it was intended for is a procedure similar to repairing it. Add the appropriate numeric values that represent the extra features to add to the item Value rating. For weapons see the Modifications Table on page 165. The required Time Scale is one level lower than the one required to create the item. The Challenge Rating is 50%.

Any Negative Consequences from the repair process will apply to the item, as flaws and minor malfunctions due to the temporary nature of the works. In some cases, depletion of important resources may also be appropriate.

BLUEPRINTS

Technological equipment and scientific gadgets are not as easy to build as a spear or a helmet. A complex item like a fighter aircraft cannot be constructed from scratch without blueprints, assuming the crafter has a workshop equipped for aircraft assembly. Even repairing such an item without blueprints will be a problem.

For a realistic treatment of equipment, the crafter need have an actual blueprint in paper or electronic format. The Narrator can make some exceptions for equipment the crafter has assembled or repaired often during his or her career. When the weird gadgets of Weird Science, or the eidetic memories of some alien races, are concerned, the crafter may know the blueprints by heart. More details are in the Weird Science chapter.

Firearms are the most complex thing you can repair or adapt without having a blueprint. Anything more complex will bestow a Penalty to your skill if you do not have a blueprint. This is cumulative with lack of an applicable Trait.

CREATING BLUEPRINTS

RECIPES AND FORMULAS.
Alchemical recipes are rudimentary forms of blueprints and follow the same rules. You can use the rules in this section and the Weird Science chapter to guide your alchemist character on the dangerous path of creating formulas for new concoctions.

Of course, the most exciting part of playing a character with repair or craft abilities in a hi-tech environment is that of inventing new gadgets or models of equipment. In order to do so, the character must create a blueprint. This is a task that you can normally perform only in Downtime, and is identical to the creation process except that the designer need not have any materials available other than paper or a computer. The Challenge Rating to beat to create a blueprint is 80%, as the crafter is attempting something completely new.

Once the blueprint is ready, any crafter can use it to create the item once the necessary materials are available. Any Consequences of the blueprint creation process are inherent faults of the design, that will be present in all item pieces subsequently created until the blueprint itself is redesigned, using the equivalent of a "repair" of the blueprint itself. The high Challenge Rating of the design process implies that most initial versions of blueprints will contain flaws.

Mass [offensive power] — Priest/Allegiance 61+

Might 2, Overcome [as per basic power], Range S, Target 7+ individuals

The worshipper chooses an offensive power with an Overcome attribute available to the cult. The power can be used at once on up to seven targets, plus two additional targets per each full 10% the worshipper has in Allegiance beyond the minimum.

Shield of [Deity] — Acolyte/Allegiance 31+

Might 2+, Range S, Target 1 individual

The worshipper blesses the recipient with the Protection power and an appropriate Resist power depending on the deity (usually Magic but other power definitions may apply). Both effects start at Might 2, plus one extra point of Might each per each full 10% the worshipper has in Allegiance beyond the minimum.

Totem of the [beast] — Acolyte/Allegiance 31+

Might 3+, Self

The worshipper shapechanges into an animal up to Medium size class which is holy to the cult. In addition to this, the caster receives the following benefits:

- Either the ability to shapechange into an animal of Large Size Class if the totem animal is bigger than Medium, or the acquisition of a major innate power the animal form has, like breathing underwater, flying or using venom.
- All Traits, senses and natural attacks, that the totem animal has and humans usually lack.
- One point of Protection and one point of Damage Boosting on the animal's natural weapon, plus one additional Might to each per each full 10% the worshipper has in Allegiance beyond the minimum.

True Lycanthropy — Priest/Allegiance 61+

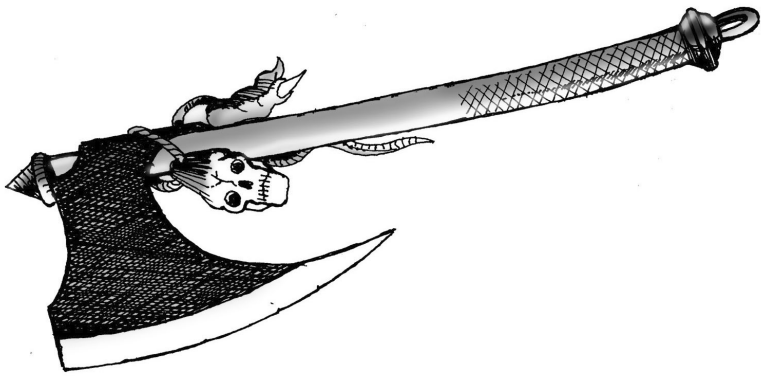
Might 6+, Self

The worshipper gains the same benefits as Totem of the Wolf, plus Immunity to kinetic weapons. Elemental-based attacks still affect him or her, as does magical damage. The variable Traits and Powers gained are Bite, Smell and Track. Other were-beast variants can be devised from this template by improving Totem of the [beast].

True [weapon] — Initiate/Allegiance 31+

Might 6+, Target 1 weapon, Touch

The worshipper bestows a Damage Enhancement 6 on a cult weapon of the deity, plus two extra points of damage enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power or the Blessing will fail. Using the Blessing on a weapon of the right kind but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty. This Blessing is very powerful, and only the most single-minded war cults grant it. Other war cults will grant the variant that includes elemental damage or a Bonus.



DWARF

These short, stocky, bearded humanoids live in vast underground halls. Long lived and proud off their work, Dwarfs are the natural enemies of Orcs and Elves, who often encroach upon their realms.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	S	1	R Leg	2/3+	5/7+	6
CON	14	4d6	Might	+1	2	L Leg	2/3+	5/7+	6
DEX	10	3d6	Strike Rank	12	3,7,8	Torso	-/-	5/0+	7
INT	10	3d6	Encumbrance	5	4	R Arm	2/1+	5/6+	5
WIL	10	3d6	Life Points	24	5	L Arm	2/1+	5/6+	5
CHA	10	3d6	Move	4	6	Head	5/1+	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Hammer	15	6/3	1d3+2d2	3	impale (effect)
Shield	14	4/2	1d2+1d2	3	block, coverage +1
Axe	16	8/4	1d6+3d2	4	slash (auto)
Crossbow	30	3*/-	1d10+3d2	300 (M)	impale (effect)

Skills: Close Combat [Hammer, Axe, Shield] 54%, Perception [Dark Vision] 50%, Ranged Combat [Crossbow] 50%, Survival [Underground] 54%.

Armour: Short gambeson (2/2+), mail shirt/coif (5/6+), helm (8/9+).

Powers: Dark Vision, Strong Build +1, Toughness +2; may have Science or Alchemy gadgets.

Notes: A dwarf is at -2 SR when in melee with a Medium-sized opponent. Usually has a hammer and one of the other three weapons.

Dwarf Background Table

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Warrior Clan of the Bombardiers	Craft [any related to gunpowder] Knowledge [Hills of the Bombardiers] Communication [Language: Dwarven] Perception [•Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise elves. For the Bombardiers!
Underground Clan of Yado	Craft [any related to mining] Knowledge [Dwarven Halls of Yado] Communication [Language: Dwarven] Perception [•Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise surface dwellers. Lust for treasure.
Steampunk Dwarfs	Craft or Operate [any] Knowledge [Engineering] Communication [Language: Dwarven] Perception [•Dark Vision] Ranged Weapon [any firearm]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100 Poor: 3D6x20	Scorn adepts of the supernatural. Lust for scientific knowledge.

[•] This Trait does not use up a Slot.