NEXUS

Free role-playing in the world of the paranormal

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Introduction

Welcome to *NEXUS*!

NEXUS is a complete role-playing game. The rules and all associated materials are sufficient to play adventures in the world of NEXUS. You can use these rules freely, and adventure with friends. Alternatively you can create your very own world based on the eras and settings within the system.

The *NEXUS* system is available for download as a PDF and can be played without a digital device. However, the focus of the system is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform https://phasesix.org offers all kinds of tools for managing characters and campaigns. In addition you can roll any check directly on your character page and optionally display the results in your Discord chat.

What is a role-playing game?

In this case we are, of course, talking about pen and paper role-playing games, not computer games. Traditionally, a role-playing game is played with 2-4 *players* and a *game master*, with players using character sheets and dice to play.

The role-playing game always tells a story that is carried and spun on by all the players. The players create characters for a game session or campaign. The character sheet contains the description of the character, his or her origins, interests and abilities. The latter are recorded in numerical values, because action in the role-playing game requires so-called *checks* or *rolls*, which determine the outcome of an action. For example:

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen an adventure on Earth in the year 1982. Since the story is supposed to be in the style of a retro-science fiction mystery, Julia has chosen the era "The Cold War and the 80s" as well as the "Horror Extension".

So Tom decides to create his character *Jamie*, a journalist with a high school degree. He chooses the character templates "Journalist" and " High School". He adds up all the values of the templates and records them on his character sheet.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Investigation*, *Communication* and *Politics*. However, in *Shooting* or *Acrobatics* his skills are rudimentary at best.

For more information on creating a character, see the chapters Create a character and Rolls and Checks.

While each player creates a character for the game, the *game master* prepares a story. This is often called an *adventure*, *plot* or *campaign*. This story is not, as like a novel, written out to the last detail. Instead, it is a rough script consisting of a general setting, possible courses of events, the description of places and locations, as well as so-called *non-player characters* (NPC).

Once the game starts, everyone player acts in the role of their character. The game leader describes situations to the best of

their ability and occasionally shows maps or drawings. The players speak for their characters in the first person ("I sneak up the stairs."). If the characters' actions have an uncertain outcome, checks are used and dice are rolled.

> After preparing, the group around game leader Julia meets on a Discord video chat. They choose Owlbear Rodeo as the platform for a virtual game table to represent their characters there as figures with markers. (There are many more online platforms, do a search ;))
>
> At the start of the session, Julia sets the scene.
>
> Julia: "It is the 2nd of January 1982. You are in a pub in the tranquil town of Lindfield in the south of England. It is late in the evening, and outside a light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer of ice. It's going to be cold tonight, and slippery. The pub is well filled, and you hear the song Tainted Love from a jukebox as you wait for another pint. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too tight plastic yellow rain jacket."
>
> This is the prelude, and Tom decides that his character *Jamie* would like to have a look at the newcomer. He announces the actions for Jamie:
>
> Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."
>
> Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you do a *perception* check, to see what else is going on?"

So you see, the whole game is about a cooperative development of the story through the actions of the characters. The game leader has a plan of how the story could develop, which characters could appear and what their motivations actually are. Something is happening around the players' characters, and they are drawn into this action.

Where this story leads is uncertain. It may be that something bad is about to happen, or that a secret is uncovered. The game leader has a rough plan, but the players determine the progress.

It's all about storytelling

If you think of computer role-playing games, the strategic development of the character is the most important point. He must be able to survive future battles and have the best possible stats for possible challenges.

In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gaming*) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A though on power gaming: The NEXUS rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shooting*) to astronomical heights. There should be agreement in the game group on what style of play you want to have. The rules deliberately allow these constructions in order giveyou freedom in the creation of characters and adventures.

Also, the old role-playing rule comes into play here: "**The word of the game master always weighs more than the rules**. Of course, it should normally be the case that the rules are applied as written, because it is the framework for the players to rely on. However, if there is an unclear rule, situation or case, the ruling of the game master decides the outcome.

Combat in the role-playing game

Even if the focus in pen and paper role-playing lies less on armed confrontation, combat still plays an important role. Not every situation can be resolved peacefully. A fight can quickly break out or maybe the characters plan to rob a trader.

Combat in role-playing is treated differently from free play. Time is compressed into combat rounds, and you usually visualise the situation with a map on the (virtual) table. Players take turns, the game leader controls the NPCs. Wounds, or hit points, indicate how well the characters are still doing. You can find more details on the course of the battle in the chapter Combat.

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but NEXUS is not a realistic battle simulation. The aim is to carry out a conflict in the most entertaining, cinematic and or exciting way possible.

When fighting in the *NEXUS* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A map can be a pre-made, elaborate map, but a quickly drawn floor plan works just as well. When playing online, visual aid systems such as Roll20, Owlbear Rodeo or FoundryVTT are useful.

- Always use a scale. Characters have different movement ranges. To keep track of advantages and drawbacks make sure not to mix metric and imperial systems.
- Use an initiative tracker. Initiative determines the turn order in combat and visualizes it tranparent for all players . In NEXUS, it is important for the players to know when it is their turn again (not just because they lose their unsused actions).

Characteristics

NEXUS has different approaches compared to other role-playing systems. In part, these were designed to achieve flexibility in the scenarios possible. The system puts a lot of focus on being easily accessible while allowing the player to perform heroic actions in combat.

Standard six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Rolling a 5 or higher means *success*. Usually, a single success enough to pass a check.

Character templates

NEXUS is not just a numbers game. Characters are not created or enhanced by allocating points to skills, attributes or other stats. Instead, *character templates* are used. Each one represents a small stage in the character's life.

These templates are subdivided into the life aspects: *lineage*, *occupation*, *education*, *character*, *talent* and *environment*. While the templates in the first two categories carry many traits (i.e. a healer is conscientiousness, and has first aid and medicine skills), a template from the talent section can be, for example, "Good Speaker", which only buffs the *communication* skill.

Character templates "bought" with *reputation* points, which are similar to experience points that characters receive for completing adventures.

Special actions in combat

The combat is designed to make the action as impressive as possible, but the mechanics are kept simple.

The usual turn order of players applies, but the process is a little more fluid. Players are able to use *Reactions*, that are built into the combat system. Every player can safe one or more actions in their turn until the next round of combat. These can be used to *react* other players or NPC actions in their respective turns turns. An example:

Additionally, it is possible to spontaneously create your own actions in combat by spending *bonus dice*, which are obtained through templates. Or the player can even steal an action from opponents by spending a *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemies fatal blow and turn it into the players own action.

This may sound somewhat unrealistic, but it gives the battle very dynamic options and can often lead to epic cinematic situations that even the game master cannot foresee.

Weapons

Weapons are designed to be upgradeable in NEXUS. There is a list of weapon modifications. Different ammunition is also represented as a weapon modification.

For example: the *horror extension* includes silver ammunition, which certainly works better against werewolves than the usual lead. Still, the modification makes sense in the Middle Ages for usage with bows. It's the modular nature of *NEXUS* that makes it a toolkit for any scenario you can imagine.

You can find more information about the combat rules and weapon modifications in the chapter Combat.

Eras and extensions

NEXUS is designed to be as flexible as possible. It can be used for many scenarios, whether it's fantasy, science fiction, horror or stories in the "real" world.

It offers a basic set of ready-made weapons, character templates, items and armour, which are divided into earthly eras. In addition, it is of course possible for a game group to create and use its own content.

To ensure that every scenario is possible, NEXUS distinguishes between three types of extensions.

The basic rules

Some elements are always and everywhere valid. They apply regardless of which era or extension is chosen. Many character templates such as "Conscientious", "Gun nut", "Tattletale", but also weapons and items are always available regardless of era or extension.

Era or Age

Eras or ages are earthly time periods that are the template for all scenarios (including fantasy). They provide a technological level for weapons and items and determine what is available to players. Earthly history is divided into 8 ages.

- **Classical Antiquity** - 800 BC-600 AD.
- **Medieval Ages, Vikings and Crusades** - 500-1500
- **Victorian Age and the Wild West** - 1700-1900
- **Imperialism and World Wars** - 1900-1950
- **Cold War and the 80s** - 1950-1990
- **Modern Times** - 1990 and beyond
- **Near Future** - a dystopian near future

- **Science Fiction** - a distant future

The content of the era is based on the earthly technology of the time. An adventure always takes place in one of the eras.

In addition, the contents of the eras are kept as free as possible from specifically earthly elements so that they can also be used in a fantasy world of their own. Of course, the Modern Era, has well-known modern weapons, and the two-handed sword is also an earthly invention. However, it is kept as generic as possible so that it also fits into a scenario that is not set on Earth.

Extensions

In addition to the eras, certain extensions can be chosen to add magic or the workings of gods to an adventure, for example. These extensions can be chosen at will by the game master and are optional.

- **Magic** - adds the magic resource "Arcana" for the characters and brings spells and artifacts.
- **Horror** - defines rules for dealing with horror elements, stress and quirks.
- **Pantheon** - provides rules for interacting with gods: invocations, prayers and grace.
- **Body modifications** - provides a catalog of biomechanical elements that can be integrated into the body according to specific rules.
- **Vehicles and Drones** - provides special rules for vehicles, vehicle combat, and vehicle attachments.

Worlds

By combining eras and extensions, any scenario can be created. A Cthulhu story in the Wild West is just as possible as a magical world in the modern age. A classic fantasy world of your own creation could make use of the Middle Ages era and the "magic" extension.

Some existing worlds combine this combination of eras and extensions, and also give you the description of an entire world. They are available as a complete template and can be used directly.

Realms of Tirakan

The world of Tirakan is a complete fantasy world that can be played at any time in a 1000-year history. An elaborate story of humans, elves, gnomes and many other peoples tells the struggle of civilisations against minotaurs, lizards and a nameless darkness.

- **Era**: Middle Ages
- **Extensions**: Magic, Pantheon
- **World Description**: tirakans-reiche.de

The Adventures of Division V of the NEXUS

The story of Department V of the NEXUS is set in the modern era. It is a fictional secret organisation founded to protect humanity from alien and paranormal threats. Players play agents of Department V of the NEXUS, and through the ability to time travel, experience adventures in all sorts of eras and worlds.

- **Era**: Modern
- **Extensions**: Horror, Body Modifications, Vehicles and Drones
- **World Description**: phasesix.org

Your character

Each player creates a character to play a NEXUS adventure. The character is recorded on the character sheet with all relevant values.

The chapter Creating a character describes exactly how to create a new character. This section describes the basic characteristics that make up a character in NEXUS.

Persona

The Persona attributes refer to the mental characteristics of the character. Each value corresponds to a personality trait. Persona traits have their own value and are also the base for skills.

Education

Education describes the general knowledge a character has acquired. A character with a high level of education is good at all theoretical skills such as *Nature* or *History*.

Logic

Unlike *Education*, the value of logic relates to the ability to draw reasonable conclusions. Logic is especially important when it comes to solving problems through logical reasoning. A character with high Logic will be better at skills such as *Investigation* or *Mechanics*.

Conscientiousness

How conscientiously does the character approach tasks or activities? A low level of conscientiousness leads to careless-

ness, whereas a high level of conscientiousness ensures an organised and effective approach.

Willpower

Willpower refers to the character's ability to assert their own ideas and principles. A strong-willed character is good at the skills *Courage* and *Intimidation*, among others.

Apprehension

Perception describes a character's ability to perceive their surroundings and absorb information. A character with good perception is good at the skills *Perception* and *Orientation*.

Charm

A person with a high value for Charm knows how to approach other people and have a positive effect on them. This attribute is not to be confused with the physical trait of *Attractiveness*. A charming character is good at *Politics* and *Empathy*, among other things.

Physis

All physical attributes describe the character's physical abilities. Each attribute has a value that indicates the number of dice rolled for that attribute.

Deftness

This stat describes both the physical dexterity and the agility of the character. A deft character is, among other things, good at *Performance* and *Stealth*.

Strength

Strength is the pure strength of the character and is used whenever it is necessary to move something with pure muscle power. A character with high Strength is good at *Throwing* and good at *Athletics*.

Attractiveness

Attractiveness describes the charisma of the character. A high value does not necessarily mean beauty; a distinctive character can also be attractive.

Endurance

Stamina is the physical endurance of the character, not in the sense of patience (that is more like *Conscientiousness* in Persona). This stat comes into play during an endurance run or a long, strenuous activity.

Resistance

This includes the ability to withstand or avoid injury or pain, as well as resistance to disease, toxins or environmental influences such as heat or cold.

Quickness

Speed is both the speed at which the character is able to move around and the ability to react quickly to a situation.

The minimum roll

The minimum roll is a central feature of the character. It specifies the result a die must have to represent a success. The minimum roll is defined by the lineage and is 5+ for most characters. The "Masterly Presence" template lowers the minimum roll by 1, otherwise it can only be changed by special events or rare items, and often only for a short time.

Evasion

Evasion is used in combat and allows you to avoid a melee attack. It is equal to the Evasion value of the lineage plus the average of Quickness *and* Deftness* (rounded up). Armour and weapons reduce this stat. Character templates can change this value.

Protection

If a character has protection due to their lineage, this is called "innate protection". Unlike the other protection types, this protection does not deplete until the end of combat; it refreshes at the start of the player's combat round (see Combat).

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Rolls and Checks), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see Wounds and healing).

Skills

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values, so the GM can be sure that a player can definitely roll a skill.

Each skill has a base attribute and a skill value. For example, the base attribute for the skill Intimidate is *Apprehension*.

The base attribute is added to the bonuses of the selected character templates.

Intimidation

The Intimidation skill is a measure of how well a character can intimidate others. This skill can be used to extract information from an opponent or to make them retreat from a fight.

Attribute: *Apprehension*

Empathy

Empathy is the ability to interpret a person's feelings and moods, and perhaps to recognise intentions. Thoughts cannot be read.

Attribute: *Conscientiousness*

Stealth

Stealth is the art of concealment. This skill is used both for stealthy movement (sneaking) and to check how secretive the character is. It can be used, for example, when the character is being interrogated or is tempted to divulge a secret.

Attribute: *Conscientiousness*

Magic knowledge

This skill is only available for campaigns containing magic.

Magic knowledge describes the knowledge of the character in magical topics. Whenever the knowledge of magical artifacts, spells or other teachings is involved, magic knowledge can be cast.

Attribute: *Charm*

Orientation

This skill is used for orientation, both in the countryside and in confusing situations. It can be used in the confusing crowds of the city, but also when the character is whirled by a water vortex.

Attribute: *Apprehension*

Politics

Whenever it comes to assessing political action, this skill is used.

This can be the case in real politics, but can also represent moving safely in large corporations.

Attribute: *Charm*

Religion

This skill includes knowledge of religious teachings, as well as confidence in performing religious ceremonies.

Attribute: *Conscientiousness*

Courage

This skill comes into play whenever it is a question of how brave a character is. For example, it can be used to determine whether a character is brave enough to face a powerful opponent.

Attribute: *Willpower*

Deception

If the character wants to deceive an opponent, or, for example, cheat at the game, this skill can be rolled on.

Attribute: *Charm*

Persuasion

If the character wants to convince his counterpart argumentatively, this skill is used.

Attribute: *Willpower*

Investigation

This skill is used when the character wants to examine an object, a certain scene or an object for certain properties.

Attribute: *Apprehension*

Perception

Perception represents the character's ability to perceive things in his environment. This can be the search of an house, the search for the shadowy thief at the edge of the forest, or even a movement in the face of the opponent.

Attribute: *Apprehension*

Acrobatics

Acrobatics is the art of moving quickly and skillfully. Unlike athleticism, this skill is used when the character climbs over a ledge or makes a short sprint.

Attribute: *Deftness*

Performance

Performance is the artistic presentation. This can be acting, but also the musical performance of a piece. An impressive tall tale can also be told with the help of performance.

Attribute: *Charm*

First Aid

First aid must be carried out with sufficient dressing materials to be successful.

If the throw is successful, the person receiving first aid recovers wounds equal to half the successes (rounded up) of the throw.

First aid stops any bleeding.

Attribute: *Conscientiousness*

Driving

The Driving skill describes the driving of all kinds of vehicles. The skill applies to all mobile objects such as ships, vehicles or carriages.

Attribute: *Deftness*

History

History describes the character's knowledge of history and past events.

Attribute: *Education*

Communication

The ability to socialize is described by the skill Communication. It describes how skillfully the character behaves in conversations.

Attribute: *Education*

Mechanics

Mechanics includes all manual activities as well as the knowledge of mechanical processes. Working on a piece of wood or understanding a mechanical clock can be mapped with this skill.

Attribute: *Logic*

Hand To Hand Combat

The value of this skill is the basis for attacking with melee weapons. This skill is not usually rolled on directly.

Attribute: *Strength*

Nature

Nature describes the character's knowledge of all facets of nature. This skill can be used when the character is searching for plants, gathering wood in the forest, or judging the nature of an animal.

Attribute: *Education*

Shooting

The value of this skill is the basis for attacking with ranged weapons. This skill is not usually rolled on directly.

Attribute: *Deftness*

Throwing

This skill is used whenever the character throws objects. These can be simple objects like stones, but also incendiary charges or nets.

If the throw fails (no single success is achieved), the deviation is determined as follows:

First, a d12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the form of the "clock time", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a d6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

Attribute: *Strength*

Spell Casting

This skill is only available for campaigns containing magic.

The value of this skill is used as a basis for casting spells. This skill is not usually rolled on directly.

Attribute: *Willpower*

Knowledge

Knowledge works in a similar way to skills, but the list is not predefined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is always associated with a skill. The effective die roll value is the sum of the knowledge value and the skill value.

Knowledge is gained through character templates. The character templates indicate whether they bring this knowledge with them.

Shadows

A character can have special traits that affect them outside of their physical or mental attributes. Each *shadow* has its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows do not have values, but can have their own rules.

Shadows are indicated on character templates. If a character template contains a written rule, it is a shadow.

Languages

The number of languages a character can learn is based on the sum of their *Education* and *Logic* attributes. These can be any languages from the character's world. If the sum of these attributes is 0 or less, the character has only a limited understanding of their native language.

The limit on the number of languages that can be learnt serves as a guideline for new characters. However, languages learned in the course of the game can exceed this limit.

Character templates, body modifications or magical items can increase the number of languages that can be learnt.

Contacts

Contacts are connections that a character has with other people or beings that they can rely on. These are typically people outside the party, such as a noble, a government contact, or a doctor.

When creating a character, they can have a certain number of contacts, based on the sum of the *Charm* and *Attractiveness*

attributes. Character templates, body modifications or magical items can increase this number.

This number can be exceeded if new contacts are made during the game.

Create a character

To create a character, you select character templates that reflect their life stages, talents and interests (see Appendix Character Templates). Each template can alter the character's attributes and skills, as well as bringing knowledge and shadows. Additionally, character templates can unlock game mechanics, such as performing the actions of a priest or learning magic spells.

Career points

Career points are used to add character templates. Each template costs a certain number of career points.

New characters usually start with **20** career points. However, the game master can set this number arbitrarily.

Character templates can have negative point costs. In this case, the player receives the points when they select the template. This applies to the *Drunkard* template, for example.

Eras

Before the campaign or adventure begins, the game master decides which era and extensions to use. This determines which character templates, weapons, armour and items can be used, as well as whether magic, body modifications or priests' actions are possible.

The possible eras are:

- Classical antiquity
- The Middle Ages, Vikings and Crusades
- The Victorian era and the Wild West
- Imperialism and World Wars
- The Cold War and the 1980s
- Modern times
- Near future
- Science fiction

Optional extensions include:

- Magic
- Horror
- Pantheon
- Body modifications
- Vehicles and drones

Selecting templates:

A character template represents a specific stage in a character's life. Each template is assigned to one of the following categories: education, occupation, talent, interests, character or environment.

Each template alters a small number of the character's attributes and skills, either positively or negatively, and may bring with it knowledge or shadows. Additionally, templates may contain their own rules, which the character then adopts.

Each template is worth a certain number of career points. This is the number of points that must be spent to incorporate the template into the character's career.

Base values

All of a character's attributes, skills and other values start with a uniform base value. Information from the character templates is then added to these values.

- Actions: 2
- Minimum roll: 5+
- Bonus, destiny, and re-rolls: 0
- Persona and physical attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum hit points: 10
- Arcana: 0
- Spell Points: 0
- Maximum Stress: 10
- Base stress: 0
- Biostrain: 0

Lineage

First, select the lineage template that best describes your character's origin. Different lineages offer different bonuses. You can only select one lineage template, and it does not cost any career points.

The available templates are listed in the Appendix Character Templates.

The chosen lineage is noted in the career and the specified modifications are added to the character's values.

Additional templates

You can now select as many additional templates as you wish until you have used up all your career points. You can combine templates from all categories. This means that your character can have one or more occupations, or none at all.

The modifications specified for each template are added to the character's values. In addition, the knowledge, shadows and other rules of the template are added to the character sheet.

All values can also become negative (see Rolls and Checks).

Remaining career points

Once the player is satisfied with the template, they can declare the character finished. Any remaining career points that have not been spent will be added to the character's reputation (see Advancement). This means that no points are lost.

Contacts and languages

Once the character templates have been finalised, the character's languages and contacts can be determined.

Contacts

Contacts are acquaintances or connections that the character had before the start of the campaign. They are recorded with their names and descriptions, and can be imagined as desired.

The number of contacts a new character can have is determined by the sum of the attributes *Charm* and *Attractiveness*.

Contacts are recorded on the character sheet.

Languages

A new character can learn a certain number of languages based on the sum of their *Education* and *Logic* attributes. These can be any languages. If the sum of these attributes is 0 or less, the character has only a limited command of their native language.

Languages are recorded on the character sheet.

Equipment

Once the character's stats have been determined using the templates, the character can be equipped with gear. The game master sets a starting capital for the characters for the campaign or adventure.

The starting capital is usually 2,000 units of the standard currency, for example, euros.

This starting capital can be used to purchase equipment such as weapons, armor, and items. For more details, see the equipment chapter.

Equipment

Weapons, Armor and Items can now be purchased with your starting capital. Any purchased items can be noted on the character sheet with their values, and the price can be deducted from your starting capital.

Assets

Any starting capital not spent on weapons, armor, and similar items becomes the character's assets.

Spells

If the magic extension is used in the adventure or campaign, the character can also learn spells.

Character templates offer *spell points* and allow the character to learn spells of a certain *origin*.

If the character has obtained both through the choice of character templates, they can use the spell points to choose spells that they have mastered.

Spells are acquired in a similar way to templates for points. Spell points are used for this purpose. Each spell has a specific cost for which it can be added to the character sheet (see Appendix Spells). Only spells of origins that the character has unlocked through character templates can be selected. More details can be found in the chapter Magic.

Body Modifications

When playing with the *Body Modifications* extension, body modifications can be purchased and installed for the starting capital.

The rules for body modifications must be taken into account here; for example, sufficient energy must be available for the consumers.

The process of integration by a doctor is not necessary when creating a character; body modifications can simply be noted on the character sheet.

Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

All dice are rolled using six-sided dice. The number of dice is determined by the character's value in that attribute, plus any bonus or destiny dice.

A check is therefore a roll with a *number* of dice, where a *minimum roll* must be achieved, which can be modified by a *level of difficulty*. The elements are explained in more detail below.

This type of check is used everywhere outside of combat. In combat, there are special rules for determining hits and injuries.

The number of dice

The required or desired skill directly determines the number of dice with its value. A character with an Intimidate skill of 4 has 4 six-sided dice available for this check.

Knowledge skills have a value that determines the number of dice rolled. However, an associated skill is also given, and its value is added to the knowledge value. For example, a character with the skill 'Communication' 2 and the knowledge 'Etiquette (Communication)' 3 has 5 'Etiquette' dice.

If the value is 0 or negative, the character cannot make the check without further help, he is simply too bad at this skill. However, *bonus dice* or *destiny dice* can be used even if the value is negative.

The minimum roll

The minimum roll for a character is 5+. This can be altered by lineage, additional character templates or special circumstances.

> Hagen's player wants to use brute force to break down a door that stands between him and a suspected gang of thieves. The GM asks him to roll for strength.
>
> Hagen has a value of 4, so he rolls 4 dice. Any die that comes up 5 or higher is a success. However, Hagen's player rolls 4 successes and immediately kicks the door in the first thief's face.

The minimum roll is in the form of "X+" to indicate that this is the minimum roll that must be achieved.

Levels of difficulty

The GM can modify the minimum roll for particularly easy or difficult checks. For hard checks, the modifier can be specified as a roll +, for easy checks as a roll –.

A +3 test means that the minimum roll is increased by 3, so usually 8+. This is where the fact that all dice are rolled *further* comes into play, i.e. they are *exploding dice*.

The usual difficulty levels are:

- **–2**: very easy

- **1**: easy
- **0**: normal
- **+1**: difficult
- **+3**: very difficult
- **+6**: extremely difficult
- **+12**: impossible

> There are two locks to pick, a simple padlock and a complex cylinder lock. Hagen has a picking skill of 3. The GM requires a -1 check for the padlock and a +6 check for the cylinder lock.
>
> Hagen rolls 3 dice on 4+ for the padlock and 3 dice on 11+ for the cylinder lock.

Exploding Dice

In NEXUS, it is possible for the minimum rolls to be higher than 6+, sometimes significantly higher. The *exploding dice* rule applies to any roll.

Dice that result in a 6 after being rolled may be rolled again. The results are then added together. For example, a 9+ roll can be made by rolling a 6 and then at least a 3. A 14+ roll can only be made by rolling a 6, then another 6 and then at least a 2.

As no distinction is made between the individual dice in a roll of multiple dice, all sixes can be re-rolled at the same time if this is necessary to achieve a high minimum roll.

> Hagen's GM requires him to roll a +9 Courage check, as he is fighting alone against the band of robbers. He must therefore roll a 14 on at least one of his Courage roll dice. Fortunately, he has a Courage rating of 5, so he has 5 dice to roll.
>
> On the first roll, he rolls 4,2,6,6,1, giving him two sixes, which he can keep rolling to try to get to 14. The second roll (with the two dice) shows a 6 and a 1.
>
> Now he can only re-roll the remaining die, which shows a 6. Since the second roll shows a 1, even the strong courage does not help, and Hagen only gets a 13.

Critical successes

Similar to **critical hits** in combat, other rolls can result in critical successes. If a die shows a result of at least 11, this is a critical success. This is the equivalent of rolling another *exploding die*, which will again give a result of 5+. Changes to the character's *minimum roll* are not applied here.

Critical successes result in an additional success each time a 5+ is rolled. This results in the following limits for additional successes.

- **Roll 5**+: normal success
- **Roll 11**+: critical success - results in one additional success
- **Roll 17**+: megacritical success - results in two additional successes
- **Roll 23**+: megacritical success - gives three additional successes
- **Roll 29**+: megacritical success - gives four additional successes
- etc.

Bonus dice

A character can have a certain number of bonus dice. These are determined by the templates (see Create a Character). Any number of bonus dice can be added to the dice of a roll. This can be done even if the actual roll has already failed. In this way, you can sacrifice one bonus die after another in order to achieve a success.

In this way, a check can be made when the number of dice is 0 or less.

The bonus dice are refreshed to their maximum at each rest.

Rerolls

A complete roll can be re-rolled for each re-roll. It is not possible to pass a roll with a value of 0 or less.

Rerolls also refresh to their maximum at each rest.

Destiny dice

Destiny dice are usually given to the character as part of their career, but the GM can also award individual destiny dice for special actions or on special occasions.

Destiny dice can be used as bonus dice as well as for re-rolling. A result of 4+ on a destiny die is **always** a success, regardless of the difficulty of the check. If the destiny die is used as a reroll, this applies to all dice rolled in that check.

The Destiny dice must always be rolled separately from the normal dice to see if they have rolled a 4+.

> Looking at the previous example of Hagen's Courage roll (5 dice on 14+), a Fate roll would help him a lot here, as he would only need to roll a 4+.

Destiny dice refresh to their maximum at every rest.

Group rolls

Whenever the group as a whole needs to pass a check, group rolls are used. For example, instead of asking each player to make an Apprehension check, the GM can ask the whole group to make an Apprehension check. If the check is successful, the effect applies to all characters in the group.

A successful group roll always requires a certain number of successes. The GM decides how many successes are required for a group roll to be successful. Each player then rolls for the required attribute or skill.

All the successes of the characters are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to modify the minimum roll based on the severity of the check.

In a group roll, each participant can use Bonus and Destiny dice and Re-rolls as normal. It is also possible to change the minimum roll according to the difficulty of the check.

Concealment

A special roll is the Concealment Roll. This is used when a person is observing a character and is looking for certain conspicuous items of equipment. Each piece of equipment has a concealment value. The higher the value, the more noticeable the item will be.

If a person is observing a character or the whole group, the item with the *highest* concealment value is used for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Concealment value. If successful, the observer can spot a conspicuous object.

Combat

When it comes to combat, the game progresses in rounds.

Start of combat

As soon as a conflict arises, time freezes and the group determines the order in which the combatants act.

Initiative

Each player rolls d6 according to the *quickness* value. The exploding dice rule applies here as well. The dice results are added up. The competitor with the highest score starts the fight, the others follow in the order of their results.

> A rogue with quickness 4 rolls on her speed and gets 4, 5, 1 and 17. Her result is 27.

If two combatants have the same result, the *Quickness* value decides first, and if this is also the same, the *Deftness* value.

Quick Reaction

Before the combat begins, each participant performs a *apprehension* check. This check symbolises the character's ability to react quickly to new threats. If successful, the competitor receives a "Quick Reaction", which allows them to react before their first round of combat begins. This Quick Reaction counts as a normal action (see below), but can only be used for reactions.

If this check fails, the participant does not receive their actions until the start of the first round of combat, and cannot act before then.

Once it is the player's turn, their actions are refreshed and the Quick Reaction expires.

Sequence of rounds

The combat is divided into *combat rounds*. These have the following order:

- Start of round
- The "Player Combat Round" is conducted for each participant in order of initiative.
  - Start of the Player Combat Round
  - The player's actions are refreshed
  - The player performs their actions
  - End of player combat round
- End of round

The participant may perform an action for each of his available actions (see *Actors and Actions*) or save the action for a reaction in his opponent's turn (see *Reactions*).

Once the last participant has acted, the next *combat round* begins with the first participant.

Both "Start of Round" and "End of Round" are phases in which reactions can be made. To do this, players must save actions and perceive the last *actor* directly. Some effects, such as spells, can also be carried out during these phases.

Actor and actions

When it is a participant's turn, they are the *actor*. The *actor* is the participant who is actively acting and can use or withhold their actions as they wish.

At the start of the player combat round, the player's *Actions* are refreshed. The number of actions a character has is determined by their character templates. The base value for every character is 2.

"Refresh" therefore means that all actions are available again. If the participant has already used up any actions, e.g. by actions taken in the previous round, the available actions will be reset to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To **attack** with a weapon
- Parry **with a weapon or object**.
- **Reload** a weapon
- **Use** an object
- **Evade** a melee attack.
- **Aim** with a melee weapon or when firing a single shot.
- Perform any action (see below)
- **Hunker** or lay on the ground (The "Hunkered" status effect is active, see [Wounds and Healing](#)).
- **Stand Up**
- **Walk** *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- **Run** *Quickness* + 5 meters
- **Rob** *Quickness* / 2 + 1 meters (rounded up), the character must be *Hunkered*. (see [Wounds and Healing](#): Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

Arbitrary actions

A character can also perform any action that is not on the list. In this case, the GM must decide whether the action requires one or more actions. An action that is not on the list should normally require one action. This could be anything, such as lighting a pipe, smashing two opponents' heads together, or throwing an object. The GM decides which roll is required.

Reactions

When an *actor* acts in combat, all participants who directly perceive the *actor* may react to that action.

The following conditions must be met in order to respond to an action:

- The reacting participant must directly perceive the *actor*, i.e. he must hear, see or otherwise take note of his action.
- The reacting participant still has unused *actions*.

The reaction is announced and carried out immediately after the *actor's* action. However, it takes place in the game time before the action. An *action* can only be followed by one *reaction* from a participant. Any number of players can react to the *actor* if they recognise his *action*. In practice, this means that the reacting player announces his reaction after the *actor* has performed his action and possibly rolled the dice. This may vary from situation to situation.

If more than one player reacts to an action, the order of reaction is determined by initiative. The player with the highest initiative reacts first, followed by the other players in descending order of initiative.

Each *reaction* reduces the available *actions* of the reacting participant by one.

> Hagen is involved in a fight with a robber. Hagen has attacked in his combat round, but has saved an action to be able to react. The robber's combat round begins. The robber attacks. The GM rolls four dice and scores three hits. Hagen's player decides that Hagen should react with a *Shield Parry*. He announces his reaction to the robber's attack after the GM has made the attack. He can do this because he still has one action left and is directly aware of his opponent's attack. The reaction now takes place in the game before the robber's attack. The shield parry rule gives Hagen a cover roll of 5+ for his round shield. He rolls for each of the robber's three hits. He rolls a 5 twice, preventing two hits. The third hit hits him.

Bonus dice actions

Bonus and destiny dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the destiny die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

Sequence of an attack

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The **Hit Roll** determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*. *The Cover roll** is available to the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.
- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

The hit roll

To make an attack, a roll of a certain number of dice is made. The *minimum roll* of this roll is equal to the *minimum roll* of the character.

Here, a possible *recoil penalty* must be taken into account if the character has already fired in the same combat round.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

The hit roll can also be modified by other circumstances. Different firing modes and firing at the wrong distance may cause the available dice to change.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce* and *Cover*.

Recoil

Automatic weapons usually cause *recoil* when attacking, which makes it difficult to re-aim at a target in a directly following attack.

If an attack with a firearm is followed *directly* by another attack from the same character *within a combat round*, the minimum roll and the critical hit threshold are increased by 2. This malus increases for each subsequent attack in the same combat round. Thus, a third attack has a +4 malus on the minimum roll and critical hit threshold.

The recoil can be prevented if, for example, another action is inserted between two attacks in a combat round. For example, recoil does not apply with bows because a new arrow must be placed on the string between attacks.

Weapons can have a recoil compensation. This value lowers the malus per attack. Thus, the minimum roll for a subsequent attack with a weapon with recoil compensation 1 is only raised by 1. A recoil compensation of 2 ensures that recoil is no longer relevant for the weapon.

Recoil is not accounted for across combat rounds, only within a combat round.

Critical hits

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* "thrown farther", which then shows a result of 5+ again. Changes to the character's *minimum throw* are not applied here.

Critical hits can only be caused by melee attacks, single shot attacks, and throwing weapons, never by burst attacks.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in "2 crits, 3 normal hits".

Critical hits are treated as normal hits, but will always penetrate normal armour. Only armour of the type 'protection against critical hits' can protect against critical hits, all other types of armour protection cannot prevent critical hits.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

> The mercenary Maragas rolls 4, 5, 5 and 14, giving him 2 normal hits and a critical hit. The critical hit penetrates the armour, the normal hits are reduced by the protection of the person attacked.

Megacritical hits

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- **Roll 5**+: normal hit.
- **Roll 11**+: critical hit - ignores armor
- **Roll 17**+: megacritical hit - ignores armor, +1 wound
- **Roll 23**+: megacritical hit - ignores armor, +2 wounds
- **Roll 29**+: megacritic hit - ignores armor, +3 wounds

And so on.

Aiming

With melee weapons and single shot, it is possible to aim the weapon. This is not possible in burst mode.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 2 for the next attack. This bonus to critical hits may not exceed the character's perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

Attack modes

The *attack modes* with which the bearer of the weapon can use it are indicated with each weapon. The player chooses arbitrarily from the available modes for each attack. Switching the fire mode on modern weapons requires no action.

Hand-to-hand combat

All melee weapons have this attack mode exclusively. The character strikes with the weapon in hand-to-hand combat.

- The attack can be *parried*.
- The attack can be *dodged*.
- The attack can cause *critical hits*.
- For the attack, the character can *aim* beforehand.

Single shot

One shot is fired per action. This applies to many modern weapons, but also to bows, slingshots and crossbows.

- The attack consumes 1 ammunition.
- The attack **cannot** be *parried**.
- The attack **cannot** be *dodged*.
- The attack can cause *critical hits*.
- The character can *aim* for the attack beforehand.

Burst

The weapon is used in burst mode, a short burst of fire is delivered, which is slightly less accurate than a single shot.

- 2 dice are added to the attack roll.

- The attack consumes 3 ammunition.
- The attack **cannot** be *parried**.
- The attack **cannot** be *dodged**.
- The attack cannot **cause** *critical hits*.
- For the attack, the character **cannot** *aim*.

Incorrect distance

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

Cover

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- 4+ Cover: Most of the person being attacked is hidden.
- 5+ cover: The target is half hidden
- 6+ Cover: It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has scored *critical hits*, the Cover Roll must be made separately for critical and normal hits to determine which hits were prevented.

Shields

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For **Shield Block**, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The **Shield Block** is active until the character cancels it, that is, lowers the shield.
- The **Shield Parry** can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Unlike other armour, shields have a special value, the cover value. This is expressed in the form X+, meaning that shields provide this amount of cover. A round shield provides 5+ cover, so after an attack, the attacked can roll 5+ for each hit to avoid it *before* the application of *Protection* and *Wounds*. This is possible with both *Shield Parry* and *Shield Block*.

Protection and Piercing

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example an explosion can cause "3 hits with 2 wounds each". Here, hits can be prevented by cover.

When a character takes a *hit*, they can use *protection* to avoid that hit. The character has a *protection pool*, which is a combination of all their armour and other effects. For each unit of protection used, one hit is prevented, possibly with additional effects (see Protection Pool).

Any hit not prevented by *protection* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

Protection Pool

Each character has a *protection pool* made up of all their armour. Each piece of armour has a certain amount of protection, which is expressed in protection units. You can find more information about armour in the gear chapter.

When a character is attacked or otherwise hit, they can use protection from their protection pool to prevent these hits. Using protection does not cost an action, and you can use as many as you like.

The protection pool represents the armour a character wears in battle. During combat, the armour can shift, a strap can break, and a piece of armour can fall off. As a result, the pool gets smaller during the fight, which is represented by the amount of protection spent. After the battle, all the armour in the pool is restored.

The protection pool is only available during combat. When a character takes damage outside of combat, it is up to them and the GM to assess the potential damage reduction provided by armour.

Wounds

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a *template*, equipment or other explicitly contains a rule that modifies wounds.

Weaponless melee

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

Dodge

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the character templates plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

Parry melee attacks

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

To do this, you make a *reaction* roll as if you were attacking with a weapon. For each success on this roll, one of the attacker's hits is removed. *Critical hits* can only be prevented by critical successes on the parry roll.

Special Attacks

There are a number of special attacks that a character can use to refine or change their attack.

Accurate Attack

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

Knockout Attack

The Knockout Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent roll a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

Massive attack

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

Disarming attack

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's arm, with a minimum roll raised by 2. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed.

The disarming attack doesn't cause any wounds.

Two-handed fighting

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

Support weapon

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

Coup de grâce

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do this, the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent is already *dying*, the level of the state is increased by the number of wounds of the attack.

If the attack fails, a sleeping victim is likely to awaken.

Throwing objects

If an item, such as a throwing net, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

Deviation

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a D12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

Items

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

Properties

Items can have various properties relevant to the game. All items have the following properties:

- **Price**: this is the average purchase price of the item when it is acquired. This price is expressed in the main unit of the currency used.
- **Rarity**: Rarity describes how available the item is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight**: the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.
- **Concealment**: the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

An object is always assigned to one or more extensions. For example, there are items that are only available if the magic extension has been selected for the game.

Item rules

Some items have special rules that may also require a skill or attribute roll. These rules are listed with the item. For example, a bandage allows you to use your First Aid skill to heal a character.

Charges

Items can contain charges. If this is the case, a charge is removed if it is used successfully.

For example, a professional emergency kit has 5 charges.

If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

Weapons

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat, throwing) is rolled. There are the following types of weapons:

- Axes
- Blades
- Blunt Weapons
- Bows
- Polearms
- Slings
- Throwing Weapons
- Assault Rifles
- Heavy weapons
- Machine guns
- Pistols
- Rifles
- Shotguns
- Submachine guns

Different types of weapons may be available in different eras. Grenades count as items, not as weapons.

Properties

Weapons have the following properties:

- **Price**: as with items, this is the price for which the weapon can be purchased on average.
- **Rarity**: Rarity describes how available the weapon is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight**: as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.
- **Concealment**: the concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- **Type**: the type of the weapon indicates to which weapon class the weapon belongs.
- **Damage potential**: this value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- **Piercing**: Reduces the target's protection by the number of protection units specified. For the protection to have effect,

the target must expend more protection units than the piercing of the weapon.
- **Actions to ready**: Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are also very fast weapons that can be switched to without delay, and also very complex weapons.
- **Range (metres)**: the range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- **Capacity** describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- **Reload actions** indicates how many combat actions the character must invest to completely reload the weapon.
- **Recoil compensation**: a recoil penalty is applied to a shot that is immediately followed by another shot in *the same* combat round. The recoil compensation is subtracted from this malus, so a weapon with high recoil compensation makes directly consecutive shots easier.

Attack modes

Weapons always have at least one attack mode. These are indicated in the weapon table with the weapons. If there is more than one attack mode, the character can select it each time the weapon is used without using an action to switch. The attack modes are (see Combat):

- **Single shot**: can cause critical hits.
- **Burst mode**: gives two dice in addition to the hit roll, cannot cause critical hits.
- **Hand to Hand**: the weapon is used in close combat, can cause critical hits.

In additional extensions or worlds, there may also be other attack modes with special rules.

Rules

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see Wounds and Healing). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition **when the weapon causes wounds**. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X

• Burning X

Weapon modifications

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified.

In the modern era, for example, it is possible to attach a sight to a weapon. But special ammunition is also represented as a weapon modification, for example, the *Horror extension* brings silver ammunition.

Weapon modifications are divided into the following categories:

• **Blade**: such as a hardened blade or a special engraving
• **Ammunition**: special types of ammunition, but also quivers
• **Grips**: leather-wrapped handles for swords and the like
• **Barrel**: silencers for modern weapons
• **Sights**: Sights for modern weapons
• **Gadget**: lights, tripods and the like

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

Armour

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

• Clothing
• Light armour
• Medium armour
• Heavy armour
• Shield

Properties

Armour items have the following game-relevant values:

• **Type**: the armour type, e.g. "Light Armour".
• **Price**: the average purchase price of the armour
• **Weight**: the weight of the armour

• **Concealment**: how hard is the armour to spot if an observer specifically looks for it?
• **Encumbrance**: Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character's evasion value.

Protection

Each piece of armour has a certain amount of protection units. These are shown as shields on the armour. These shields can be used in combat to prevent hits. There are the following types of armour:

• **Normal protection**: This protection can be used to prevent a normal hit.
• **Critical protection**: This protection can prevent a critical hit or a normal hit.
• **Sticky Protection**: Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
• **Bleeding Protection**: Prevents a hit and an attack from causing the Bleeding condition.
• **Poison Protection**: Prevents you from being hit and an attack from causing Poisoned condition.
• **Fire Protection**: Prevents being hit and prevents an attack from causing the Burning condition.
• **Reflecting Protection**: Prevents a normal hit and causes the attacker to be hit.
• **Shock Protection**: Prevents being hit and prevents the attack from causing Shocked condition.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Combat.

Currency

In different scenarios and worlds, there can be different currencies. Each character and campaign is assigned a currency table that specifies the different units of currency. Characters can record their wealth on the character sheet. Currency tables are e.g.

• Euro
• Dollar
• Taler
• Guilder (Realms of Tirakan)
• Yuan

Whether currency plays a role in the game is entirely up to the group and the game leader, it is optional.

Wounds and Healing

The physical integrity of the character is represented in the form of wounds. A character can withstand a certain number of wounds without passing out.

Wounds and Boosts

If you look at the character sheet of an intact character, you will see a bar of filled hearts:

❤️❤️❤️❤️❤️❤️❤️❤️❤️❤️

These 10 hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:

❤️❤️❤️❤️🤍🤍🤍🤍🤍🤍

These empty hearts can be filled again through healing.

Boost

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).

❤️❤️❤️❤️❤️❤️❤️🤍🤍🤍💙

Fainting and Death

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

Healing

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

The rest

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance*

and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

If the magic extension is used, the character rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

When using the Horror extension, it is possible to reduce stress and resolve dread.

The character's stress level is set to the minimum: either 0, or the base stress level if it is higher.

If a character is *Consumed by dread*, this condition is resolved. This is determined by rolling a stress test. If the roll is successful, the condition is removed. If the roll fails, the character's base stress level increases by one and they receive a quirk. In either case, the current stress level is reduced.

Conditions

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Some conditions have saving throws that can be used to remove them. These throws are indicated in the description of the condition. All restrictions and difficulties caused by conditions do not apply to these saving throws.

Dying

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If a character gets the *Dying* condition, all other conditions are removed.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

When a character is attacked with the *Dying* condition, the *Dying* value is increased by the number of wounds inflicted (see Combat, Coup de grâce).

Unconscious

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according to the value of this condition, the value is set to 0 and the character wakes up.

Shocked

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Burning

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

Bleeding

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is bandaged (e.g. by *first aid*).

Poisoned

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Hunkered

The character has a 6+ cover (see Combat).

All actions involving manual work (physis attributes, attacks and skills) have a +1 minimum roll.

It takes an action to hunker down or stand up.

Advancement

Over time, the character gains experience and develops further. As with character creation, this development is based on character templates.

Reputation

A character's reputation reflects their level of recognition and life experience.

Reputation is divided into spent and earned reputation, separated by a slash. Earned reputation points are placed after the slash, and used reputation points are placed before the slash. Unused reputation points can be used to purchase character templates.

Gaining reputation

The character gains reputation for successful quests. Reputation is awarded by the GM and should be between 5 and 10 per session.

Reputation can also be awarded directly for individual actions. A successful action or scene in the game can result in the GM awarding a certain number of reputation points.

Developing the character

Further development takes place after each game session, enabling the character to be expanded with additional templates, even during an adventure.

Templates are selected in the same way as when creating a character and purchased using reputation. They are then applied. Any changes to values are calculated directly on the character sheet and take effect immediately.

New spells

If a character gains new spell points through character templates, they can immediately use these to learn new spells or choose spell modifications. There is no need to research a thesis in the game for this.

Magic

Your campaign should contain magic? So don't get me wrong, don't confuse magic with divine work or even body modifications. Magic is a strange power, which can be represented quite differently depending on the universe.

In ancient or medieval times, adding magic may make the campaign feel more like a fantasy world. In the modern era, magic may add to a cthulhuid story; in the future, it may lead to a setting like the Seattle of 2052 described in various stories.

The magic extension is independent of eras or other extensions. It can be added at any time to enable magic in the campaign.

Magic level

There is a certain *level of magic* in the world. This indicates the strength of the magic surrounding the characters. Usually this magic level is 3. Special places may have a different magic level, for example a magic place by an old oak tree in an enchanted forest may have a higher magic level. It is also possible to play in a world where magic has a much higher influence.

The current *magic level* has an effect on the spell being cast. The spell description will usually give an indication of how the *magic level* is taken into account.

If the magic level is above 5, the magic cast is completely chaotic and unreliable. The GM decides exactly how a spell is cast. In addition, any spell cast with a magic level of 6 or higher will definitely have **side effects**.

Basic Attributes

The magic is based on two basic attributes, which characters have and which can be obtained through templates.

Arcana

Arcana reflects the amount of magic the character can combine and store. With *Arcana*, the character casts spells and performs rituals. Templates, such as "Arcane Tutor" increase the maximum arcana a character can have.

Arkana regenerates through a rest.

Spell Points

Spell points are used to learn spells. *Spell points* can also be obtained by the character through templates. For example, the "Arcane School" template gives 10 spell points.

Once *spell points* are spent on a spell, they are used up and cannot be used again. Unlike *Arcana*, this is not a value that refreshes by resting.

Skills

With the magic extension, each character gains two new skills that they can use to act in the magical world.

Spell Casting

The skill *Spell Casting* is used to perform spells and rituals. It is composed of the attributes *Willpower* and *Charm* and can be increased by templates.

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Magic Knowledge

Magic Knowledge is used whenever knowledge of magical occurrences or artifacts is needed. Every character has this skill, which is composed of *Education* and *Conscientiousness*.

Learning spells

To learn a spell, a character needs two things: rest (a spell can only be learned between game sessions) and available spell points. In addition, he needs a thesis, a way to also get the knowledge about that spell. The latter is up to the campaign, or the game master.

Spell points are available when the number of *Spell points* spent is less than the *Spell points* obtained through templates. Each spell has a certain point cost. To learn it, the spell is noted on the character sheet as learned.

A spell can be learned multiple times. This is possible because spells can be modified by spell templates. For example, you can make an energy lightning spell once as an energy spell and once as a light spell.

Spell values

A spell has different values, which are taken into account in the game.

The *spell casting attribute* specifies which attribute (along with the *spell* value) is rolled on to cast the spell. It is shown at the spell.

The value under *Arcana* describes the cost of the spell when cast. To cast a spell with an *arcana* value of 2, the player must also have two arcana available and cross off when casting.

The *strength* of the spell describes how effective the spell is. For newly learned spells, the strength is usually 1, but can be increased by spell templates. In addition, the strength is increased by the successes of the spell casting when the spell is cast.

Each spell has a certain *range*. This is the maximum distance from the caster at which a spell can be cast. This is not to be confused with a possible area where the spell will work. This is mentioned in the spell description. If the *range* of a spell is 0, the spell only works at/on the caster himself.

The *shape* of the spell determines the area of effect. It can be a geometric shape, such as a line or a sphere, or no specific shape. The latter is the case if the spell requires touch or works directly on the caster.

The *Actions* of a spell indicate how many actions are required to cast the spell.

The *Duration* of a spell indicates how long the spell lasts. Some spells have an immediate effect, while others take effect over a period of time.

If a spell requires *concentration*, the caster must concentrate on the spell. While concentrating, the caster cannot cast any other spells. A spell that requires concentration ends when the caster takes damage.

Origin

Spells in NEXUS are assigned to different origins. In order to learn spells, the character must choose a character template that unlocks the corresponding origin.

For instance, the Ranger template enables the character to cast shamanic spells.

The origins of magic are:

- Wizardry
- White Magic
- Black Magic
- Elemental Magic
- Shamanism
- Sanguine Magic
- Necrology
- Mysticism
- Hermeticism
- Necromancy
- Demonology
- Astral Magic
- Lizard Folk Magic
- Chimerology
- Curses

Magic academies usually devote themselves to one or more of the origins and clearly distinguish themselves from others.

Lizard magic is practiced exclusively by the lizard people and despised everywhere else.

Spell templates

Spell templates change the values of a spell, and can also add effects or completely change the behavior of the spell. Spell templates are divided into four categories:

- Basic: basic adjustments to spells.
- Powerful spell (3 spell points): The power of the spell is increased by one.
- Easy to Perform (5 spell points): The spell requires 1 arcana less, but at least 1 arcana.
- Twin spell (5 spell points): The spell affects one additional target. The effect is applied to all targets.
- Long Range (2 spell points): The range of the spell is increased by 20 meters.

- Fast Execution (3 spell points): The spell requires one less action, but at least 1 action.
- Affinity (1 spell point): The element of the spell is changed. This initially has no effect in the game mechanics, but it can turn an acid spell into a fire spell, for example.
- Shape (3 spell points): changes the shape of the spell, for example from a point to a sphere of certain diameter.

Spell templates can be added to any learned spell. To do this, note on the character sheet at the spell that it contains the special template, e.g. "Simple Healing (Powerful Spell)".

Each spell template can also be added to a spell more than once.

Forgetting spells

Just like learning spells, it is possible to forget spells with the necessary peace of mind. To do this, the spell is removed from the character sheet, and the character can be credited again for the spell points used.

Cast a spell

A spell can be cast if the character still has at least the arcana specified with the spell available.

To cast a spell, the player casts on the *Spell Casting* value specified with the spell. This value is made up of the character's *Spell Casting* skill and the attribute refered to by the spell.

If the roll achieves at least one success, the spell is successful. For each success achieved, the *Power of the spell* is now increased by one.

The effect of the spell occurs as indicated in the description. The specified arcana cost is deducted from the character, even if the spell failed.

> Luta wants to cast a simple heal. Her *Spell Casting* value is 2, in the attribute *Conscientiousness* (which is the attribute of the spell) she has 4. She thus has 6 dice available for casting the spell.
>
> She rolls a result of 3,4,5,5,3,1. Thus, she has achieved 2 successes, which are added to the *Power* of the spell. She thus heals 3 plus magic level wounds.

Side effects

Magic is unstable, and side effects can occur. Whenever a spell roll shows exactly **two ones**, side effects occur, regardless of whether the spell succeeds or fails.

- The exact effects on the spell are in the hands of the game master. There can be small deviations from the description, but also a complete reversal.
- Side effects affect magic storages. These have a chance to explode if there are side effects near them. If side effects occur in the immediate vicinity of a magic storage, a d6 is rolled for each arcana stored in the magic storage. The magic store loses one arcana for every 1 that is rolled. The explosion causes **3 hits of 2 wounds each and pierce 1** to all characters within 3 steps for each arcana. Cover and armor apply as usual.

Magic Duel

In some of the following rules, **Magical Duel** is a rule used. Mages may engage in a magical duel.

If the duel is initiated by a mage, the challenged mage must agree to the duel or it will not occur. There is no effect if a duel is refused. The duel takes place exclusively in the mind, no physical actions are required.

To adopt spells, no consent to a magical duel is required, the test is simply rolled.

To perform a magical duel, both opponents cast on their **spellcasting ability**. The contestant with the most successes wins the duel. The loser takes the difference in successes direct wounds. Protection and cover do not prevent wounds in this case.

Taking over other people's spells

If a spell is active, it can be taken over by a mage. To do this, a **magic duel** is performed, whereby the mage casts against the **spellcasting value** of the mage who performed the spell. If the duel is successful, the spell is now under control of the taker, and can be **dropped**, for example.

Redirecting spells

Own spells can be redirected as long as they are active. Redirecting a spell requires an action, and a roll on the **casting skill**. It costs 1 arcana to redirect a spell to another target. The target here must be a valid target for the spell. Thus, a spell with a range of 0 (touch) cannot be redirected to a distant target.

Magic and armor

Wearing armor does not directly hinder the casting of magic. Neither the material of the armor, nor the design of the armor type have any influence on the casting of spells. However, armor that greatly restricts the freedom of movement may cause difficulties in necessary gestures of execution.

Armor of the **Heavy Armor** type increases the minimum casting roll when casting spells by its **encumbrance**.

Magic artifacts

In addition to spells, the magic extension brings the possibility of magic items, weapons, armor or weapon modifications. In addition, artifacts can be created by the player.

For example, a *Simple Healing Potion* restores 1D3 wounds when used.

Creating Artifacts

The character who wants to create an artifact only needs the item into which the spell will be infused. To create an artifact, he performs the spell normally and binds it in the item. While doing this, he also specifies the action that will trigger the spell in the artifact. This can be a complex action or just a spoken word.

After normal execution of the spell, the number of successes determines how strong an artifact is. If the roll is unsuccessful, the creation of the artifact is also unsuccessful. If the roll succeeds, the artifact can be used as many times as the roll shows successes. The cost of creating an artifact is the *arcana* cost of the spell multiplied by the uses of the artifact. If these exceed the character's maximum *arcana points*, as many applications are bound into the artifact as the character can pay with his *arcana*.

Very rarely it can happen that an artifact has an unlimited number of active applications. What quality an artifact has is not determined by the character who creates the artifact, but only by fate itself. No mage can predict how strong an artifact he creates will become.

If a single success of the roll shows at least a value of 30, he has created an infinite artifact.

For an infinite artifact, the number of successes is doubled to determine the cost. If these exceed the character's available *arcana*, excess costs are covered by wounds.

When the artifact is created, the magic knowledge of the character creating the artifact is recorded in a value called the artifact level. This artifact level indicates how powerful the creator was at the time they created the artifact.

Using artifacts

To use an artifact it is sufficient to perform the described action. If a spell is bound in the item, it will be cast that way, and it will not cost the user any *arcana*. The effect of the spell occurs as if it had been cast directly by a mage.

To use an artifact, the magic knowledge of the person who wants to use the artifact must be equal to or higher than the artifact level of the artifact. If the user's magic knowledge is lower, he must pass a *Spell Casting* roll whose successes are at least equal to the difference between his magic knowledge and the artifact level.

Storing arcana

Magic is an element that is not easy to comprehend. But if a being is granted the ability to handle it (i.e., a character possesses *arcana*), the character can easily store it in all non-magical materials in order to access it again later. But this method is not without danger.

Create a magic storage

To create a magic storage, it is enough to touch the item in which *Arcana* is to be stored and simply let the power flow into the item. The procedure takes as many hours as the character wants *Arkana* to flow into the memory and is completely harmless. The *arcana* is then subtracted from the character's *arcana* and noted with the storage.

Magic storages, like artifacts, are assigned an artifact level equal to the *magic knowledge* of the creator.

Using magic storages

A character discharges a storage by touching it and absorbing the stored power. In doing so, he must not exceed his maximum *arcana*. He does not have to draw the entire *arcana* stored at once, the power can also be dosed.

A stranger can only use the magic storage if his *magic knowledge* is equal to or higher than the artifact level of the storage.

Dangers of the storages

Magic storages are unstable, they explode if there is magic instability near them. If a spell fails near a storage, the wearer of the storage casts on his *magic knowledge*. If he achieves at least as many successes as the memory has *Arcana*, an explosion is prevented. Otherwise, the storage explodes.

When a storage explodes, it causes twice as many hits within 2D6 meters as *Arcana* is stored in the storage. The explosion causes a bonus wound and both *Burning 1* and *Shocked 1*.

Pantheon

This extension brings the work of gods into your campaign. Characters are able to invoke Divine action and have a **attitude** and **grace** with their deity. There are various forms of invocation which can be performed by a believer.

The rulebook deliberately refrains from using earthly gods or beliefs here, but there are no limits to the imagination. For a cultist, for example, a being from the Cthulhu mythos can also be a deity.

Level of faith

The power of divine activity depends on the *level of faith*. This is a global value that illustrates the strength of divine activity. In general, it is assumed that the world has a faith level of **3**.

However, particular places can change the level of faith. For example, invocations may be stronger in a large cathedral. Areas may perhaps be subject to a curse, or otherwise have a lower faith level. The faith level, if it differs from 3, is set by the game master.

Grace

As a value, grace represents the relationship between services of the priest and favors of the god. The value is 0 at the beginning and can become negative or positive.

The cost of the favors is subtracted from the grace. Grace points can be gained by the priest through godly actions in the game. It depends very much on the type of deity, with which the priest can rise in the deity's favor.

Relics

Relics have a special role in the churches. They strengthen the bond with the god and help the believer to continue on his path.

Common relics are objects from the possession of saints, but also bones of them. But even a simple object related to the deity can be a low level relic, such as a special stone for a diety of stone. The character can get to a relic in many different ways, but it always requires a consecration.

Relics always have a level, which can range from 1 to 6. A level 1 relic can be an object that a saint once touched, for example. A level 6 relic can be a holy weapon or the bones of a saint.

The forms of invocation

There are four forms of invocation to a god. Each of them is performed differently. Each has a different effort and requests a different favor from the deity.

Common to all forms of invocation is the influence of the environment, the priest's condition, as well as faith level of the world. Thus, the following modifications are added to the **minimum roll** of each invocation (there are invocations that require multiple rolls).

- Grace of the priest: **–(grace/2)**
- The intention of the character does not correspond to the virtues of the deity: **+10**
- Ceremonial design (candles, clean cloths, etc.) not present: **+5**
- The attitude of the priest is contrary to the deity: **+15**

- The request is not the first request of the day: **+2**
- Sacrifice is offered: **–3**
- The priest uses incense: **–2**
- The invocation is done in Latin: **–2**
- The invocation is chanted (additional performance check): **–5**
- The prevailing level of faith: **–faith level**
- Additional priests at the invocation: **–Number**
- Relic present: **–Level**

Shock prayer

The least form of request is the Shock Prayer. In a short, pleading invocation of 3 seconds, the priest can gain a bonus to one of his attributes or skills. The bonus is equal to **faith level** points and lasts for **faith level** minutes.

A Shock Prayer requires a single **Charm** roll.

The Shock Prayer costs the priest 2 grace points.

Blessing

A blessing is able to break a divine curse (the work of a dark god, as indicated by the work in each case), but can also be transferred to an object to create a blessed weapon, holy water, or the like. To cast the blessing takes 5 minutes, and it lasts indefinitely.

A Blessing requires a Willpower and a Charm check.

The blessing costs the priest 5 grace points.

Lesser request

The Lesser Request invokes direct divine action. In it, the abilities of the character's deity and all of its servants that are classified as "minor" can be requested. The prayer for the low petition takes about 15 minutes. It can also be done as part of a ceremonial service.

A charm roll is required for the lesser request.

The grace cost of the favor depends on the request and ranges from 2 to 12 points.

Invocation

The invocation requests a deity's work that is classified as "higher". Again, both the deity of the character and its servants may be invoked. The invocation requires a larger ce-

remony and lasts at least 30 minutes. It can also be done as part of a ceremonial service.

The invocation requires 2 charm rolls and a willpower roll.

The grace cost of the invocation depends on the request and ranges from 10 to 25 points.

> A word about the gods' work. The work of the gods is sometimes described with concrete rules. However, most descriptions remain rather vague. This is to reflect the fact that the nature and workds of the gods are their own business. GMs and players should be open to spontaneous developments when a god or demon intervenes in world events.

Consecration

With the consecration, an item such as a weapon is given to a god. The divine power ensures that the item is improved (stats plus about 30-50%), however there is also a chance that the item will be ensouled after the consecration and have some life of its own.

A consecration is a two-hour ceremony during which the deity is invoked three times by means of a charm roll. In addition, a test of strength is required as the item is held for the entire period. Finally, a 50% chance of ensoulment is thrown.

The consecration costs the priest 7 grace points.

Silent prayer

Once per day, the priest may spend one hour in silent devotion to his deity. For this, he rolls a **charm** roll and adds one grace point for each success.

Ceremonial Service

Ceremonial service is a service to the deity to strengthen their work and spread their word. The service can be both a classical ceremony in memory of the deity and something like a ritual funeral or exorcism. Minor petitions or invocations may be made as part of the ceremonial service, but they do not have to be.

A ceremonial service earns the priest one grace point for each participant, up to the double **faith level** per service. If a petition or invocation is performed, this cost is deducted again.

Body modifications

The Body Modifications extension allows characters in the game to integrate mechanical components into their bodies. These are artificial elements that can be attached to arms, legs or other limbs.

The body modifications correspond to the time period in which the game is set. For example, a leg implant in the Victorian era will be made of copper or brass, while in the Science Fiction era it will be a futuristic technology.

Character stats

When playing with the Body Modification extension, the character will have additional information on their character sheet.

Biostrain

Each body modification affects the character's biological load. As a character integrates body modifications, their biostrain increases.

Biostrain starts at 0; each character is initially unburdened by body modifications. Each body modification has a biostrain value. This is added to the character's value.

Effects of Biostrain

Biostrain has various effects on the character.

With every healing, whether spell, first aid or healing by a doctor, half of the biostrain (rounded up) is added to the minimum roll of the respective test.

The minimum roll for casting spells and other magical abilities is increased by half the Biostrain (rounded up).

If the biostrain is greater than 5, the following effects apply:

- The character's *Endurance* drops by 1 point.
- The number of *Rest* dice for each Rest check drops by 1.

If the Biostrain is greater than 10, the following effects apply:

- The character's *Endurance* drops by 2 points.
- The number of *Rest* dice for each Rest check drops by 2.

If the Biostrain is greater than 15, the following effects apply:

- The character's *Endurance* drops by 3 points.
- The number of *Rest* dice for each Resting roll drops by 3.

Energy

Body modifications require energy to function. Some body modifications feed energy into the local power grid. However, functional body modifications usually require energy to function.

In order for a character's body modifications to function properly, an energy balance must be created. The sum of the energy points of all built-in body modifications must be 0 or greater for everything to work properly. If the total is less than 0, the *Energy Deficiency* rule applies.

Activatable body modifications only use energy when activated. Passive body modifications always require energy to function.

Energy is measured in milliamperes (mA).

Energy surplus

If more energy is fed into the local grid than is needed, an energy surplus occurs. Normally this is not a problem, but if the energy surplus exceeds 10mA, electrical discharges can occur.

Whenever an activatable body modification is activated and the energy surplus is 10 mA or more, a *Resistance* roll is made. The minimum roll is increased by the amount of excess energy.

If the roll fails, the character receives a wound and a *shocked 1*.

Energy deficit

An energy deficit occurs when less energy is fed into the local grid than is needed. This can cause body modifications to stop working. Each time a body modification is activated, a die roll is made according to the energy deficit. For each roll that results in a 1, the modification will not function until the next *rest*.

The player chooses which modifications will not work.

Slots

Each body has a set number of slots. These slots cannot be changed unless you invest in special body modifications that allow additional slots for specific limbs.

Each body modification specifies how many slots it requires in a particular body region.

For humans, the number of attachment points is as follows

- **Head**: 3
- **Torso**: 5
- **Arms**: 3
- **Legs**: 3

If a body region is loaded with too many modifications, the biostrain *of all* modifications is counted twice.

Body modifications

- **Price**: This is the average purchase price of the body modification at the time of purchase. This price is given in the base unit of the currency used.

- **Rarity**: The rarity describes how available the body modification is on the market. This can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Type**: Body modifications have a type, common types are *Generator*, *Sensor*, *Weapon*, *Prosthetic*, *Protection* or *Enhancement*.
- **Extension**: In general, body modifications are available when playing with this extension. However, some body modifications are only available in certain eras.
- **Rules**: Each body modification can have its own rules, which are described here.
- **Biostrain**: The biostrain describes the biological strain the modification places on the body. This is added to the character's stats.
- **Energy Requirement**: Each modification has an energy requirement. If this is negative, the modification produces energy. The character's energy balance must be in balance; no more energy may be consumed than is produced. Energy is measured in mA.
- **Charges**: Some modifications have charges that are consumed.
- **Activation**: Some modifications require activation, others are always active. Activatable modifications only consume power when activated.

Activatable and passive modifications

If a modification requires activation, this will be indicated in the description. This modification only consumes energy when it is activated. Activating a modification costs an action.

Passive modifications are always active and consume energy.

Integrating modifications

Integrating modifications into the body requires surgery. Depending on the complexity of the modification, this operation may be complicated or impossible to perform without risk.

The surgeon performing the surgery must make a **Medicine** roll to successfully perform the modification. The minimum roll for this check is increased by the biostrain of the modification.

Removing modifications

If you wish to remove a body modification, this can only be done by surgery. The surgeon performing the surgery must make a die roll on **Medicine** to successfully remove the modification. The minimum roll for this check is increased by the biostrain of the modification.

Horror

The Phase Six Horror Expansion adds classic horror elements to the game. Characters can load silver ammunition into their weapons and encounter creatures from the darkest imaginations, as well as obscure items.

In addition, characters now have a potential stress level. If they encounter the non-worldly too intensely, there is a risk that they will lose control or even acquire a permanent quirk.

Stress

The character has a stress level that starts at 0 and a maximum level that they can withstand. This value is set to 10 by default, but can be adjusted using templates or similar methods.

Characters can gain stress when they encounter otherworldly entities or experience other abnormal events. Each creature is listed alongside the amount of stress that encountering it causes. This information consists of two values separated by a slash.

> Example: A Spectre causes 1/2 stress when encountered.

When a character encounters a creature that causes stress, they must perform a stress test. If they succeed, they receive as much stress as indicated before the slash. If the roll fails, the value after the slash applies.

If a character encounters multiple creatures at the same time, only one stress test is performed and stress is recorded once per character. However, special situations, such as 100 zombies approaching a character, may require separate stress tests, as determined by the game master.

Base Stress

A newly created character starts with a base stress level of 0, which indicates the amount of stress accumulated during adventures and the extent to which the character's mind has been affected. Base stress has no significance in the game; it simply represents the minimum value below which stress cannot fall.

Base stress can only be reduced in exceptional cases and through therapy. It can increase if a dread is resolved during a rest (see Dread).

If the base stress exceeds the maximum stress level, the character is permanently *overcome by dread*. This means that the *Resolve Dread* rule must be taken into account at each rest, and the character will continue to be affected by *Dread* afterwards.

Stress Test

A stress test is performed whenever it is necessary to assess whether a character can withstand a stressful situation. This involves adding together the character's *Logic* and *Willpower* values, after which the corresponding number of dice are rolled. If the roll shows at least one success, the test is passed. The minimum roll corresponds to the character's minimum roll and is usually not altered.

Reducing stress

In order to reduce stress, the character must calm down and avoid encounters with otherworldly beings. This could involve taking a quiet moment or performing an activity within the game. Resting also reduces stress.

There are various ways to reduce stress in the game. What they all have in common is that they take more than an hour.

Some examples are:

- Finding peace/meditation: –1 stress
- Writing in a diary: –1 stress
- Talking to someone: –2 stress
- petting a cat: –2 stress
- Taking certain medications/drugs: –X stress

During rest (see Wounds and Healing), stress is reduced to the minimum possible (base stress or 0)

Dread

When a character's stress level is at its maximum, they are overcome by dread. This is a fixed state, with no different levels. Once a character is overcome by dread, their stress level remains at its maximum.

There is always a spontaneous effect when a character is overcome by dread. This effect lasts for a minimum of one hour and up to D6-Resistance hours. To determine the effect, 3d6 is rolled. The result is listed below:

- 3–4: nausea and dizziness
- 5–8: anxiety
- 9–10: shock
- 11–12: panic
- 13–14: confusion
- 15–16: hallucinations
- 17–18: blindness

In addition to causing stress, creatures may have an ability that directly causes dread.

Resolving dread

Dread usually resolves during rest.

To achieve this, a stress test is performed during rest. If the test is successful, the *Consumed by dread* condition is removed. If the test fails, the base stress increases by 1 and the character receives a quirk. In any case, the condition is removed.

Dread and further stress

If a character experiences further stress while in a state of dread, their stress level remains unchanged as it is already at its maximum value. Instead, the dice table for the effects of dread is rolled again for each new instance of stress, regardless of how high it is.

The character does not gain a quirk from this. A character can only be in the *Consumed by dread* state once. This state can only be resolved by resting.

Quirks

A quirk is a permanent trait that a character develops in response to stress and fear. Every quirk has positive and negative aspects. Quirks can only be cured through lengthy therapy outside of the game.

Acquiring quirks

If a character is overcome by dread, the effect is resolved during a rest. This involves rolling a stress test. If the test fails, the character receives one base stress point and a quirk of their choice from the list of quirks.

This quirk is recorded on the character sheet, and its effects take effect immediately in the game. Quirks can have their own rules and can also alter the character's game values.

Healing Quirks

Quirks can only be healed outside of the game. This requires lengthy therapy. This must be done in consultation with the game master, for example when the story takes a break or when the player is playing a different character.

The corresponding quirk is then simply removed.

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Appendix - Character Templates

Lineage

Human
- ☼ Bonus dice +2
- ☼ Rerolls +2

Occupation

Police officer
Obedient: You obey every order of your superior without giving it a second thought.

- ✳ Endurance +1
- ✳ Conscientiousness +1
- ➲ Communication +1
- ➲ Persuasion +1
- ➲ Shooting +2

Gang member
Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

- ✳ Resistance +1
- ✳ Education -1
- ➲ Hand to Hand Combat +2
- ➲ Shooting +1

Paramedic
- ☼ Max stress +1
- ✳ Conscientiousness +1
- ➲ First Aid +3
- 📖 Medical science +1

Driver
- ➲ Driving +4
- 📖 Vehicles +2

Undertaker
- ✳ Endurance +1
- ✳ Charm +1
- ➲ Empathy +1
- ➲ Driving +1
- 📖 Etiquette +1

Soldier
Obedient: You obey every order of your superior without giving it a second thought.

- ✳ Endurance +1
- ✳ Strength +1
- ➲ Orientation +1
- ➲ First Aid +1
- ➲ Courage +1
- ➲ Driving +1
- ➲ Throwing +2
- ➲ Shooting +2
- ➲ Hand to Hand Combat +1
- 📖 Vehicles +1

Clerical
Religious: You are religious, believe in your deity and also actively defend your faith.

- ☼ Destiny dice +2
- ✳ Education +1
- ➲ Religion +3
- ➲ Communication +2

Miner

- ✳ Strength +2
- ✳ Endurance +1
- ➔ Courage +1
- 🗎 Explosives +2
- 🗎 Petrography +2

Mechatronics fitter

- ✳ Deftness +2
- ➔ Mechanics +2
- ➔ Driving +1
- 🗎 Vehicles +2

Digital media designer

- ✳ Apprehension +1
- ✳ Strength –1
- ➔ Perception +1
- ➔ Investigation +2

Merchant

- ✳ Logic +2
- ✳ Apprehension +1
- ➔ Empathy +1
- ➔ Persuasion +2

Messenger

- ✳ Endurance +1
- ✳ Quickness +2
- ➔ Orientation +2
- ➔ Driving +1

Sailor

- ✳ Resistance +1
- ✳ Deftness +1
- ✳ Strength +1
- ➔ Throwing +2
- ➔ Driving +1
- ➔ Hand to Hand Combat +1
- 🗎 Seafaring +3

Early Retiree

Rage Citizen: You have an aggresive attitude towards everything. You report parking violations, bitch about the government, and post nonsense on Boomerbook.

- ✳ Resistance –1
- ✳ Willpower +1
- ➔ Intimidation +2
- 🗎 Law +2

Social Worker

Gutmensch: The character always wants to do good, help others and is generally altruistic in nature

- ✳ Endurance +2
- ✳ Charm +1
- ✳ Education +2

[Communication]

- ➔ Communication +2

Computer Scientist

- ✳ Conscientiousness +2
- ✳ Logic +3
- ➔ Mechanics +1
- 🗎 Computer Science +3

Mercenary

- ✳ Endurance +1
- ✳ Deftness +1
- ➔ Persuasion +1
- ➔ Shooting +1
- ➔ Hand to Hand Combat +2

Boxer

- ✳ Quickness +1
- ✳ Endurance +2
- ✳ Quickness +1
- ➔ Hand to Hand Combat +2

Banker

Greedy: Whenever it comes to increasing your wealth, you throw on your conscientiousness. If the throw fails, you choose the way of money.

- ✳ Logic +2
- ➔ Deception +1
- 🗎 Accounting +2

Ranger

- ✳ Strength +1
- ➔ Orientation +2
- ➔ Communication –1
- ➔ Nature +2
- ➔ Shooting +1

Spy

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

- ✳ Quickness +2
- ➔ Stealth +2
- ➔ Deception +2
- ➔ Perception +2
- ➔ Communication +1

Teacher

- ✳ Education +3
- ✳ Apprehension +1
- ➔ Communication +2
- ➔ History +1

Precision Mechanic

- ✳ Deftness +3
- ✳ Conscientiousness +2
- ➔ Mechanics +3

Politician

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

Ich bin nicht käuflich. Gleichwohl habe ich mich politisch angreifbar gemacht und kann die Kritik nachvollziehen. Es war ein Fehler.
– Philipp Amthor

➔ Intimidation +1
➔ Deception +1
➔ Communication +2
➔ Politics +3

Programmer

See you are my tribe. I don't care if you're young or you're old, or black or white, or a man or a woman. i don't care who you like or who you love. If you are a programmer, you are part of my tribe. You and I, we all together, share a passion for something. And we can communicate about it. In a way most other people can't. And so that's something we should cherish together.
– Robert C. Martin

✳ Logic +3
🗎 Hacking +2
🗎 Computer Science +3

Office employee

✳ Conscientiousness +1
✳ Apprehension +1
➔ Persuasion +2
➔ Stealth +1
🗎 Administration +2

Pilot

✳ Endurance +1
✳ Charm +1
✳ Apprehension +1
➔ Courage +1
🗎 Aeronautics +2

Ghosthunter

People don't just disappear, Dean. Other people just stop looking for them.
– Sam Winchester

☀ Max stress +2
✳ Resistance +1
➔ Courage +1
➔ Hand to Hand Combat +1
🗎 Ancient Relics +1

Doctor

A doctor, or physician, is a healthcare professional who diagnoses, treats, and prevents illnesses and injuries in individuals.

"We need a Doctor!"

➔ First Aid +3
➔ Investigation +1
🗎 Medical science +4
🗎 General Knowledge +1

Medium

☀ Max stress +1
➔ Empathy +2
🗎 Myths and legends +2

Nurse

➔ First Aid +2
➔ Communication +1
🗎 Medical science +2

Sales manager

☀ Max stress +1
✳ Charm +1
➔ Communication +2
➔ Persuasion +2
➔ Deception +1
🗎 Administration +1

Innkeeper

✳ Apprehension +2
➔ Communication +2
➔ Empathy +2

Noble

Vanity: You are vain beyond measure and like to show it often.

Adel ist auch in der sittlichen Welt. Gemeine Naturen zahlen mit dem, was sie tun, edle mit dem, was sie sind.
– Friedrich Schiller

✳ Charm +2
➔ Empathy –1
➔ Shooting +1
➔ Persuasion +2
🗎 Riding +1
🗎 Etiquette +2

Event technology specialist

"Heute ist Open-End-Feierabend."
– Phillip Schröder

☀ Max stress +2
✳ Conscientiousness –1

�જ Courage +1
➣ Driving +2
📗 Law +1

Author

The road to hell is paved with adverbs.
– Stephen King

✹ Bonus dice +1
✳ Education +1
✳ Conscientiousness +1
➣ History +1

Archaeologist

✹ Destiny dice +1
✳ Deftness +1
➣ Perception +2
➣ History +1
📗 Ancient Relics +4

Assassin

✳ Deftness +1
➣ Shooting +2
➣ Hand to Hand Combat +2
➣ Deception +2
➣ Acrobatics +2

Thief

✳ Deftness +2
➣ Acrobatics +1
➣ Stealth +3
➣ Hand to Hand Combat +2

Farmer

✳ Conscientiousness –1
➣ Communication –1
➣ Driving +2

Entertainer

✹ Destiny dice +1
✳ Charm +2
➣ Communication +1
➣ Hand to Hand Combat +1
➣ Peformance +2
➣ Deception +2

Journalist

✹ Destiny dice +1
✳ Education +1
➣ Investigation +2
➣ Communication +2

Hairdresser

✳ Deftness +1
✳ Charm +2
➣ Empathy +1

Education

Middle School

✹ Destiny dice +1
✳ Resistance +1
➣ Intimidation +1

High School

✹ Rerolls +1
✳ Education +2
✳ Logic +1

Dropped out of school

There's no point in gettin' up sweetheart. There is no job to go to.
– Jacky Tyler

✳ Conscientiousness –2
➣ Hand to Hand Combat +1

Comprehensive School

✳ Education +1
➣ Communication +1
➣ Mechanics +2

Boarding school

Wealth: Your family has amassed a significant fortune that you can comfortably draw on for many years to come.

✳ Education +2
✳ Apprehension +2
➣ Communication +2

Youtube

Physik ist Magie durch Wollen
– Axel Stoll

✳ Education –1
➣ Investigation +1
➣ Communication +1

Home-Schooled

Religious: You are religious, believe in your deity and also actively defend your faith.

✳ Education –2
✳ Apprehension –1
➣ Religion +2

Academic degree

✹ Bonus dice +1
✳ Conscientiousness +1
✳ Education +2
✳ Logic +1
➣ Nature +1

➥ Communication +2
➥ History +1

Professional idiot

You geht 3 bonus dice in a narrow field of knowledge of your choice.

Der Experte ist ein gewöhnlicher Mann, der - wenn er nicht daheim ist - Ratschläge erteilt.
- Oscar Wilde

✱ Education –1
✱ Conscientiousness –1

Military academy

Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.
- Douglas MacArthur

☀ Destiny dice +1
➥ Hand to Hand Combat +1
➥ Intimidation +1
➥ First Aid +1
➥ Politics +1
➥ Shooting +1
▤ Warfare +2
▤ Reading/Writing +1
▤ Riding +1

Interests

Cult Membership
☀ Rerolls +1
☀ Destiny dice +1
☀ Bonus dice –2

Workaholism
✱ Logic –1

Collecting Stamps
✱ Conscientiousness +2

Spraying graffiti
➥ Stealth +1
➥ Persuasion +1

Lifesaving
✱ Endurance +2
➥ First Aid +2
➥ Courage +1

Esotericism
☀ Destiny dice +1
✱ Logic –2
➥ Deception +1
➥ Intimidation +1

➥ Stealth +1

Vehicle tuning
➥ Mechanics +1
➥ Driving +1
▤ Vehicles +1

Fraternity
✱ Attractiveness –1
✱ Charm +1
➥ History +1
➥ Hand to Hand Combat +1
▤ Etiquette +2

History
➥ History +2
▤ Ancient Relics +2

Music
✱ Deftness +1
➥ Peformance +1
▤ Music +2

Yoga
✱ Deftness +2
✱ Endurance +1
➥ Acrobatics +1

Handcraft
✱ Deftness +2

Karate
✱ Deftness +1
➥ Hand to Hand Combat +2

Shooting Club
☀ Bonus dice +1
✱ Attractiveness –1
➥ Shooting +1

Trekking
✱ Endurance +2
➥ First Aid +1
➥ Orientation +2

Riding
➥ Driving +1
▤ Riding +2

Dancing
✱ Deftness +1
✱ Endurance +1
✱ Attractiveness +2

Sport
✱ Quickness +1
✱ Endurance +2

> � Throwing +1
> ➷ Acrobatics +1

Chemistry
> ✶ Conscientiousness +1
> ➷ Courage +1
> 🗐 Chemistry +2

Strength training
> ✶ Strength +1

Eager for Knowledge
> ✶ Education +2

Parkour
> ✶ Deftness +1
> ✶ Endurance +1
> ✶ Quickness +1
> ➷ Acrobatics +2

Reading
> ✶ Education +1
> 🗐 General Knowledge +2

Cooking

My gran could do better! And she's dead!
– Gordon Ramsay

> 🗐 Cooking +2

P&P Roleplay Games
> ➷ Communication +2
> ➷ Peformance +1
> ➷ History +1

Sudoku
> ✶ Logic +1

Art
> ➷ Peformance +2

Hunt
> ✶ Endurance +1
> ➷ Shooting +2
> 🗐 Zoology +1

Character

Cosmopolitan
> ✶ Education +1
> ➷ Communication +1
> ➷ Peformance +1

Gambler
> ✶ Conscientiousness –2

Modest

(right column)

> ✶ Willpower +1
> ✶ Conscientiousness +1

Stalwart
> ☀ Max health +2

Conscientious
> ✶ Conscientiousness +2

Likable
> ✶ Attractiveness +2
> ✶ Charm +1

Adventurous
> ✶ Conscientiousness –2
> ✶ Resistance +1
> ✶ Apprehension +1

Dandy
Vanity: You are vain beyond measure and like to show it often.

> ✶ Attractiveness +2
> ✶ Charm +1
> ➷ Communication +1
> 🗐 Etiquette +1

Wallflower
> ✶ Charm –1
> ✶ Attractiveness –1
> ➷ Stealth +2
> ➷ Communication –1

Chauvinist
> ✶ Charm –2
> ✶ Attractiveness +2

Cheat
> ➷ Deception +3

Smart-Arse
> ✶ Conscientiousness +1
> ✶ Charm –1
> ➷ Persuasion +2

Blabbermouth
> ➷ Stealth –3
> ➷ Communication +3

Egoistic
> ☀ Destiny dice +1
> ✶ Conscientiousness –1

Accommodating
> ✶ Charm +1
> ➷ Communication +1

Drunkard

- ☀ Destiny dice +1
- ✴ Apprehension -2
- ➷ Perception -1

Corrupt
- ✴ Conscientiousness -2
- ➷ Intimidation +1
- ➷ Deception +2

Philanthropist
- ✴ Attractiveness +1
- ➷ Empathy +1

Notorious Liar
- ✴ Logic -1
- ➷ Deception +2

Environmentalist
- ➷ Perception +2
- ➷ Nature +2

Introverted
- ☀ Destiny dice +1
- ✴ Conscientiousness +1
- ➷ Communication -2

Paranoid
The Character is a paranoid type, can never trust fully, and is always wary,

- ☀ Bonus dice +1
- ✴ Conscientiousness -2

Reactionary
The char is not very tolerant towards "strangers", "new things" and tends toward extremely conservative views of life and even more reactionary world views.

- ✴ Charm -1

Brawler
- ☀ Max health +1
- ➷ Hand to Hand Combat +1

Masterly self-confidence
Dice results of 1 can be repeated once.

When you have a lot of confidence and you feel like nobody can beat you, it's game over for everyone else.
– Jason Day

Bookworm
- ✴ Strength -1
- ✴ Education +1
- ✴ Endurance -1
- ✴ Apprehension +1

- 📖 General Knowledge +1

Sadist
- ✴ Charm +1
- ➷ Persuasion +1
- ➷ Empathy +1

Rational
- ✴ Logic +1

Intimidating
- ✴ Charm -1
- ➷ Intimidation +2

Disgust
The character feels pronounced disgust for a particular subject and will stay away from it if possible.

Justice Fanatic
The character is a militant justice fanatic. If he experiences a situation in the game that he feels is unjust, he can hardly control himself.

- ➷ Empathy +1

Greedy
A greedy character always has his personal enrichment in mind first. This includes trying to collect gold or the rewards of his travel group for himself. It also means an almost magical attraction to gold and valuables of all kinds.

- ✴ Logic +1
- ➷ Deception +1

Irascible
A hot-tempered character is quick to fly off the handle and has a "thin skin". On any occasion that is offensive to the character, the game master can ask for a roll on Logic. If this fails, at least the fists will probably fly.

- ✴ Logic -1

Confused
A character with this trait is easily confused. In busy markets or crowds, the gamemaster may require a roll for Orientation to keep the character from panicking.

- ➷ Orientation -2

Country bumpkin
The character comes from the countryside. Stand and education are not relevant, as soon as the character comes into a larger settlement (from 1000 inhabitants) he is confused. Rolls for orientation in larger settlements have a minimum roll increased by 1.

Addicted

The character is addicted to a certain substance, depending on the degree of addiction, the renunciation or the prospect of soon having to renounce can influence him in his actions.

Messenger of Death

The character attracts the mischief. If he enters a new region or society, he must roll a d6. If the roll shows a 5 or 6, a disaster, accident or similar happens.

Weapon enthusiast

➥ Hand to Hand Combat +1
➥ Shooting +1
📕 Warfare +1

Naive

Naive: Your character is naive. He sometimes believes too much in the good in people. Whenever the character doubts the statements or intentions of NPCs, the game master can have him roll for logic. If the roll fails, the character believes the NPC.

Aversion

The character has an aversion to a particular subject. All rolls that interact with the subject have a minimum roll increased by 1.

Strong-minded

✱ Willpower +2

Good behaviour

📕 Etiquette +2

Jack of all trades

☀ Rerolls +1
☀ Bonus dice +2
➥ Communication +1

Addiction Resistant

✱ Conscientiousness +1

Smoker

✱ Endurance –2
✱ Attractiveness –1

Pettifogging

☀ Rerolls +2
✱ Conscientiousness +1

Talent

Acrobat

➥ Acrobatics +2

Well equipped

The character may spend a wound to take any item from his backpack, even if he doesn't possess it. To do so, the character takes a wound and the player rolls a d6:

- *1–2*: The desired item doesn't exist in the backpack
- *3–5*: A similar item could be found in the backpack
- *6*: The exact desired item could be found

With a little bit of imagination, anything is possible.
- MacGyver

Skilled Fighter

Everyone has a plan until they've been hit.
- Joe Lewis

☀ Actions +1

Lucid dreaming

I dreamed I was a butterfly, flitting around in the sky; then I awoke. Now I wonder: Am I a man who dreamt of being a butterfly, or am I a butterfly dreaming that I am a man?
- Zhuangzi

☀ Max stress +1
✱ Willpower +2

Xenos Knowledge

📕 Xenos Knowledge +3

Elder Knowledge

📕 Elder Knowledge +2

Marksman

Once per round any roll of 1 on a shooting dice roll can be rerolled

Requires shooting of 5 or more

➥ Orientation +1
➥ Shooting +1
📕 Warfare +1

Critical Hits

The minimum roll to achieve for critical hits is reduced by one. This applies only to critical hits, but not to megacrits.

Inspiring Leader

As an action in combat you can roll on your Persuasion Skill. A party member gains bonus dice equal to your successes or at least 1

✳ Charm +1
➥ Persuasion +1

Misdirection

As an reaction while in combat, you can roll on your Deception Skill. An enemy losses success dice equal to your successes

Requires deception of 3 or more

Animal Empathy

The minimum roll is reduced by 2 for all rolls involving animals.

➥ Empathy +1

Agile

✳ Quickness +1

Psychic medium

Visions: You have visions irregularly. These can be triggered by a trigger or happen purely by chance.

✳ Logic -1
➥ Empathy +1
➥ Perception +2

Eagle Eye

Ranges of ranged weapons are increased by 25%.

Evade

Knowing where the trap is—that's the first step in evading it.
- Frank Herbert, Dune

✵ Evasion +2
✳ Quickness +1

Shield Mastery

The character is a master of shield use. The shield can be prepared for a shield block in one action instead of two. The shield block can also be performed as a reaction.

Warhorse

➥ Hand to Hand Combat +1
➥ Shooting +1

Runner

✳ Quickness +1
✳ Endurance +1

Joker

The character has the ability to profit from special rolls. Everytime the player rolle one of the following dice patterns (while not in combat) the stated effect applies.

- **Three of a kind** - The character gains one bonus die
- **Small Straight** - The character gains one boost immediately
- **Full House** - The character gains one destiny die
- **Large Straight** - The character rediscovers an item in his backpack (the player chooses an item and adds it to his backpack)
- **Four of a kind** - The character gains +1 actions in every round of the next combat
- **Five of a kind** - The characters group gains one additional turn prior to the enemies in the next combat

In each case, the highest pattern to be achieved counts for a roll. So 5, 4, 3, 3, 2, 1 is a large straight, but not three of a kind.

As you know, madness is like gravity...all it takes is a little push.
- The Joker

Masterly Presence

The character's minimum roll is reduced by 1.

Ah, mastery... what a profoundly satisfying feeling when one finally gets on top of a new set of skills... and then sees the light under the new door those skills can open, even as another door is closing.
- Gail Sheehy

☀ Minimum roll -1

Ignore pain

Once per combat you can roll for resistance. If successful, the damage of an attack source is completely prevented in this action. This roll does not require an action.

Masterly confidence

in terms of the Exploding Dice rule, each time a 6 is rolled on a die, a success is added to the roll's successes.

With realization of one's own potential and self-confidence in one's ability, one can build a better world.
- The Dalai Lama

Investigation

How often have I said to you that when you have eliminated the impossible, whatever remains, however improbable, must

be the truth?
- Sherlock Holmes

➔ Investigation +2

Empathic
➔ Empathy +3

Athletic
✶ Deftness +2
✶ Endurance +2

Luck
The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.

Shield Training
The character learned how to wield a shield effectively in combat.

This allows the character to parry attacks with a shield in accordance with the "Parry melee attacks" rule. For this purpose, either Strength or Deftness is used as a skill value.

Camouflage and hiding
➔ Stealth +2

Looting lunatic
Der Charakter kann bei einem Untersuchenwurf durch einen kritischen Erfolg besonders interessante Dinge entdecken.

Synesthesia
✶ Apprehension +1
➔ Perception +2

Attack of Opportunity
The character can make one attack against an opponent once per combat round as a reaction to the opponent leaving the area of effect (range) of his melee weapon by moving. No action is used.

Quick
✶ Quickness +2

Resistance
The character has natural resistance to injury. A D6 is rolled for each wound inflicted. The minimum roll is 5 + the total number of wounds. Each success prevents one wound.

Good Thrower

Throwing +3

Cold Hands
✶ Attractiveness –1
➔ Intimidation +1

Strongman
✶ Strength +2
➔ Intimidation +1

Leader
The character may give an action to a fellow character every combat round, instead of using it.

☀ Bonus dice +1
✶ Endurance +1
✶ Apprehension +1

Intelligent

Phantasie ist wichtiger als Wissen, denn Wissen ist begrenzt.
- Albert Einstein

✶ Logic +1
✶ Education +1

Photographic Memory
✶ Logic +1
➔ Perception +1
➔ Orientation +2

Accomplished Sleeper
☀ Rest minimum roll –1
✶ Conscientiousness +1

Strong immune system
✶ Resistance +3

Contortionist
✶ Deftness +3
✶ Resistance +1

Trickster
The character may force a person in sight to use one of his rerolls for a recent roll. To do this, the character must spend a bonus or destiny die.

☀ Rerolls +1

Good Speaker
➔ Communication +3

Pickup Artist
Gives bonus dice for every throw that involves seduction in any form.

Lock picking

📖 Lock picking +2

Gunslinger
✴ Quickness +1
➔ Shooting +2

Evasion
☀ Evasion +2

First Aid

Our real enemy is not our neighboring country; it's hunger, cold, poverty, ignorance, superstition and prejudice.
- Henry Dunant

➔ First Aid +2

Dash

Whenever the character uses the "Run" action in combat, he may make an acrobatic throw to advance further meters. If this roll succeeds, he may move further than his running range according to the successes.

If the roll is unsuccessful, the character stumbles and is considered to be prone. He must spend one action to get back on his feet or into the *Hunkered* stance.

✴ Quickness +1

Blade dance

The character is skilled in two-handed combat with two weapons. The minimum roll for the attack with the secondary weapon is no longer increased by one.

Trained sword arm

"Nur hartes Training und unbändige Disziplin sorgen für Tod und Verderben in einem flüssigen Streich"

✴ Strength +2
➔ Hand to Hand Combat +1

Deft
✴ Deftness +2

Conscientious
✴ Conscientiousness +2

Good shooter
➔ Shooting +1

Medicine
➔ First Aid +1
📖 Medical science +2

Particular vigilance

At the beginning of a fight, the character receives one action, which, however, can only be used to react. Once the character's turn begins in the first round of combat, his actions override this additional action.

Interrogation
➔ Intimidation +1
➔ Empathy +1
📖 Interrogation +2

Environment

Connection organised crime
The character has a contact to the organised crime. (Extend in consultation with the gamemaster.)

I know people.

Connection Dealer
The character has a contact to a dealer. (Extend in consultation with the gamemaster.)

Connection Jurisdiction
The character has a contact to the jurisdiction. (Extend in consultation with the gamemaster.)

Monasticism
✴ Conscientiousness +1
➔ Nature +1
➔ Religion +2
➔ Communication -1

Unhappy in love
✴ Willpower +1

Connection Law Enforcement
The character has a contact to the law enforcement. (Extend in consultation with the gamemaster.)

Single parent
✴ Willpower +1
➔ Courage +1

Loss of a limb
☀ Destiny dice +1
✴ Attractiveness -1
✴ Deftness -1

Orphan
☀ Destiny dice +1
✴ Resistance +1

Dueling scar
✴ Attractiveness -1

Vampire
☀ Destiny dice +2
✴ Attractiveness -1
✴ Resistance +1

Wanted
Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

☀ Destiny dice +1
✴ Conscientiousness +1

Guru
✴ Attractiveness +2
✴ Charm +1
➔ Communication +2

Deformed
✴ Attractiveness -1
✴ Charm -1
➔ Courage +2
➔ Intimidation +2

Loss of a family member
☀ Destiny dice +1
➔ Courage +2

Der Zikadenvorvall
▤ Xenos Knowledge +2

Widower
☀ Bonus dice +1
➔ Courage +2

Homeless
Companion: You may choose one animal companion, which is considered a familiar and accompanies you wherever you go.

✴ Resistance +3
✴ Attractiveness -1
➔ Hand to Hand Combat +1

Hermit
✴ Charm -1
➔ Orientation +1
➔ Communication -1
➔ Perception +1

Appendix – Weapons

Blades

Rapier

Concealment: 3
Damage Potential: 3
   Price: 1200

Scimitar

Concealment: 5
Damage Potential: 3
   Price: 500

Scalpel

Concealment: 1
Preparation: 0
Damage Potential: 2
   Price: 250

Blade crusher

If attacked or parried successfully with this weapon, the opponent's weapon takes 10% damage for each success, in addition to wounds.

Concealment: 3
Damage Potential: 1
   Price: 850

Sickle

Concealment: 4
Damage Potential: 2
   Price: 150

Knife-studded staff

Range: 2
Concealment: 7
Damage Potential: 3
   Price: 950

Dagger

A simple dagger, forged from iron. This item is used both as a tool and as a weapon.

Concealment: 1
Preparation: 0
Damage Potential: 1
   Price: 300

Katar

Piercing: 1
Concealment: 2
Damage Potential: 2
   Price: 450

Poison Dagger

A dagger with a notch for applying poison, particularly good at piercing armour. Poisons with the strength of the poison used.

Piercing: 2
Concealment: 2
Preparation: 0
Poison Notch: 1
   Price: 1400

Chainsaw

Range: 2
Concealment: 6
Preparation: 2
Capacity: 6
Damage Potential: 3
   Price: 800

Sabre

Concealment: 3
Damage Potential: 3
   Price: 950

Long Knife

Concealment: 4
Damage Potential: 2
   Price: 300

Two-handed Sword

Piercing: 1
Range: 2
Concealment: 8
Damage Potential: 3
   Price: 4000

Wakizashi

Concealment: 2
Preparation: 0
Damage Potential: 2
   Price: 180

Sword cane

Piercing: 1
Damage Potential: 1
   Price: 160

Pata

Piercing: 1
Concealment: 3
Damage Potential: 3
   Price: 850

Armour Crusher

A heavy dagger which is suitable for damaging armour. For each hit, the victim's armour is damaged by 10% in addition to the wound.

Concealment: 3
Damage Potential: 1
   Price: 650

Foil

Piercing: 1
Concealment: 5
Damage Potential: 2
   Price: 180

Flame dagger

The Flame Dagger has a serrated blade and causes Bleeding 1.

Concealment: 2
Preparation: 0
Damage Potential: 1
Bleeding: 1
   Price: 450

Flammberge

The Flammberge has a serrated blade and causes bleeding 1.

Range: 2
Concealment: 6
Damage Potential: 3
   Price: 2200

Cutlass

Concealment: 4
Damage Potential: 3
   Price: 1000

Small sword

Piercing: 1
Concealment: 3
Damage Potential: 1
   Price: 140

Broadsword

Concealment: 5
Damage Potential: 3
   Price: 500

Switchblade

Concealment: 1
Preparation: 0
Damage Potential: 2
   Price: 400

Hunting knife

Piercing: 1
Preparation: 0
Reload actions: 0
Damage Potential: 1
   Price: 120

Entrenching Tool

Range: 2
Concealment: 4
Damage Potential: 1
   Price: 20

Pocket knife

Preparation: 0
   Price: 20

Katana

Piercing: 1
Concealment: 3
Damage Potential: 3
   Price: 1200

Stiletto

A parrying dagger, when wielded, gives the wielder one extra action per combat round, which may only be used for defence.

Concealment: 2
Preparation: 0
Damage Potential: 1
   Price: 750

Machete

Do not send a message!

Concealment: 4
Damage Potential: 3
   Price: 450

Left Hand

The left hand is a defensive weapon. Wielded in the left hand, it provides one additional action per combat round that can only be used for defence.

Concealment: 2
Preparation: 0
Damage Potential: 1
   Price: 580

Axes

Lumberjack axe

Piercing: 1
Concealment: 5
Damage Potential: 3
   Price: 350

Long Axe

Range: 2
Concealment: 5
Damage Potential: 3
   Price: 500

Fire axe

Piercing: 1
Concealment: 3
Damage Potential: 3
   Price: 300

Francisca

The Francisca (also Franzisca) is a special form of throwing axe, especially common in Yadosia in the first and early second centuries.

Piercing: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
   Price: 60

Axe

Concealment: 4
Damage Potential: 3
   Price: 250

Tomahawk

Piercing: 1
Range: 15
Concealment: 2
Preparation: 0
Capacity: 1
Damage Potential: 3
   Price: 40

Hatchet

Preparation: 0
Damage Potential: 2
   Price: 80

Blunt Weapons

Flail

Range: 2
Concealment: 5
Damage Potential: 1
   Price: 120

Sledgehammer

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 2
   Price: 850

Battle Scythe

Piercing: 1
Range: 2
Concealment: 7
Damage Potential: 3
   Price: 1300

Mace

Concealment: 5
Damage Potential: 3
   Price: 1200

Pickaxe

Piercing: 1
Concealment: 5
Damage Potential: 2
   Price: 180

Forging hammer

Concealment: 4
Damage Potential: 3
   Price: 850

Bec de corbin

A long cutting weapon with a metal hammer head, often made in the shape of a raven's head.

Range: 2
Concealment: 6
Damage Potential: 3
   Price: 1800

Nunchaku

If the hit roll is unsuccessful, the wearer of the weapon is wounded for one wound.

Concealment: 3
Preparation: 0
Damage Potential: 3
   Price: 650

Brass Knuckles

Concealment: 1
Damage Potential: 2
   Price: 300

Nine-tails

If the hit roll is unsuccessful, the nine-tails wounds the wearer with a wound.

Range: 2
Concealment: 5
Damage Potential: 2
   Price: 850

Morning Star

Piercing: 1
Concealment: 5
Damage Potential: 3
   Price: 1600

Metal studded club

Concealment: 5
Damage Potential: 2
   Price: 120

Battle flail

Piercing: 2
Range: 2
Concealment: 6
Damage Potential: 3
   Price: 580

Baton

Concealment: 3
Damage Potential: 1
   Price: 800

Club

Concealment: 4
Damage Potential: 1
   Price: 15

Bullwhip

Range: 3
Concealment: 1
Capacity: 1
Damage Potential: 1
   Price: 20

Crowbar

Its a Crowbar.

Damage Potential: 1
   Price: 40

Haircomb

A haircomb that is worn in the hair made out of hardened steel. The visible top is a rose that also is the grip of this deadly 5 bladed weapon.

Concealment: 1
Preparation: 0
Damage Potential: 1
    Price: 100

Polearms

Corseque

Range: 2
Concealment: 5
Damage Potential: 3
    Price: 2450

Staff

Range: 2
Concealment: 5
Preparation: 0
Damage Potential: 1
    Price: 100

Spear

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 1
    Price: 600

Pitchfork

A simple pitchfork. It hurts when you are stabbed in the face with it.

Piercing: 1
Range: 2
Concealment: 1
Reload actions: 0
Damage Potential: 2
    Price: 5

Trident

Piercing: 1
Range: 2
Concealment: 5
Damage Potential: 3
    Price: 850

Glaive

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 3
    Price: 2750

Battle staff

Range: 2
Concealment: 6
Damage Potential: 2
    Price: 150

Battle lance

Piercing: 2
Range: 2
Concealment: 7
Damage Potential: 3
    Price: 1500

Partisan

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 3
    Price: 1000

Scythe

Range: 2
Concealment: 7
Damage Potential: 3
    Price: 580

Tournament lance

Range: 3
Concealment: 7
Preparation: 2
Damage Potential: 3
    Price: 1400

Wooden Stakes

A wooden stake made from a sharpened branch or tree trunk. Takes a little getting used to, but works wonders against vampires when used properly.

If this weapon is used against vampires with the coup de grâce rule, the number of dice is increased by the attacker's Strength.

Damage Potential: 1
    Price: 10

Bows

Long Bow

Piercing: 1
Range: 60
Concealment: 5
Capacity: 1
Damage Potential: 2
    Price: 600

Repetier Crossbow

A very easy to tension crossbow, which is quick to load.

Piercing: 1
Range: 40
Concealment: 3
Preparation: 2
Capacity: 2
Damage Potential: 3
    Price: 950

Composite bow

Range: 50
Concealment: 5
Preparation: 0
Capacity: 1
Damage Potential: 3
    Price: 750

Double Crossbow

Piercing: 1
Range: 45
Concealment: 4
Preparation: 2
Capacity: 2
Damage Potential: 3
    Price: 2900

Battle Bow

Piercing: 1
Range: 70
Concealment: 6
Capacity: 1
Damage Potential: 4
    Price: 1450

Light Crossbow

Piercing: 1
Range: 40
Concealment: 3
Capacity: 1
Damage Potential: 2
    Price: 650

Short bow

Range: 40
Concealment: 3
Capacity: 1
Damage Potential: 2
    Price: 400

Hunting Bow

Piercing: 1
Range: 60
Capacity: 1
Damage Potential: 2
    Price: 650

Hand crossbow

A concealed, easy to tension small crossbow which can be drawn quickly.

Piercing: 1
Range: 30
Concealment: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
    Price: 900

Quadruple crossbow

Piercing: 1
Range: 45
Recoil Compensation: 1
Concealment: 8
Preparation: 2
Capacity: 4
Reload actions: 2
Damage Potential: 3
    Price: 4100

Pistols

Desert Eagle

Piercing: 1
Range: 80
Concealment: 3
Capacity: 7
Damage Potential: 3
    Price: 1200

Colt Dragoon

Range: 70
Recoil Compensation: 1
Concealment: 2
Capacity: 6
Damage Potential: 2
    Price: 400

Colt 1911

Range: 80
Recoil Compensation: 1
Concealment: 2
Capacity: 7
Damage Potential: 2
    Price: 800

Glock (9mm)

Range: 80
Recoil Compensation: 1
Concealment: 1
Capacity: 17
Damage Potential: 2
    Price: 300

Ruger

Piercing: 1
Range: 150
Concealment: 2
Capacity: 9
Damage Potential: 2
    Price: 800

Colt Peacemaker

Piercing: 1
Range: 150
Concealment: 3
Capacity: 6
Damage Potential: 2
    Price: 800

HK USP

.45 ACP

Piercing: 1
Range: 20
Recoil Compensation: 1
Capacity: 8
Damage Potential: 2
    Price: 500

Flechette Pistol

Piercing: 1
Range: 25
Recoil Compensation: 1
Concealment: 2
Capacity: 9
Damage Potential: 4
    Price: 1500

Love

A heavily ornamented old revolver that shines like gold.

Piercing: 2
Range: 20
Capacity: 3
Reload actions: 2
Damage Potential: 6
    Price: 1000

Assault rifles

M-16

Piercing: 1
Range: 550
Concealment: 6
Capacity: 30
Damage Potential: 3
    Price: 3600

AK 47

Piercing: 1
Range: 120
Concealment: 5
Capacity: 30
Damage Potential: 3
    Price: 2500

G3

Range: 200
Concealment: 6
Capacity: 20
Damage Potential: 3
    Price: 3800

Steyr AUG

Range: 300
Concealment: 5
Capacity: 30
Damage Potential: 4
    Price: 2800

Sako M95

7,62 × 39 mm

Piercing: 1
Range: 400
Concealment: 5
Capacity: 30
Damage Potential: 3
    Price: 2500

Slings

Slingshot

Range: 25
Concealment: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
    Price: 30

Blowpipe

Piercing: 1
Range: 25
Concealment: 5
Preparation: 0
Capacity: 1
    Price: 120

Sling

Range: 20
Preparation: 0
Capacity: 1
Damage Potential: 1
    Price: 20

Rifles

Kar98

Piercing: 2
Range: 1200
Concealment: 7
Capacity: 5
Damage Potential: 2
    Price: 3500

Winchester '76

Piercing: 1
Range: 60
Concealment: 5
Capacity: 7
Damage Potential: 3
    Price: 4500

Long Rifle

Piercing: 2
Range: 150
Concealment: 5
Capacity: 1
Damage Potential: 2
    Price: 1500

Barrett

Piercing: 1
Range: 1400
Concealment: 5
Capacity: 11
Damage Potential: 3
    Price: 2500

M1

Piercing: 1
Range: 270
Concealment: 5
Capacity: 8
Damage Potential: 4
    Price: 3000

Submachine Guns

Uzi

Range: 120
Concealment: 3
Capacity: 32
Damage Potential: 2
    Price: 1300

MP40

Range: 320
Concealment: 4
Capacity: 32
Damage Potential: 3
    Price: 1600

Tommy Gun

Piercing: 1
Range: 200
Concealment: 5
Capacity: 50
Damage Potential: 3
    Price: 2000

MP5

Range: 200
Concealment: 4
Capacity: 30
Damage Potential: 2
 Price: 1200

Shotguns

Pump Action

Piercing: 1
Range: 15
Concealment: 4
Capacity: 6
Damage Potential: 2
 Price: 800

Throwing Weapons

Throwing Axe

Range: 10
Concealment: 3
Capacity: 1
Damage Potential: 3
 Price: 25

Shotguns

Double-Barrel Shotgun

Piercing: 1
Range: 15
Concealment: 6
Capacity: 2
Damage Potential: 3
 Price: 1200

Throwing Weapons

Shuriken

Range: 20
Preparation: 0
Capacity: 1
Reload actions: 0
Damage Potential: 2
 Price: 50

Shotguns

Sawed-Off

Range: 15
Concealment: 3
Preparation: 0
Capacity: 2
Damage Potential: 3
 Price: 800

Machine Guns

M2 Browning

Piercing: 1
Range: 600
Concealment: 10
Preparation: 2
Capacity: 200
Damage Potential: 3
 Price: 7000

M60

Piercing: 1
Range: 400
Concealment: 9
Preparation: 3
Capacity: 250
Damage Potential: 3
 Price: 8900

PKM

Piercing: 1
Range: 100
Concealment: 9
Capacity: 200
Damage Potential: 3
 Price: 8000

MG34

Piercing: 2
Range: 400
Concealment: 6
Preparation: 3
Capacity: 200
Damage Potential: 4
 Price: 5500

MG42

Piercing: 2
Range: 200
Concealment: 6
Preparation: 2
Capacity: 200
Damage Potential: 4
    Price: 6000

Heavy Weapons

HK GMW

Die HK GMW ist ein Maschinengranatwerfer im Kaliber 40x53mm mit 32er Munitionsgurtzuführung.

Piercing: 1
Range: 40
Concealment: 5
Preparation: 2
Capacity: 32
Reload actions: 3
Damage Potential: 4
    Price: 2000

Flamethrower

The flamethrower acts in a cone of 45 degrees. Hits are distributed by the shooter among all enemies in the cone.

Causes all those hit to have the status *Burning 1*.

Range: 20
Concealment: 1
Preparation: 2
Capacity: 100
Reload actions: 20
Damage Potential: 8
    Price: 10000

Flamethrower

The flamethrower acts in a cone of 45 degrees. Hits are distributed by the shooter among all enemies in the cone.

Causes all those hit to have the status *Burning 1*.

Range: 20
Concealment: 1
Preparation: 2
Capacity: 100
Reload actions: 20
Damage Potential: 8
    Price: 10000

M79 (Grenade launcher)

Der Granatwerfer M79, wegen seines besonderen Mündungsgeräusches auch Thumper, Thump-Gun, Bloop Tube oder Blooper genannt, wurde 1961 bei der US Army eingeführt. Es ist ein schultergestütztes System zum Abfeuern von 40 mm Granaten und soll die Lücke zwischen 50 m (maximale Wurfweite von Handgranaten) und 300 m (minimale Mörserentfernung) abdecken.

Piercing: 1
Range: 150
Concealment: 4
Capacity: 1
Damage Potential: 4
    Price: 1200

Appendix - Weapon Modifications

Barrel

Low-Profile Suppressor

The low-profile silencer significantly reduces the sound of the shot, but also reduces the damage of the weapon.

Price: 400

Medium Suppressor

The low-profile silencer significantly reduces the sound of the shot, but also reduces the piercing of the weapon.

Price: 200

Sights

Holo Sight

The holo-sight increases the weapon's accuracy and damage potential at medium range.

Price: 1800

2x Scope

Price: 1000

Red Dot

Easier targeting for short distances (<200m)

Price: 1200

Crossbow Iron Sight

Attach an iron sight to your crossbow to increase accuracy and damage potential on a hit.

Price: 600

Gadget

Blessed

The weapon has been blessed by a priest. It carries the blessing of a higher being, has special abilities and is more effective against the forces of evil.

Results of 1 when rolling for hits can be re-rolled once. Hits against demons and ghosts are doubled.

Price: 500

Assault Light

The stormlight is a light source that illuminates the area in front of the weapon carrier. The light moves with the weapon. Accuracy is increased, but the carrier is easy to see.

Price: 200

Tripod

The tripod greatly reduces recoil when used with an assault rifle or machine gun. However, reloading the weapon is more cumbersome.

Price: 500

Quick draw quiver

This quiver is designed to allow an arrow to be placed on the string of a bow much more quickly.

Price: 200

Quickdraw Sling

This feature on the weapon allows it to be drawn and fired quickly.

Price: 200

Quick loader for revolvers

A device for holding six bullets. This allows a revolver to be loaded very quickly. However, it takes just as long to load a revolver as it does to load it manually.

Price: 25

Grips

Leather wrapped handle

A leather-covered handle improves the handling of the weapon and increases its damage potential.

Price: 80

Hardened Wood Handle

A hardwood grip improves handling and increases damage potential and accuracy.

Price: 200

Ammunition

Pebbles

Simple pebbles to use with a sling

Price: 2

Iron balls

Iron balls do more damage when used in a slingshot instead of stones.

Price: 10

Silver Bullets

Ammunition made of silver or coated with silver.

When attacking werewolves and vampires, any attack dice that roll a 1 can be rolled again.

Price: 50

Extended Magazine (Assault rifles)

The extended magazine holds an additional 20 rounds and can be used for machine guns.

Price: 150

Explosive Arrows

A special device at the tip of the arrow causes it to explode on impact.

Price: 700

Tracer Ammunition

Tracer ammo makes it easier to target an enemy, increasing your damage potential and accuracy. It also makes the shooter easier to spot.

Price: 50

Rubber Bullet Ammunition

Rubber bullets reduce the damage and piercing power of the weapon, but shock the enemy.

Price: 200

Poison Arrows

Poison arrows have a special tip to which the poison adheres. These arrows will cause poisoning according to the strength of the poison used.

Price: 20

Slugs

This ammo allows a single bullet to be fired from a shotgun, causing more damage and increasing the range of the shotgun.

Price: 100

Extended Magazine (Pistols)

The extended magazine holds an additional 7 rounds and can be used for pistols.

Price: 80

Blade

Curved Blade

If the weapon has a curved blade, its range will increase and the wound will bleed as the weapon is more likely to hit unprotected parts of the body. An existing weapon cannot be converted to a curved blade by a blacksmith; this must be ordered directly for new weapons.

Price: 300

Serrated Edge

A serrated edge will cause severe bleeding wounds.

Price: 400

Hardened Blade

The hardened blade increases the weapon's piercing power and damage potential.

Price: 200

Roughened Blade

If a weapon's blade is roughened, the weapon's piercing power will be reduced, but a blow will cause severe bleeding wounds.

Price: 100

Enchantment

An enchantment by Song

The weapon is enhanced by 2

Price: 400

Engraved Blade

The blade of the weapon has a special engraving.

Price: 100

Poison Notch

A notch for applying poison. Bladed weapons can be modified with this. Poisons with the strength of the poison used.

Price: 250

Silvered Blade

The blade is silver-plated and makes attacks against werewolves and vampires more effective.

When used against vampires or werewolves, the weapon doubles the number of hits after the hit roll.

Price: 550

Appendix - Armor

Light armour

Gas mask

Verhindert alle Effekte von Gas oder biologischen Kampfstoffen in der Luft.

🏃 Encumbrance: 1
⚖️ Weight: 500
🗡️ Concealment: 3
🪙 Price: 200

Protection

🛡️ 🛡️ Poison Protection

Gas mask

Verhindert alle Effekte von Gas oder biologischen Kampfstoffen in der Luft.

🏃 Encumbrance: 1
⚖️ Weight: 500
🗡️ Concealment: 3
🪙 Price: 200

Protection

🛡️ 🛡️ Poison Protection

Hazmat Suit

A chemical protective suit is personal protective equipment that completely isolates the wearer from his environment so that he can work in radiologically, chemically or bacteriologically contaminated environments.

🏃 Encumbrance: 2
⚖️ Weight: 10
🗡️ Concealment: 4
🪙 Price: 1000

Protection

🛡️ 🛡️ Poison Protection

Flak jacket

🏃 Encumbrance: 1
⚖️ Weight: 8
🗡️ Concealment: 1
🪙 Price: 1500

Protection

🛡️ 🛡️ 🛡️ Normal Protection

🛡️ 🛡️ Bleeding Protection

Security Vest

🏃 Encumbrance: 1
⚖️ Weight: 2
🗡️ Concealment: 1
🪙 Price: 2000

Protection

🛡️🛡️🛡️ Normal Protection

Subjected Vest

🏃 Encumbrance: 1
⚖️ Weight: 1
🗡️ Concealment: 0
💰 Price: 900
Protection

🛡️🛡️ Normal Protection

🛡️ Bleeding Protection

Tactical Vest

🏃 Encumbrance: 2
⚖️ Weight: 2
🗡️ Concealment: 2
💰 Price: 1200
Protection

🛡️🛡️ Normal Protection

🛡️🛡️ Crit Protection

Motorcycle Helmet

🏃 Encumbrance: 1
⚖️ Weight: 2
🗡️ Concealment: 2
💰 Price: 400
Protection

🛡️🛡️ Normal Protection

Hospital Gown

🏃 Encumbrance: 1
⚖️ Weight: 1
🗡️ Concealment: 0
💰 Price: 30
Protection

🛡️ Bleeding Protection

Lightweight ballistic vest

🏃 Encumbrance: 2
⚖️ Weight: 1
🗡️ Concealment: 1
💰 Price: 800
Protection

🛡️🛡️🛡️ Normal Protection

🛡️ Crit Protection

Glitzerballerinas

Ballerinas. Sie glitzern.

🏃 Encumbrance: 0
⚖️ Weight: 1
🗡️ Concealment: 0
💰 Price: 50
Protection

🛡️ Bleeding Protection

Stab-proof Vest

This vest is reinforced with layers of tightly woven Kevlar, specifically designed to prevent penetration by knives and other sharp objects. It's often used in prisons and by security personnel.

🏃 Encumbrance: 1
⚖️ Weight: 1
🗡️ Concealment: 0
💰 Price: 350
Protection

🛡️ Crit Protection

🛡️🛡️ Bleeding Protection

Ballistic vest

🏃 Encumbrance: 2
⚖️ Weight: 2
🗡️ Concealment: 2
💰 Price: 1200
Protection

🛡️🛡️🛡️ Normal Protection

🛡️🛡️ Crit Protection

Fire-Resistant Flight Suit

This suit is made from flame resistant fabric to protect pilots and crew from burns. The suit's design includes multiple pockets for utility and an adjustable waist for comfort.

🏃 Encumbrance: 0
⚖️ Weight: 1
🔍 Concealment: 0
💰 Price: 400

Protection

🛡️ 🛡️ 🛡️ Fire Protection

Soft Armor Concealable Vest

Made from soft, flexible ballistic fibres such as Kevlar, this vest is designed to protect against handguns while being thin enough to wear under clothing. It's often used by undercover police officers.

🏃 Encumbrance: 1
⚖️ Weight: 1
🔍 Concealment: 0
💰 Price: 650

Protection

🛡️ 🛡️ 🛡️ Normal Protection

Gas mask

Verhindert alle Effekte von Gas oder biologischen Kampfstoffen in der Luft.

🏃 Encumbrance: 1
⚖️ Weight: 500
🔍 Concealment: 3
💰 Price: 200

Protection

🛡️ 🛡️ Poison Protection

Medium armour

Hard Plate Armor Inserts

Made from hardened polyethylene or ceramic, these side plates fit into plate carriers to protect the ribs and lower torso. They provide a high level of ballistic protection without adding excessive weight.

🏃 Encumbrance: 1
⚖️ Weight: 2
🔍 Concealment: 0
💰 Price: 600

Protection

🛡️ 🛡️ Normal Protection

Kevlar vest

🏃 Encumbrance: 2
⚖️ Weight: 7
🔍 Concealment: 1
💰 Price: 2200

Protection

🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

🛡️ 🛡️ Crit Protection

Hard Armor

🏃 Encumbrance: 2
⚖️ Weight: 10
🔍 Concealment: 4
💰 Price: 1600

Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

🛡️ Crit Protection

Ceramic Plate Carrier Vest

This vest has pockets for inserting ceramic plates that stop high velocity rifle bullets. The outer shell is made of tear-resistant fabric with webbing for attaching pouches and accessories.

🏃 Encumbrance: 2
⚖️ Weight: 4
🔍 Concealment: 2
💰 Price: 800

Protection

🛡️ 🛡️ Normal Protection

🛡️ 🛡️ 🛡️ Crit Protection

Shock-Absorbing Tactical Vest Liner

Made from breathable foam and mesh, this liner is inserted into the vest for added comfort and ventilation. It absorbs shock and prevents bruising from impact with armour plates.

🏃 Encumbrance: 2
⚖️ Weight: 2
🔍 Concealment: 4
🪙 Price: 300
Protection

🛡️ 🛡️ Shock protection

Heavy armour
Heavy ballistic vest

🏃 Encumbrance: 4
⚖️ Weight: 4
🔍 Concealment: 4
🪙 Price: 1800
Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

🛡️ 🛡️ Crit Protection

Combined tactical vest

🏃 Encumbrance: 4
⚖️ Weight: 8
🔍 Concealment: 8
🪙 Price: 2800
Protection

🛡️ 🛡️ 🛡️ Normal Protection

🛡️ 🛡️ 🛡️ Crit Protection

🛡️ 🛡️ Bleeding Protection

Clothing
Two-piece Suit

🏃 Encumbrance: 0
⚖️ Weight: 0
🔍 Concealment: 0
🪙 Price: 1200

Protection

🛡️ Normal Protection

Normal clothing

🏃 Encumbrance: 0
⚖️ Weight: 1
🔍 Concealment: 0
🪙 Price: 200
Protection

🛡️ Normal Protection

Robe

🏃 Encumbrance: 0
⚖️ Weight: 4
🔍 Concealment: 1
🪙 Price: 120
Protection

🛡️ Bleeding Protection

Fancy dress

A really chic dress, in any color.

🏃 Encumbrance: 0
⚖️ Weight: 1
🔍 Concealment: 0
🪙 Price: 250
Protection

🛡️ Bleeding Protection

Gown

🏃 Encumbrance: 0
⚖️ Weight: 2
🔍 Concealment: 0
🪙 Price: 20
Protection

🛡️ Bleeding Protection

Trenchcoat

🏃 Encumbrance: 0
⚖️ Weight: 2

Concealment: 1
Price: 299
Protection

Normal Protection

Arms and Legs

Ballistic Elbow Pads

Made from ballistic nylon and dense foam, these elbow pads absorb impact and protect against cuts. They're designed to withstand high wear and tear and offer flexibility for tactical operations.

Encumbrance: 0
Weight: 0
Concealment: 0
Price: 200
Protection

Normal Protection

Ballistic Groin Protector

This Kevlar-based protector is designed to protect the groin area from shrapnel and small arms fire. It attaches to vests to provide additional lower body protection, especially in high threat environments.

Encumbrance: 1
Weight: 0
Concealment: 0
Price: 200
Protection

Crit Protection

Blast-Resistant Combat Gloves

Made from Kevlar and reinforced with rubber padding at the knuckles, these gloves offer both cut and blast resistance. They're designed to allow dexterity while protecting against fire and shrapnel.

Encumbrance: 0
Weight: 1
Concealment: 3
Price: 35
Protection

Normal Protection

Steel-Toe Combat Boots

These boots have steel reinforcement in the toe area to protect against crushing injuries. The soles are slip resistant and the uppers are made from waterproof leather for durability in a variety of environments.

Encumbrance: 0
Weight: 2
Concealment: 0
Price: 120
Protection

Normal Protection

Reinforced Kevlar Tactical Pants

These trousers have Kevlar panels sewn into the knees and thighs to protect against abrasions and cuts. They're durable and ideal for rugged environments where lower body protection is essential.

Encumbrance: 0
Weight: 0
Concealment: 0
Price: 100
Protection

Bleeding Protection

Silk gloves

Encumbrance: 1
Weight: 0
Concealment: 0
Price: 40
Protection

Normal Protection

Wool gloves

Wool gloves protect your hands from cuts and cold.

Encumbrance: 1
Weight: 0
Concealment: 0
Price: 20
Protection

Bleeding Protection

Normal Protection

Ballistic Knee Pads

These knee pads have a ballistic nylon exterior and memory foam interior for comfort. They're designed for high shock absorption and flexibility, allowing for easy movement in rugged terrain.

- Encumbrance: 1
- Weight: 1
- Concealment: 2
- Price: 150

Protection

Crit Protection

Head and Throat

Fire Resistant Balaclava

Made from flame-resistant fabric, this balaclava covers the head and neck to protect against burns. It's often worn under helmets by firefighters and SWAT teams for thermal protection.

- Encumbrance: 1
- Weight: 0
- Concealment: 3
- Price: 200

Protection

Bleeding Protection

Fire Protection

Tactical Helmet

This helmet is made from multiple layers of Kevlar to provide ballistic protection against small calibre bullets and shrapnel. It includes a four-point harness for a secure fit and is compatible with night vision equipment.

- Encumbrance: 1
- Weight: 1
- Concealment: 6
- Price: 1000

Protection

Normal Protection

Ballistic Eyewear

These goggles are made from polycarbonate lenses to protect your eyes from shrapnel and debris. Frames are typically padded for comfort and feature anti-fog and scratch-resistant coatings.

- Encumbrance: 0
- Weight: 0
- Concealment: 3
- Price: 450

Protection

Crit Protection

Carbon Fiber Face Shield

This face shield is made from lightweight carbon fibre with an anti-fog coating. It provides impact protection for the face and is often used in tactical and riot situations where visibility is critical.

- Encumbrance: 0
- Weight: 0
- Concealment: 7
- Price: 120

Protection

Crit Protection

Carbon Fiber Combat Helmet

The helmet is made from carbon fibre and offers a light-weight alternative to traditional Kevlar helmets. It provides ballistic resistance and includes mounts for accessories such as cameras or flashlights.

- Encumbrance: 1
- Weight: 1
- Concealment: 6
- Price: 650

Protection

Normal Protection

Crit Protection

Polycarbonate Visor

This visor attaches to helmets to protect the face from thrown objects and non-lethal projectiles. Its polycarbonate con-

struction is lightweight, impact resistant and easy to clean after exposure to contaminants.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 0
- 🗡️ Concealment: 6
- 🪙 Price: 250

Protection

🛡️ Crit Protection

Ballistic Neck Collar

Made from layered Kevlar, this collar wraps around the neck to provide ballistic protection from shrapnel and small arms fire. It attaches to tactical vests for secure neck coverage.

- 🏃 Encumbrance: 2
- ⚖️ Weight: 1
- 🗡️ Concealment: 4
- 🪙 Price: 120

Protection

🛡️ Crit Protection

Shield

Aluminum Armored Shield with Transparent Window

This heavy-duty shield is constructed from reinforced aluminium with a polycarbonate visor that is both impact and ballistic resistant. The window allows clear vision while providing a high level of defence in combat situations.

- 🏃 Encumbrance: 3
- ⚖️ Weight: 2
- 🗡️ Concealment: 0
- 🪙 Price: 800

Protection

Polycarbonate Riot Shield

Constructed from a transparent polycarbonate material, the shield provides impact resistance against thrown objects, blunt force and non-lethal projectiles. Its lightweight design allows for easy manoeuvrability in crowd control situations.

- 🏃 Encumbrance: 3
- ⚖️ Weight: 2
- 🗡️ Concealment: 7
- 🪙 Price: 300

Protection

Personal protection shield "Standard"

The Standard Personal Protection Shield was developed in conjunction with emergency responders with the goal of achieving an ideal blend between handling, weight, size and modularity. The shield provides protection against the most common threats.

- 🏃 Encumbrance: 3
- ⚖️ Weight: 11
- 🗡️ Concealment: 6
- 🪙 Price: 800

Protection

Personal Protection Shield "XUR-ASIA"

Einsatzschild gegen leichte Gefahren durch Faustfeuerwaffen. Auch geeignet für den Einsatz bei Ausschreitungen oder bei der Strafverfolgung. Das ballistische Visierfenster ist austauschbar.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 10
- 🗡️ Concealment: 6
- 🪙 Price: 1200

Protection

Appendix - Items

First Aid

Adrenalin Shot

When used, the adrenaline shot generates 1D6+2 boost.

⚖ Weight: 0
💰 Price: 200

Bandages

Enables the use of "first aid".

⚖ Weight: 0
💰 Price: 5

First aid kit

Enables the use of "First Aid", and heals an additional 1D3 wounds.

Contains 5 applications.

⚖ Weight: 5
💰 Price: 100

Potions and Poisons

Tobacco

Best long bottom leaf, coarse cut, full-bodied.

⚖ Weight: 0
💰 Price: 15

Butterfly dragon secretion

If one is careful, butterfly dragons can be milked. They secrete a very strange secretion, which immediately makes the person who consumes it fall into a sleep with fascinating dreams.

If the potion is administered or taken, the person consuming it will sleep soundly for at least eight hours. Double rest is applied for this time. The sleeper is at most to be awakened by real pain.

⚖ Weight: 0
💰 Price: 200

Ink bottle

A securely sealed inkwell containing ink for a quill or goose quill.

⚖ Weight: 0
💰 Price: 10

Simple wound tincture

When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

⚖ Weight: 0
💰 Price: 30

Morphin

Eine Flasche Morphinflüssigkeit

⚖ Weight: 0
💰 Price: 20

Throwables

Molotov Cocktail

Can be thrown up to 30 meters. Causes a hit within a radius of D6 meters on each participant in the fight with a wound and penetration 0. Causes "Burning 2" on each person hit. Ignites flammable.

The fire remains for 1D6+2 turns.

⚖️ Weight: 1
🪙 Price: 20

Smoke Grenade

Can be thrown up to 30 meters. When the smoke grenade is thrown, a smoke cloud of 2D6 meters radius develops at the end of the combat round. The smoke cloud obstructs all vision and perception.

The smoke cloud remains for 1D6+2 turns.

⚖️ Weight: 0
🪙 Price: 50

Flashbang

Can be thrown up to 30 meters. Removes all remaining actions from participants in the fight within a radius of D6 meters. Hit participants receive only half of their actions (rounded down) at the beginning of their next combat round.

⚖️ Weight: 0
🪙 Price: 100

Toxic gas grenade

Can be thrown up to 30 meters. When the poison gas grenade is thrown, a gas cloud of D6 meters in diameter develops at the end of the combat round. Within the gas cloud, the number of actions is reduced by 1 and the character receives the status value "Poisoned 2".

The gas cloud remains for 1D6+2 turns.

⚖️ Weight: 0
🪙 Price: 350

Tear gas grenade

Can be thrown up to 30 meters. When the tear gas grenade is thrown, a gas cloud D6 meters in diameter develops at the end of the combat round. Within the gas cloud, each character's actions are reduced to 1 per round, perception and willpower are reduced by 3.

The gas cloud remains for 1D6+2 turns.

⚖️ Weight: 0
🪙 Price: 200

HE-Grenade

Can be thrown up to 30 meters. Causes 3 hits within a radius of D6 meters on each participant in the fight, each with two wounds and puncture 1.

⚖️ Weight: 0
🪙 Price: 120

Throwing net

The throw net can be thrown in combat to catch the opponent in the net.

If the "throw" roll is successful, the opponent is considered to be caught. He needs a deftness roll to free himself from the net (1 action). As long as the opponent is caught in the net he cannot move, all actions are difficult rolls.

⚖️ Weight: 1
🪙 Price: 30

Containers

Ceramic Flask

⚖️ Weight: 0
🪙 Price: 10

Purse

A purse just big enough to carry your fortune.

⚖️ Weight: 0
🪙 Price: 10

Jade Casket

⚖️ Weight: 0
🪙 Price: 50

Vial

A glass vial

⚖️ Weight: 0
🪙 Price: 20

Water barrel

This barrel can be filled with 20l of liquid.

⚖️ Weight: 5
🪙 Price: 10

Glass bottle

A glass bottle that can be filled with anything.

⚖ Weight: 0
🪙 Price: 5
Bucket

A 10l bucket.

⚖ Weight: 0
🪙 Price: 5
Pack saddle

A pack saddle for use on a horse.

⚖ Weight: 4
🪙 Price: 30
Basket

In this basket you can transport objects or other items.

⚖ Weight: 1
🪙 Price: 10
Bag

A canvas sack, large enough to carry many items.

⚖ Weight: 1
🪙 Price: 10
Parchment cover

Your documents are safe in this! A leather, waterproof case to store parchments or documents.

⚖ Weight: 0
🪙 Price: 40
Leather satchel

A comfortable to wear leather satchel that can store items.

⚖ Weight: 2
🪙 Price: 20
Cloth bag

The cloth bag can be used to store or transport items in it.

⚖ Weight: 0
🪙 Price: 5
Leatherbag

⚖ Weight: 0
🪙 Price: 15
Tools

Brush broom

A broom. You can sweep with him.

⚖ Weight: 2
🪙 Price: 10
Lighter

⚖ Weight: 0
🪙 Price: 1
External Personal Shield

This device is an electronic amulet, tied to a necklace. It may be activated once, and the charge lasts for one use only.

The personal shield absorbs the damage of up to three attacks. If an attack causes no damage, it doesn't count towards the three uses of the shield. The damage is counted after evasion and protection rolls.

The personal shield can only be charged in the N.E.X.U.S. HQ.

⚖ Weight: 0
🪙 Price: 0
Shovel

⚖ Weight: 1
🪙 Price: 30
Lockpicks

If a lockpick is used with the knowledge "lock picking", an easy roll is made instead of a normal roll.

⚖ Weight: 0
🪙 Price: 30
Pocket watch

⚖ Weight: 0
🪙 Price: 150
Ziptie

⚖ Weight: 0
🪙 Price: 1
Omnisensor

The omnisensor is a handheld device with a 7" display. It may scan the close surroundings for a specific material, a living being or a programmed signature. Additionally it displays information about the composition of the close atmosphere and all sources of electricity or magic in close range.

⚖ Weight: 0
🪙 Price: 0
Psychic Paper

On the surface of this artifact made by a long perished civilization appears whatever the carrier of this artifact wishes. This may be any identification or any other document. It may change it's appearance any time, and it doesn't need any charging.

⚖ Weight: 0
🪙 Price: 0

Abacus

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

⚖ Weight: 0
🪙 Price: 80

Hammer

⚖ Weight: 2
🪙 Price: 30

Temporal Communicator

This device enables the N.E.X.U.S. Agents to communicate with the HQ from other time epochs or other worlds. The Agents can call a return team or just communicate with the HQ with this.

⚖ Weight: 0
🪙 Price: 0

Compass (drawing tool)

A compasss can be used for navigation or geometric tasks.

⚖ Weight: 0
🪙 Price: 30

Slate

On this slate you can write, and you can always wipe away what you have written.

⚖ Weight: 0
🪙 Price: 10

Paper

A sheet of paper. You can write on it, among other things.

⚖ Weight: 0
🪙 Price: 1

Charcoal pencils

Charcoal pencils can be used to write on parchment or paper.

⚖ Weight: 0
🪙 Price: 5

Brush

Use this brush to paint on a canvas.

⚖ Weight: 0
🪙 Price: 5

Pipe

A pipe for smoking tobacco or the like.

⚖ Weight: 0
🪙 Price: 100

Small Kettle

A small iron kettle

⚖ Weight: 1
🪙 Price: 5

Small Pan

⚖ Weight: 1
🪙 Price: 5

Mortar and Pestle

⚖ Weight: 0
🪙 Price: 5

Obsidian ritual dagger

⚖ Weight: 1
🪙 Price: 100

Tether rope

This tether rope is suitable for tying tight knots.

⚖ Weight: 1
🪙 Price: 20

Small weaving frame

A small weaving frame to be able to make woven fabrics on the trip.

⚖ Weight: 2
🪙 Price: 20

Improvised Picklock

⚖ Weight: 0
🪙 Price: 0

Pulley

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

⚖ Weight: 2
🪙 Price: 40

Nails

Assortment of simple Nails

⚖ Weight: 0
🪙 Price: 0
Universal Communicator

An agent carrying the universal communicator may talk any dialect of the universe, and communicate with every intelligent being.

⚖ Weight: 0
🪙 Price: 0
Crowbar

Gordon Freeman knows how to use it

⚖ Weight: 1
🪙 Price: 29
Plumb line

A sinker to estimate about the depth of something.

⚖ Weight: 0
🪙 Price: 10
Lights

Lantern

⚖ Weight: 1
🪙 Price: 40
Torch

⚖ Weight: 0
🪙 Price: 2
Candle

One candle. Burns for about 8 hours.

⚖ Weight: 0
🪙 Price: 5
Flashlight

⚖ Weight: 0
🪙 Price: 40
Storm lantern

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

⚖ Weight: 1
🪙 Price: 60
Oil lamp

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

⚖ Weight: 1
🪙 Price: 30
Magnesium Flare

A burning, bright torch. Dips the surroundings in bright, reddish light.

⚖ Weight: 0
🪙 Price: 15
Pitch Torch

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

⚖ Weight: 0
🪙 Price: 10
Surveillance

Handcuffs

⚖ Weight: 0
🪙 Price: 50
Telescope

All *perception* rolls made using the telescope are simple samples.

⚖ Weight: 0
🪙 Price: 80
Bug (Covert listening device)

Can be placed for listening to people and rooms.

⚖ Weight: 0
🪙 Price: 150
Camera

⚖ Weight: 0
🪙 Price: 100
Digital Camera

⚖ Weight: 0
🪙 Price: 400
Communication

Smartphone

⚖ Weight: 0
🪙 Price: 500
Basic mobile phone

⚖ Weight: 0
🪙 Price: 100
Intercoms

⚖ Weight: 0
🪙 Price: 250
USB Stick

A simple USB stick.

⚖ Weight: 0
🪙 Price: 10
Bank card

A plastic bank card, optionally with EC or credit card function.

⚖ Weight: 0
🪙 Price: 10
Signal whistle

⚖ Weight: 0
🪙 Price: 17
Trekking gear

Waterskin

A 1 liter leather bag to carry water.

⚖ Weight: 0
🪙 Price: 20
Snowshoes

This pair of snowshoes can be used to walk on snow comfortably and quickly.

⚖ Weight: 1
🪙 Price: 20
Hammock

This hammock can be spanned to provide a comfortable place to sleep.

⚖ Weight: 2
🪙 Price: 20
Compass

Points north

⚖ Weight: 0
🪙 Price: 20
Rope (3m)

⚖ Weight: 3
🪙 Price: 30
Pop-up tent

⚖ Weight: 3
🪙 Price: 100
Magnifying glass

A magnifying glass that can be used to light a fire, among other things.

⚖ Weight: 0
🪙 Price: 50
Flint and steel

A way to start a fire. A little exhausting, but a very safe method.

⚖ Weight: 0
🪙 Price: 5
Lamp oil

A container full of lamp oil to refill storm lanterns or oil lamps.

⚖ Weight: 1
🪙 Price: 20
Fishing hook and line

A simple fishing equipment.

⚖ Weight: 0
🪙 Price: 10
Climbing hook

A climbing hook can be attached to fix ropes in it. To hammer it into the rock you can use a hammer.

⚖ Weight: 1
🪙 Price: 5
Fanny packs

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

⚖ Weight: 0
🪙 Price: 30
Ski

A pair of skis that can be used to move quickly on snow.

⚖ Weight: 3
🪙 Price: 70

Jerky

Dried meat is meat that has been preserved by air drying and can be produced from raw or heated meat or meat products.

⚖ Weight: 0
🪙 Price: 5

Backpack

⚖ Weight: 1
🪙 Price: 100

Bedroll

⚖ Weight: 1
🪙 Price: 50

Blanket

⚖ Weight: 1
🪙 Price: 50

Lasso

This rope is made to tie a lasso to capture animals.

⚖ Weight: 2
🪙 Price: 20

Fishnet

With this net you can fish well.

⚖ Weight: 1
🪙 Price: 10

Grappling Hook

A throwing hook, intended to be thrown where it can hook. Ideally, it is used together with a rope tied to it.

⚖ Weight: 2
🪙 Price: 90

Rope ladder

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters hight.

⚖ Weight: 2
🪙 Price: 40

Tent

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

⚖ Weight: 5
🪙 Price: 70

Food / Provisions

Bier

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

⚖ Weight: 1
🪙 Price: 1

Stew

A stew made from various ingredients, anything the cook could find. It may be a bit heavy to carry, but the stew certainly contains a lot of nutritious ingredients.

⚖ Weight: 0
🪙 Price: 5

Dried meat

Dried meat, nutritious and long-lasting

⚖ Weight: 0
🪙 Price: 1

Italian liqueur 30% 0,7L

⚖ Weight: 1
🪙 Price: 16

Fine wine

A bottle of fine wine.

⚖ Weight: 1
🪙 Price: 80

Vehicles

Small rowing boat

A rowboat complete with oars.

⚖ Weight: 100
🪙 Price: 120

Canoe

The canoe can be used to cross water. However, it is not seaworthy.

⚖ Weight: 20
🪙 Price: 60

Animal supplies

Bird cage

⚖ Weight: 1
🪙 Price: 30
Collar and leash

Collar and leash for a dog. Or the partner in life.

⚖ Weight: 1
🪙 Price: 30
Muzzle

⚖ Weight: 1
🪙 Price: 20
Falconer glove

⚖ Weight: 2
🪙 Price: 40
Silver spurs

⚖ Weight: 1
🪙 Price: 50
Iron spurs

⚖ Weight: 1
🪙 Price: 10
Riding crop

⚖ Weight: 1
🪙 Price: 20
Curry comb

⚖ Weight: 1
🪙 Price: 30
Packing saddle

A saddle with pockets.

⚖ Weight: 5
🪙 Price: 50
Horse blanket

⚖ Weight: 2
🪙 Price: 40
Saddle

⚖ Weight: 4
🪙 Price: 80
Horse feed

High quality horse feed, one dose is enough for about a week

⚖ Weight: 1
🪙 Price: 2

Animal food

High quality pet food. One serving lasts about a week.

⚖ Weight: 1
🪙 Price: 1
Bridle

⚖ Weight: 1
🪙 Price: 70
Kummet

A padded ring used to harness oxen.

⚖ Weight: 1
🪙 Price: 20
Ouija Board

The Ouija board is regarded by followers of spiritualism as a tool for contacting spirits.

⚖ Weight: 1
🪙 Price: 200
Oddities
Juggling balls

Either you can, or you can't.

⚖ Weight: 1
🪙 Price: 10
Hand mirror

A simple, small hand mirror

⚖ Weight: 0
🪙 Price: 15
Glasses

Glasses, hopefully matched to your prescription.

⚖ Weight: 0
🪙 Price: 80
Sundial

A portable sundial.

⚖ Weight: 0
🪙 Price: 20
Aglaran for Starters

This futuristic book was acquired by the Aglarans on a special occasion. It conveys the Aglaran language for visitors from alien worlds.

⚖ Weight: 0
🪙 Price: 1000

Cloth doll

A simple cloth doll.

⚖ Weight: 0
🪙 Price: 10

Ring, Silver

A silver ring

⚖ Weight: 0
🪙 Price: 10

Ring, Gold

A golden ring.

⚖ Weight: 0
🪙 Price: 60

Teleporter Helmet

Teleports to the Ship of KWARG.

⚖ Weight: 1
🪙 Price: 10

antike Schivone (Kaufvertrag)

⚖ Weight: 1
🪙 Price: 1

Beauty Set

Lipstick, kohl and powder

⚖ Weight: 0
🪙 Price: 19

Chewing Gum

⚖ Weight: 0
🪙 Price: 1

Golden pocket watch

A gold pocket watch on a chain.

⚖ Weight: 1
🪙 Price: 100

Hairpin

Can also serve as a simple lockpick and stabbing tool.

⚖ Weight: 0
🪙 Price: 19

Bottle of Holy Water

A bottle full of holy water.

If used against undead, vampires or werewolves, it causes 1D6 hits with piercing 0.

⚖ Weight: 1
🪙 Price: 20

Crucifix

A christian cross (optionally with Jesus nailed to it) that can be held in one hand.

If it is brought into sight of a vampire, the vampire must make a resistance roll. If the roll fails, the vampire has no actions in the following combat round.

⚖ Weight: 0
🪙 Price: 10

Summoning Stone (Arlington)

In eine Goldkette gefasster Obsidian.

⚖ Weight: 0
🪙 Price: 1

Star dust

Strange, red to rainbow colored dust from an alien extraterrestrial city. When consumed, remarkable increases in speed and dexterity occur. Side effects are unknown.

⚖ Weight: 1
🪙 Price: 10

Vial rainbow blood from Gargath

A vial full of the rainbow-colored blood of Gargath, the guardian of the first circle in the enchanted forest of Mare.

⚖ Weight: 1
🪙 Price: 1000

Historic Bible

A bound, historical edition of the Bible.

⚖ Weight: 1
🪙 Price: 100

Jade Statue

A magical statue of a bald man with glowing eyes. If you bring several of these statues together, you will be teleported to a

strange, alien-looking city with tall buildings and reddish haze in the air.

⚖ Weight: 1
💰 Price: 10

Tobacco tin

A tin to keep tobacco in it.

⚖ Weight: 0
💰 Price: 20

Sceptre of Light

⚖ Weight: 0
💰 Price: 1000

Golden monocle

A golden monocle, which can be used in front of one eye for the purpose of good vision.

⚖ Weight: 1
💰 Price: 150

Fruit Cake

⚖ Weight: 0
💰 Price: 10

cap of logical thinking

+1 Logic

⚖ Weight: 1
💰 Price: 1111

cap of logical thinking

+1 Logic

⚖ Weight: 1
💰 Price: 1111

Ghost trap

An ancient device capable of trapping two ghosts or ghost-like beings within its perimeter. The trap has to be set (mechanics roll) and can catch one ghostly being. There is a mechanism to release the ghost.

⚖ Weight: 1
💰 Price: 500

Fairy tale book

A book of fairy tales.

⚖ Weight: 1
💰 Price: 10

cap of logical thinking

+1 Logic

⚖ Weight: 1
💰 Price: 1111

cap of logical thinking

+1 Logic

⚖ Weight: 1
💰 Price: 1111

Components

Valeriana (Valeriana officinalis)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

⚖ Weight: 0
💰 Price: 3

Thymus (Thymus vulgaris)

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

⚖ Weight: 0
💰 Price: 5

Lemon balm (Melissa officinalis)

Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

⚖ Weight: 0
💰 Price: 5

Nettle (Urtica dioica)

Nettles have a draining and anti-inflammatory effect. A tea made from the leaves of nettle provides relief from rheumatism and gout.

⚖ Weight: 0
💰 Price: 2

Salvia (Salvia officinalis)

The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.

⚖ Weight: 0
🪙 Price: 5

Mugwort (Artemisia vulgaris)

A mugwort plant. The tops of the sprout are used to revive the digestion.

⚖ Weight: 0
🪙 Price: 5

Comfrey (Symphytum officinale)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

⚖ Weight: 0
🪙 Price: 5

Wolf's bane (Arnica montana)

Arnica is used for inflammation, wounds, to stimulate circulation and as an abortifacient. The flowers are used as an ointment, as a tea or as a tincture.

⚖ Weight: 0
🪙 Price: 5

Inula (Inula helenium)

This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

⚖ Weight: 0
🪙 Price: 5

Marshmallow (Althaea officinalis)

The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.

⚖ Weight: 0
🪙 Price: 10

Herbal blend

A delicious blend of herbs to flavour food.

⚖ Weight: 0
🪙 Price: 5

Goldnugget

A small piece of unprocessed gold, about 5 grams.

⚖ Weight: 0
🪙 Price: 300

Camomile (Matricaria recutita)

Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

⚖ Weight: 0
🪙 Price: 2

Worse than life

THE drug of the future. The crystal meth of the future. White, strong and irresistible.

⚖ Weight: 0
🪙 Price: 5

Angelica (Angelica archangelica)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

⚖ Weight: 0
🪙 Price: 3

Cowslip (Primula veris)

Cowslip was known in the as a fertility and protective medicine. Today, the root tea helps against colds. Sage and fennel enhance the effect.

⚖ Weight: 0
🪙 Price: 5

Amber

A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

⚖ Weight: 0
🪙 Price: 50

Lavender (Lavandula officinalis)

In the eleventh century, lavender was settled by monks in central europe. In medicine, lavender was said to be effective for insect bites and burns. A lavender tea helps with colds and headaches.

⚖ Weight: 0
🪙 Price: 4

Greater celandine (Chelidonium majus)

In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.

⚖ Weight: 0
🪙 Price: 5

Ribwort plantain (Plantago lanceolata)

The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.

⚖ Weight: 0
🪙 Price: 10

Yarrows (Achillea millefolium)

Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

⚖ Weight: 0
🪙 Price: 15

Musical Instruments

Lute

A lute (/lju:t/[1] or /lu:t/) is any plucked string instrument with a neck and a deep round back enclosing a hollow cavity, usually with a sound hole or opening in the body. It may be either fretted or unfretted.

⚖ Weight: 1
🪙 Price: 25

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

⚖ Weight: 5
🪙 Price: 250

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

⚖ Weight: 5
🪙 Price: 250

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

⚖ Weight: 5
🪙 Price: 250

Appendix - Spells

Wizardry

Perfect shape

The caster appears in a perfect form. All good features are highlighted. The caster receives the **power of the spell** as a bonus to attractiveness for **magic level** minutes.

▦ Spell Casting: Quickness
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level minutes
🪄 Spell Point Cost: 3

Illusion

The great illusion! Within a radius of **power***20 steps around the wizard, everything begins to deform. Familiar objects become strange artifacts, walls bend to impossible angles, and living creatures transform into other-like creatures. The zone of illusion remains in the place where it was created. The spell lasts (**magic level**+1)W6 minutes.

▦ Spell Casting: Quickness
🪄 Arcana: 2
↔ Range: 0
⬤ Shape: Sphere
⧗ Actions: 1
⧗ Duration: Power*2 d6 minutes
🪄 Spell Point Cost: 5

(Needs concentration)

Ogre's breath

The magician creates a cloud of any odor, which spreads over an area of **power***10 steps. The smell remains even after the spell is finished, but the spell is active for **Magic level** W6 minutes. The cloud can only be controlled within the spell duration and is driven by the wind afterwards.

Magic level 5+: The smell is so intense that anyone who smells it is significantly affected by it. A foul smell will make them sick, while a sweet smell will enchant them.

- ▨ Spell Casting: Quickness
- ✷ Arcana: 1
- ↔ Range: 2
- ⬤ Shape: Cloud
- ⌛ Actions: 1
- ⌛ Duration: Power d6 minutes
- ✷ Spell Point Cost: 3

Water to wine

The sorcerer turns water, which he holds in front of him in a vessel, into wine.

- ▨ Spell Casting: Deftness
- ✷ Arcana: 1
- ↔ Range: 0
- ⬤ Shape: -
- ⌛ Actions: 1
- ⌛ Duration: Instant
- ✷ Spell Point Cost: 1

Flatulentio

The magician creates the illusion that a creature no more than 50 paces away is farting loudly enough to be heard from afar. In addition to the obvious noise, a distinctive odour also spreads away from the person.

The greater the **power** of the spell and the **magic level**, the more noticeable the flatulence.

- ▨ Spell Casting: Quickness
- ✷ Arcana: 1
- ↔ Range: 50
- ⬤ Shape: Cloud
- ⌛ Actions: 1
- ⌛ Duration: Instant
- ✷ Spell Point Cost: 2

Simulacrum

The caster conjures a simulacrum of a creature that appears deceptively real. The illusion remains for **magic level** rounds. A successful roll on Perception against the **power** of the spell allows it to be recognised as an illusion.

- ▨ Spell Casting: Quickness
- ✷ Arcana: 2
- ↔ Range: 10
- ⬤ Shape: -
- ⌛ Actions: 1
- ⌛ Duration: Magic Level rounds
- ✷ Spell Point Cost: 5

Bogus

The caster creates an illusion that replaces any object. The illusion must be approximately the same shape as the object. The object, like the illusion, must not exceed a size of meters corresponding to the **power of the spell**. The duration of the effect is **magic level**+1 W6 minutes.

- ▨ Spell Casting: Quickness
- ✷ Arcana: 1
- ↔ Range: 0
- ⬤ Shape: -
- ⌛ Actions: 1
- ⌛ Duration: 4d6 minutes
- ✷ Spell Point Cost: 1

Glitter

In the magician's field of vision, a glitter is created anywhere on an area 10***power** centimeters square. The glitter can take any shape and color. The glitter remains for __magic level__W6 minutes.

- ▨ Spell Casting: Quickness
- ✷ Arcana: 1
- ↔ Range: 200
- ⬤ Shape: -
- ⌛ Actions: 1
- ⌛ Duration: Power d6 minutes
- ✷ Spell Point Cost: 3

Unmask

Within a radius of **power**+**magic level** meters, the spell instantly cancels all illusions.

🎲 Spell Casting: Logic
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: Sphere
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 3

Levitar

Mit einer einfachen Geste entfesselt der Zaubernde eine unsichtbare Kraft, die Gegenstände durch die Luft bewegt. Levitar kann genutzt werden, um Objekte aufzuheben, heranzuziehen oder mit einem kraftvollen Stoß fortzuschleudern. Die Stärke der Bewegung hängt von der Willenskraft des Anwenders ab.

Besonderheit: Erfahrene Magier können den Zauber verfeinern, um Objekte vorsichtig zu greifen oder sie im Kampf einzusetzen.

Spruchformeln: „Levitaris Volantis!" – (Für präzise, schwebende Bewegungen) „Levitar Impetus!" – (Für kräftige Stöße oder Würfe)

🎲 Spell Casting: Willpower
🪄 Arcana: 1
↔ Range: 50
⬤ Shape: -
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 3

Doppelganger

The caster summons an exact replica of himself that moves in his vicinity for **magic level** combat rounds, confusing attackers. For the duration of the spell's effect, the caster's *Evasion* is increased by **power**.

🎲 Spell Casting: Quickness
🪄 Arcana: 2
↔ Range: 10
⬤ Shape: -
⏳ Actions: 1
⏳ Duration: Magic Level rounds
🪄 Spell Point Cost: 5

White Magic

Banish ghosts

The caster banishes up to **magic level** ghostly creatures that are in a defined area (house/temple/forest). He must at least mentally fix the ghosts.

The ghosts roll dice according to their remaining wounds. If they achieve as many successes as the **power of the spell**, they remain unaffected by the spell.

🎲 Spell Casting: Logic
🪄 Arcana: 3
↔ Range: 0
⬤ Shape: -
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

End transformation

The caster banishes a transformation taking place in front of him. The transformer may roll his Magic Lore value against the caster's spell, increasing the minimum roll of the spell by the **power** of the "End Transmutation" spell. If the roll shows a success, the transformation remains.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 5

Candle

The caster lights up to **Power***3 candles.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 50
● Shape: -
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 3

Banish higher undead

From the hands of the caster a glaring white wall of light emerges, which glides towards an undead. The undead flares up in flames and suffers unimaginable agonies (it is said that he goes through all the agonies of his victims at once). Apart from a pile of ashes, nothing remains of the higher undead. The wall of light has a width of about **power***3 meters, it is also possible to destroy several lower undead that are hit by the wall, but only one higher undead. Other higher undead that are next to the victim suffer **magic level***2 wounds.

The wall moves at a speed of **magic level**+1 steps per combat round.

🎲 Spell Casting: Logic
🪄 Arcana: 5
↔ Range: 0
● Shape: Wall
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 13

Banish lower undead

The caster's hand releases a flash of bright white light that strikes up to **Power** undead. These immediately shatter, leaving nothing but a smoking pile of bones. The spell only works on lower undead like zombies, skeletons, or lower vampires. To higher undead, such as higher vampires or were-creatures, it inflicts significant damage (**magic level***3 wounds).

🎲 Spell Casting: Logic
🪄 Arcana: 3
↔ Range: 10
● Shape: -
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 9

Protection wall

The caster creates a protective wall around himself that offers protection to the caster.

The wall can withstand **power***2 wounds. The protective wall can only be damaged by magical weapons or spells, in this way it can be worn down to 0 prematurely.

The wall remains **Magic level**+1 combat rounds.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧖ Actions: 1
⧖ Duration: Power rounds
🪄 Spell Point Cost: 5

Overlight

The caster is able to get ahead of effects that have taken place in a range of **magic level***5 steps in approx. **power***2 seconds. It is possible for him to catch a glass even though it shatters on the ground.

🎲 Spell Casting: Willpower
🪄 Arcana: 2
↔ Range: 15
● Shape: -
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 5

Terrifying figure

The caster appears before the bystanders as a fearsome magician. Lightning flashes around him and wind swells his clothes. Anyone intending to approach the caster must pass a *Courage* roll with **power** successes.

- 🎲 Spell Casting: Quickness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level+1 d6 minutes
- 🪄 Spell Point Cost: 3

(Needs concentration)

Good friend

The caster makes the victim believe that he is a good friend of his, even one of his best. He willingly tells him everything he would tell his best friend. After the spell is finished, the victim cannot explain why he did it.

The victim of the spell rolls on his willpower. If he achieves successes equal to the **power of the spell**, the spell has failed and the victim has knowledge of the enchantment attempt.

The friendship lasts for **magic level** minutes.

- 🎲 Spell Casting: Willpower
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic level d6 minutes
- 🪄 Spell Point Cost: 7

Detect magician

The caster can detect the magical talent and alignment of a person in his field of vision. The observed person rolls a WillPower roll. If he achieves success according to the **power of the spell** + **magic level**, his magical talent remains hidden.

- 🎲 Spell Casting: Apprehension
- 🪄 Arcana: 1
- ↔ Range: 200
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 3

Detect lie

The caster recognizes whether his counterpart is lying or not. Up to **magic level** statements of the observed can be checked.

The target of the spell may roll against its willpower. If the roll with **power** successes, it remains hidden whether it is lying or not.

- 🎲 Spell Casting: Apprehension
- 🪄 Arcana: 1
- ↔ Range: 3
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 5

Defenseless figure

The caster appears absolutely harmless for 5***Power** minutes. Depending on the appearance, he appears like a frail old, sick man, a defenseless woman or similar.

The caster receives a bonus of **magic level** points to his *stealth* skill.

- 🎲 Spell Casting: Quickness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: 5*Power minutes
- 🪄 Spell Point Cost: 5

Fast as light

The caster begins to run at a speed equal to that of light. To bystanders, he seems to vanish into thin air, but in reality he sprints at incredible speed, perceiving his surroundings as if he were merely running fast. It is possible for the caster to run over any walkable terrain, for example, he can cross an entire continent in the time of a blink of an eye. It is not possible for him to perform any other action while running.

The spell lasts for one second.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 11

Banish magic

The caster creates a **power***2 meter magic spell circle. No magic or magical action can be cast within this circle. Existing spells expire immediately, with the exception of the spell "Banish Magic".

The circle remains in place for ___magic level__+1 minutes.

- Spell Casting: Logic
- Arcana: 1
- Range: 0
- Shape: Circle
- Actions: 1
- Duration: 5 minutes
- Spell Point Cost: 3

Circle of light

The caster creates a bright circle of light of **Power***2 meters radius around him. The circle remains for 15 minutes.

- Spell Casting: Charm
- Arcana: 1
- Range: 0
- Shape: Circle
- Actions: 1
- Duration: 15 minutes
- Spell Point Cost: 3

Light attack

The victim is blinded by glaring light and is completely disoriented and unable to act for **power** rounds of combat. The victim takes **magic level** hits.

- Spell Casting: Strength
- Arcana: 1
- Range: 0
- Shape: -
- Actions: 1
- Duration: Power rounds
- Spell Point Cost: 5

Blur

The spell refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll + **magic level**).

- Spell Casting: Deftness
- Arcana: 1
- Range: 1
- Shape: -
- Actions: 1
- Duration: Power rounds
- Spell Point Cost: 5

Banish curses

The caster banishes a curse. The minimum roll of the check is raised by the power of the curse spell, and lowered by the **magic level**.

- Spell Casting: Logic
- Arcana: 1
- Range: 10
- Shape: -
- Actions: 1
- Duration: Instant
- Spell Point Cost: 4

Healing

The caster heals the target for **power*****magic level** wounds.

- Spell Casting: Conscientiousness
- Arcana: 2
- Range: 0
- Shape: -
- Actions: 1
- Duration: Instant
- Spell Point Cost: 10

Neron Statue

The spellcaster makes a transparent statue appear, shaped after the model - a statue of the young Neron in the center of the Neronite settlement. Due to the fact that no Neronite has ever seen the living Neron, the statue appears static and life-less. Depending on the will of the caster, the statue has a size from 10cm to life-size.

⊞ Spell Casting: Quickness
✨ Arcana: 1
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Magic Level hours
✨ Spell Point Cost: 3

Detect black mage

The magus can detect the disposition and alignment of any mage he sees for up to **magic level** d6 days. If a mage obstructs this examination by his Magic Lore, the White Mage still examines his spirit value. The spell is designed primarily against its black magic counterpart, White Mage; it neutralizes that spell completely.

⊞ Spell Casting: Apprehension
✨ Arcana: 1
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Magic Level d6 days
✨ Spell Point Cost: 3

Black Magic

Domination

The caster can make the victim carry out a command of the caster.

The command transmitted by the caster manifests itself as a "strange idea" in the mind of the controlled. During the duration of the spell, this idea keeps entering the mind of the victim, as long as the victim does not give in to it, and sometimes it can even disturb his concentration on other things.

The caster can make the controlled do things that are not immediately life-threatening to him or go against his innermost principles. For example, a mage cannot be made to burn valuable books, but a paid henchman can be made to betray his master, or a mercenary to change sides in battle.

The spell lasts for **power** minutes. Once a minute, the victim casts on his willPower. If it achieves less than the **power of the spell**+**magic level**, it is convinced of the strange idea and performs it.

⊞ Spell Casting: Willpower
✨ Arcana: 2
↔ Range: 10
● Shape: -
⏳ Actions: 1
⏳ Duration: Power*5 minutes
✨ Spell Point Cost: 7

(Needs concentration)

Voice of hate

The caster whispers something in the ear of the first victim.

The victim is infused with hatred and feels the desire to carry the spell further by targeting more victims up to **Power**. Thus, the hatred builds up more and more.

The effect lasts for **magic level** days.

- 🎲 Spell Casting: Willpower
- ⚡ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level days
- ⚡ Spell Point Cost: 11

Schwarzer Tod

Der Zaubernde rezitiert die folgenden Worte mit klarer, fester Stimme:

"Aus der Tiefe der Schatten, aus dem Schoß des Todes, rufe ich die schwarze Pest. Faul sei das Fleisch, welk sei der Geist, bis die Stille des Grabes dich heimführt!"

Schwarze, geisterhafte Schwaden steigen aus deiner Hand empor und rasen auf das Ziel zu. Das Opfer verspürt sofort eine brennende Kälte in seinen Adern. Innerhalb von Sekunden breiten sich dunkle Flecken auf seiner Haut aus, begleitet von starkem Schwindel und Schwäche.

Falls der Zauber nicht rechtzeitig gebannt oder geheilt wird, verfällt das Ziel innerhalb von Minuten einem tödlichen Fieber.

Der Zauber fügt direkten Schaden zu und ignoriert jeglichen Rüstungswert des Ziels.

Wirft der Zaubernde einen Megakrit zerfällt das Ziel sofort bei Kontakt des Zaubers zu Staub.

Höhere Wesen erleiden durch diesen Zauber nicht den sofortigen Tod. Diese erleiden im Verlauf des Kampfes pro Runde Magieniveau * Stärke Schaden.

Gegenmittel: Eine Priestersegnung oder ein starker Heilzauber kann den Fluch aufheben, wenn er innerhalb einer Stunde gewirkt wird. Das Blut eines Engels kann den Effekt vollständig neutralisieren.

- 🎲 Spell Casting: Strength
- ⚡ Arcana: 10
- ↔ Range: 20
- ● Shape: Beam
- ⧗ Actions: 2
- ⧗ Duration: Instant
- ⚡ Spell Point Cost: 20

Summon nightmare

The caster summons an alp, a spirit creature that haunts its victims in their sleep. The alp has no shape, and can change places at will and without loss of time. The spirit is not under the control of the caster. If the alp is to perform a service, a successful charm roll is required. If this fails, the alp will disappear as soon as possible.

The minimum roll of the charm roll is 7-**magic level**. The caster can give **power** orders to the alp.

- ⊞ Spell Casting: Charm
- 🎲 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: 1 nights
- 🎲 Spell Point Cost: 5

Blood thorns

The caster causes dark thorns to sprout from the ground within a predetermined **Strength***2 metre radius. Anyone standing in the area at the end of their own combat round takes **Strength** hits.

The blood thorns remain for ___magic level__+1 combat rounds before turning into a black, stinking pulp.

- ⊞ Spell Casting: Charm
- 🎲 Arcana: 2
- ↔ Range: 20
- ● Shape: Circle
- ⧗ Actions: 1
- ⧗ Duration: Magic Level+1 rounds
- 🎲 Spell Point Cost: 7

Dark paths

The mage can translocate at will within a radius of (**power**+**magic level**)*3 meters. During translocation, a dark shadow appears to glide across the ground.

- ⊞ Spell Casting: Willpower
- 🎲 Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- 🎲 Spell Point Cost: 7

Night creature

Once the sun has set, the enchanted person barely makes a sound when walking (the Stealth skill is increased by **power**+**magic level**) and can see in the dark as if it were daytime.

The spell lasts for one night.

- ⊞ Spell Casting: Attractiveness
- 🎲 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: 1 nights
- 🎲 Spell Point Cost: 5

Vision of fear

The victim feels cruel images of distorted worlds, which he perceives as a vision. More and more, however, it seems to him as reality. If a Willpower roll with a minimum roll of **magic level**+2 fails, the victim is in danger of going insane for a short time.

The spell lasts for **Power** minutes.

- ⊞ Spell Casting: Attractiveness
- 🎲 Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power minutes
- 🎲 Spell Point Cost: 7

One with the shadows

As long as the enchanted person remains in the shadow, he is difficult to make out. He can then only be recognized as a deeper shadow within the shadow itself.

When he stands still, he will only be spotted by those who specifically look for him and look directly at him. For this, **Power** successes must be achieved on a Perception roll.

If the enchanted person moves slowly, the number of successes to be achieved is halved, while fast movements can be seen without difficulty.

The spell lasts for **Power** minutes.

▦ Spell Casting: Attractiveness
🪄 Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power minutes
🪄 Spell Point Cost: 5

Tongues of Seth'Nra

In a circle of **Power** meters in diameter, **Power** tentacle-like black tongues grow out of the ground, holding creatures of any kind. Touching the tentacles decreases the held's arcana value by **magic level** points per combat round. Physical damage does not occur. The tentacles have 3 possible wounds. If they are not destroyed, they remain indefinitely.

▦ Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 10
● Shape: Circle
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Blood flow

The victim rears up while a torrent of blood seeps out of his body through all pores at lightning speed. The victim takes **magic level** wounds per combat round, and the spell lasts for **power** combat rounds.

At the end of the combat round, the victim rolls on his strength. If it reaches as many successes as the spell has **power**, the spell ends immediately.

▦ Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 7
(Needs concentration)

Elemental Magic

Small sandstorm

The caster concentrates and stirs up dust, earth or sand within their line of sight. A small sandstorm **Magieniveau** paces high and **Magieniveau** paces wide forms for **power** rounds.

Anyone in the centre of the sandstorm must make a Perception check, with at least as many successes as the spell's power. Otherwise, they are blind for the duration of the spell, with all penalties to blindness.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 1
- ↔ Range: 10
- ● Shape: Cloud
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- 🪄 Spell Point Cost: 5

Fireball

The caster hurls a skull-sized flaming fireball at the target. On impact, the spell deals **Power** hits and sets anything flammable to **Burning magic level** status.

- 🎲 Spell Casting: Strength
- 🪄 Arcana: 1
- ↔ Range: 15
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 5

Cold

The caster points his hand at the victim of the spell. Then he spreads his fingers and calls upon Jogran.

The caster creates a small shard of ice in his hand, which flies towards the victim with rapid speed, hitting him in a spot of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

In the next 5 minutes, the part of the body that was hit cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding part of the body. The victim does not take damage, all actions with the body part reduce the skill/attribute values by half.

The cold remains **power**+**magic level** minutes.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power+Magic level minutes
- 🪄 Spell Point Cost: 5

Amber path

The caster places five amber crystals in the shape of a pentagram at the place where the amber portal is to be created and concentrates on the destination. Then, for one minute, he imagines a tunnel that will take him to this place.

The portal remains **magic level** hours and can transport **power***2 people or animals.

At the location of the amber pentagram, an ivy plant begins to grow in a circle and form a vortex. The vortex forms a maw in the center which leads through a portal to a location known to the caster at a distance of 20 miles. When the caster enters the portal, he immediately appears on the other side at the destination.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 20
- ⏳ Duration: Magic Level hours
- 🪄 Spell Point Cost: 9

Shard Storm

Splinters form in the caster's palm and fly towards the target at high speed. At an angle of **magic level***15°, the splinters cause a total of **Strength***3 hits and cause major structural damage to solid objects.

If living creatures are hit, the game master distributes the damage among the victims.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 10
● Shape: Cone
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 9

Leech tendrils

The caster kneels on the ground, fixes the target with his gaze and slams the fingers of one hand into the ground.

Tendrils sprout from the fingers of the caster with breathtaking speed, growing under the surface of the earth towards the opponent. Under the ground, the tendrils move at a speed of **magic level** meters per combat round. As soon as the tendrils are under the opponent, they grow to the surface and entwine his legs, so that he can neither run nor fight without restrictions. His combat skills (hand to hand combat, shooting, throwing) are reduced by **Power**.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 15
● Shape: -
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 5

Ginae's Call

The caster instructs the person to be treated to remove their clothes and lie down in a flowing body of water. There the caster stands next to the person to be treated and places his hand on his head.

During the whole time of the drifting, the person to be treated draws life energy corresponding to **power**+**magic level** wounds per minute from the river. During this time he cannot and does not have to breathe. He is not aware of his surroundings. The caster must stand beside him during the entire time.

🎲 Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 2

Melting

On an area of **Power__W6 square meters at a distance of 2 steps, the ground liquefies. After __magic level** minutes, the ground solidifies again within three seconds.

🎲 Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 2
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level minutes
🪄 Spell Point Cost: 7

Wings of wind

The enchanted creature grows wind wings that carry it or another creature through the air.

The enchanted creature can fly for **power**+**magic level** minutes.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 1
● Shape: -
⧗ Actions: 2
⧗ Duration: Power+Magic level minutes
🪄 Spell Point Cost: 5

Elemental object

The caster focuses on the desired object in his mental eye, reaches into an object from a certain element (it is possible for him to simply slide his hand into the object during the spell) and pulls out the desired object.

The caster pulls an object of his choice from another object. Swords made of ice, drinking vessels made of wood, shields made of rock or water, etc. are possible. There are no limits to the caster's creativity, but he can only pull out one object at a time, which makes the creation of chains, for example, very time-consuming.

The item has its typical properties, plus the elemental component, so a sword made of fire inflicts fire damage on the victim, a sword made of wood receives no damage bonus. Only the caster does not receive this possible elemental damage. A drinking goblet of ice is very pleasant if one likes to enjoy very strongly chilled drinks, but it could freeze to the fingers and or lips of everyone else except the creator.

The spell can be dropped by the caster at any time. If the caster does not return the item to its place of origin when dropping the spell (e.g. does not put the wooden shield back into the tree) he receives a wound on the hand, possibly a few burn or frost blisters and the item dissolves.

The object remains (**power**+**magic level**)*10 minutes.

🎲 Spell Casting: Deftness
✨ Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 4
⏳ Duration: (Power+Magic level)*10 minutes
✨ Spell Point Cost: 5

Shock

Fires a bolt of pure energy at an enemy. The bolt deals _ _Power_ _-3 hits and has a penetration 2. The victim gets Shocked **magic level** even if the spell does not cause any wounds.

🎲 Spell Casting: Deftness
✨ Arcana: 1
↔ Range: 10
● Shape: -
⏳ Actions: 1
⏳ Duration: Instant
✨ Spell Point Cost: 5

Grass ring

The spell caster creates a ring of grass that grows in the specified location within sight and is **power** metres in diameter. The grass emits a magical vapour, anyone who passes through the ring regenerates **magic level** wounds once and is *Shocked 1.*

The spell lasts for **power** combat rounds.

🎲 Spell Casting: Conscientiousness
✨ Arcana: 1
↔ Range: 0
● Shape: Circle
⏳ Actions: 1
⏳ Duration: Power rounds
✨ Spell Point Cost: 5

Wild Growth

The caster creates unnaturally fast growth of plants. Within a radius of max **Power** meters, natural and unnatural plants are created that can burrow through the ground, penetrate walls, and burst steel. The plant growth persists for **magic level** days, after which the plants decay into a stinking something.

The caster cannot control the growth of the plants.

🎲 Spell Casting: Charm
✨ Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Magic Level days
✨ Spell Point Cost: 3

Elemental Weapon

The character channels the magic of their favoured element into their melee weapon to strengthen it.

For the next **magic level** combat rounds, the weapon ignores the opponent's protection. In addition, attacks with the weapon have **strength** increased damage potential for the next two combat rounds.

🎲 Spell Casting: Deftness
✨ Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Magic Level rounds
✨ Spell Point Cost: 5

Elementar

The caster summons a creature of pure elemental energy for **power** rounds to aid them in battle. The elemental has **magic level** wounds and can attack with **magic level** damage potential.

- ▦ Spell Casting: Charm
- ✨ Arcana: 2
- ↔ Range: 10
- ⬤ Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Power rounds
- ✨ Spell Point Cost: 10

Flaming death

At a distance of no more than 10 meters a blazing fire is created that causes **magic level** wounds per combat round on an area of **Power** meters squared. The fire is not magical and burns until it consumes its food, without combustible material **Power** combat rounds.

- ▦ Spell Casting: Strength
- ✨ Arcana: 2
- ↔ Range: 10
- ⬤ Shape: Circle
- ⧗ Actions: 1
- ⧗ Duration: Power rounds
- ✨ Spell Point Cost: 7

Bind elemental spirit

The caster points to the elemental spirit.

The caster can bind an elemental spirit (which must have already materialised) to him. If this is done, the elemental spirit follows any command of the caster. If the elemental spirit is already bound, the caster can only take over the elemental spirit with a magic duel by taking over the foreign spell. The caster binds the elemental spirit for (**power**+__magic level)*2 minutes.

- ▦ Spell Casting: Willpower
- ✨ Arcana: 2
- ↔ Range: 0
- ⬤ Shape: –
- ⧗ Actions: 1
- ⧗ Duration: (Power+Magic level)*2 minutes
- ✨ Spell Point Cost: 5

Energy Bolt

The caster summons a bolt of pure energy that flies toward a target, causing hits equal to the **spell power**+**magic level** on impact.

- ▦ Spell Casting: Strength
- ✨ Arcana: 1
- ↔ Range: 5
- ⬤ Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ✨ Spell Point Cost: 5

Water breathing

The caster says the words Þat mælti mín móðir, at mér skyldi kaupa fley ok fagrar árar.

The caster casts a spell on themselves or someone they can touch.

The enchanted person is able to breathe underwater for (**spell power**+**magic level**)*2 minutes. When the spell ends, the enchanted person must say something in their natural language to be able to breathe air again.

- ▦ Spell Casting: Deftness
- ✨ Arcana: 2
- ↔ Range: 0
- ⬤ Shape: –
- ⧗ Actions: 1
- ⧗ Duration: (Power+Magic level)*2 minutes
- ✨ Spell Point Cost: 5

Chain lightning

The caster summons the essence of a thunderstorm in his hand and hurls it as lightning at a creature. The creature struck suffers _Strength__ hits.

The lightning bounces off it and moves to the creature closest to the one hit. This receives *strength*-1 hit.

This process is repeated **magic level**+2 times.

The spell does not differentiate between friend and foe and only hits each victim once.

⊞ Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 15
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Veil of mist

From the ground around the caster, as he raises his arms, a dense fog rises, obstructing vision and muffling sounds. The cloud of mist has a diameter of **Power***3 meters and a height of about 3 meters. The higher the **Power** of the spell, the denser the fog cloud. The cloud is stationary and forms around the caster as the center.

The fog acts as an extension of the caster's senses through the magical connection to him. As long as he remains in the fog himself, he can instinctively perceive all movements within the cloud and better hear all sounds within it (Perception + **magic level**).

Rumor has it that loud, manic laughter while summoning the fog increases its later, threatening effect. However, this can almost certainly be dismissed to the realm of myths and legends.

The fog cloud persists for **Power** minutes.

⊞ Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power minutes
🪄 Spell Point Cost: 5

Ice shard

The caster creates a small ice shard in his hand, which flies towards the victim at a fast speed, hitting him in a place of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

After a minute, the hit part of the body cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding body part. The victim does not take any damage, all actions with the body part reduce the skill/ attribute values by **magic level***2.

The effect lasts **Power***2 minutes.

⊞ Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power*2 minutes
🪄 Spell Point Cost: 5

Arrow of wind

The caster enchants up to **magic level** arrows with the element of wind. On a successfull cast the weapon ignores armor. The arrow hits the victim with such force that they have to throw their resistance. If it scores less than the strength of the spell, the victim is thrown to the ground.

⊞ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 15
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Charcoal stone

The caster can turn a diamond or gemstone of any size into a glowing piece of coal. The piece is equal to the size of the diamond and remains glowing for **magic level** hours. In the process, it is so hot that it ignites combustible materials. The purer the gemstone is, the hotter the piece of coal glows. An amber is not enough to ignite anything with the coal.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level hours
- 🪄 Spell Point Cost: 3

Summon element

The caster closes his left hand into a fist.

In the fist of the caster a small occurrence of the element he wants to summon is created. This spell is mainly used in combination with the calling of an elemental spirit.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 3

Screen

The caster blurs against the background. Only a slight flicker in the air reveals the presence of an object at the spot. If the caster moves, the visual shield moves as well. Detecting the unusual glimmer requires a Perception roll, which achieves successes according to the **Power** of the spell.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level rounds
- 🪄 Spell Point Cost: 5

Odem

For **Power** combat rounds, the caster's breath is a foul, demonic surge which has a range of 2 meters and inflicts **magic level** wounds per combat round to anyone within the cloud.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 1
- ↔ Range: 2
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- 🪄 Spell Point Cost: 5

Elemental shield

The caster creates a magical shield around their body using their preferred element. The shield provides the caster with **magic level***2 protection for **power** combat rounds and an additional effect depending on the element:

Fire: Attackers must roll a D6 for each attack. On a roll of 1-3, they are afflicted with the Burning 1 condition. Non-magical projectiles (arrows, slings, spears, etc.) have a 50% chance of burning rather than piercing.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- 🪄 Spell Point Cost: 7

Ivy coat

The caster causes ivy tendrils to grow from the ground and entwine themselves around the caster's entire body, detaching them from the ground after growth so that the caster can move freely.

The tendrils provide the caster with **magic level** protection for **power** combat rounds in combat.

They decay into a withered heap after one hour. Until then, the tendrils also give a bonus of **power** to Stealth outside of combat depending on the environment.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: 1 hours
- 🪄 Spell Point Cost: 5

Eye of Seth'Nra

The caster takes one of his eyes out of the eye socket with two fingers and holds it on the flat of his hand.

The eye gets black outgrowths in the form of tentacles and wings and starts to fly by itself. It moves with the speed of 10 meters per second and has **power** maximum wounds. If the eye is not back when the spell expires, it falls to the ground. In this case, the caster can retrieve and use it within half an hour.

If the eye is destroyed or lost, it withers and grows back only after 2D6 days. In this case, it causes 2 wounds to the caster once.

The spell lasts for **magic level***5 minutes.

▨ Spell Casting: Deftness
✎ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic level*5 minutes
✎ Spell Point Cost: 7

Life Stream

The caster completely undresses and lies face down in flowing water, which is so large that the caster is completely submerged in it. There he lets himself drift.

During the whole time of floating, the caster draws life energy from the river, and heals **power**+**magic level** wounds in an hour. During this time he can not and does not have to breathe, and not perceive his environment.

▨ Spell Casting: Conscientiousness
✎ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 5
⧗ Duration: Instant
✎ Spell Point Cost: 5

Elementarer Köcher der Wandlung

Dieser magisch verzauberte Köcher erkennt den aktiven Zauber des Trägers und wandelt gewöhnliche Pfeile in elementare Projektile, die dem gewirkten Zauber entsprechen. Die Wandlung erfolgt augenblicklich beim Ziehen des Pfeils.

▨ Spell Casting: Charm
✎ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 5

Call elemental spirit

The caster places a little of the element whose elemental spirit is to be invoked in a bowl or on a surface of the opposite element. Then he kneels down in front of the bowl and invokes the powers of the element.

After about 30 minutes, the face of an elemental spirit appears in the element used. This can vary greatly depending on the element, so that anything from a face to a non-material appearance is possible. The elemental spirit has no feelings and no alignment, but it can only be controlled by the caster if the latter binds it (Bind Elemental Spirit).

The elemental spirit remains for (**power**+**magic level**)*2 minutes.

▨ Spell Casting: Charm
✎ Arcana: 4
↔ Range: 0
● Shape: –
⧗ Actions: 10
⧗ Duration: (Power+Magic level)*2 minutes
✎ Spell Point Cost: 8

Avatar of the storm

The caster consumes all his arcana and becomes the focus of a raging storm. For **magic level** d6 + **arcana spent** rounds, all surrounding creatures take electrical damage equal to the **power of the spell**.

All creatures within the area of effect must make a Athletics roll with 2 successes per round or be thrown to the ground by the raging wind.

- ⊞ Spell Casting: Charm
- ✨ Arcana: 3
- ↔ Range: 25
- ● Shape: Cloud
- ⏳ Actions: 2
- ⏳ Duration: Magic level d6 + Arcana spent rounds
- ✨ Spell Point Cost: 15

A fresh breeze

A fresh breeze makes an encouraging and fresh breeze appear. In moments of hopelessness, the spell is the right thing to increase the enterprise of companions.

The wind sweeps across the land for about a minute within a radius of 100 meters, filling everyone it touches with new courage and freshness. Anyone within the radius heals **power** wounds and receives a bonus of **magic level** points to their bravery for the next two hours.

- ⊞ Spell Casting: Charm
- ✨ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: 2 hours
- ✨ Spell Point Cost: 3

Rot

The adept must spit on a plant or creature.

As long as the saliva touches the victim, the flesh or plant continues to rot. As long as the flesh is rotting, the spell will cause a cumulative wound every third round of combat. When the spell ends, the victim will no longer rot, but the corrupted flesh will be lost forever.

The spell ends when the saliva is washed off or after wounds of **power**+**magic level**.

- ⊞ Spell Casting: Strength
- ✨ Arcana: 3
- ↔ Range: 3
- ● Shape: –
- ⏳ Actions: 3
- ⏳ Duration: Instant
- ✨ Spell Point Cost: 9

Elemental form

The caster touches the corresponding element, concentrates and murmurs "(element) become my body".

The caster's body transforms into the corresponding element, with all its advantages and disadvantages. It should be noted that clothing and equipment are not transformed and may be damaged. The spell can be dropped at any time. While the spell is being maintained, the caster cannot cast an elemental spell based on an element other than that of his body.

The spell lasts (**power**+**magic level**)*2 minutes.

- ⊞ Spell Casting: Deftness
- ✨ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: (Power+Magic level)*2 minutes
- ✨ Spell Point Cost: 5

Arcane storm

Shortly after the invocation, a magical mist manifests directly above the caster, emitting lightning and creating a magical tension. The storm grows at a rate of one meter per combat round to a size of **Power***5 meters, and can be controlled by the caster.

In the magical storm, each magic adept suffers one wound per combat round. In addition, no spellcaster is able to perform a magical action in the storm. Those not skilled in magic do not suffer any limitations.

The storm can be controlled at a speed of two meters per action. This control requires the caster to remain focused on the spell, which is not otherwise necessary.

⊞ Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Power rounds
🪄 Spell Point Cost: 7

Shamanism

Nature play

To the enchanter and the other spectators, nature shows itself in all its grace, beauty and perfection. A perfect landscape reveals itself to them: The trees shine in their most beautiful colors and sway rhythmically to the pleasant whisper of the wind. Water casts magnificent plays of waves, over which fish leap symmetrically. The nature play is different in its expression every time and of course also dependent on the attitude of the spellcaster.

The spell lasts **power**+**magic level** minutes.

⊞ Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Power+Magic level minutes
🪄 Spell Point Cost: 3

Weather forcast

The caster is able to predict the weather for the next **magic level** days. If the **Power** of the spell is above 3, he can always predict the weather changes with exact time, otherwise he only knows how the weather will develop.

⊞ Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⏳ Actions: 3
⏳ Duration: Instant
🪄 Spell Point Cost: 2

Clear water

The water that the caster touches, starting from the caster's hand, becomes so pure that it can be drunk. The final cost depends on the purity of the water before the spell is cast. The game master decides on this. The caster can purify up to **Power** buckets of water.

Magic level 4+: The water has a healing power. Drinking it heals **magic level** wounds.

⊞ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 2

Call of the wild

The caster summons a group of a desired animal species from up to **Power** kilometers around. The animals behave like the caster's familiars for the duration of the spell.

When the spell expires, the caster casts on Charm. If the roll fails, the animals turn on the caster or his companions.

The caster can call up to **Power** animals the size of a wolf.

▨ Spell Casting: Charm
⚕ Arcana: 3
↔ Range: 0
● Shape: -
⧗ Actions: 3
⧗ Duration: Magic Level minutes
⚕ Spell Point Cost: 3

Smoke

The caster throws a burning piece of cloth on the ground.

A dense smoke emanates from the burning piece of cloth as soon as it hits the ground. The smoke is driven by the wind and cannot be controlled. Enough eye-burning smoke is created to form a cloud of **Power***10 meters around the caster.

▨ Spell Casting: Charm
⚕ Arcana: 1
↔ Range: 0
● Shape: Cloud
⧗ Actions: 1
⧗ Duration: Magic Level minutes
⚕ Spell Point Cost: 5

Healing hands

The caster heals **power**+**magic level** wounds on the wounded. It also heals broken bones and closes wounds.

▨ Spell Casting: Conscientiousness
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
⚕ Spell Point Cost: 5

Mark animal

The caster marks the animal so that he knows the direction in which the animal is for the entire period of the spell. The spell lasts **Power** days. The caster is able to determine the distance of the animal.

▨ Spell Casting: Apprehension
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power days
⚕ Spell Point Cost: 2

Call birds

The caster summons all birds within a radius of **Power***100 meters, who believe that there is a large amount of their favorite food at the desired location. The caster cannot control the birds, but a trained observer is able to recognize the individual bird species.

Magic level 4+: The caster can suggest that the birds do a task for him. If the caster rolls charm roll with **magic level** successes, the birds may heed their call.

▨ Spell Casting: Charm
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
⚕ Spell Point Cost: 3

Salamander feet

The caster is able to walk on hands and feet on smooth walls and even ceilings or overhangs.

In addition, he can safely jump down from heights up to **Power***3 meters and land on his feet unharmed. However, he needs free hands to catch himself with. He can keep his shoes and gloves on for this.

The effect lasts for **magic level** minutes.

▨ Spell Casting: Deftness
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level minutes
⚕ Spell Point Cost: 5

Locate animal

The caster goes to the natural habitat of an animal (e.g. a stream or a tree) and stays there for 5 minutes. During this time he directs his thoughts to the animal he is looking for.

The caster tracks down the exact location of the animal. He knows at that moment where the animal is.

⊞ Spell Casting: Apprehension
✦ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✦ Spell Point Cost: 3

Animal Companion

The caster connects his mind to an animials mind in range to compel it to be his ally. The animal needs successes on its willpower equal to the **Power** of the spell or be his companion for the next **magic level** hours.

If the animal is hostile to the caster the spell casting roll is a difficult roll (+1).

⊞ Spell Casting: Attractiveness
✦ Arcana: 1
↔ Range: 50
● Shape: –
⧗ Actions: 1
⧗ Duration: 8 hours
✦ Spell Point Cost: 5

Simple healing

The caster heals a person or animal for **power**+**magic level** wounds.

⊞ Spell Casting: Conscientiousness
✦ Arcana: 1
↔ Range: 5
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✦ Spell Point Cost: 5

Foxfire

The caster creates **power** living bioluminescent beings within 10 paces. These beings are made of living plant matter. They magically illuminate their surroundings and can move very slowly (speed 1).

The creatures follow the caster and provide a pleasant light around the caster for the duration of their existence. They have no combat abilities, they are plants that crawl on the ground.

They last for **magic level** D6 hours and then disintegrate.

⊞ Spell Casting: Charm
✦ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level d6 rounds
✦ Spell Point Cost: 5

Living Hideaway

The caster slides an object he wants to hide into a plant.

The object enters the plant without damaging it. To release the item from the plant, the caster must cast the spell again. The item can remain in the plant for **Power** moons, after which it will be ejected from it.

⊞ Spell Casting: Deftness
✦ Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power months
✦ Spell Point Cost: 5

Trust

The animal fully trusts the caster. For **Power***5 minutes, the animal is considered a familiar. The animal may be a natural creature the size of a wolf. The animal must not be hostile to the caster for this spell.

Magic level 4+: The animal may be the size of an elephant.

⊞ Spell Casting: Willpower
✦ Arcana: 1
↔ Range: 5
● Shape: –
⧗ Actions: 1
⧗ Duration: Power*5 minutes
✦ Spell Point Cost: 5

Hawk Eyes

The caster can clearly and accurately see everything up to a distance of **Power** kilometers for one hour, unless fog or smoke obstruct his vision. Attacks with ranged weapons gain **magic level** additional hit dice.

▦ Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: 1 hours
🪄 Spell Point Cost: 5

Sanguine Magic

Blood Ban

The caster affects the blood circulation of his victim and can cause numbness and paralysis of certain parts of the body. Skills that require the affected body part are reduced by **magic level**.

After **Power** combat rounds, the caster must spend one arcana or wound to maintain the effect.

▦ Spell Casting: Willpower
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 7

Rite of life

The caster takes **Power** wounds. The target is healed twice as much and gains **magic level** health.

▦ Spell Casting: Conscientiousness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 3

Transfusion

The caster taps into the life energy of a being, using a blood crystal to establish a connection with his victim. The victim must have a wound through which the caster can make the connection. He spins a thread of blood from his blood crystal to the wound of the victim.

The target suffers **Power** wounds and the caster is healed by the same number + **magic level**.

▦ Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 2
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 7

Rite of purification

The caster enters a meditative state and focuses on harmful substances in his blood, such as diseases and poisons. He collects these in a certain place of his body and then lets them out through a cut.

For each disease and poison he wishes to cure, the caster takes a wound. This number is reduced by the **Power** of the spell.

🎲 Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Rite of the blood crystal

The caster enters a meditative state and concentrates on the flow of magic and blood. After a day, the caster opens his veins and lets almost all of his blood flow into a clay bowl.

After adding ruby dust, he reduces it to the absolute essence and forms a crystal shard from it. He then inserts this into an incision on his body. The caster then uses this crystal to cast his Sanguine magic without having to inflict a separate wound each time.

🎲 Spell Casting: Deftness
🪄 Arcana: 4
↔ Range: 0
● Shape: –
⧗ Actions: 10
⧗ Duration: Instant
🪄 Spell Point Cost: 8

Blood Arrow

The caster summons an arrow-like projectile from his blood, which he hurls at the opponent at high speed.

The caster takes **magic level** wounds. The victim suffers **Power** wounds.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Necrology

Creature of the Dead

The caster creates an undead hybrid being from different skeletons. The creature is capable of performing uncontrolled actions. It can wield weapons with a skill value of __Power*__2. The creature gains all the ability of the former creatures.

The creature remains **magic level***2 combat rounds.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 3
⧗ Duration: Magic Level*2 rounds
🪄 Spell Point Cost: 7

Dance of Death

Within **power***3 meters of the caster, all dead rise from the ground, and are under the control of the caster. The dead are able to perform uncontrolled actions and remain alive for **magic level** hours.

🎲 Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Power hours
🪄 Spell Point Cost: 9

Torment of the bones

The victim suffers incredible pain, believing his bones would burst.

If the victim fails a Willpower roll, the effect causes the victim to collapse on the ground, unable to act, for **Power** combat rounds. The minimum roll for this throw is increased by **magic level**.

🎲 Spell Casting: Willpower
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Power rounds
🪄 Spell Point Cost: 5

Bone growth

The caster must kneel in the centre of the area to be enchanted and drill a bone splinter into the ground.

The caster creates an unnatural growth of bone that grows to full size within 25 minutes. Within a radius of max. **power** steps, a large growth of bones is created. The necrologist can climb walls with the help of the bone growth, or make it break open gaps in doors. The bone growth remains for **magic level** hours, after which it disintegrates into dust. The caster only gives the growth an approximate direction, he cannot control it.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 10
⏳ Duration: Magic Level hours
🪄 Spell Point Cost: 4

Dead signpost

If a corpse (animal corpses also count, as long as they are at least the size of a mouse) is buried in the ground within a **Power***10 meter radius, the caster is allowed to ask **magic level** directional questions: "Which way is Meridian?" "The last rider to pass this ground, where did he ride?"

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 10
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

The wrath of bones

The caster throws bone splinters at enemies, summoning the wrath of the bones. The splinters deal **Power**+1 hits to all enemies in the cone, evenly distributed among **magic level** opponents.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 20
● Shape: Cone
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

Bone whip

A bone whip about 3 meters long forms from the caster's arm, which can be wielded by the caster as a weapon. The range of the whip is 3 meters, it has a penetration of 0 and a damage potential of **magic level** dice.

The whip lasts up to **Power***3 combat rounds.

🎲 Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Power*3 rounds
🪄 Spell Point Cost: 5

Death Scream

The caster lets out a cruel death cry, which makes all those present within a radius of 10 meters, who did not cover their ears, become incapacitated for **magic level** combat rounds.

Each victim makes a roll on his willPower. If it does not succeed according to the **Power of the spell**, the victim flees in panic.

🎲 Spell Casting: Quickness
🪄 Arcana: 3
↔ Range: 0
● Shape: Circle
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 6

Summon skeletons

Power Skeletons rise from the ground, armed with bone swords (penetration 0). They can fight with the caster's skill. They have **magic level** possible wounds and stay for **Power***3 combat rounds.

🎲 Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧖ Actions: 1
⧖ Duration: Power*3 rounds
🪄 Spell Point Cost: 9

Dead gaze

The caster places his thumb and forefinger in the eyes of the dead person and closes his eyes.

The caster looks backward from the time of death into the dead person's past. In doing so, he sees everything that the dead person saw out of his eyes. The images appear more blurred the further the gaze goes into the dead person's past. The caster sees at most the last **Power** days before death. The higher the **magic level**, the clearer the impressions.

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 7

Secrets of the Dead

The caster kneels over a corpse or skeleton and begins to slowly cut it apart.

The caster learns a part of the dead person's knowledge with each piece he cuts. At the end of the ritual he has an impression of all the memories of the dead person. The process is an ordeal in the realm of the dead for the soul of the dead. The necrologist receives +**magic level** in the attribute corresponding to the highest of the dead for **power** hours.

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧖ Actions: 10
⧖ Duration: Power hours
🪄 Spell Point Cost: 4

Bone shield

The necrologist throws a bone splinter to the ground and shouts "Protect me!".

Pieces of bone shoot out of the ground and surround the necrologist. Practically, they are equivalent to a protection of **magic level**+2 on the whole body. The bone shield is equivalent to a encumbrance of 2.

The bone shield lasts **power** combat rounds.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧖ Actions: 1
⧖ Duration: Power rounds
🪄 Spell Point Cost: 5

Breath of transience

All living plants within **Power***3 meters perish under the caster's breath and weather into a dead, black mass. This also affects magically created plants.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧖ Actions: 1
⧖ Duration: Instant
🪄 Spell Point Cost: 3

Death sword

The caster creates a death sword out of thin air. The sword has piercing 1 and a damage potential of **magic level** dice in melee combat.

Each wound caused, the sword absorbs. For each wound absorbed, the sword gets one die of damage potential. If the absorbed wounds reach **Power**+1, the sword disintegrates and the spell ends.

▦ Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Path of bones

The caster decays to fine dust and can travel at 10 kilometers / hour in this form. Maximum he can keep in this form **Power** hours.

The caster has **magic level** wounds in this form, but can only be wounded by things that can harm a pile of bones.

▦ Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power hours
🪄 Spell Point Cost: 3

Awaken zombie

The caster awakens up to **magic level** corpses within a radius of 10 meters. The zombies follow his command and stay alive for up to **Power** minutes.

▦ Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power minutes
🪄 Spell Point Cost: 11

Mysticism

Protection aura

The caster creates a magical protective aura around him. The aura radiates from him and can be seen through magical actions. It is impenetrable to all forms of magic, which includes magical attacks or transformations. The protective aura can absorb **Power***2 wounds before it collapses. The spell can be maintained for a maximum of **magic level** rounds.

▦ Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level rounds
🪄 Spell Point Cost: 5

Swiftness

The caster accelerates. His speed and range for *Running* and *Walking* are increased by _Power__ for **magic level** d6 rounds.

🎲 Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level d6 rounds
🪄 Spell Point Cost: 3

Translocation

The caster begins to slowly blur and become more indistinct after the preparation time of 30 seconds. This process lasts another 30 seconds, but during this time the caster is no longer vulnerable. If someone tries to touch the caster during this time, his hand will penetrate a cold, dense mass.

The caster can be transported a maximum of **Power** kilometers. His body appears at the destination without actually traveling the distance. At the destination, again, it takes 30 seconds for the body to appear completely.

🎲 Spell Casting: Willpower
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 10
⧗ Duration: Instant
🪄 Spell Point Cost: 2

False feeling

The victim feels a feeling chosen by the caster. This is a concrete feeling, such as "pride in something". The feeling lasts for **Power** minutes.

🎲 Spell Casting: Willpower
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power minutes
🪄 Spell Point Cost: 7

Hermeticism

Open

The caster is able to open locked, non-magical objects such as doors, chests or other locks.

In addition to normally locked locks, the caster is able to open magically locked locks with a seal of the Power of the spell.

Magic level 5+: The spell opens all locks.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 3

Absorb magic

The caster can absorb arcana from a magical object or creature. Arcana **power**+**magic level** is transferred from the target to the caster.

A magical creature rolls on its willpower. For each success on this roll, the amount of arcana transferred is reduced by 1.

- ▦ Spell Casting: Logic
- ✨ Arcana: 1
- ↔ Range: 15
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- ✨ Spell Point Cost: 5

Arrest

The victim of the enchantment is trapped in the place where it is for **power**+**magic level** combat rounds. It is able to act normally and can also attack, but cannot move from the spot.

- ▦ Spell Casting: Attractiveness
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- ✨ Spell Point Cost: 5

Aevum

The ritual requires extensive preparation. Thus, the most precise preparation of the hermeticist as well as that of the target person is required.

The hermeticist activates the spell at the very beginning of the ritual. Over the whole time he has to maintain this spell, which devours a considerable amount of magic. Every single day he has to spend two hours of meditation, working on the painting. The painting must be created solely by the Hermeticist.

The target needs no preparation other than the realisation to become fleshless. For this purpose, he should torture himself with all kinds of burning, poisoning and the like to facilitate the completion of the ritual.

At the time of performance, the hermeticist only has to maintain the sphere with his concentration and control the arms. Scenery as well as atmosphere are irrelevant, as in most hermetic acts.

During the time of the creation of the image, the hermeticist binds the spirit and soul of the target person to it. At the time of execution, a sphere of pure magic is created not far from the painting, which mostly floats in the air in a semi-transparent matt white. This sphere forms arms which glide like hoses over the heads of the victims to be provided. With a continuous humming sound, the sphere collects the innards of the victims and then condenses them into the image.

The hermeticist thus creates a firm bond between the spirit and soul of the target person and the painting. The spirit in the painting is able to enter any person in the immediate vicinity of the painting at any time within one second. The target person then lives on in this person until his or her death or an exorcism, and then enters the painting again. It completely dominates the person, feels their feelings and lives completely in them. This process of dominating and regressing only comes to an end once the image is destroyed or the target person has returned to the image four times. After that, he remains in the image.

The created image is itself almost indestructible. It is considered an artefact of the Hermeticist level and requires the same effort to destroy as any other artefact of that level. Only immense magical influence or divine work can destroy the object.

The target can enter the image **power**+**magic level** times before being trapped inside.

- ▦ Spell Casting: Deftness
- ✨ Arcana: 1000
- ↔ Range: 0
- ● Shape: –

⧖ Actions: 1000

⧖ Duration: Instant

✯ Spell Point Cost: 80

Freeze

The victim freezes in place for **Strength** actions. It is fully conscious and all senses function normally. However, physical actions or attacks are not possible.

At the start of each action, the victim rolls for willpower, increasing the minimum roll by the **magic level**. If the roll is successful, the stun is lifted and the action is available to the victim. The difficulty of the minimum roll decreases by 1 after each roll.

▦ Spell Casting: Deftness

✯ Arcana: 2

↔ Range: 0

● Shape: –

⧖ Actions: 1

⧖ Duration: Power actions

✯ Spell Point Cost: 5

Spirit of wine

The caster gestures to drink a glass of wine. As he does so, he murmurs the name of the spell.

Up to **magic level** victims of the spell instantly experience a drunken stupor that causes them to stagger and makes any normal action difficult. the minimum roll for all rolls is increased by 2. The spell's effect lasts a maximum of **Power***10 minutes.

Each victim of the spell may make a WillPower roll. If the roll reaches successes equal to the **Power** of the spell, it resists the spell.

▦ Spell Casting: Willpower

✯ Arcana: 3

↔ Range: 0

● Shape: –

⧖ Actions: 1

⧖ Duration: Power*10 minutes

✯ Spell Point Cost: 7

Unseen, unnoticed

The magician appears to his surroundings as nothing in the truest sense of the word. No attention is paid to him, people bump into him on the street, but do not care. Even if he addresses someone, he is ignored. If he manages to attract someone's attention, they immediately forget about him as soon as he withdraws from them.

This spell is not a transformation of the caster, but a mass hypnosis. As a result, the caster cannot be detected even by clairvoyance spells like Recognize Life. His aura is just as visible as ever, but no attention is paid to it.

Someone who specifically searches for the caster is entitled to a Perception check in order to discover him nevertheless. If this is done with **Power** successes, the hypnosis effect falls off the seeker and he can perceive the caster normally again.

The caster must succeed in a test of willpower against the minimum roll **magic level***2 after the spell to avoid falling into a deep depression.

▦ Spell Casting: Willpower

✯ Arcana: 2

↔ Range: 0

● Shape: –

⧖ Actions: 1

⧖ Duration: Power hours

✯ Spell Point Cost: 7

(Needs concentration)

Veil of oblivion

This spell allows the caster to manipulate his victim's memories of an event that occurred in the last **Power** hours. For **magic level***10 minutes, the victim forgets to perform a task specified by the caster and related to the event in question (for example, alerting the guards). If he is reminded of the task by anything or anyone, the spell immediately falls off him.

The victim may make a WillPower roll. If he succeeds according to the **Power** of the spell, it is not manipulated.

▦ Spell Casting: Willpower

✯ Arcana: 2

↔ Range: 0

● Shape: –

⧖ Actions: 1

⧖ Duration: Magic Level*10 minutes

✯ Spell Point Cost: 5

Invisibility

The caster shrouds himself or another being in an arcane cloak of reflecting light, rendering their form unrecognisable.

For the duration of the spell, the target gains **Strength** to the Stealth skill.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 1
- ↔ Range: 1
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Magic Level minutes
- ⚒ Spell Point Cost: 5

Extreme performance

The caster can temporarily increase a Persona Attribute, Combat Skill (Shooting, Hand to Hand Combat, or Throwing), or Evasion to extreme levels for a difficult task. The chosen value increases by **magic level***2 points for a period of **Power** minutes.

- ▦ Spell Casting: Willpower
- ⚒ Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power minutes
- ⚒ Spell Point Cost: 7

Dilatio

The caster creates a momentary spontaneous portal under himself, into which he is immediately sucked. He creates another portal at a location that is at most **Power***10 steps away from his current position.

Without any delay he appears at the desired destination.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚒ Spell Point Cost: 7

Bloodlust

The enchanted man falls into an uncontrollable bloodlust. His mental abilities have atrophied to the point that he can barely tell friend from foe. His combat stats (shooting, hand to hand combat, and throwing) each increase by **Power** points.

Education, Logic, and Deftness decrease by **magic level** points. The enchanted feels no pain or exhaustion, only an uncontrollable desire to fight. After the spell falls from him, he collapses unconscious.

- ▦ Spell Casting: Willpower
- ⚒ Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power rounds
- ⚒ Spell Point Cost: 7

Magic analysis

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

- ▦ Spell Casting: Apprehension
- ⚒ Arcana: 1
- ↔ Range: 40
- ● Shape: -
- ⧗ Actions: 2
- ⧗ Duration: Instant
- ⚒ Spell Point Cost: 5

Expolitio

The caster can cleanse an area of *spellpower* square steps in size of any contamination. The cleaning is instantaneous and removes dirt and odours.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚒ Spell Point Cost: 3

Necromancy

Voice of the dead

The caster places an object of the dead in front of him, closes his eyes and concentrates on the object and the realm of the dead.

The caster goes into a light trance, his voice changes and resembles that of the dead, the more personal the object is and the more the caster knows about the dead. The caster can ask **power**+**magic level** questions to the dead, which will be answered with yes/no to. The dead the must answer also before his death could have given.

⊞ Spell Casting: Apprehension
✐ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✐ Spell Point Cost: 7

Exorcise spirit

The caster chooses up to **Power** spirits or beings ruled by spirits. The spirits are banished and leave their earthly existence.

⊞ Spell Casting: Logic
✐ Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✐ Spell Point Cost: 5

Simple service spirit

The caster rubs his hand with bone dust, draws a pentagram in the air and concentrates on the spirit.

At the moment the ritual is finished, the service spirit appears in the place of the pentagram. The service spirit performs a simple service for its master, the service can consist of max **Power** things. The service spirit is not able to directly harm a living being or object. Examples of services include delivering very short messages (max **Power** words to one person, or 1 word to a total of **Power** people), notifying the caster when one of **Power** certain events occurs, or even gathering **Power** apples.

Magic level 4+: The ghost can also harm people.

⊞ Spell Casting: Charm
✐ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 15
⧗ Duration: Instant
✐ Spell Point Cost: 7

Ghostly body

The caster closes his eyes, thinks the verse "My body, a spirit" and then opens his eyes again.

The caster is able to perform all the actions of a spirit, e.g. see, touch things, cast spells unless ingredients are needed or within reach, fly, move through inanimate objects, etc. The spell can be dropped at any time, causing the caster to take on their normal physical form, but without clothing.

The spell can be dropped at any time, causing the caster to take on their normal physical form, but without clothing as this is not transformed with them. Objects strongly familiar to the caster should probably also be carried in ghost form. As spirits are immune to non-magical weapons and attacks, so is the caster.

The caster can also be banished in spirit form. When exorcised, the caster ends up unconscious in his body for 2W6 minutes at the point where he started the spell.

The spell lasts for **power**+**magic level** minutes.

▣ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Power+Magic level minutes
🪄 Spell Point Cost: 4

Possession

The caster draws a pentagram on the target's forehead and concentrates on the spirit and the target.

In this ritual, the caster allows a spirit to enter the target's body. The spirit can be a service spirit, a free spirit or the spirit of the caster. In the latter case, the caster's body slumps, does not react, breathes slowly and stares into the void when his eyes are opened. The target is (**power**+**magic level**)*10 minutes under the control of the spirit driven into it, which can control the entire body (run, punch, fight, speak, etc.).

Should the target's body die during the possession, the spirit abruptly disappears from the body and returns to its sphere. If the target's body dies while the caster is in it, the caster's spirit returns to its original body and the caster is unconscious for 3W6 minutes.

▣ Spell Casting: Willpower
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 15
⧗ Duration: (Power+Magic level)*10 minutes
🪄 Spell Point Cost: 11

Living armor

The caster creates **Power** living armors. The armors can perform simple defense and attack missions. They have 4 possible wounds and wield swords with a penetration of 0 and 3+**magic level** dice.

▣ Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 9

Spirits advice

The caster can ask **Power** questions to the spirit world, which will be answered if the spirits are willing. The questions must allow a simple yes/no answer.

Magic level ghosts appaer to answer possible questions.

⊞ Spell Casting: Apprehension
🎲 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🎲 Spell Point Cost: 5

Death Vision

The victim is tormented by a very realistic vision of his death, the manner of death can be determined by the caster. The vision includes dying, the rotting of the flesh and the decay of the bones to dust. The victim does not take any physical harm from the spell, though there is a possibility that he may be traumatized by the death vision. For the duration of the spell, the victim is barely capable of any meaningful action.

The victim can attempt to abort the spell with a willPower check. This requires as many successes as the spell has **Power**.

The spell lasts until the willPower check is successful.

⊞ Spell Casting: Apprehension
🎲 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Special rounds
🎲 Spell Point Cost: 9

Animate object

The moment the ritual is completed, the caster binds a simple spirit into the chosen object, which performs a simple action on the object.

Unlike the Animate Weapon ritual, the basic idea of this ritual is rather peaceful, so the most common uses of this ritual are to make crystal balls swirl glowing mist, or to make candlesticks light the candles as soon as the room is entered.

In the ritual, the caster must determine who and how the trigger is. For some things, like the mentioned crystal balls, it makes sense if this is only a certain touch of the user, for the mentioned candlestick rather everyone who comes within a certain range around the candlestick.

The object remains animated up to **power**+**magic level** hours.

⊞ Spell Casting: Charm
🎲 Arcana: 5
↔ Range: 0
● Shape: –
⧗ Actions: 15
⧗ Duration: Power+Magic level hours
🎲 Spell Point Cost: 5

Deathly Cold

The moment the caster touches his target, a terrible cold spreads from the place of the touch, causing **magic level)** wounds per combat round. The caster can cancel the spell at any time, but if it is not canceled, it ends when the target is completely cooled and dead.

The victim rolls a Resistance roll at the beginning of each combat round before taking damage. If the roll succeeds with at least **Power**, the spell ends and no more damage is done.

⊞ Spell Casting: Strength
🎲 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🎲 Spell Point Cost: 9

Call animal spirit

The caster draws a pentagram in the ground and concentrates on the animal spirit.

At the moment the ritual is finished, the animal spirit appears in the place of the pentagram. The animal spirit performs **Power** simple services for its master. The services must be simple and involve only one action, e.g. a ride that begins with mounting and ends with dismounting, or help in a fight against an opponent. The values of the animal spirit correspond to those of the normal animal, raised by **magic level** points.

- ▦ Spell Casting: Charm
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ✨ Spell Point Cost: 7

Spirit protection

The caster invokes the protection of the spirits. The protection of **Power** people increases by 3 normal protection for **magic level** combat rounds, the Resistance value increases by 3.

- ▦ Spell Casting: Logic
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level rounds
- ✨ Spell Point Cost: 5

Animate body

The moment the ritual is finished, the caster binds a simple spirit into a dead body, which controls the body and performs simple commands. The movements are slow, and since only normal movements are available to it, the body should be chosen prudently beforehand. A doll or corpse can walk, a ball can roll but cannot climb stairs, for example.

The caster can take direct control of the body as if he were inside it. However, this costs 1 arcana per **Power***5 minutes, and any damage the body suffers, the caster's body suffers as well.

The spell ends after **magic level** hours.

- ▦ Spell Casting: Charm
- ✨ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 15
- ⧗ Duration: Magic Level hours
- ✨ Spell Point Cost: 7

Animate Weapon

The caster forms an incantation circle around the weapon to be animated.

At the moment the ritual is finished, the caster binds a spirit to the anointed weapon. This spirit inflicts additional **Power** wounds on the victim, in addition to the weapon's usual wounds. The weapon is considered a magical weapon, but can only be used by the caster. Anyone else who attempts to use the weapon will themselves be attacked by the spirit. The appearance of the ghost can be freely determined by the caster.

The weapon can be used to attack **magic level***5 times before the ghosts leaves the weapon.

- ▦ Spell Casting: Charm
- ✨ Arcana: 5
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 15
- ⧗ Duration: Magic Level*5 actions
- ✨ Spell Point Cost: 15

Demonology

Call demon

The rules for invoking a demon are as varied as they are controversial. It has been proven that the invocation benefits from the provision of various paraphernalia. There are also some peculiarities in the action that have a positive effect on its success. In general, it can be said that the invocation should take place in a suitable atmosphere and is a direct calling of the demon on the part of the demonologist. So it is also possible to make an invocation without any preparation only with the verse.

The following paraphernalia have an effect on the minimum roll of the Invocation :

- **Magic level**: -magic level
- **Suitable environment, silence**: -1
- **Heptagram drawn**: -1
- **Heptagram is made of blood**: -2
- **Sigil drawn**: -1
- **Player draws sigil from hand**: -10
- **7 candles**: -1
- **Each additional demonologist**: -1
- **The stars are right**: -10
- **Animal Sacrifice (each)**: -4
- **Human sacrifice (each)**: -10
- **Ban circle drawn**: obligatory
- **Temple nearby**: 20
- **day**: 5
- **Priest nearby**: 10
- **Holy water nearby**: 5
- **A sacrifice begins to pray**: 2 (each).
- **Lesser demon is summoned**: -1
- **Higher demon is summoned**: 5
- **Servant of an Archdemon is summoned**: 30
- **Arch demon is summoned**: 100

Calling a demonic being does not include binding the demon.

🎲 Spell Casting: Charm
🪄 Arcana: 4
↔ Range: 0
● Shape: -
⏳ Actions: 10
⏳ Duration: Instant
🪄 Spell Point Cost: 10

Brood

The demonologist stabs the demon he has previously summoned with his ritual weapon.

The demonologist splits the being into **power** independent demons. The demons act independently and must also be bound independently (if the original demon was not already) and banished. Only lesser beings can be divided, not servants or even archdemons. A pactier is able to divide the direct servants of the archdemons.

Magic level 4+: Direct servants can be divided also.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 1
- ↔ Range: 1
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 5

Bind demonic being

The demonologist has to look into the eyes (if any) of the being he wants to bind and has to face its will.

If the spell succeeds, the demonologist gains control over a demon. If the demon is unbound, the mere casting of the spell is enough to bind it. However, if the demon has already been controlled by another demonologist, it is necessary to first (before casting the spell) perform a magical comparison (comparison roll spell casting) against the controlling caster. If this fails, the demon remains under the dominion of its original master. If the spell fails after a won magic comparison, the demon is no longer subject to any master.

The minimum roll of the spell is modified according to the being to be bound:

- **Lower Demon**: -2
- **Higher Demon**: 2
- **Servant of an Archdemon**: 20
- **Arch Demon**: 100

The minimum roll is reduced by the **magic level**.

- 🎲 Spell Casting: Willpower
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 7

Pact

Only a few who have made a pact with an archdemon have reported how the pact took place, but some facts are known, the demonologist must make contact through one of the servants. Demonologists have an easier time of it, as they are able to summon them. Other alignments must go to one of the demon's places of worship.

Once a caster has made contact, the demon takes control, usually for this purpose the demon opens a portal into its globe of the demon sphere, only those who can cross this threshold without perishing have any chance of a pact.

What exactly happens in the demon sphere is uncertain, but there are reports of cruel trials that the gifted have to endure, even the strongest usually return broken.

If the pact is successfully concluded, the demonologists return as other beings. Mostly only the appearance reminds of the one who entered the portal.

In any case, the pactors are now subordinates of the demon, disobedience is punished, immediately and from within, it does not matter where the pactor is. The pact binds demon and demonologist across all spheres and ailments.

At the beginning, some particularly powerful demonologists are still able to resist and even assert their own will against the demon, but sooner or later all pactors are subordinate to their master.

With the conclusion of a pact, not only is one's life committed to the demon, but also any existence after death. The demonologist only dies when the demon allows it, otherwise he is merely drawn into the demon sphere to be released again by the demon at will.

It is said that there are demons who withdraw the pact from pactors, which would be the only possibility for a pactor to return to a halfway normal life, but most of them prefer to kill the demonologist or make him a lowly subordinate if he resists.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 12
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 100
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 30

Breath of Wisgu

Foul-smelling slime, blood, and filth are flung from the caster's mouth. Anyone who comes into contact with the substances is completely consumed by an unnatural disgust for a time of **Power***2 rounds and is given the condition Shocked **magic level**.

After the effect time, the slime remains.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 5
● Shape: Cone
⏳ Actions: 1
⏳ Duration: Power*2 rounds
🪄 Spell Point Cost: 5

Demonic vision

The vision of the caster changes, and he perceives the world with the vision of a demon. He recognizes all occurrences of demonic origin clearly and luminously even through walls, but is also limited to some extent by the distortion of the sight. In addition, the caster can accurately detect magical activity in his field of vision.

The spell lasts **power**+**magic level** rounds.

🎲 Spell Casting: Apprehension
🪄 Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Power+Magic level rounds
🪄 Spell Point Cost: 5

Maw

At any point within range, a maw **magic level** meters in diameter and **power** meters deep opens up.

🎲 Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 10
● Shape: Circle
⏳ Actions: 1
⏳ Duration: 5 minutes
🪄 Spell Point Cost: 11

Banning circle

The demonologist draws a pentagram in a border in the floor or ceiling with the dagger or another object. The pentagram may have a maximum diameter of **power** meters. The more powerful the demon, the more complex the drawing.

The outer border of the pentagram can be broken by a demonic being from the outside to the inside, but not in the opposite direction. Usually a spell circle is drawn around an incantation circle to hold the demon in place until it binds. However, places can also be protected by the spell circle independently of summons. Within the spell circle, the demon has no magical or demonic powers, but does have the abilities of its physical form.

The following paraphernalia have an effect on the minimum roll of the spell circle :

- **Suitable environment, rest**: -1
- **Banishing circle is made of blood**: -2
- **5 candles**: -1
- **Each additional demonologist**: -1
- **The stars are right**: -10
- **Animal Sacrifice (each)**: -2
- **Human sacrifice (each)**: -5
- **Temple nearby**: 20
- **day**: 5
- **Priest nearby**: 10
- **Consecration water nearby**: 5
- **Superior Demon**: 10
- **Arch Demon**: 100

If the spell is reversed, the spell circle also applies in reverse. It will not let a demon in, but it will let it out. In this way, a demonologist can draw an additional circle around himself.

🎲 Spell Casting: Logic
🪄 Arcana: 3
↔ Range: 0
● Shape: Circle
⏳ Actions: 6
⏳ Duration: Power+Magic level nights
🪄 Spell Point Cost: 5

Deadly stone

The caster leads an attack with a stone weapon. Usually a ritual dagger is used.

If the attack is successful, the weapon melts into two tentacle-like outgrowths of liquid stone in the victim's body. The damage potential of the weapon is **power**+**magic level** dice, but it also takes 2 actions to pull the weapon out again (the outgrowths are already gone when you pull them out).

- 🎲 Spell Casting: Strength
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 7

Black call

The caster summons the appearance of a lesser demon into the world. The servant appears within the next 3d6 minutes. No binding takes place, the creature has its own will. For **Power***10 minutes the demon remains in the world.

The minimum roll for this spell is 7-**magic level**. Modifiers for character are applied after that.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 5
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 5
- ⏳ Duration: Power*10 minutes
- 🪄 Spell Point Cost: 15

Globulus

The caster creates a hiding place by creating a bubble in the demon world into which he and **Power***2 other characters are translocated. The bubble is created somewhere in the demon world, is transparent, and allows odor but nothing else to pass through. After the spell is completed, the characters in the bubble are translocated back.

The globe persists for **magic level***5 minutes.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level*5 minutes
- 🪄 Spell Point Cost: 7

(Needs concentration)

Mephitic Cloud

Summons a cloud of poisonous gas that lasts for **magic level** d6 combat rounds. The cloud has a diameter of **Power** steps and can be summoned up to 15 paces away from the caster.

If a character ends his combat round inside the cloud, he receives "Poisoned 2" and 2 wounds. If a character crosses the cloud without ending their combat round inside, they receive 'Poisoned 1'.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 2
- ↔ Range: 15
- ● Shape: Cloud
- ⏳ Actions: 1
- ⏳ Duration: Magic Level d6 rounds
- 🪄 Spell Point Cost: 8

New flesh

The caster touches the wound of the target. He strokes it and speaks the name of the patron.

The wound of the target closes completely. Any damage associated with the wound is erased. The wound closes with new flesh, and the wounded person immediately feels as if reborn. The new flesh that is created, however, is demonic in nature. It is an indefinable substance that naturally combines with human flesh. No one can say how the new flesh will behave in the future, whether it will be accepted by the body, or whether completely unexpected effects will occur.

The spell heals (**power**+**magic level**)*2 wounds.

- 🎲 Spell Casting: Conscientiousness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 2
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 11

Shadow Split

The 'Shadow Split' is a powerful and cruel spell that summons the dark forces of the Demon Sphere to tear apart an opponent's joints with unimaginable force. The caster summons dark, tentacle-like shadows that wrap themselves around the target's limbs and pull the joints apart with an eerie crack. In the worst case, this can lead to the complete loss of the affected limb.

If the target is wearing special armour such as bracers or greaves on the affected joints, the number of protection points will be deducted from the successes.

Target: A single living creature within the caster's line of sight.

Effect: The target suffers severe damage to the joints, resulting in considerable movement restrictions. With a particularly powerful cast, a limb can be completely severed. The damage is strength plus magic level.

Duration: Immediate effect, with continued movement restrictions until the target is healed.

Side effects: Using this spell may attract the attention of dark forces that may haunt the caster in the future.

⊞ Spell Casting: Strength
⚒ Arcana: 2
↔ Range: 10
● Shape: Beam
⧗ Actions: 1
⧗ Duration: Instant
⚒ Spell Point Cost: 5

Unnatural growth

The caster crouches down and cuts his flesh with a ritual dagger so that blood drips onto the floor. He closes his eyes and imagines the growth.

The form he imagines grows out of the caster's body. The surface and the appearance are based on the appearance of the archdemon or his servants who are attached to him. The caster can thus create a body part of almost any shape, which can be moved almost at will. The body part can have a length of **power** meters.

⊞ Spell Casting: Deftness
⚒ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level hours
⚒ Spell Point Cost: 9

(Needs concentration)

Demonic Form

The demonologist crouches down, cuts his flesh with the Ritual Weapon and drips the blood onto the element attached to the Archdemon (For mist, water is enough, magic implies a Magical Artefact).

The demonologist transforms into the form of one of the servants of his bonded archdemon. In doing so, he partially assumes the demon's abilities, though the body is just as vulnerable as in his human form. In addition, the demonologist gains only the demon's physical abilities at its normal human size, and no magical abilities at all.

The transformation lasts **power** minutes. He receives a bonus of **magic level** points on an appropriate attribute.

⊞ Spell Casting: Deftness
⚒ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 4
⧗ Duration: Power minutes
⚒ Spell Point Cost: 5

Web

The caster throws a piece of demonic nature (artefact, demonic object or new flesh) at the place over which the sphere is to be created. Then he waits until he is heard.

Tentacles of demonic substance grow into a grid-like sphere of max **power** steps. The tentacles have a strength of 500 wounds and are therefore almost impossible to cut. The net can both lock in and lock out living creatures.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: Sphere
⧗ Actions: 2
⧗ Duration: Magic Level nights
🪄 Spell Point Cost: 5

Astral Magic

Silence of the cosmos

The caster calls upon the silence of the cosmos. This silence silences both the magical actions and the sounds. The area of silence has a diameter of **magic level** steps and moves with the caster.

The minimum roll for spells and magic knowledge is increased by 4 within the circle, including the caster. All sound is swallowed by silence. The caster cannot hear anything for the duration of the spell.

The spell lasts **power** minutes.

🎲 Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: Circle
⧗ Actions: 1
⧗ Duration: Power minutes
🪄 Spell Point Cost: 8

Light of stars

After about 20 minutes the eyes of the caster begin to dull and he sees both day and night. Bright light does not blind the caster. However, in complete darkness, the caster cannot see. The spell lasts **power**+**magic level** hours.

🎲 Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power+Magic level hours
🪄 Spell Point Cost: 5

Star message

The astrologer looks at the starry sky and murmurs repeatedly the message to be conveyed.

After about 35 minutes, individual stars of the celestial bodies begin to shine brighter than others. Skilled astrologers and astral magicians can read out of these constellations a message about one **power of the spell** sentence long, no matter where they are in the world.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level nights
🪄 Spell Point Cost: 3

Irradiate

The caster stares at the target and summons the light of the sun. Bright rays come out of his eyes and hit the target directly in the face.

The rays blind the target, who can barely see. All Perception rolls and attacks have a minimum roll increased by **magic level**.

The spell remains active for **power** combat rounds.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: Beam
⌛ Actions: 1
⌛ Duration: Power rounds
🪄 Spell Point Cost: 5
(Needs concentration)

Greater magic analysis

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 60
⬤ Shape: Sphere
⌛ Actions: 1
⌛ Duration: Instant
🪄 Spell Point Cost: 5

Crystal barrier

At a point within reach, a barrier of grown crystals is formed, which is quite hard and therefore difficult to overcome. The crystals look like rock crystals, which grow out of the ground like normal crystals. The crystal barrier can have a maximum depth of **power** cm and a width of **power** meters. It takes about **magic level***5 rounds to punch through the barrier.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 5
⬤ Shape: Wall
⌛ Actions: 1
⌛ Duration: Instant
🪄 Spell Point Cost: 5

Path of the stars

A bright star shows the caster the way to his intended destination.

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: -
⌛ Actions: 1
⌛ Duration: Power+Magic level nights
🪄 Spell Point Cost: 3

Lizard Folk Magick

Snake Eyes

The caster fixes the target with a hypnotic gaze, paralysing it for rounds equal to the spell's **power**+**magic level**.

🎲 Spell Casting: Willpower
🪄 Arcana: 3
↔ Range: 10
⬤ Shape: -
⌛ Actions: 3
⌛ Duration: Spell Power rounds
🪄 Spell Point Cost: 9
(Needs concentration)

Blood Sacrifice Ritual

In a gruesome ritual, the caster sacrifices a small creature to temporarily increase any attribute by the amount of the caster's strength. The boost lasts for **magic level** hours.

- ▦ Spell Casting: Conscientiousness
- ⚡ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 3
- ⧗ Duration: Magic Level hours
- ⚡ Spell Point Cost: 10

Dark Vision

The caster can see up to **power** × **magic level** steps in total darkness.

- ▦ Spell Casting: Deftness
- ⚡ Arcana: 1
- ↔ Range: 10
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: 8 hours
- ⚡ Spell Point Cost: 5

Mind ban

The target rolls with their logic value, the roll is made more difficult by the **spell power**.

If the roll fails, the target is forced to obey the caster's commands until the spell expires or is cancelled.

- ▦ Spell Casting: Willpower
- ⚡ Arcana: 3
- ↔ Range: 10
- ● Shape: –
- ⧗ Actions: 3
- ⧗ Duration: Magic Level*5 hours
- ⚡ Spell Point Cost: 12

Acid Thorn

A sharp acid thorn is hurled at the target, causing poison damage equal to the spell's **power**. The thorn has piercing **magic level**.

- ▦ Spell Casting: Strength
- ⚡ Arcana: 2
- ↔ Range: 15
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚡ Spell Point Cost: 6

Decomposition

Causes the target's flesh to rot, dealing direct damage and attribute loss based on the spell's **power**+**magic level**. The target of the spell chooses the attributes and distributes the penalty points among them.

The attribute penalties are not removed until the damage is fully healed.

- ▦ Spell Casting: Strength
- ⚡ Arcana: 4
- ↔ Range: 15
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Instant
- ⚡ Spell Point Cost: 10

Venomous Bite

The caster receives a poison bite for **magic level** rounds of combat, dealing additional poison damage equal to the spell's **power** when hits are scored.

- ▦ Spell Casting: Strength
- ⚡ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: 3 rounds
- ⚡ Spell Point Cost: 7

Crawling Fear

All creatures within range of the spell make a Willpower roll, made harder by the **power** of the spell.

Those who fail the roll will flee from the lizard in panic.

🎲 Spell Casting: Willpower
🪄 Arcana: 4
↔ Range: 15
⬤ Shape: –
⏳ Actions: 4
⏳ Duration: Magic Level minutes
🪄 Spell Point Cost: 10

(Needs concentration)

Lizard Call

Summon a number of small lizards that will obey simple commands. The number summoned is equal to the **power** of the spell.

🎲 Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
⬤ Shape: –
⏳ Actions: 3
⏳ Duration: Magic Level hours
🪄 Spell Point Cost: 8

Whiff of acid

The caster spits out a cloud of acid that causes damage to all targets in the area of effect equal to the spell's **power**+**magic level**.

🎲 Spell Casting: Strength
🪄 Arcana: 2
↔ Range: 5
⬤ Shape: Cloud
⏳ Actions: 2
⏳ Duration: Instant
🪄 Spell Point Cost: 8

Swamp Fever

The target takes damage equal to the spell's **power** each day the curse is active. In addition, all physical attributes are reduced by the amount of **magic level**.

🎲 Spell Casting: Attractiveness
🪄 Arcana: 4
↔ Range: 0
⬤ Shape: –
⏳ Actions: 3
⏳ Duration: 1 weeks
🪄 Spell Point Cost: 12

Scale armour

The caster's body becomes covered in additional scales. He gains **spell power** normal protection and **magic level** bleed protection.

🎲 Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 0
⬤ Shape: –
⏳ Actions: 2
⏳ Duration: Instant
🪄 Spell Point Cost: 6

Shadow Step

The caster fuses with the shadows, increasing their stealth by the **power** of the spell.

🎲 Spell Casting: Quickness
🪄 Arcana: 2
↔ Range: 0
⬤ Shape: –
⏳ Actions: 2
⏳ Duration: Magic Level minutes
🪄 Spell Point Cost: 6

Chimerology

Unholy bond

The caster presses all the animals he wants to unite tightly together for the whole duration of the action and casts the spell.

The animals unite to form a chimera for **power***10 minutes as specified by the caster. When the spell expires or is cancelled, they separate again to their original form. The chimera is aggressive and not under the caster's control.

The chimera may consist of a maximum of **magic level** animals.

⊞ Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧖ Actions: 30
⧖ Duration: Instant
🪄 Spell Point Cost: 12

Adapt ability

The caster touches an animal and begins to murmur the verse repeatedly.

If the spell is successful, the gifted person receives the animal's ability for **power** hours. For example, he grows wings capable of flight or receives the nose of a dog. The associated transformation can take several minutes and can sometimes be extremely painful.

The caster gains a bonus of **magic level** to an attribute corresponding to the animal.

⊞ Spell Casting: Willpower
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧖ Actions: 1
⧖ Duration: Power hours
🪄 Spell Point Cost: 8

Leviathan creation

The eggs of a crocodile are wrapped in black cloth beforehand.

The caster encloses one or more crocodile eggs with his hands and speaks the verses of the leviathan creation on them. The eggs are then kept in a dark and warm environment until they hatch.

Magic level small leviathans hatch from the eggs in 10-**power** months.

⊞ Spell Casting: Deftness
🪄 Arcana: 4
↔ Range: 0
● Shape: –
⧖ Actions: 10
⧖ Duration: 10-Power months
🪄 Spell Point Cost: 12

(Needs concentration)

Curses

Drying out

The caster must cast the curse while touching the victim.

The victim loses **magic level** + 5% of his body fluid every day. By ingesting fluid, he can slow down the effect to 3%, but not completely prevent it. After the cursed person has lost 20% of his body fluid, one can already see the first signs of the deficiency. The skin becomes drier, the first sores appear. At 40%, the cursed is already weakened to the point that all attribute values are halved. From a fluid loss of 70% (now the skin seems to resemble a dry piece of leather) it is hardly possible for the cursed to stand up. Everything around him becomes blurred, and he has no way to take care of himself. Only when all liquid has escaped from the body, the cursed dies. Until that time, the fox keeps him alive.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Deftness
⚚ Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Power years
⚚ Spell Point Cost: 5

Paralysis of self

The caster must speak the curse while touching the victim.

The victim's tongue and limbs feel heavy and do not want to do their job properly. All physical attributes except Resistance are reduced by 1 with all consequences. The curse lasts **power**+**magic level** hours.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Willpower
⚚ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Power+Magic level hours
⚚ Spell Point Cost: 5

Bad luck

The caster must speak the curse while touching the victim.

The victim of the curse receives a "bad luck" value equal to the strength of the spell for the duration of the curse.

The victim, after making a roll for their actions, must roll on the "bad luck" value. If the "bad luck" roll shows a success, the action fails.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Willpower
⚚ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Power+Magic level hours
⚚ Spell Point Cost: 5

Shura's madness

The caster must speak the curse while touching the victim.

The victim is immediately seized by panic. The only thought that can be held for the next **magic level** d6 seconds is "GET AWAY HERE". However, the fear can be shaken off by a test of willpower. The minimum roll of this trial is increased by the strength of the spell.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Willpower
⚒ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level d6 seconds
⚒ Spell Point Cost: 5

Curse of the mind

The caster must cast the curse while writing the victim's name on a piece of paper or parchment.

The caster enters a trance-like state in which he bleeds the preferably stunned victim. The curse is transferred to the one whose name is written on the paper and on whom the caster has focused his hatred. After that, the caster falls into a swoon that turns into a restless sleep.

The victim bleeds from all pores as long as the curse lasts. Blood leaks from his eyes and nose, and the victim takes **magic level** d6 wounds per day.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Strength
⚒ Arcana: 3
↔ Range: 40
● Shape: -
⧗ Actions: 10
⧗ Duration: Power months
⚒ Spell Point Cost: 5

(Needs concentration)

Fear

The caster must cast the curse while touching the victim.

The victim panics and thinks only of escape for the next **magic level** d6 minutes. The victim escapes the curse with a successful Courage roll. The minimum roll for this is increased by the spell's power.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Willpower
⚒ Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 2
⧗ Duration: Magic Level d6 minutes
⚒ Spell Point Cost: 5

Self blame

The caster must speak the curse while touching the victim.

The victim does not feel the curse until he makes the first strike/shot against any target.

The damage caused to a target by a hit from the cursed one comes back to him 1 to 1, he suffers the same hits as the attacked one. The curse lasts **magic level** attacks from the cursed.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Willpower
⚒ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
⚒ Spell Point Cost: 5

Madaeus flu

The caster must speak the curse while touching the victim.

The victim falls ill with Madeus flu the next day. Throat and pharyngeal complaints, in addition to a slight fever and coughing irritations characterize the clinical picture. The victim remains sick until he is either magically cured or at least two other people are naturally infected. The flu is never fatal, but it is perceived as an annoying, unpleasant nuisance. The "contagion rate" is **magic level***10 % per day of stay in the company of a cursed person.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Deftness
- ✏ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 3
- ⧗ Duration: Instant
- ✏ Spell Point Cost: 5

Aging

The caster must cast the curse while touching the victim.

Shortly after the cursing, the victim starts to feel the first effects. The cursed person feels weakened, which, in addition to the unpleasant feeling, is manifested in the reduction of the values for strength, willpower, reaction, speed and perception by 1.

As long as the curse is active, these values decrease every day by another point. If one of the attributes reaches the value 0, the victim becomes bedridden and can no longer get up by himself.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Deftness
- ✏ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Power+Magic level years
- ✏ Spell Point Cost: 5

(Needs concentration)

Appendix - Spell Templates

Basic

Easy to cast

The spell requires 1 arcana less, but at least 1.

🪄 Spell Point Cost: 5
✳ Arcana: -1

Quick Cast

The spell requires 1 less action, but at least 1.

🪄 Spell Point Cost: 3
✳ Actions: -1

Duration of effect

The effect duration of the spell is doubled.

🪄 Spell Point Cost: 3
✳ Arcana: +1

Twinspell

The spell affects one additional target. The effect occurs for all targets.

🪄 Spell Point Cost: 5
✳ Arcana: +1

Powerful Spell

🪄 Spell Point Cost: 3
✳ Power: +1

Long Range

The range of the spell is increased by 20.

🪄 Spell Point Cost: 2
✳ Range: +20

Affinity

Fire affinity

Changes the spell's variant to fire.

🪄 Spell Point Cost: 1
🔥 Affinity: Fire

Arcana Affinity

The element of the spell is changed to arcana.

🪄 Spell Point Cost: 1
🔥 Affinity: Arcana

Light Affinity

The element of the spell is changed to light.

🪄 Spell Point Cost: 1
🔥 Affinity: Light

Earth Affinity

The element of the spell is changed to earth.

🪄 Spell Point Cost: 1
🔥 Affinity: Earth

Mind Affinity

The element of the spell is changed to mind.

🪄 Spell Point Cost: 1
🎇 Affinity: Mind

Blood Affinity

The element of the spell is changed to blood.

🪄 Spell Point Cost: 1
🎇 Affinity: Blood

Water Affinity

The element of the spell is changed to water.

🪄 Spell Point Cost: 1
🎇 Affinity: Water

Nature Affinity

The element of the spell is changed to Nature.

🪄 Spell Point Cost: 1
🎇 Affinity: Nature

Air Affinity

The element of the spell is changed to air.

🪄 Spell Point Cost: 1
🎇 Affinity: Air

Demonic Affinity

The element of the spell is changed to demonic.

🪄 Spell Point Cost: 1
🎇 Affinity: Demonic

Energy Affinity

The element of the spell is changed to energy.

🪄 Spell Point Cost: 1
🎇 Affinity: Energy

Shape

Cone

The shape of the spell is a cone.

🪄 Spell Point Cost: 3
● Shape: Cone

Wall

The shape of the spell is a wall.

🪄 Spell Point Cost: 3
● Shape: Wall

Circle

The shape of the spell is a circle.

🪄 Spell Point Cost: 3
● Shape: Circle

Cloud

The shape of the spell is a cloud.

🪄 Spell Point Cost: 3
● Shape: Cloud

Sphere

Changes the spell's form to a sphere.

🪄 Spell Point Cost: 3
✴ Arcana: +1
● Shape: Sphere

School

Transmutation

The school of the spell is changed to transmutation.

🪄 Spell Point Cost: 7
📕 School: Transmutation

Healing

The spell's school is changes to healing.

🪄 Spell Point Cost: 7
📕 School: Healing

Illusion

The spell's school is changed to illusion.

🪄 Spell Point Cost: 7
📕 School: Illusion

Divination

The spell's school is changed to divination.

🪄 Spell Point Cost: 7
📕 School: Divination

Abjuration

The spell's school is changes to abjuration.

�± Spell Point Cost: 7
▤ School: Abjuration

Conjuration

The spell's school is changed to conjuration.

✱ Spell Point Cost: 7
▤ School: Conjuration

Control

The school of the spell is changes to control.

✱ Spell Point Cost: 7
▤ School: Control

Damage

The school of the spell is changed to damage.

✱ Spell Point Cost: 7
▤ School: Damage

Enchantment

The spell's school is changed to enchantment.

✱ Spell Point Cost: 7
▤ School: Enchantment

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Appendix - Quirks

Madness and visions

Schizophrenia

The character is exceptionally creative and can find unique solutions to problems that others would never think of. Their different perspective on the world can lead to innovative ideas and artistic forms of expression. They have a strong ability to think **logically** and **perform**.

The symptoms of schizophrenia make it difficult for the character to socialise or maintain stable relationships. Their **Communication** skills and **Charm** are limited.

✴ Logic +1
✴ Charm –1
➜ Peformance +2
➜ Communication –2

Delusion

The delusion gives the character a strong sense of purpose and direction. Their unwavering belief in their cause gives them strong inner motivation and determination in certain situations. Their **Courage** and **Willpower** are increased.

Delusions can cause a character to become alienated from reality, impairing their ability to act rationally or interact effectively with others. The game master may demand a logic check at any time. If the character fails this check, it means they are experiencing an active delusion at that moment.

✴ Logic +1
✴ Willpower +1

Impulsive behavior

Depression

Having experienced depression themselves, the character can develop a deep understanding of and compassion for others' suffering.

Depression can prevent the character from performing every-yday tasks or participating in social activities. They may withdraw and isolate themselves.

✴ Endurance –1
✴ Conscientiousness –1
➜ Empathy +2

Fears and aversions

Agoraphobia

☀ Evasion +1
✴ Conscientiousness –1
➜ Perception +1

Social anxiety disorder

☀ Rerolls –1
✴ Conscientiousness +1
➜ Communication –1

Acrophobia

➜ Courage –2
➜ Perception +1

Hydrophobia

� Courage −2
➥ Orientation +1

Mysophobia

✳ Resistance −1
✳ Conscientiousness +1

Zoophobia

☀ Evasion +1
➥ Courage −1
➥ Nature −1

Delusional parasitosis

☀ Max stress +1
✳ Conscientiousness −2

Coulrophobia

✳ Apprehension +1
➥ Courage −1
➥ Peformance −1

teratophobia

☀ Rerolls +1
✳ Resistance −1
➥ Orientation −1

Verfolgungsangst

✳ Charm −1
➥ Stealth −1
➥ Courage −1

Personal characteristics

Nervousness

The character receives 10 dice for each battle, which they can use as they wish for attacks and defences.

The character cannot score critical hits when attacking.

Fears and aversions

Fear of antiquities

Because of his fear, the character naturally spends more time studying antiquities. He achieves a grade of 4 in this knowledge.

When near ancient artefacts, such as old walls, ruins or statues, as well as documents or books, the character becomes clumsier due to fear. All **physical** attributes are reduced by one.

📖 Ancient Relics +4

Mood swings

Night owl

The character is particularly alert and attentive at night. He receives a +2 bonus to **Perception** and a +1 bonus to **Orientation** at night.

The overtired character receives a −2 penalty to **Logic** and a −1 penalty to **Mechanics** during the day.

Sensory alterations

Hypersensitivity

The character gains a +2 bonus to their Perception skill.

The character quickly becomes overwhelmed in noisy environments. In these situations, he must pass a stress test. If he fails, he receives one **stress**.

➥ Perception +2

Madness and visions

Dark Visions

The visions can provide the character with valuable clues or warnings that help him avoid danger and uncover hidden truths.

The visions are often disturbing and can take an emotional toll on the character. After each vision, they must take a stress test. If they fail, they receive two **stress**.

Possession

The character receives a permanent +2 bonus to an attribute of their choice that corresponds to the entity.

Occasionally, the entity can take control of the character and force them to perform unpredictable or dangerous actions. When this happens, the character rolls a D6. The higher the result, the more positive the outcome for the character. Results above 3 are usually positive.

Mystical ticks

Ancient Bloodline

The character can understand and interpret ancient languages and symbols. They receive a bonus of 2 dice on checks related to education, history, and antiquities, provided these are related to ancient writings. The character receives the Antiquities 1 knowledge.

The character feels elitist and becomes increasingly eccentric. He gets a penalty on communication and charm.

✱ Charm –1
➔ Communication –1
▤ Ancient Relics +1

Madness and visions

Doubting mind

The character is immune to manipulation and deception involving a deception roll.

The character has difficulty trusting others due to his constant mistrust. This results in a –2 penalty to his **Communication** skill.

➔ Communication –2

Mystical ticks

Insatiable thirst for knowledge

The character receives bonuses to **Logic** and **Education**.

The insatiable thirst for knowledge leads to a negative perception of the character.

✱ Logic +1
✱ Education +1
➔ Perception –1

Ascetic

The character experiences hungry and thirsty later than others, and has increased **Resistance**.

The character's abstemious lifestyle makes it difficult for them to fit into social groups or form relationships. This results in a penalty in **Communication**.

✱ Resistance +2
➔ Communication –2

Personal characteristics

Clumsy

The character is distinguished by his unique ability to solve problems in unconventional ways. His clumsy nature often leads them to solutions that others would not think of, making them unexpected. He receives a bonus of two dice on checks that require unconventional thinking for this reason.

The character has a reduced **Deftness**.

✱ Deftness –2

Mood swings

Capricious

The character can be very charming and persuasive in social situations. This gives them a bonus to their **Charm**. The ability to quickly switch between different moods enables them to adapt flexibly to different social dynamics.

During any lengthy or in-depth conversation, the character must make a **Communication** roll. If they fail, their mood will swing and they will receive a penalty of –2 for the next D6 hours (instead of the bonus).

✱ Charm +2
➔ Communication +1

Sensory alterations

Tinnitus

The character is immune to acoustic illusions or manipulation due to the constant noise in their ears. Noises from their surroundings cannot distract him.

The minimum roll for all **Perception** checks involving hearing is increased by 3.

Mood swings

Diurnal

During the day, the minimum roll for all skill rolls is reduced by one.

At night, the minimum roll for all skill rolls is increased by one.

Impulsive behavior

Thoughtless

The character is able to act quickly in dangerous or stressful situations. With the **Quick Reaction** rule, they can repeat a failed roll once.

Because of his impulsive nature, the character tends to overlook important details and take ill-considered risks. This results in a reduction in **Logic**.

✱ Logic –1

Physical characteristics

Frail

Thanks to their less robust stature, the character can move more quietly and inconspicuously. They receive a bonus to **Stealth**.

The character experiences reduced **Strength** and a constant sense of physical weakness and insecurity.

✱ Strength –1
➥ Stealth +2

Personal characteristics

Weak will to live

Because of their indifference, the character has, in a sense, surrendered to their fate. He is given a destiny die.

The character has reduced **Resistance**.

✵ Destiny dice +1
✱ Resistance –2

Impulsive behavior

Restlessness

Thanks to their restlessness, the character can remain active for longer without needing to take a break. Their endurance is increased.

The character finds it difficult to concentrate on tasks that require calmness or patience. Their **Deftness** and **Conscientiousness** are reduced.

✱ Endurance +2
✱ Deftness –1
✱ Conscientiousness –1

Mood swings

Unresting

The character is always alert and vigilant. This gives them a bonus to **Perception**.

Because they are unable to fully relax, the character only regenerates half of the normal amount of stress reduction (rounded up) with each instance of stress reduction. Even when resting, stress is halved instead of being completely eliminated.

➥ Perception +2

Fears and aversions

Faithless

Because they don't believe, the character always strives to find a rational explanation. He is given three **rerolls**.

All rolls involving supernatural phenomena require a minimum roll that is two points higher. The character's religion skill is reduced.

➥ Religion –3

Personal characteristics

Perfectionism

The character receives two bonus dice and two rerolls due to his perfectionism.

More complex actions taken by this character usually take twice as long as they would for other characters. If speed is important, the game master may require a logic roll. If this roll fails, the specified time is doubled.

✵ Bonus dice +2
✵ Rerolls +2

Impulsive behavior

Daredevil

The character's **Courage** has increased.

The character's **Logic** is reduced.

✳ Logic –2
✊ Courage +2

Fears and aversions

Hypochondria

The character is very knowledgeable about medical topics and healthcare due to his constant concern for their health. They receive a bonus on **First Aid** and **Medicine** knowledge.

An exaggerated fear of illness can place a heavy strain on the character, impairing their ability to act. Their **Logic** and **Conscientiousness** are reduced.

✳ Logic –1
✳ Conscientiousness –1
✊ First Aid +2
📘 Medical science +1

Physical characteristics

Addiction

If the character has access to the things they depend on, they become extremely focused and motivated. During this time, they have two destiny dice.

If the character does not have access to what he depends on, they suffer withdrawal symptoms that impair their physical and mental performance. Their minimum roll increases by one.

Appendix - Body Modifications

Generators

Solar Skin

This specialised skin graft is interwoven with countless micro-receptors that give the flesh a faint, almost metallic shimmer. When exposed to sufficient light, it generates a continuous, low-level current. This trickle of energy is ideal for powering minor augmentations or supplementing a primary power source.

💰 Price: 600

⚡ Produces 2 mA energy

💔 Neutral biostrain

Sockets

⚡ Head 1

Kinetic Generator

This implant houses an internal system of oscillating weights and conductors that respond to the user's movements. It efficiently converts kinetic energy from any physical activity, from walking to combat, into a significant electrical charge.

💰 Price: 1000

⚡ Produces 8 mA energy

💔 Causes 2 biostrain

Sockets

⚡ Left Arm 1
⚡ Right Arm 1

Thermal converter

This implant functions as an internal heat exchanger, drawing thermal energy directly from the body's core temperature. It silently converts the body's waste heat into a constant and reliable current.

💰 Price: 900

⚡ Produces 6 mA energy

💔 Causes 1 biostrain

Sockets

⚡ Torso 3

Breath Turbine

A series of delicate, fin-like turbines is integrated into the respiratory tract of the user, spinning with every inhalation and exhalation. This constant motion drives the mechanism, generating a steady electrical current from the air passing through the lungs.

💰 Price: 600

⚡ Produces 4 mA energy

💔 Causes 2 biostrain

Sockets

⚡ Torso 1

Electrostatic Collector

Woven throughout the user's hair and epidermis is a web of nearly invisible, conductive filaments. These collectors passively gather ambient static charge from the surrounding environment. The captured energy is then channeled into an internal capacitor, providing a slow but consistent trickle of power.

💰 Price: 600

⚡ Produces 3 mA energy

💔 Causes 1 biostrain

Sockets

🦿 Left Leg 1

🦿 Right Leg 1

Piezoelectric Walk Generator

A series of pressure-sensitive components are layered along the bones of the feet and shins or integrated directly into the soles. Each footfall causes these elements to discharge a pulse of electrical energy. This energy is captured with every step and is generated solely through walking or running.

💰 Price: 400

⚡ Produces 2 mA energy

💔 Causes 2 biostrain

Sockets

🦿 Left Leg 1

🦿 Right Leg 1

Magnetic Field Harvester

A delicate lattice of inductive filaments is implanted beneath the skin, often arranged in intricate, spiraling patterns. This network remains dormant until it passes through a significant magnetic field, be it natural or artificial. The interaction induces an electrical current, its strength directly proportional to the intensity of the surrounding field.

💰 Price: 700

⚡ Produces 6 mA energy

💔 Causes 3 biostrain

Sockets

🦿 Torso 1

Blood Flow Dynamo

Anchored within a major artery, a miniaturized turbine spins perpetually in the current of the user's blood flow. The relentless pressure of the circulatory system drives this tiny dynamo, converting hemodynamic force into electrical energy. A continuous and substantial current is produced, drawn from the very pulse of life.

💰 Price: 900

⚡ Produces 9 mA energy

💔 Causes 4 biostrain

Sockets

🦿 Torso 1

Sound Wave Converter

A sensitive diaphragm, often placed just beneath the skin behind the ear, resonates with the vibrations of ambient sound. The constant flux of acoustic pressure, from whispers to explosions, causes the membrane to oscillate and generate a charge. Its energy output is therefore inconsistent, rising and falling with the volume of the immediate surroundings.

💰 Price: 600

⚡ Produces 4 mA energy

💔 Causes 2 biostrain

Sockets

🦿 Head 1

Photosynthetic Skin

The subject's natural epidermis is replaced by a symbiotic, bio-engineered tissue, often giving the skin a subtle verdant tint. Within this living layer, millions of custom organelles perform a type of photosynthesis, converting direct light into biochemical energy. A significant current is generated under sufficient illumination, which can cause faint, vein-like patterns on the skin to luminesce.

💰 Price: 800

⚡ Produces 7 mA energy

💔 Causes 3 biostrain

Sockets

🦿 Left Arm 1

🦿 Right Arm 1

Muscle Contraction Generator

A network of responsive fibers is woven directly through the user's major muscle groups, lying parallel to the natural tissue. Each time the host muscle tenses or relaxes, these integrated filaments generate a myoelectric charge.

💰 Price: 700

⚡ Produces 5 mA energy

💔 Causes 2 biostrain

Sockets

🏳 Left Arm 1
🏳 Right Arm 1
🏳 Left Leg 1
🏳 Right Leg 1

Moisture Condenser

A small, internal hygroscopic membrane constantly draws moisture from the surrounding atmosphere. This condensed water is then funneled through a micro-galvanic cell, creating a low-level electrical charge.

💰 Price: 600

⚡ Produces 3 mA energy

💔 Causes 1 biostrain

Sockets

🏳 Head 1

Radio Frequency Receiver

A sensitive antenna array, sometimes an external, decorative piece or a subdermal fractal pattern, is designed to capture ambient broadcast energy. The constant flood of radio waves - from public broadcasts to private communications - is absorbed and converted into a direct current.

💰 Price: 400

⚡ Produces 3 mA energy

💔 Causes 3 biostrain

Sockets

🏳 Head 1

Chemical Energy Extractor

A catalytic core, integrated with the user's digestive or circulatory system, functions as a miniaturized biochemical reactor. It intercepts and rapidly metabolizes organic compounds from the user's nutrient supply, directly extracting chemical bond energy. The process provides a substantial and steady current, but places a noticeable, continuous drain on the body's metabolic resources.

💰 Price: 400

⚡ Produces 8 mA energy

💔 Causes 4 biostrain

Sockets

🏳 Torso 2

☀ Max health -1

Microwave Absorber

Embedded within the user's dermal layers is a fine mesh of circuits, specifically tuned to resonate with high-frequency microwave emissions. The array passively absorbs this specific type of ambient radiation, converting the energy into a usable, low-level current.

💰 Price: 400

⚡ Produces 2 mA energy

💔 Causes 1 biostrain

Sockets

🏳 Torso 1

Ultrasound Generator

A set of crystalline resonators, implanted near the bone to enhance conduction, is calibrated to vibrate at frequencies beyond the threshold of hearing. It converts these inaudible, high-frequency waves into a low but steady electrical charge.

💰 Price: 600

⚡ Produces 3 mA energy

💔 Causes 1 biostrain

Sockets

🏳 Head 1

Ion Collector

A series of finely charged filaments, often arrayed as an external crown or integrated into the respiratory tract, is designed to attract charged particles from the air. As the user moves or breathes, free-floating ions adhere to these collectors, where their electrical potential is neutralized and harvested.

💰 Price: 400

⚡ Produces 2 mA energy

💔 Causes 2 biostrain

Sockets

🏷 Torso 1

Electromagnetic Inductor

A dense coil of conductive wire, often wrapped around a sensitive ferrite core, is implanted subdermally. It is specifically calibrated to generate a current when passing through the fluctuating electromagnetic fields produced by active power grids, motors, and transformers.

💰 Price: 700

⚡ Produces 4 mA energy

💔 Causes 1 biostrain

Sockets

🏷 Left Leg 1
🏷 Right Leg 1

Infrared Absorber

Plates of a matte, thermo-absorbent material are grafted onto the user's skin, remaining cool to the touch until activated. These surfaces are designed to capture high-intensity radiation specifically within the infrared spectrum. When exposed to a significant source of radiant heat - a forge, a running engine, a desert sun - the plates absorb the energy and convert it into a powerful current.

💰 Price: 800

⚡ Produces 6 mA energy

💔 Causes 2 biostrain

Sockets

🏷 Head 1

Piezoelectric Skin Sensor

Laminated just beneath the epidermis is a flexible mesh of pressure-sensitive micro-crystals. This subdermal lattice converts any direct kinetic impact on the skin - from a light touch to a heavy blow - into a brief spark of electrical energy.

💰 Price: 400

⚡ Produces 1 mA energy

💔 Causes 1 biostrain

Sockets

🏷 Left Arm 1
🏷 Right Arm 1
🏷 Left Leg 1
🏷 Right Leg 1

Bio Fuel Cell

A synthetic bioreactor, functioning as a secondary stomach, is spliced into the user's digestive tract. Within this organ, engineered microbes and potent catalysts aggressively decompose any ingested biomass, converting the matter directly into a massive electrical output. While this process generates a tremendous amount of power, it extracts almost no nutritional value, thereby placing an extreme and constant caloric demand upon the host.

💰 Price: 1100

⚡ Produces 10 mA energy

💔 Causes 3 biostrain

Sockets

🏷 Torso 3

Acoustic Resonator

A series of precisely calibrated resonant crystals is affixed to the user's bone structure. Each crystal is tuned to vibrate sympathetically.

💰 Price: 600

⚡ Produces 3 mA energy

💔 Causes 1 biostrain

Sockets

🏷 Head 1

Thermoelectric Generator

▶ Must be activated

A set of paired thermoelectric probes, often emerging from the knuckles or forearms, are linked internally. The implant generates a current only when a significant temperature differential exists between these two external contact points. By bridging a hot surface with one probe and a cold surface with the other, a substantial flow of energy is created across the thermal gradient.

💰 Price: 600

⚡ Produces 8 mA energy

💔 Causes 3 biostrain

Sockets

🔧 Head 1
🔧 Left Arm 1
🔧 Right Arm 1
🔧 Left Leg 1
🔧 Right Leg 1

Electrostatic Air Filter

Lining the user's upper respiratory tract is a microscopic grid that applies an electrical charge to inhaled air. This causes airborne particulates - soot, dust, allergens - to adhere to charged collector surfaces further down the passage. The process of capturing and neutralizing these particles generates a small, steady current.

💰 Price: 600

⚡ Produces 2 mA energy

💔 Causes 1 biostrain

Sockets

🔧 Head 1

✳ Resistance +1

Nanobot Energy Harvester

A subdermal reservoir contains a teeming colony of microscopic automata, each a self-propelled energy collector. Upon release, this swarm disperses into the immediate area to scavenge for ambient power, absorbing thermal, kinetic, or electrical energy from their surroundings. The automata periodically return to the host to offload their collected charge, delivering it in focused bursts.

💰 Price: 600

⚡ Produces 5 mA energy

💔 Causes 3 biostrain

Sockets

🔧 Head 1

Osmotic Pressure Generator

Integrated deep within the body's tissues is an array of advanced, semipermeable membranes. This system continually exploits the natural osmotic gradient between different bodily fluids, translating the subtle but constant pressure differential into a usable electric current. The generator provides a silent, ceaseless trickle of power, its efficiency tied directly to the host's state of hydration.

💰 Price: 600

⚡ Produces 4 mA energy

💔 Causes 2 biostrain

Sockets

🔧 Torso 1

Photovoltaic Skin Patch

Grafted onto an exposed area of skin is a distinct patch composed of a dark, faceted crystalline material. Its surface is a dense array of photoreceptive cells, engineered for the direct and highly efficient conversion of light into electricity.

💰 Price: 800

⚡ Produces 7 mA energy

💔 Causes 3 biostrain

Sockets

🔧 Left Arm 1
🔧 Right Arm 1

Electrolytic Cell Generator

A series of plates, composed of two carefully chosen dissimilar conductive materials, is implanted deep within the body's tissues. Using the host's own bodily fluids as an electrolyte, a continuous galvanic reaction between the plates generates a steady electrical current. This process provides a significant and reliable power source, though the more reactive of the two materials slowly corrodes over time, necessitating eventual replacement.

💰 Price: 700

⚡ Produces 6 mA energy

💔 Causes 3 biostrain

Sockets

🔧 Torso 1

Quantum Dot Solar Cell

Suspended within a translucent dermal patch is a dense solution of specially treated, microscopic crystals. These prismatic motes are engineered to absorb light across an exceptionally broad spectrum, giving the user's skin a faint, oily iridescence. This method allows for an incredibly efficient energy conversion, producing a massive current when exposed to any sufficient light source.

💰 Price: 900

⚡Produces 9 mA energy

💔Causes 4 biostrain

Sockets

🦴 Head 1

Senses

Cybereyes I

This foundational ocular prosthesis replaces a natural eye with a visibly artificial sensory apparatus. Its intricate, mechanical iris audibly adjusts to light, while internal lenses shift to grant a sharper focus than organic sight allows. The user can perceive fine details at a greater distance, discerning things that would otherwise be a blur.

💰 Price: 2000

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

🦴 Head 1

👉 Perception +1

Weapons

Smartlink

▶ Must be activated

A neural interface allows the user to establish a direct data link between their ocular implant and a compatible weapon. Once connected, a stream of targeting information - trajectory arcs, environmental data, and aiming feedback - is projected into the user's vision. This constant feedback loop allows for subconscious micro-corrections, steadying the user's hand and reducing the chance of a completely wild shot.

The minimum roll for attacks with linked weapons is reduced by 1.

💰 Price: 2500

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

🦴 Left Arm 1
🦴 Right Arm 1

Artificial Limbs

Cyberarm

This full arm replacement is built upon a dense, reinforced chassis, its movements driven by powerful, high-torque actuators. The limb's raw strength is immense, capable of delivering crushing blows that can buckle steel. Furthermore, its integrated gyroscopic stabilizers and rapid-response servos enhance unarmed combat performance, guiding strikes and parries with brutal efficiency.

Other body modifications that use slots in the arm can be incorporated into the cyberarm so that they do not require any slots themselves.

💰 Price: 3000

⚡Consumes 3 mA energy

💔Causes 4 biostrain

Sockets

🦴 Left Arm 3
🦴 Right Arm 3

✳ Strength +2
👉 Hand to Hand Combat +1

Protection

Dermal Armor

A resilient, ablative lattice is woven directly beneath the user's epidermis, giving the skin a slightly rigid, often patterned texture. When struck, a localized section of this layer shatters or hardens to absorb the brunt of the kinetic force, effectively acting as a single-use shield. Almost instantly, this compromised section regenerates or is replaced from within, restoring the armor's integrity for the next impact.

- 💰 Price: 2200
- ⚡ Consumes 1 mA energy
- 💔 Causes 2 biostrain

Sockets

- 🏷 Torso 1
- ⚙ Protection +1

Enhancements

Neural Enhancer

A fine web of conductive filaments is laced throughout the user's cerebral cortex, functioning as a neural co-processor. The device accelerates synaptic response, allowing the brain to process sensory input and formulate logical conclusions at a dramatically increased speed. Complex situations are apprehended more swiftly, and solutions to intricate problems present themselves with newfound clarity.

- 💰 Price: 2000
- ⚡ Consumes 2 mA energy
- 💔 Causes 3 biostrain

Sockets

- 🏷 Head 1
- ✴ Logic +1
- ✴ Apprehension +1

Senses

Audio Enhancer

The user's auditory canals are fitted with a system of powerful acoustic amplifiers, able to discern the faintest of sonic details. Whispers from across a hall, the subtle shift of a floorboard, or the tumblers of a distant lock are all rendered with stark clarity.

Grants a +2 dice bonus to Perception checks involving hearing.

- 💰 Price: 800
- ⚡ Consumes 1 mA energy
- 💔 Causes 1 biostrain

Sockets

- 🏷 Head 1

Artificial Limbs

Cyberleg

The replacement of a single leg with this powerful prosthetic creates a distinct imbalance in the user's gait and physique. Over time, the user learns to weaponize this asymmetry, capable of explosive, off-balance dodges and powerful single-leg leaps. At a full run, the user adopts a unique, loping stride, with the tireless prosthetic setting a punishing pace for the remaining organic limb.

Other body modifications that use slots in the leg can be incorporated into the cyberleg so that they do not require any slots themselves.

- 💰 Price: 3500
- ⚡ Consumes 3 mA energy
- 💔 Causes 4 biostrain

Sockets

- 🏷 Left Leg 1
- 🏷 Right Leg 1
- ✴ Quickness +2

Enhancements

Reflex Booster

Integrated directly with the spinal cord, this neural accelerator floods the user's nervous system with powerful synaptic stimulants at the onset of combat. This induced hyper-reactivity drastically alters the user's perception of time, causing the world around them to appear sluggish and slow. In this accelerated state, the user can process information and execute physical actions with immense speed.

💰 Price: 3500

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

🔥 Head 1

❖ Actions +1

Data Jack

▶ Must be activated

A universal interface port, typically set flush with the skin at the temple or nape of the neck, allows for a direct, physical connection to compatible machinery. Jacking in establishes a full neural link, flooding the user's consciousness with a raw stream of the machine's operational data. This intuitive, high-bandwidth connection makes navigating systems and diagnosing mechanical problems feel like a natural extension of the user's own senses.

💰 Price: 250

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

🔥 Head 1

Bone Lacing

The user's entire skeleton is laced with a molecularly-bonded metallic composite, vastly increasing its density and tensile strength. This reinforced frame is incredibly resilient, capable of absorbing shocks and trauma that would pulp ordinary bone and tissue.

💰 Price: 2400

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

🔥 Torso 2

❖ Max health +2

✴ Resistance +1

Muscle Augmentation

The user's natural musculature is threaded with bundles of high-performance myomer or electro-active fibers. These synthetic tissues contract with explosive force, granting a profound increase in raw strength for lifting, grappling, and striking. Engineered for incredible efficiency, the augmentation also resists the buildup of fatigue toxins, enabling the user to maintain peak physical output for far longer than is naturally possible.

💰 Price: 3000

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

🔥 Left Arm 2
🔥 Right Arm 2
🔥 Left Leg 2
🔥 Left Leg 2

✴ Strength +2
✴ Endurance +1

Senses

Infrared Vision

▶ Must be activated

A specialized sensor suite is integrated into the user's ocular implant, allowing them to shift their perception into the infrared spectrum. When this mode is active, the world is repainted in a ghostly palette of thermal signatures, where living creatures and active machinery burn brightly against the cold backdrop of inert objects. This allows the user to see through darkness and smoke as if they weren't there, tracking targets by the heat they radiate.

💰 Price: 1500

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

🔥 Head 1

Protection

Toxin Filter

▶ Must be activated

This dual-system implant integrates a powerful filter into the respiratory tract and a cleansing unit into the circulatory system. The respiratory component scrubs inhaled air, using a catalytic process to neutralize airborne toxins and gases completely. Meanwhile, the circulatory filter constantly cycles the user's blood, identifying and breaking down foreign chemical compounds, rendering most poisons far less effective.

Grants 2 bonus dice to Resistance checks against poisons and toxins, and provides immunity to inhaled gases.

🪙 Price: 1500

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

🦴 Head 1

Enhancements

Cyberheart

The body's natural heart is replaced by a powerful mechanical pump, its steady, metronomic beat a constant reminder of its artificial nature. This device circulates blood with a relentless efficiency that organic tissue cannot match, drastically enhancing the user's stamina and resistance to fatigue. The robust and forceful circulation also reinforces the entire system, making the user tougher and more resilient to physical trauma.

🪙 Price: 3300

⚡ Consumes 3 mA energy

💔 Causes 4 biostrain

Sockets

🦴 Torso 1

✹ Max health +1
✳ Endurance +2

Sound Dampener

A system of internal gyroscopic stabilizers and motion dampeners is integrated with the user's musculoskeletal system. This implant actively smooths the user's movements, eliminating the small, involuntary jerks that produce sound. Footfalls are softened to near-silence, and the rustle of gear is significantly muted, allowing the user to pass through an area with an almost unnatural quiet.

🪙 Price: 2500

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

🦴 Left Leg 1
🦴 Right Leg 1

➥ Stealth +2

Cyberlung

This prosthetic respiratory system replaces organic lungs with a far more efficient gas-exchange mechanism. It extracts and processes oxygen with such effectiveness that the user's blood becomes super-saturated, granting them a tremendous reserve of stamina for any physical exertion. The implant also features an internal oxygen storage cell, enabling the user to hold their breath for incredibly long durations.

🪙 Price: 2600

⚡ Consumes 2 mA energy

💔 Causes 4 biostrain

Sockets

🦴 Torso 1

✳ Endurance +2

Memory Enhancer

A mnemonic co-processor, wired into the brain's hippocampus, records all sensory input with perfect fidelity. This system archives memories as flawless, searchable data, allowing the user to recall any past event, conversation, or page of text with absolute clarity. With this perfect repository of knowledge, the user can cross-reference vast amounts of information instantly, drawing logical conclusions and identifying patterns with inhuman speed and accuracy.

🪙 Price: 2000

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

🦴 Head 1

✳ Education +1
✳ Logic +1

Cyberbrain

The user's neural architecture is fundamentally altered, with organic brain tissue augmented or replaced by a sophisticated computational core. This cybernetic mind processes information not through intuition, but through pure, high-speed calculation, allowing for the rapid assimilation and perfect recall of enormous volumes of data. Complex logical problems are solved with startling speed, and vast fields of knowledge can be mastered in a fraction of the normal time.

💰 Price: 5000

⚡Consumes 3 mA energy

💔Causes 5 biostrain

Sockets

🖐 Head 1

✴ Logic +2
✳ Education +1
✳ Apprehension +2

Chameleon Skin

▶ Must be activated

The user's skin is layered with a network of programmable chromatophores or light-bending crystals. When activated, this system scans the immediate environment and replicates its colors and textures, causing the user to visually blend into their surroundings like a living ghost. The camouflage effect is nearly perfect while stationary or moving slowly, but it distorts and fails if the user moves too quickly for the system to process the changing background.

When activated (1 action), grants a +4 dice bonus to Stealth checks when stationary or moving slowly. Consumes energy only when active.

💰 Price: 1700

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

🖐 Torso 1

Adrenal Pump

▶ Must be activated

A high-pressure pump is linked to a reservoir of potent combat stimulants and integrated with the user's circulatory system. Activating the device injects a full dose of this hyper-adrenal cocktail directly into the bloodstream, shocking the body into a state of extreme temporal acceleration. For a few heartbeats, the user moves like a blur, their thoughts and actions compressed into a frantic burst of speed that allows them to accomplish several tasks in the blink of an eye.

Can be activated once per combat (costs 1 action). The user gains +2 Actions for the current combat round. The pump has 3 charges, which are refreshed during a rest.

💰 Price: 2400

⚡Consumes 2 mA energy

💔Causes 3 biostrain

🔋3 charges

Sockets

🖐 Torso 1

Senses

Cybereyes II

This advanced ocular prosthesis is a marked improvement over earlier models, featuring a silent, fluid iris and superior optical processors for crystal-clear sight. An integrated multi-spectrum sensor allows the user to seamlessly toggle between the visible, thermal, and amplified-light spectrums as a free-flowing extension of their will. Furthermore, a built-in targeting computer analyzes the visual field to highlight critical details and project firing solutions, vastly improving both situational awareness and marksmanship.

Includes Night Vision and Infrared Vision modes, which can be toggled as a free action. Provides a +2 bonus to Perception and Shooting.

💰 Price: 3600

⚡Consumes 3 mA energy

💔Causes 4 biostrain

Sockets

🖐 Head 1

🖐 Shooting +2
🖐 Perception +2

Weapons

Poison Claws

▶ Must be activated

Hidden within sheaths beneath the fingernails are sharp, retractable claws of bone, keratin, or metal. A subdermal gland or reservoir continuously secretes a potent neurotoxin, which flows through microscopic channels to coat the tip of each claw. The wounds inflicted are often minor, but serve to deliver the fast-acting poison directly into the target's bloodstream, quickly incapacitating them.

Retractable claws used as a weaponless melee attack. The attack has Damage Potential 2 and causes the Poisoned 2 condition.

💰 Price: 2300

⚡ Consumes 1 mA energy

♥ Causes 2 biostrain

Sockets

☞ Left Arm 1

☞ Right Arm 1

👊 Hand to Hand Combat +2

Plasma Cannon

▶ Must be activated

The user's forearm is replaced with a powerful directed-energy weapon, its barrel reinforced with containment coils and focusing emitters. It draws a massive charge from the user's internal power supply to fire a single, searing bolt of incandescent matter. The projectile impacts with devastating thermal force, designed to melt through hardened armor plate and superheat the target behind it.

An integrated ranged weapon. Attack uses the Shooting skill. Range: 40m, Damage Potential: 5, Piercing: 2, Attack Modes: Single Shot.

💰 Price: 3700

⚡ Consumes 9 mA energy

♥ Causes 4 biostrain

Sockets

☞ Left Arm 1

☞ Right Arm 1

Protection

Energy Shield

▶ Must be activated

A series of emitters housed on the user's forearm can be activated to project a defensive energy screen. This creates a shimmering, semi-visible barrier of distorted energy a short distance in front of the user. The field is specifically calibrated to disperse or deflect high-energy projectiles like focused light or plasma, but offers no resistance to solid, kinetic objects.

Can be activated (1 action). When active, it provides a 4+ Cover roll against ranged attacks. Consumes energy only when active.

💰 Price: 3100

⚡ Consumes 2 mA energy

♥ Causes 3 biostrain

Sockets

☞ Torso 1

Nanobot Healer

Housed within a specialized internal reservoir is a dormant swarm of bio-repair automata. When activated, these microscopic agents are released into the bloodstream to converge on wounded areas of the body. They initiate a rapid, systematic process of tissue reconstruction, knitting muscle and sealing wounds for a short, intense period before becoming inert to replenish their resources.

Once per day, the user can activate the nanobots to heal 1d6 wounds. This process takes one minute.

💰 Price: 2100

⚡ Consumes 3 mA energy

♥ Causes 4 biostrain

Sockets

☞ Torso 1

Enhancements

Stealth Field Generator

▶ Must be activated

A sophisticated array of field projectors allows the user to actively bend light waves around their body. When engaged, this creates a powerful optical distortion that renders the user almost completely invisible, leaving only a subtle, watery shimmer where they stand. This profound visual displacement makes the user an exceptionally difficult target, though the field's delicate matrix is instantly shattered by any hostile action the user performs.

When activated (1 action), the user becomes almost invisible. The minimum roll for attacks against the user increases by 3, and the field deactivates when the user attacks.

💰 Price: 2500

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

⚑ Torso 1

Artificial Limbs

Cybernetic Tail

▶ Must be activated

Grafted to the base of the user's spine is a fully articulated, prehensile tail controlled by an integrated gyroscopic balancer. The appendage constantly shifts and adjusts to the user's movements, acting as a dynamic counterbalance that provides a superhuman sense of equilibrium and agility. While its main purpose is for balance, the tail can also be used to deliver a swift, distracting blow in melee.

Provides a +2 bonus to Acrobatics checks for balancing. Can make a weaponless melee attack with Damage Potential 1.

💰 Price: 3200

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Torso 1

👉 Acrobatics +2

Enhancements

Neural Interface

A powerful neural transceiver allows the user to convert thoughts into a silent, transmittable signal. This enables instantaneous, conceptual communication with other similarly equipped individuals and provides a direct, wireless link to compatible machine systems. Interfacing with a digital environment through this link feels effortless and innate, granting the user a masterful ability to comprehend and manipulate complex code and security protocols.

Allows silent, wireless communication with other devices or individuals with a similar interface. Provides a 3 bonus dice to checks against digital systems.

💰 Price: 1200

⚡Consumes 3 mA energy

💔Causes 4 biostrain

Sockets

⚑ Head 1

Weapons

Electro-Whip

▶ Must be activated

A segmented, conductive whip lashes out from a concealed housing in the user's forearm with a sharp crack. Upon impact, a powerful capacitor unleashes a high-voltage discharge that arcs down the weapon's length into the target. While the whip itself causes minimal physical harm, the massive electrical shock is designed to violently disrupt the nervous system and incapacitate a foe.

A retractable whip weapon. Attack uses Hand To Hand Combat skill. Range: 3m, Damage Potential 2, causes the Shocked 2 condition.

💰 Price: 1800

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Right Arm 1

⚑ Left Arm 1

Cyber Claw

▶ Must be activated

The user's hand is retrofitted with a set of heavy, retractable talons forged from hardened alloys. Each claw is driven by powerful micro-actuators, enabling them to strike with enough focused force to puncture sheet metal and shred lesser armor. These are not subtle tools, but brutal weapons designed to rip, tear, and gouge with devastating effect.

A powerful weaponless melee attack with Damage Potential 4 and Piercing 1.

💰 Price: 1700

⚡ Consumes 3 mA energy

💔 Causes 4 biostrain

Sockets

☛ Right Arm 1
☛ Left Arm 1

Sonic Launcher

▶ Must be activated

A wide, bell-shaped acoustic projector is integrated into the user's arm. Upon firing, it emits a directed cone of powerful, low-frequency sonic vibrations. This concussive wave of sound is designed not to tear flesh, but to violently disorient any target in its path, overwhelming their equilibrium and leaving them reeling and unable to coordinate a response.

Fires a 5m cone of sonic energy. Targets must make a Resistance check (minimum roll +2) or lose their next action and gain Shocked 2.

💰 Price: 1700

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

☛ Right Arm 1
☛ Left Arm 1

EMP Generator

▶ Must be activated

A powerful capacitor array integrated into the user's body can be triggered to release its entire charge in a single, massive burst. This unleashes a non-lethal, omnidirectional wave of disruptive electromagnetic energy from the user's position. While harmless to organic beings, this pulse is designed to instantly overload the delicate inner workings of any unshielded electronic or clockwork systems caught within its radius, rendering them temporarily inert.

When activated (1 action), all unshielded electronic devices within 10 meters are disabled for 1d6 rounds.

💰 Price: 2600

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

☛ Right Arm 1
☛ Left Arm 1

Nanobot Swarm

From a containment unit on the user, a shimmering cloud of microscopic, aggressive automata is unleashed. The swarm immediately descends upon a single designated target, enveloping them in a barely visible, crawling haze. Each automaton is a tiny engine of destruction, designed to relentlessly seek out vulnerabilities and deconstruct its target on a granular level, boring through armor and shredding tissue until its short-lived power supply is exhausted.

Can be released as an attack (1 action). The swarm attacks a target within 10m for 1d3 rounds, causing 3 hits with Piercing 3 each round.

💰 Price: 3000

⚡ Consumes 3 mA energy

💔 Causes 4 biostrain

Sockets

☛ Torso 1

Plasma Blade

▶ Must be activated

From an emitter in the user's forearm erupts a blade of pure, magnetically contained thermal energy, humming with a low thrum. The incandescent edge is not a solid object, but a focused field of intense heat that leaves a shimmering wake of distorted air. This allows the blade to slice through dense armor as if it were parchment, instantly cauterizing the devastating wounds it inflicts.

A retractable melee weapon. It has Damage Potential 3 and Piercing 3.

⛁ Price: 3500

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Right Arm 1
⚑ Left Arm 1

Enhancements

Gravity Manipulator

▶ Must be activated

A sophisticated field generator allows the user to project a localized distortion field that alters the effective mass of targets within its range. This beam can be modulated to either drastically increase an object's weight, pinning it with a crushing ponderous force, or to reduce it, making massive objects feel almost weightless. The effect can be used to immobilize foes under their own immense weight or to lift burdens far beyond the user's normal physical limits.

⛁ Price: 1400

⚡Consumes 3 mA energy

💔Causes 4 biostrain

Sockets

⚑ Torso 1

Bio-Luminescent Tattoos

▶ Must be activated

The user's skin is adorned with intricate tattoos created from a special, bioluminescent ink. On command, these patterns begin to glow with a bright, steady light, illuminating the surrounding area as effectively as a torch. The color of the luminescence is a permanent, stylized choice made when the tattoo is applied, turning the body into a living lantern.

⛁ Price: 500

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

⚑ Torso 1

Senses

Sonar Implant

▶ Must be activated

An implant grants the user a form of active echolocation, emitting a constant stream of high-frequency sonic pulses. The user's brain learns to interpret the returning echoes, building a precise, three-dimensional acoustic image of the surrounding area. Since this sense is based on sound and not light, it allows the user to navigate perfectly in total darkness and to perceive the true location of targets concealed by visual trickery.

Allows perception through sound waves, ignoring invisibility and penalties from total darkness within a 20-meter radius.

⛁ Price: 1000

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Head 1

Emotion Sensor

► Must be activated

A suite of passive bio-sensors allows the user to perceive the invisible tells of human emotion. The implant analyzes a target's subtle physiological signals in real-time: micro-expressions, fluctuations in heart rate, vocal stress, and changes in skin temperature. This stream of data provides the user with a profound and accurate insight into the true emotional state of those around them, cutting through deception and social masks.

💰 Price: 1200

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

☛ Head 1

👉 Empathy +2

Enhancements

Holographic Projector

► Must be activated

A miniature projector allows the user to cast a three-dimensional image of light and shadow into the air. The device creates a luminous, semi-translucent effigy by projecting patterns onto ambient particles or a self-generated refractive mist. While these apparitions are intangible and visibly flicker, they are realistic enough to create convincing diversions or to display simple visual information.

Can project simple holograms up to 10 meters away. Can be used to create distractions or communicate. Deception checks using the holograms gain bonus of 2 dice.

💰 Price: 1000

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

☛ Head 1

Nano Repair Bots

► Must be activated

A colony of microscopic repair automata constantly circulates through the user's body, performing routine cellular maintenance and slowly mending minor damage over time. This provides a steady, passive regeneration that keeps the body in a state of constant repair. Once per day, the entire swarm can be given a priority command, causing them to converge on a major injury for a single, rapid burst of accelerated healing at the cost of depleting their immediate resources.

It automatically heals one wound every three hours. It can be activated once per day to instantly heal 1d3 wounds.

💰 Price: 3500

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

☛ Torso 1

Senses

Chemical Analyzer

► Must be activated

A chemical analysis suite is integrated into the user's fingertip or olfactory system. The implant can draw in a microscopic sample of any liquid, solid, or airborne substance and instantly break it down to its core chemical components. This allows the user to identify unknown materials, from complex poisons to rare minerals, with incredible speed and precision.

Grants a 3 dice bonus to Investigation or Nature checks related to identifying substances.

💰 Price: 1000

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

☛ Head 1

Enhancements

Magnetic Grapples

▶ Must be activated

Powerful electromagnets are embedded within the user's hands and feet, linked to their internal power source. On command, these devices generate a focused and incredibly strong magnetic field. This allows the user to cling to any ferrous surface with immense force, walking up sheer metal walls or across ceilings as if on level ground.

🪙 Price: 800

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

👊 Left Arm 1
👊 Right Arm 2

Protection

Electrostatic Barrier

▶ Must be activated

A fine mesh of conductive filaments runs just beneath the user's skin, creating a personal Faraday cage. This subdermal grid is designed to intercept incoming electrical attacks, instantly channeling the lethal voltage across its surface and harmlessly into the ground. After absorbing a powerful discharge, the entire system must briefly repolarize, readying itself to neutralize the next shock.

It provides three units of shock protection, which are refreshed at the start of the character's combat round. This shock protection only avoids the 'Shocked' condition, not wounds.

🪙 Price: 2200

⚡ Consumes 5 mA energy

💔 Causes 3 biostrain

Sockets

👊 Torso 1

Thermoregulator

▶ Must be activated

A heat-exchange system is integrated with the user's circulatory and respiratory tracts. This network functions as a powerful internal thermoregulator, capable of either rapidly shedding excess body heat or generating its own warmth. It allows the user to maintain a perfectly stable core temperature, rendering them completely indifferent to the ravages of freezing blizzards or scorching desert suns.

The character is immune to the negative effects of extreme cold or heat.

🪙 Price: 400

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

👊 Torso 1

Chameleon Skin

The user's skin is permanently imbued with a subtle, non-repeating pattern of mottled, low-reflectivity colors. This is not an active camouflage system, but a passive one that constantly breaks up the user's silhouette against any background. This disruptive coloration makes the user inherently harder to notice, causing the eye of an observer to slide past them without registering their presence.

🪙 Price: 2100

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

👊 Torso 1

👊 Stealth +2

Enhancements

Neuro Stimulator

▶ Must be activated

A neural pacemaker integrated at the base of the skull sends a continuous cascade of micro-stimulations throughout the user's central nervous system. This constant priming of the neural pathways shortens the gap between sensory input and physical response. As a result, the user thinks with greater speed and clarity, while their body reacts with a sharp, heightened alacrity.

💰 Price: 3600

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

⚔ Head 1

✴ Logic +1
✴ Quickness +1

Senses

Ultrasonic Locator

▶ Must be activated

This implant allows the user to emit focused pulses of ultrasonic waves, actively scanning the surrounding area. A sophisticated processor analyzes the returning echoes, flagging minute inconsistencies in material density and acoustic resonance. This effectively allows the user to 'see' through solid surfaces to a degree, revealing hidden compartments, concealed objects, or the subtle outline of a camouflaged creature.

Grants a 2 dice bonus to Perception checks to locate hidden objects or creatures within 30 meters.

💰 Price: 2100

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

⚔ Head 1

Enhancements

Electro-Muscle Stimulator

A subdermal lattice of conductive filaments is laid over the user's core muscle groups. This system synchronizes with the body's natural nerve impulses, delivering a supplementary electrical jolt to the muscles at the precise moment of contraction. This forced over-contraction enhances the user's raw strength and optimizes muscular efficiency, allowing for greater power and stamina.

💰 Price: 2700

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

⚔ Left Arm 1
⚔ Right Arm 1
⚔ Left Leg 1
⚔ Right Leg 1

✴ Strength +1
✴ Endurance +1

Protection

Photon Shield

▶ Must be activated

A forearm projector, when activated, deploys a shimmering, aerosolized cloud of reflective micro-particles. This suspension forms a temporary, dazzling screen in the air that is specifically designed to scatter and diffuse focused beams of light. While it provides exceptional protection against laser-based weaponry, the intangible mist offers no defense against kinetic or thermal attacks.

When activated (1 action), provides a 5+ Cover roll against light and laser-based attacks.

💰 Price: 2400

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

⚔ Torso 1

Bio-Feedback Sensor

A network of microscopic diagnostic sensors constantly patrols the user's bloodstream, acting as an internal early-warning system. These bio-monitors are programmed to detect the subtle chemical signatures of foreign toxins and pathogens. The moment an invasive agent is identified, the implant sends a distinct alert to the user's consciousness, granting their natural immune system precious time to mount a defense before symptoms can take hold.

 Price: 1000

 Consumes 1 mA energy

 Causes 1 biostrain

Sockets

 Head 1

 Resistance +1

Enhancements

Quantum Entanglement

This implant contains one half of a perfectly matched pair of sympathetic resonators, their twins housed in a single other device. These two objects are intrinsically linked on a fundamental level, mirroring each other's state instantly and without any discernible signal passing between them. This phenomenon allows for a silent, untraceable, and instantaneous channel of communication, utterly independent of distance or physical barriers.

 Price: 1800

 Consumes 1 mA energy

 Causes 2 biostrain

Sockets

 Head 1

Nano Construction Bots

► Must be activated

A specialized pod on the user's body houses a swarm of microscopic construction automata. When released upon a supply of raw materials, these agents work in unison to assemble or repair objects according to the user's direction. The swarm can reconfigure matter to fashion simple tools from scrap or meticulously mend the mechanisms of a broken device, limited only by the user's technical knowledge and the quality of the materials provided.

Can be used to construct simple tools or repair items. Requires a Mechanics check and raw materials.

 Price: 900

 Consumes 2 mA energy

 Causes 3 biostrain

Sockets

 Head 1

Protection

Electromagnetic Cloaking

The user's skin is infused with a layer of sensor-absorbent material or an active signal-cancelling web. This system is designed to trap or spoof incoming electromagnetic detection waves, such as radar or lidar pings. While it has no effect on visual observation, it effectively nullifies the user's electronic signature, allowing them to pass through automated sensor grids completely undetected.

Makes the wearer invisible to electromagnetic sensors like radar.

 Price: 1300

 Consumes 1 mA energy

 Causes 1 biostrain

Sockets

 Head 1

Enhancements

Sonic Wave Manipulator

► Must be activated

The user's larynx is augmented with a sonic modulation system, allowing them to manipulate their vocal output with incredible precision. This device can analyze and store the acoustic properties of sounds, from a specific voice to ambient noises. The user can then perfectly replicate these stored sounds, enabling flawless vocal mimicry or the creation of highly convincing, localized sound effects for distraction.

Allows the user to mimic voices or create specific sounds for distraction. Grants a 2 dice bonus to Deception or Performance checks using sound.

💰 Price: 2100

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

⚑ Head 1

Plasma Cutter

► Must be activated

This forearm-mounted industrial tool is designed to project a short, contained jet of superheated matter. The focused thermal beam can methodically slice through thick plates of hardened steel, making it an excellent tool for breaching and salvage. While its cutting power is immense, the device is heavy and ill-balanced for combat, making any attempt to use it as a melee weapon a clumsy and unpredictable affair.

A tool that can cut through up to 10cm of standard steel per minute. Can be used as a melee weapon with Damage Potential 4, but it is unwieldy (minimum roll +2).

💰 Price: 2900

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Right Arm 1
⚑ Left Arm 1

Gravity Stabilizer

A powerful gyroscopic stabilizer is integrated into the user's core, constantly working to maintain a perfect center of gravity. This system uses predictive motion sensors and micro-adjustments to instantly counteract any lurch or imbalance caused by unstable surfaces. As a result, the user moves with an uncanny sense of stability, able to traverse rubble fields or environments with fluctuating gravity as if walking on a perfectly flat and stable plain.

The character ignores difficult terrain penalties caused by unstable surfaces or varying gravity.

💰 Price: 3200

⚡Consumes 1 mA energy

💔Causes 2 biostrain

Sockets

⚑ Torso 1

Neuro-Link Communicator

This neural implant is designed to translate the user's thoughts into a silent, transmittable data stream. It allows for direct, mind-to-mind conversation with anyone possessing a compatible link, bypassing the need for spoken words. The same system can be used to mentally interface with and operate compatible machinery, offering a basic but direct form of remote control.

💰 Price: 800

⚡Consumes 2 mA energy

💔Causes 3 biostrain

Sockets

⚑ Head 1

Protection

Infrared Cloaking

A thermal dampening system is woven throughout the user's skin, functioning as an active heat shroud. The network rapidly draws radiant body heat away from the surface, either storing it in an internal sink or venting it as a dispersed, cooled mist. This allows the user's thermal signature to perfectly match the ambient temperature of their surroundings, rendering them invisible to any form of heat-based detection.

💰 Price: 1200

⚡Consumes 1 mA energy

💔Causes 1 biostrain

Sockets

⚑ Torso 1

Enhancements

Electromagnetic Grippers

Powerful electromagnetic generators are embedded in the user's palms, allowing them to project a strong, localized magnetic field. This field allows the user to grip and lift heavy ferrous objects with a force that far surpasses their physical strength. With this power, a heavy steel beam can be held as easily as a wooden staff, though the grip is useless on any non-metallic material.

🪙 Price: 700

⚡Consumes 1 mA energy

💔Causes 2 biostrain
Sockets

✊ Left Arm 1

✊ Right Arm 1

Weapons

Photon Cannon

▶ Must be activated

This integrated weapon system replaces the forearm with a device designed to project a highly focused beam of coherent light. A series of amplifying lenses and a powerful lasing medium generate an instantaneous, perfectly straight line of destructive energy. The weapon is valued for its extreme range and pinpoint accuracy, striking distant targets with a lance of brilliant light.

An integrated ranged weapon. Attack uses the Shooting skill. Range: 100m, Damage Potential: 4, Piercing: 1, Attack Modes: Single Shot.

🪙 Price: 3600

⚡Consumes 2 mA energy

💔Causes 3 biostrain
Sockets

✊ Left Arm 1

✊ Right Arm 1

Enhancements

Electromagnetic Grappling Hook

▶ Must be activated

A forearm-mounted launcher fires a weighted projectile head attached to a durable, high-tensile cable. The head is fitted with a powerful electromagnet that can be activated to create a secure anchor on any metallic surface it hits. A high-torque internal winch can then be engaged to haul the user upwards or across gaps, providing a swift method of vertical and horizontal traversal.

Fires a grappling hook up to 50 meters that can attach to metallic surfaces.

🪙 Price: 1000

⚡Consumes 1 mA energy

💔Causes 2 biostrain
Sockets

✊ Left Arm 1

✊ Right Arm 1

Weapons

Electromagnetic Blade

▶ Must be activated

A blade of conductive alloy springs from a concealed emitter on the user's arm, audibly humming with stored energy. The blade is often set to vibrate at ultrasonic frequencies to enhance its ability to slice through resilient materials. Upon a sufficiently deep or well-aimed strike, an integrated capacitor can unleash a powerful electrical discharge through the blade, shocking the target.

A retractable melee weapon with Damage Potential 3 and Piercing 1. On a critical hit, the target receives the Shocked 1 condition.

🪙 Price: 1800

⚡Consumes 1 mA energy

💔Causes 2 biostrain
Sockets

✊ Left Arm 1

✊ Right Arm 1

Protection

Plasma Shield

▶ Must be activated

Upon activation, a forearm projector spews forth a swirling vortex of incandescent matter, which is then shaped into a protective shield by a powerful containment field. This shimmering barrier of superheated particles is both incredibly dense and intensely hot. Its unique properties allow it to physically block or vaporize incoming projectiles while also absorbing and dispersing the energy of directed-beam attacks, creating a formidable all-purpose defense.

When activated (1 action), provides 3 units of Normal Protection that can be used against physical and energy attacks. The shield lasts for one combat encounter.

💰 Price: 3200

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

Sockets

☛ Left Arm 1
☛ Right Arm 1

Enhancements

Holographic Communicator

▶ Must be activated

This device combines a sophisticated scanner with a miniature projector to enable three-dimensional, real-time communication. When a link is established with a compatible unit, the projector casts a luminous, semi-translucent effigy of the caller into the air. This projected apparition mirrors the caller's every word and gesture, allowing for face-to-face conversation regardless of physical distance.

💰 Price: 1200

⚡ Consumes 1 mA energy

💔 Causes 1 biostrain

Sockets

☛ Head 1

Gravity Manipulator

▶ Must be activated

An inertial regulator integrated into the user's body allows them to actively manipulate their own mass and connection to the ground. In one mode, the device can render the user almost weightless, allowing them to float gently or leap great distances. Conversely, it can be set to drastically increase the user's effective weight, anchoring them to their spot with immense force and making them nearly impossible to move.

Allows the user to reduce their own weight to float or increase it to become immovable. Requires an action to change state.

💰 Price: 3200

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

☛ Left Leg 1
☛ Right Leg 1

Sonic Wave Manipulator

▶ Must be activated

A series of acoustic emitters in the user's palm can be triggered to unleash a focused, invisible bolt of sonic force. This directed pulse of high-intensity sound is not designed to cause lasting harm, but to strike a single target with a powerful concussive impact. The shock to the inner ear and nervous system is enough to briefly incapacitate a foe, leaving them stunned and disoriented.

Can emit a focused sonic burst (1 action). A single target within 10m must make a Resistance check or be stunned for one round.

💰 Price: 2600

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

Sockets

☛ Left Arm 1
☛ Right Arm 1

Subdermal therapeutic implant.

▶ Must be activated

A cluster of subdermal sacs, each filled with a potent regenerative cocktail, is implanted in the user's torso. On a direct command, one of these sacs ruptures, flooding the user's system with a powerful dose of coagulants and fast-acting growth stimulants. This provides a near-instantaneous burst of healing to seal wounds in the heat of battle, but the implant only carries a limited number of charges before it is depleted.

When activated (1 action), it heals the wearer for 3d3 wouds. It has three charges, which must be refilled manually at a body modification vendor.

💰 Price: 1800

⚡ Consumes 1 mA energy

💔 Causes 2 biostrain

🔽 3 charges

Sockets

☘ Torso 2

Bionic Sprint

▶ Must be activated

The user's legs are augmented with a web of high-performance myomer that provides a minor but constant boost to their agility. The system features an overdrive mode that can be activated to flood these fibers with a massive energy surge, forcing them to contract at an incredible rate. This results in a short, explosive burst of speed, allowing the user to run at a blinding pace for a few moments before the system must cool down.

When activated (1 action), doubles the character's movement distance for 1d3 combat rounds. Increases Quickness by 1.

💰 Price: 900

⚡ Consumes 2 mA energy

💔 Causes 3 biostrain

🔽 2 charges

Sockets

☘ Left Leg 2
☘ Right Leg 2

✳ Quickness +1

Weapons
Bum Bum Arm

This bulky cybernetic arm is purpose-built for delivering a single, devastating blow, terminating in a piston-driven ram instead of a hand. When triggered, the entire forearm assembly launches its weighted head forward with explosive force, striking targets just outside of standard melee range. The sheer kinetic impact is designed to buckle armor and pulverize the structure underneath with a brutal, concussive slam.

Allows a weaponless melee attack with Damage Potential 6, Piercing 1, Actions 2, and a range of 2m.

💰 Price: 900

⚡ Neutral energy

💔 Causes 4 biostrain

Sockets

☘ Left Arm 2
☘ Right Arm 2

Generators
Handcrank

▶ Must be activated

A simple kinetic generator is integrated into the user's arm or torso, operated by a foldable, external hand crank. Generating power requires several seconds of strenuous, uninterrupted cranking to spin up an internal dynamo and charge a small capacitor. The stored energy is short-lived and depletes rapidly, providing a temporary burst of power that is sufficient for only a few moments of activity.

The energy generated by turning the crank lasts for 2 rounds of combat or 10 minutes out of combat. It takes two actions to turn the crank.

💰 Price: 100

⚡ Produces 2 mA energy
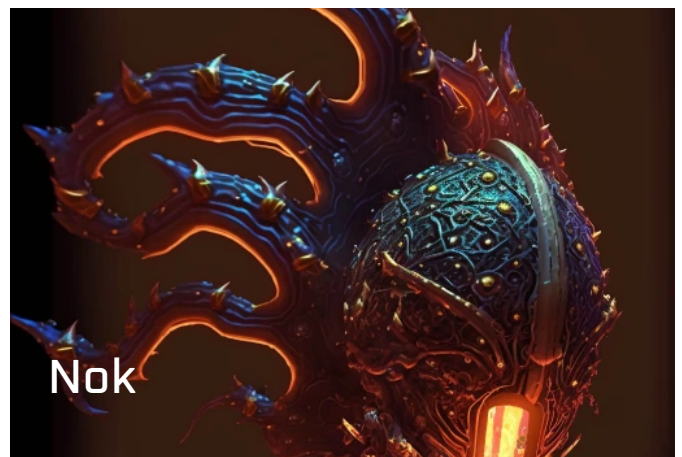
💔 Neutral biostrain

Sockets

☘ Head 1
☘ Torso 1
☘ Left Arm 1
☘ Right Arm 1

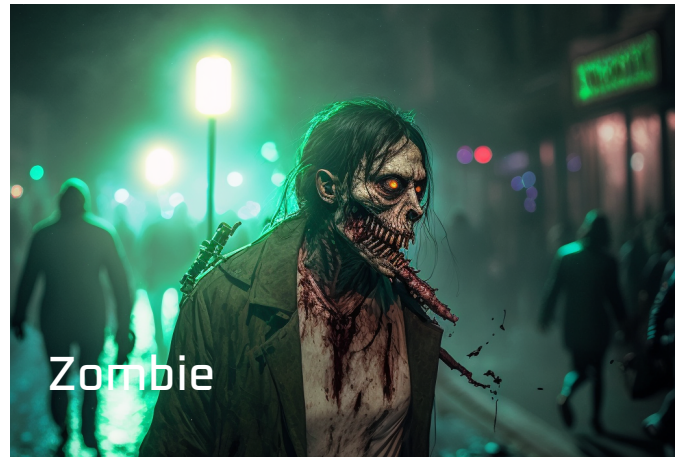# Appendix - Foes

Harbinger

Nok
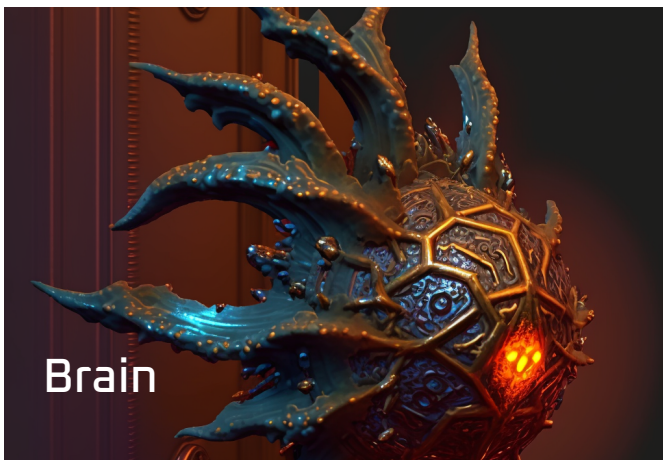
Medusa

Vampire spawn

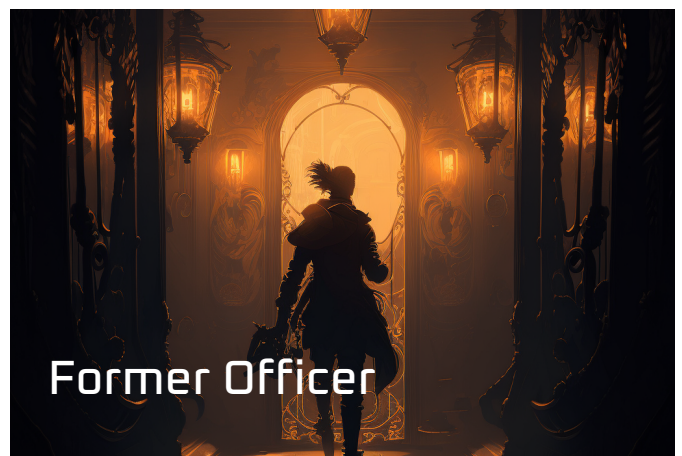Hellish Berserker

Zombie

Brain

Mummy

Skelett

Former Officer

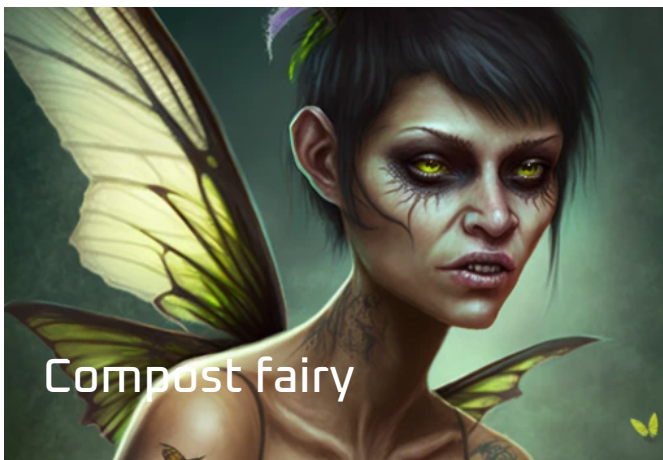Minaos Torq, the first Guardian

Minoan Statue

Scarecrow

Alien spider

Compost fairy

Prehistoric axolotl

Ultra Bot 5000

Phantomwarrior

Shoggy

Stalker

Spectre

Cultist