

Phase Six



Free pen and paper roleplay system



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1



Introduction

Welcome to *Phase Six*!

Phase Six is a role-playing game. The rules and all associated materials are sufficient to play adventures in the world of Phase Six. 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.

For a while they stood there, like men on the edge of a sleep where nightmare lurks, holding it off, though they know that they can only come to morning through the shadows.

J.R.R. Tolkien

This role-playing game 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?

Here, we are of course referring to traditional pen-and-paper role-playing games, not video games. In a typical session, a small group of two to four players *players* and a *game master* gather to tell a story together using character sheets and dice. This collaborative narrative is constantly shaped and advanced by the decisions of all participants.

Players begin by creating unique characters for either a short adventure or a long-term campaign. The character sheet serves as a blueprint, describing the character's origins, personality, and skills. These skills are quantified as numerical values, because resolving actions in the game requires players to make *checks* or *rolls*. These are tests using dice that determine the success or failure of a character's attempt. For example:

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 Chapter 3 and Chapter 4.

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.

Example

Julia gathered her group to begin the session, starting with a description of the opening 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?"

Think of the game as a shared story that everyone helps write. The Game Master is the architect, designing a world in motion with a cast of characters, hidden motives, and an event that pulls your characters into the heart of the action. But from that moment on, the players are in the driver's seat.

Whether you uncover a dark conspiracy or prevent an impending catastrophe is unknown. The Game Master sets the scene, but the players' decisions determine where the story goes.

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 thought on power gaming: The Phase Six rule-book 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 to give you 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 Chapter 5.

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but Phase Six 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 *Phase Six* 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.

- 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 transparent for all players. In Phase Six, it is important for the players to know when it is their turn again (not just because they lose their unused actions).

Characteristics

Phase Six 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

Phase Six 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 save 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. 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 Phase Six. 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 *Phase Six* that makes it a toolkit for any scenario you can imagine.

You can find more information about the combat rules and weapon modifications in Chapter 5.

2



The Character

To enter the world of Phase Six, you need a character - a fictional person you breathe life into and whose destiny you guide. The character sheet is where all the stats and traits that make your hero unique are recorded.

This chapter provides an overview of a character's fundamental attributes. The process of character creation is described in detail in Chapter 3.

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 measures a character's acquired general knowledge and their ability to recall learned information. A high value suggests a person who has read a lot, attended a good school, or possesses an insatiable curiosity. Consequently, such a character excels in all theoretical skills like *Nature* or *History*.

Logic

While *Education* represents a character's stored knowledge, *Logic* is their ability to apply that knowledge and draw new conclusions. *Logic* is always crucial when it comes to creating a coherent picture from existing clues or analyzing complex problems. A character with high *Logic* is therefore superior in skills like *Investigation*, to connect the crucial details at a crime scene, or in *Mechanics*, to see through the design of a trap and disarm it.

Conscientiousness

Conscientiousness describes a character's diligence, discipline, and reliability. A high value signifies a methodical approach and prevents careless

mistakes, which is crucial for skills like *First Aid* or *Stealth*.

Willpower

Willpower is the mental fortitude and determination with which a character pursues their goals and resists adversity. It represents the inner toughness to not be swayed from one's path by external pressure or internal doubt. A high value is therefore the foundation for skills like *Courage*, to remain steadfast even in hopeless situations, or *Intimidation*, to project one's own will onto others.

Apprehension

Apprehension describes how quickly and precisely a character grasps and processes their surroundings with all senses. It is the measure of innate alertness and awareness of one's environment, from the smallest sound to the widest landscape. A high value is therefore the foundation for skills like *Perception*, to spot hidden details or dangers, and *Orienteering*, to avoid getting lost in unfamiliar terrain.

Charm

Charm is the ability to create a positive connection with others and win them over through choice of words, demeanor, and personality. In contrast to purely external *Attractiveness*, *Charm* is an attribute based on intuition. A high value in this area is the foundation for skills like *Politics*, to win allies and conduct negotiations, as well as *Empathy*, to understand and react to the moods of others.

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

Deftness covers both a character's general physical control as well as their fine hand-eye coordination. It is the measure of reflexes, balance, and the ability to execute precise and controlled movements. A high value in this attribute allows a character to excel in skills like *Acrobatics*, to evade obstacles and maintain balance, as well as in *Shooting*, to reliably hit a target even at a great distance.

Strength

Strength is the measure of a character's raw muscle power and physical might. It represents the ability to exert overwhelming physical force, whether to move heavy objects or to inflict devastating damage in combat. A high Strength value is therefore crucial for *Hand to hand combat*, to smash through armor with powerful blows, as well as for *Throwing*, to hurl objects at a target with great force.

Attractiveness

Attractiveness measures the immediate impact of a character's physical appearance and presence on others. This value doesn't necessarily describe conventional beauty, but rather how memorable or captivating a person's appearance is - be it through graceful features, an intimidating stature, or striking characteristics. High Attractiveness ensures that a character stands out from the crowd and leaves a strong first impression before they have even spoken a word.

Endurance

Endurance describes a character's purely physical resilience and toughness. It determines how long someone can engage in strenuous activities like a forced march, a long run, or a fight before exhaustion sets in.

Resistance

Resistance is the body's innate toughness and constitution, allowing a character to withstand damage and hostile influences. It represents the ability to mitigate the effects of poisons, or endure the hardships of extreme heat and cold. A character with high Resistance fends off diseases and other harmful effects more effectively.

Quickness

Quickness measures both a character's pure movement velocity as well as their reaction time. It determines how rapidly a person can travel to cover distances, but also how quickly they can react to sudden events or dangers.

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 Chapter 5).

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Chapter 4), 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 Chapter 7).

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 *Intimidation* 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: *Charm*

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 is the theoretical and academic knowledge about the nature of magic. It allows a character to analyze the structure of a foreign spell, decipher arcane writings, or know the history and rituals of ancient magical cults. In direct contrast to the practical skill of *Spell Casting*, Magic Knowledge is the skill of understanding and identifying, not of applying.

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. Antiquities can also be assessed with this skill.

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.

For exact rules on throwing items, see Chapter 5.

Attribute: *Strength*

Spell Casting

This skill is only available for campaigns containing magic.

The spell casting skill is the measure of a character's mastery over raw magical energies and their ability to shape and direct them with purpose. It is used to cast powerful spells, engage in magical duels, or create artifacts. In crucial contrast to the purely theoretical *Magic Knowledge*, spell casting thus describes the active and practical application of magic.

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.

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

3



Creating a Character

To create a character, you select character templates that reflect their life stages, talents and interests (see Chapter A). Each template can alter the character's attributes and skills, as well as bringing knowledge and shadows.

Reputation

A character's reputation reflects their level of fame. Characters earn a certain amount of reputation for each adventure they complete. New characters usually start with 20 reputation points. However, the game master can determine this.

Reputation is used to add character templates. Each template costs a certain number of reputation points.

Character templates can have negative reputation 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 
- Science fiction 

Optional extensions include:

- Magic 

- Horror 
- Pantheon 
- Body modifications 

The extensions and eras are listed for all templates, weapons and items, and equipment.

In the appendix, the symbols used in the list above are used for the character templates, items, weapons, etc.

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.

Scholar

Reputation:	10
Education	+4
Nature	+1
History	+2
Communication	+1

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

The list of templates can be found in Chapter A.

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
- Attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum wounds: 10
- Arcana: 0
- Spell Points: 0
- Maximum Stress: 10
- Base stress: 0
- Biostrain: 0

Lineage

First, during character creation, you choose your character's lineage. This origin not only describes the culture your character comes from, but also provides a lineage template that grants the typical strengths of a member of your people.

Only one lineage template may be chosen, and it does not cost any Reputation.

The available templates are listed in the Chapter [A](#).

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 reputation. 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 Chapter [4](#)).

Remaining reputation

Once the player is satisfied with the template, they can declare the character finished. Any remaining reputation that has not been spent will be added to the character's reputation (see Chapter [8](#)). This means that no reputation is 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 Chapter 6 chapter.

Equipment

Chapter B, Chapter D and Chapter E 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 Chapter F). Only spells of origins that the character has unlocked through character templates can be selected. More details can be found in the chapter ??.

Body Modifications

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

Body modifications can be purchased at the beginning using the starting capital. The rules for body modifications (see ??) must be taken into account here; for example, sufficient energy must be available to power them.

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

4



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 number of dice rolled for a check corresponds exactly to the Total Skill Value. This value is the sum of the skills's Base Attribute and any bonuses granted by Character Templates.

Example

A character with a Total Value of 4 in 'Intimidate' (e.g., Apprehension 1 + Template 3) rolls 4 six-sided dice.

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 total 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.

Example

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

Example

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 Phase Six, 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.

Example

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 Chapter 3). 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

The number of re-rolls a character has is a character trait that can be obtained through templates.

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+.

Example

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 Conceal.

5



Combat

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.

Example

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 Chapter 7).
- **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 Chapter 7: 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.

Example

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 carry out an attack, a roll is made with the appropriate skill (shooting, melee or throwing). The number of dice is increased by the weapon's damage potential. The *minimum roll* for this roll corresponds to the character's *minimum roll*.

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 attack 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.

Example

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 can be 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+:** megacritical 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 Chapter 6 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.

Example

John has just escaped from hospital. He is wearing a surgical gown with "B" protection, which protects against bleeding. He is attacked with a knife in the street. The attacker rolls "1 critical hit, 1 wound". John cannot prevent the critical hit, but he uses the "B" protection to avoid the normal hit. He removes the "B" protection from his protection pool for this fight and takes one wound from the critical hit.

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 2D6 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.

6



Equipment and 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 Chapter 5):

- **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 Chapter 7). 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

Example

Hagen is attacked by a cultist wielding a dagger with a roughened blade. This dagger inflicts Bleeding 1 when it causes wounds.

Hagen does not parry the attack and receives two wounds. Due to the dagger's effect, he also gains the "Bleeding 1" condition.

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.
- **Poison Protection (P):** Prevents you from being hit and an attack from causing Poisoned condition.
- **Fire Protection (F):** Prevents being hit and prevents an attack from causing the Burning condition.
- **Reflecting Protection (R):** Prevents a normal hit and causes the attacker to be hit.
- **Shock Protection (S):** Prevents being hit and prevents the attack from causing Shocked condition.
- **Protection against demonic influence (D):** Prevents one hit, or three hits of demonic origin.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Chapter 5.

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 (N):** This protection can be used to prevent a normal hit.
- **Critical protection (C):** This protection can prevent a critical hit or a normal hit.
- **Sticky Protection (H):** Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
- **Bleeding Protection (B):** Prevents a hit and an attack from causing the Bleeding condition.

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.

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Wounds and Healing

The physical integrity of the character is represented in the form of possible 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 Chapter 5).

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 banded (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.

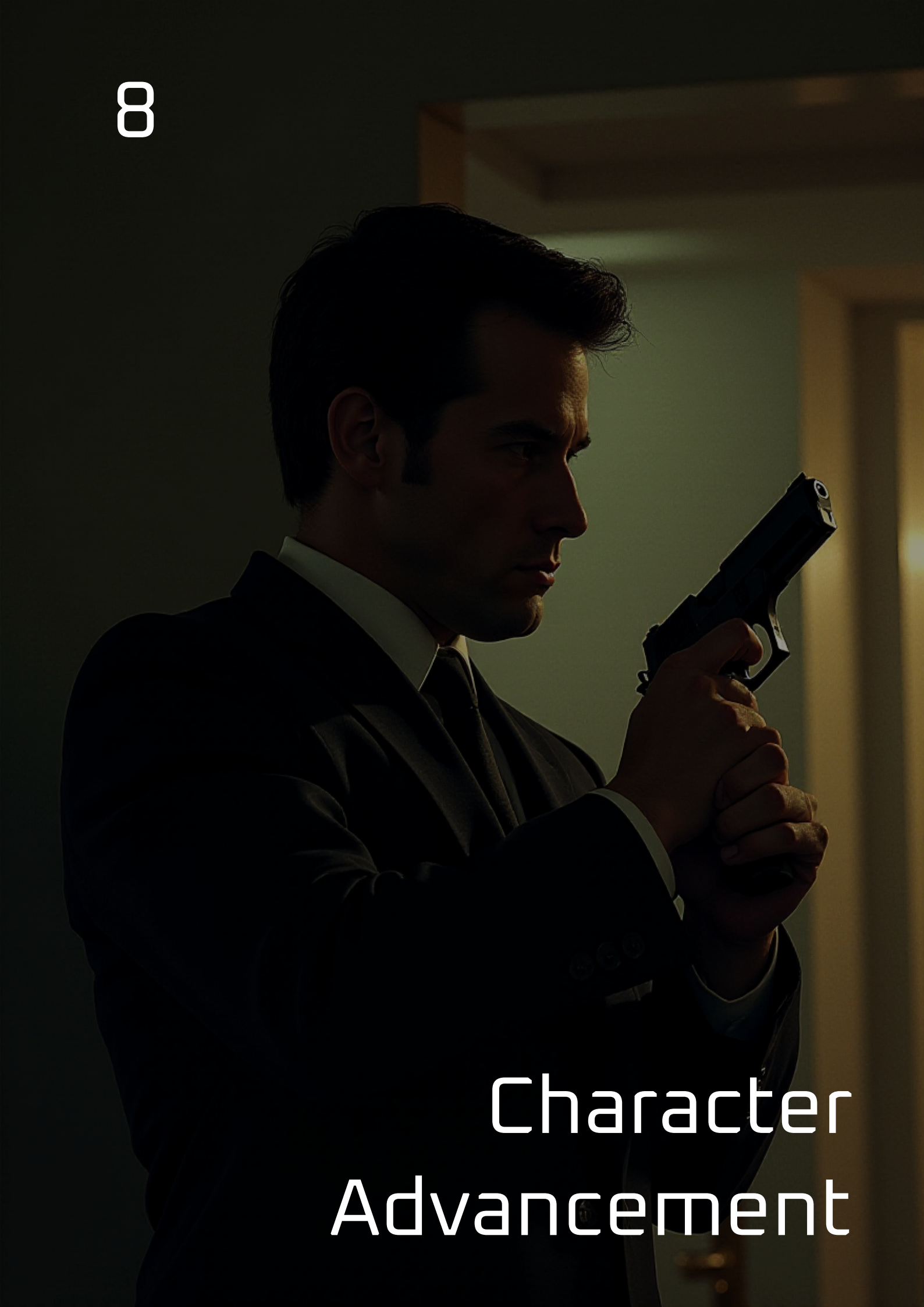
Hunkered

The character has a 6+ cover (see Chapter 5).

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

It takes an action to hunker down or stand up.

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A man in a dark suit and white shirt is shown in profile, holding a handgun with both hands. He is looking intently at the weapon. The scene is dimly lit, with a warm, golden light source visible in the background, creating a dramatic and suspenseful atmosphere. The man's face is partially illuminated by the light from the background.

Character 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.

9



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.

Arcana 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.

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 Phase Six 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 referred 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 *Arcana* 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*.

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The Art of Synthesis and Brewing

Mixing chemicals, boiling tinctures, and creating experimental serums is precise and often dangerous work. To represent this process dynamically at the table, use a structured procedure in which circumstances, equipment, and missing components directly affect the crafting roll.

The procedure is resolved in the following steps:

- **Determine bonuses and penalties:** Determine the skill, the formula's difficulty, and any modifiers from the environment, equipment, and substituted components.
- **Crafting roll:** Roll the calculated dice pool against the resulting minimum roll.
- **Evaluate successes:** Check whether the required number of successes has been reached.
- **Quality or mishap:** Optionally resolve high quality, failures, and dangerous side effects.

The Skill

Creating substances is based on the skill that best fits the setting and the specific substance. Usually this is *Chemistry* or *Alchemy*.

In fantasy settings, a formula can often be created with *Alchemy* or *Nature*. In modern or futuristic settings, *Chemistry*, *Nature*, or *Medicine* are usually appropriate.

If a character lacks the primarily required expertise, they may use a related skill if the game master allows it. The character then suffers a penalty of **-2 dice**. The game master decides whether an alternative skill is logically applicable.

Example

The street doc Patch has no skill in *Chemistry* or *Nature*, but has a value of 5 in *Medicine*. He tries to build a makeshift smoke bomb from household materials to escape a corporate squad.

The game master allows *Medicine*, because Patch has a rudimentary understanding of chemical reactions. Since he is improvising outside his field,

he suffers a penalty of **-2 dice**. Instead of rolling 5 dice, Patch rolls only 3 dice for this crafting roll.

Formulas and Recipes

Every project requires instructions: a recipe, a chemical formula, a blueprint, or comparable notes. If the requirements are not followed, failure is possible. All formulas are divided into difficulty levels that determine the minimum roll and the required successes.

Since the usual minimum roll in Phase Six is 5+, higher levels often require exploding dice and critical successes.

Level	MR	Successes
Easy	5+	1
Medium	8+	2
Hard	11+	4

Example

The agent Bettina attempts to synthesize a difficult truth serum. The table sets a minimum roll of 11+ and requires 4 successes.

Bettina rolls 5 dice. With normal rolls she can achieve no more than a 6. She therefore depends on several of her dice exploding to reach results of 11 or higher and collect the required successes.

Equipment and Environment

An expert is also defined by their surroundings and their tools. Equipment changes the minimum roll and sometimes the dice pool.

- **High-end laboratory (-3 MR):** State-of-the-art analysis, perfect tools, or a magical nexus. This is where the impossible becomes possible.
- **Standard laboratory (-2 MR):** Solid stationary equipment, such as crucibles, centrifuges, or fume hoods.

- **Mobile field kit (-1 MR):** A compact case for agents, field researchers, or adventurers.
- **Basic equipment (+/-0 MR):** Mortar, small burner, or simple test tubes. The absolute minimum.
- **Improvised (+1 MR, -2 dice):** Makeshift jars, hollow tubes, bare hands. A sure recipe for disaster.

The environment changes the dice pool:

- **Laboratory calm (+1 die):** Absolute quiet, no time pressure.
- **Normal conditions (+/-0 dice):** Clean workplace, stable table.
- **Adverse conditions (-1 die):** Knee-deep in mud, in a moving getaway car, or in a hurry.
- **Chaos (-2 dice):** Active gunfire, collapsing ruins, or extreme time pressure.

Example

Toria hastily tries to mix an experimental antidote while enemies are already breaking down the barricaded door. She uses a mobile field kit and lowers the minimum roll by 1.

The game master treats the situation as *chaos*, however, and subtracts 2 dice from Toria's dice pool. A medium recipe (MR 8+, 2 successes) is therefore rolled at MR 7+ with a dice pool reduced by 2 dice.

Substitution

In the wilderness or on the run, perfectly stocked equipment is rare. If a required component is missing, the character can look for an alternative.

Every component in a formula serves a specific function and has one or more inherent effects. Typical effects include purification, binding, heating, or stabilization. Based on these effects, the game master and players decide how well an alternative ingredient fits into the process.

- **Suitable substitute (+1 MR):** The effects and properties of the substances match well. The process remains stable, and the minimum roll increases by only one point.
- **Risky substitute (+2 MR):** The alternative roughly serves the same purpose, but is volatile, unpredictable, or has disruptive side effects. The delicate balance is endangered.

The Law of Instability

As soon as three or more ingredients are substituted in a single recipe, the substance becomes unpredictable. On a failure under this condition, the roll is no longer treated as a simple failure. The game master automatically rolls on the failure and catastrophe table.

Example

The alchemist Kael needs sweet moonberries for a healing potion, because they have the brewing effect *binding* and neutralize toxic secondary herbs. Since he is trapped deep in the catacombs, he uses sour cave fungi instead.

The fungi also have the *binding* effect, but bring an unpredictable property with them. The game master treats this as a risky substitute. Kael's minimum roll increases by 2 points. Had he replaced three ingredients in total, the law of instability would have applied.

Quality and Mishaps

Creating substances is not sterile work. Small nuances decide between masterpieces, useless sludge, and deadly poisons.

High Quality

If the roll achieves at least twice as many successes as the difficulty level requires, roll a d6 to determine the masterpiece's special property:

- **1-2, Intensification:** The effect lasts twice as long or is 50% more effective.
- **3-4, Purity:** The substance has no side effects and does not strain the organism.
- **5, Efficiency:** The effect occurs immediately and without delay.
- **6, Masterpiece:** Maximum effect. The consumer also gains a permanent bonus of **+1 die** on their next relevant roll.

Failure and Catastrophe

If the roll shows more ones than actual successes, the check is a mishap, even if the required successes were technically reached. The game master rolls 1d6 to determine the extent of the failure:

- **1-2, Instability:** The chemical or mystical bond dissolves. The substance loses its effect after 24 hours at the latest and becomes toxic or useless.
- **3-4, Side effect:** Sloppy work. Emerging nausea causes a penalty of **-1 die** on all of the consumer's rolls for one hour.
- **5, Inversion:** The substance has exactly the opposite effect. A healing serum causes wounds, or an explosive freezes the area.

- **6, Catastrophe:** Explosive expansion. The container explodes immediately when filled or moved and causes damage in the immediate area, for example 1d6 damage.

Example

The survivalist Garik mixes a simple elixir (MR 5+, 1 success) and rolls 4 dice. The result shows a 5 and therefore one success. The remaining three dice, however, come up 1, 1, and 1.

Since Garik rolled three ones but only one success, the roll is a mishap. The game master rolls 1d6 on the mishap table and gets a 3. The potion is finished and works, but when opened it releases a caustic gas cloud that gives Garik a penalty of **-1 die** on all rolls for one hour.

The Golden Rule

All modifiers, tables, and substitution rules serve the atmosphere. They are optional. If a player's improvisation is brilliant, the game master can ignore the penalty. If a mishap makes no sense in the story, the experiment can simply fail harmlessly. Shared imagination always stands above the table.

11



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 ceremony 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 works 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.

12



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

Body modifications are based on two character values.

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.

13



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 Chapter 7), 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.

A



Character Templates

Lineage

The character templates in the Lineage category describe the character's origins. One template from this category can be selected free of charge when creating a character. However, these templates cannot be purchased with reputation points during character development.

Human

0 Rep

bonus dice +2
rerolls +2



Ranger

7 Rep

Strength +1
Orientation +2
Communication -1
Nature +2
Shooting +1



Banker

7 Rep

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



Occupation

The character templates in this category represent professions in which the character has attained a higher level of professionalism. These templates are generally more expensive than others, but each offers a package of basic knowledge and skills.

Spy

11 Rep

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



Boxer

8 Rep

Quickness +2
Endurance +2
Hand to Hand Combat +2



Teacher

9 Rep

Education +3
Apprehension +1
Communication +2
History +1



Soldier**14 Rep**

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

**Scribe****8 Rep**

Conscientiousness	+1
Education	+1
Communication	+2
Reading/Writing	+2

**Mercenary****8 Rep**

Endurance	+1
Deftness	+1
Persuasion	+1
Shooting	+1
Hand to Hand Combat	+2

**Clerical****10 Rep**

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

destiny dice	+2
Education	+1
Religion	+3
Communication	+2

**Computer Scientist****11 Rep**

Conscientiousness	+2
Logic	+3
Mechanics	+1
Computer Science	+3

**Blacksmith****8 Rep**

Strength	+2
Deftness	+2
Mechanics	+2

**Social Worker****9 Rep**

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

Endurance	+2
Charm	+1
Education	+2
Communication	+2



Early Retiree

6 Rep

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

Resistance	-1
Willpower	+1
Intimidation	+2
Law	+2



Sailor

12 Rep

Resistance	+1
Deftness	+1
Strength	+1
Throwing	+2
Driving	+1
Hand to Hand Combat	+1
Seafaring	+3



Miner

10 Rep

Strength	+2
Endurance	+1
Courage	+1
Explosives	+2
Petrography	+2



Messenger

8 Rep

Quickness	+2
Endurance	+1
Driving	+1
Orientation	+2



Merchant

8 Rep

Logic	+2
Apprehension	+1
Empathy	+1
Persuasion	+2



Digital media designer

5 Rep

Strength	-1
Apprehension	+1
Investigation	+2
Perception	+1



Mechatronics fitter

9 Rep

Deftness	+2
Mechanics	+2
Driving	+1
Vehicles	+2



Farmer

7 Rep

Conscientiousness	-1
Communication	-1
Driving	+2



Hairdresser

6 Rep

Deftness	+1
Charm	+2
Empathy	+1



Entertainer

11 Rep

destiny dice	+1
Charm	+2
Communication	+1
Hand to Hand Combat	+1
Performance	+2
Deception	+2

**Paramedic**

8 Rep

max stress	+1
Conscientiousness	+1
First Aid	+3
Medical science	+1

**Journalist**

8 Rep

destiny dice	+1
Education	+1
Investigation	+2
Communication	+2

**Driver**

8 Rep

Driving	+4
Vehicles	+2

**Police officer**

8 Rep

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

Endurance	+1
Conscientiousness	+1
Communication	+1
Persuasion	+1
Shooting	+2

**Undertaker**

8 Rep

Endurance	+1
Charm	+1
Empathy	+1
Driving	+1
Etiquette	+1

**Gang member**

5 Rep

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

**Scholar**

10 Rep

Education	+4
History	+2
Nature	+1
Communication	+1



Adventurer**9 Rep**

rerolls	+1
Deftness	+1
Strength	+1
Orientation	+2
Investigation	+1
Hand to Hand Combat	+1

**Medicus****10 Rep**

Deftness	+1
Conscientiousness	+1
First Aid	+4
Medical science	+2

**Bard****12 Rep**

Charm	+2
Attractiveness	+2
History	+2
Performance	+3
Reading/Writing	+1

**Precision Mechanic****10 Rep**

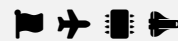
Deftness	+3
Conscientiousness	+2
Mechanics	+3

**Thief****10 Rep**

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

**Pilot****8 Rep**

Endurance	+1
Charm	+1
Apprehension	+1
Courage	+1
Aeronautics	+2

**Assassin****11 Rep**

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

**Knight****10 Rep**

Strength	+1
Endurance	+2
Deftness	+1
Hand to Hand Combat	+2
Politics	+1
Riding	+1



Politician**7 Rep**

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

**Barber surgeon****7 Rep**

Deftness	+1
First Aid	+2
Deception	+1
Medical science	+1

**Space pirate****13 Rep**

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

bonus dice	+2
Charm	+2
Apprehension	+2
Intimidation	+2
Deception	+1
Shooting	+1
Vehicles	+1

**Programmer****10 Rep**

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****9 Rep**

Apprehension	+1
Conscientiousness	+1
Stealth	+1
Persuasion	+2
Administration	+2

**Knacker****5 Rep**

Resistance	+1
Attractiveness	-1
Intimidation	+1
Nature	+1
Medical science	+1



Ghosthunter**8 Rep**

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

**Event technology specialist** **10 Rep**

"Heute ist Open-End-Feierabend."

Phillip Schröder

max stress	+2
Conscientiousness	-1
Courage	+1
Driving	+2
Law	+1

**Innkeeper****9 Rep**

Apprehension	+2
Empathy	+2
Communication	+2

**Noble****10 Rep**

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

**Archaeologist****10 Rep**

destiny dice	+1
Deftness	+1
Perception	+2
History	+1
Ancient Relics	+4

**Author****6 Rep**

The road to hell is paved with adverbs.

Stephen King

bonus dice	+1
Education	+1
Conscientiousness	+1
History	+1

**Rider****10 Rep**

Deftness	+2
Strength	+1
Empathy	+1
Riding	+3
Zoology	+2



Druid

10 Rep

It is not so much for its beauty that the forest makes a claim upon men's hearts, as for that subtle something, that quality of air that emanation from old trees, that so wonderfully changes and renews a weary spirit.

Robert Louis Stevenson

spell points	+5
max arcana	+3
Resistance	+1
Willpower	+1
Spell Casting	+1
Nature	+2
Ancient Relics	+1
Elemental Magic	True



Demonologist

10 Rep

The treachery of demons is nothing compared to the betrayal of an angel.

Brenna Yovanoff

max arcana	+3
spell points	+5
Charm	+1
Endurance	+1
Spell Casting	+1
Magic Knowledge	+1
Performance	+1
Ancient Relics	+1
Demonology	True



Witch

10 Rep

Eye of newt, and toe of frog, Wool of bat, and tongue of dog, Adder's fork, and blind-worm's sting, Lizard's leg, and owlet's wing, — For a charm of powerful trouble, Like a hell-broth boil and bubble. Double, double toil and trouble; Fire burn, and caldron bubble.

William Shakespeare

max arcana	+3
spell points	+5
Apprehension	+1
Charm	+1
Spell Casting	+1
First Aid	+2
Magic Knowledge	+1
Curses	True



Ranger

10 Rep

max arcana	+3
spell points	+5
Endurance	+1
Quickness	+1
Magic Knowledge	+1
Spell Casting	+1
Nature	+1
Shamanism	True



Wizard

10 Rep

spell points	+5
max arcana	+3
Logic	+1
Apprehension	+1
Spell Casting	+1
Magic Knowledge	+1
Mathematics	+1
Wizardry	True



Necromancer**10 Rep**

max arcana	+3
spell points	+5
Willpower	+1
Resistance	+1
Deception	+1
Stealth	+1
Ancient Relics	+1
Necrology	True

**Priest****10 Rep**

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

destiny dice	+1
Education	+1
Religion	+2
Communication	+2
Music	+2

**Visionary****10 Rep**

spell points	+5
max arcana	+3
Conscientiousness	+1
Apprehension	+1
Perception	+1
Magic Knowledge	+1
Empathy	+1
Astral Magic	True

**Monk****7 Rep**

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Religion	+2
Communication	+1
Music	+2

**Sales manager****10 Rep**

max stress	+1
Charm	+1
Communication	+2
Persuasion	+2
Deception	+1
Administration	+1

**Paladin****12 Rep**

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Endurance	+2
Resistance	+2
Hand to Hand Combat	+2
Religion	+3
Heraldry	+1

**Nurse****7 Rep**

First Aid	+2
Communication	+1
Medical science	+2



Vampire Hunter

10 Rep

spell points	+5
max arcana	+3
Resistance	+1
Deftness	+1
Spell Casting	+1
Courage	+1
Stealth	+1
White Magic	True



Shaman

10 Rep

spell points	+5
max arcana	+3
Willpower	+1
Charm	+1
Magic Knowledge	+1
Empathy	+1
Spell Casting	+1
Shamanism	True



White mage

10 Rep

max arcana	+3
spell points	+5
Resistance	+1
Education	+1
Spell Casting	+1
Magic Knowledge	+1
Empathy	+1
White Magic	True



Mystic

10 Rep

max arcana	+3
spell points	+5
Spell Casting	+1
Magic Knowledge	+1
Performance	+1
Myths and legends	+2
Mysticism	True



Black mage

10 Rep

spell points	+5
max arcana	+3
Education	+1
Charm	+1
Magic Knowledge	+1
Intimidation	+1
Spell Casting	+1
Black Magic	True



Mummy Hunter

10 Rep

max arcana	+3
spell points	+5
Resistance	+1
Apprehension	+1
Spell Casting	+1
Magic Knowledge	+1
Ancient Relics	+1
White Magic	True



Hermetic

10 Rep

max arcana	+3
spell points	+5
Logic	+1
Education	+1
Spell Casting	+1
Magic Knowledge	+1
Persuasion	+1
Hermeticism	True



Astrologist

10 Rep

spell points	+5
max arcana	+3
Apprehension	+1
Conscientiousness	+1
Magic Knowledge	+1
Spell Casting	+1
Mechanics	+1
Astral Magic	True



Ghost Summoner

10 Rep

max arcana	+3
spell points	+5
Charm	+1
Magic Knowledge	+1
Spell Casting	+1
Empathy	+1
Myths and legends	+1
Necromancy	True



Medium

8 Rep

max stress	+1
Empathy	+2
Myths and legends	+2



Doctor

11 Rep

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

"We need a Doctor!"

None

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



Chimærologist

10 Rep

max arcana	+3
spell points	+5
Resistance	+1
Strength	+1
Magic Knowledge	+1
Spell Casting	+1
Courage	+1
Chimerology	True



Jäger

9 Rep

Deftness	+1
Quickness	+2
Shooting	+2
Perception	+2



Warrior

10 Rep

Strength	+1
Endurance	+1
Hand to Hand Combat	+2
Shooting	+1
Warfare	+1



Minstrel

12 Rep

destiny dice	+1
Deftness	+2
Charm	+1
Performance	+2
Throwing	+1
Communication	+1
Music	+1



Mechanicus

10 Rep

bonus dice	+2
Logic	+2
Education	+1
Mechanics	+2
Driving	+1



Medicus

12 Rep

rerolls	+1
Conscientiousness	+1
First Aid	+3
Nature	+2
Medical science	+2



Pirate

11 Rep

Deftness	+1
Resistance	+1
Quickness	+1
Hand to Hand Combat	+1
Throwing	+2
Driving	+1
Seafaring	+2



Janitor

7 Rep

Deftness	+2
Mechanics	+2
Driving	+1



Outlaw

12 Rep

destiny dice	+1
Endurance	+1
Deception	+2
Hand to Hand Combat	+1
Shooting	+1
Stealth	+2



Accountant

5 Rep

Conscientiousness	+1
Education	+1
Mechanics	+1



Security Agent

7 Rep

Endurance	+1
Apprehension	+1
Hand to Hand Combat	+1
Intimidation	+1
Perception	+1



Comprehensive School

6 Rep

Education	+1
Mechanics	+2
Communication	+1



Education

Character templates in education represent character development through schooling.

Middle School

4 Rep

destiny dice	+1
Resistance	+1
Intimidation	+1



Boarding school

10 Rep

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

Apprehension	+2
Education	+2
Communication	+2



High School

6 Rep

rerolls	+1
Education	+2
Logic	+1



Youtube

3 Rep

Physik ist Magie durch Wollen

Axel Stoll

Education	-1
Investigation	+1
Communication	+1



Dropped out of school

-1 Rep

*There's no point in gettin' up sweetheart.
There is no job to go to.*

Jacky Tyler

Conscientiousness	-2
Hand to Hand Combat	+1



Home-Schooled

0 Rep

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

Education	-2
Apprehension	-1
Religion	+2



Craftsman Apprenticeship 10 Rep

bonus dice	+2
Deftness	+1
Mechanics	+2
Acrobatics	+1
Driving	+1



Academic degree 10 Rep

bonus dice	+1
Conscientiousness	+1
Education	+2
Logic	+1
Nature	+1
Communication	+2
History	+1



Trivium 12 Rep

bonus dice	+1
Education	+2
Communication	+3
Rhetoric	+2
Ancient Relics	+1
Reading/Writing	+2



Military academy 11 Rep

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



Quadrivium 18 Rep

destiny dice	+2
Education	+2
History	+2
Politics	+1
Mathematics	+2
Reading/Writing	+2
Astronomy	+2
Music	+2



Arcane Study 10 Rep

max arcana	+1
spell points	+5
Logic	+1
Willpower	+1
Spell Casting	+1
Magic Knowledge	+2



Arcane Mentor**10 Rep**

Es gibt eine Art von Zauberei, die man mühsam erlernen muß: Das ist die, wie sie im Koraktor steht, Zeichen für Zeichen und Formel um Formel. Und dann gibt es eine, die wächst einem aus der Tiefe des Herzens zu: aus der Sorge um jemanden, den man lieb hat. Ich weiß, daß das schwer zu begreifen ist - aber du solltest darauf vertrauen, Krabat.

Otfried Preußler

max arcana	+1
spell points	+15
Willpower	+1
Spell Casting	+2
Magic Knowledge	+1

**Arcane meditation****6 Rep**

spell points	+5
max arcana	+2
Magic Knowledge	+2

**Squire****5 Rep**

Wer ein guter Schildknappe gewesen ist, wird auch ein guter Statthalter sein.

Miguel de Cervantes Saavedra

Endurance	+1
Resistance	+1
Hand to Hand Combat	+1

**Arcane School****10 Rep**

spell points	+10
max arcana	+2
Education	+1
Spell Casting	+1
Magic Knowledge	+2

**Navigator training****6 Rep**

Education	+1
Deftness	+1
Orientation	+2
Nature	+2
Astronomy	+2

**Professional idiot****0 Rep**

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

**Interests**

Diese Charakterschablonen beschreiben die Interessen des Charakters. Sie verändern ausgewählte Eigenschaften, sind dabei aber günstiger als Berufe und verändern weniger.

Sport

7 Rep

Quickness +1
 Endurance +2
 Throwing +1
 Acrobatics +1



Trekking

5 Rep

Endurance +2
 First Aid +1
 Orientation +2



Hunt

6 Rep

Endurance +1
 Shooting +2
 Zoology +1



Karate

3 Rep

Deftness +1
 Hand to Hand Combat +2



Music

6 Rep

Deftness +1
 Performance +1
 Music +2



Reading

5 Rep

Conscientiousness +1
 Reading/Writing +2



Reading

3 Rep

Education +1
 General Knowledge +2



History

4 Rep

History +2
 Ancient Relics +2



Art

2 Rep

Performance +2



Handcraft

4 Rep

Deftness +2



Esotericism

6 Rep

destiny dice +1
 Logic -2
 Deception +1
 Intimidation +1
 Stealth +1
 Esoterism +1



Yoga

6 Rep

Deftness +2
 Endurance +1
 Acrobatics +1



Shooting Club

3 Rep

bonus dice +1
 Attractiveness -1
 Shooting +1



Lifesaving

7 Rep

Endurance +2
 First Aid +2
 Courage +1



P&P Roleplay Games

6 Rep

Communication +2
 Performance +1
 History +1



Cult Membership

5 Rep

rerolls +1
 destiny dice +1
 bonus dice -2



Collecting Stamps

4 Rep

Conscientiousness +2



Fraternity

4 Rep

Charm +1
 Attractiveness -1
 Hand to Hand Combat +1
 History +1
 Etiquette +2



Heraldry

8 Rep

Conscientiousness +2
 Perception +1
 History +1
 Heraldry +2



Dancing

6 Rep

Deftness +1
 Endurance +1
 Attractiveness +2



Vehicle tuning

5 Rep

Driving +1
 Mechanics +1
 Vehicles +1



Chemistry

6 Rep

Conscientiousness +1
 Courage +1
 Chemistry +2



Riding

5 Rep

Driving +1
 Riding +2



Spraying graffiti

4 Rep

Stealth +1
 Persuasion +1



Parkour

7 Rep

Deftness +1
 Endurance +1
 Quickness +1
 Acrobatics +2



Alchemy

5 Rep

Alles ist Gift, ausschlaggebend ist nur die Menge. Alles Tun ist ein alchemistisches Zuendeführen, eine geistige Goldmachung und Kunst der Vollendung. Alles Wachsen ist Auferstehen. Auch in die Liebe muss man hineinwachsen und ihre Stunden abwarten, denn die Gewächse der Erde und die Gaben im Menschen haben ihre Zeit.

Paracelsus

Nature +2
 Alchemy +1



Sudoku

3 Rep

Logic +1



Cooking

3 Rep

My gran could do better! And she's dead!

Gordon Ramsay

Cooking +2



Arcane Training

3 Rep

spell points +5



Strength training

3 Rep

Strength +1



Acolyte

5 Rep

*He had hopes, but hope wasn't a solution.**Melissa Marr*

Religion +2

Etiquette +1

**Jogging**

4 Rep

Endurance +1

Quickness +1

**Botany**

3 Rep

Nature +2

**Carving**

3 Rep

Mechanics +1

**Restoration**

4 Rep

Deftness +1

Mechanics +1

**Ham radio**

4 Rep

Communication +1

Electronics +1

**Jack of all trades**

6 Rep

rerolls +1

bonus dice +2

Communication +1

**Gambler**

-5 Rep

Conscientiousness -2

**Smoker**

-5 Rep

Endurance -2

Attractiveness -1

**Bowling**

3 Rep

Deftness +1

**Stalwart**

4 Rep

max health +2

**Character**

These character templates outline specific traits. They modify a few of the character's characteristics, adding skills and knowledge, and are generally cheaper than professions.

Notorious Liar

2 Rep

Logic -1
Deception +2



Likable

5 Rep

Attractiveness +2
Charm +1



Philanthropist

4 Rep

Attractiveness +1
Empathy +1



Adventurous

2 Rep

Conscientiousness -2
Resistance +1
Apprehension +1



Corrupt

3 Rep

Conscientiousness -2
Deception +2
Intimidation +1



Dandy

6 Rep

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

Attractiveness +2
Charm +1
Communication +1
Etiquette +1



Drunkard

-5 Rep

destiny dice +1
Apprehension -2
Perception -1



Wallflower

1 Rep

Attractiveness -1
Charm -1
Communication -1
Stealth +3



Cheat

5 Rep

Deception +3



Smart-Arse

4 Rep

Charm -1
Conscientiousness +1
Persuasion +2



Chauvinist

2 Rep

Charm -2
Attractiveness +2



Blabbermouth

2 Rep

Communication +3
Stealth -3

**Cosmopolitan**

6 Rep

Education +1
Performance +1
Communication +1

**Egoistic**

2 Rep

destiny dice +1
Conscientiousness -1

**Modest**

4 Rep

Willpower +1
Conscientiousness +1

**Accommodating**

4 Rep

Charm +1
Communication +1

**Arcane Initiation**

8 Rep

max arcana +1
spell points +5
Magic Knowledge +2

**Conscientious**

4 Rep

Conscientiousness +2

**Blood Magic**

5 Rep

You may spend wounds instead of arcana to cast spells.

Due to the nature of blood magic, it is not possible to heal wounds with spells cast by blood magic.

spell points +5
Magic Knowledge +1

**Pettifogging**

5 Rep

rerolls +2
Conscientiousness +1

**Environmentalist**

6 Rep

Perception +2
Nature +2

**Addiction Resistant**

3 Rep

Conscientiousness +1



Introverted**2 Rep**

destiny dice +1
 Conscientiousness +1
 Communication -2

**Masterly self-confidence 30 Rep**

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**Reactionary****-2 Rep**

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

**Bookworm****2 Rep**

Strength -1
 Education +1
 Endurance -1
 Apprehension +1
 General Knowledge +1

**Workaholism****-4 Rep**

Logic -1

**Sadist****3 Rep**

Charm +1
 Empathy +1
 Persuasion +1

**Paranoid****1 Rep**

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

bonus dice +1
 Conscientiousness -2

**Rational****3 Rep**

Logic +1

**Brawler****6 Rep**

max health +1
 Hand to Hand Combat +1

**Intimidating****4 Rep**

Charm -1
 Intimidation +2



Disgust**-3 Rep**

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

**Justice Fanatic****1 Rep**

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

**Faithful****5 Rep**

The character is especially devout. All effects performed on him by clerics of the same alignment have double the effect. Clerics with this gift also receive more favor points when they perform a ceremonial service.

**Greedy****4 Rep**

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****-4 Rep**

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****-4 Rep**

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****-2 Rep**

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****-4 Rep**

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 -3 Rep

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** 5 Rep

Hand to Hand Combat +1
Shooting +1
Warfare +1

**Naive** -3 Rep

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** -2 Rep

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

**Eager for Knowledge** 3 Rep

Education +2

**Strong-minded** 3 Rep

Willpower +2

**Good behaviour** 4 Rep

Etiquette +2

**Extroverted** 5 Rep

Apprehension +1
Communication +2
Persuasion +2

**Superstitious** -3 Rep

You see signs everywhere. If an event occurs that you interpret as a bad omen (for example, a black cat, a broken object, or a botched dice roll showing a "1"), you must immediately make a Logic or Willpower test. If the test fails, you become unsettled: your next roll suffers a -2 penalty, unless you spend an action performing a brief protective ritual (throwing salt, knocking on wood, etc.).

Vielleicht sollten wir uns von dem Aberglauben lossagen, alles verstehen zu müssen und uns zur Einsicht bekehren, im Höchstfall imstande zu sein, mit unserem Unverständnis verständnisvoll umgehen zu können.

[Margot Bickel]

Logic -1
Perception +1
Myths and legends +2



Talent

Talents are specific character abilities. The templates refer to narrowly defined talents of the character. As a rule, they are beneficial or add special abilities and rules.

Gunslinger

5 Rep

Quickness +1

Shooting +2



Empathic

5 Rep

Empathy +3



Good Speaker

5 Rep

Communication +3



Athletic

6 Rep

Deftness +2

Endurance +2



Luck

4 Rep

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



Leader

5 Rep

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

bonus dice +1

Endurance +1

Apprehension +1



Good Thrower

5 Rep

Throwing +3



Synesthesia

5 Rep

Apprehension +1

Perception +2



Contortionist

6 Rep

Deftness +3

Resistance +1



Strong immune system

5 Rep

Resistance +3



Photographic Memory 6 Rep

Logic +1
 Perception +1
 Orientation +2

**Animal Empathy** 6 Rep

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

Empathy +1

**Cold Hands** 2 Rep

Attractiveness -1
 Intimidation +1

**Strongman** 5 Rep

Strength +2
 Intimidation +1

**Psychic medium** 4 Rep

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

Logic -1
 Empathy +1
 Perception +2

**Accomplished Sleeper** 3 Rep

rest minimum roll -1
 Conscientiousness +1

**Trickster** 8 Rep

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



Joker**10 Rep**

The character has the ability to profit from special rolls. Everytime the player rolls 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

**Well equipped****5 Rep**

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

**Masterful Fighter****30 Rep**

Everyone has a plan until they've been hit.

Joe Lewis

actions +1

**Lucid dreaming****5 Rep**

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

**Marksman****8 Rep**

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****10 Rep**

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



Inspiring Leader**15 Rep**

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

**Evade****11 Rep**

Knowing where the trap is—that's the first step in evading it.

Frank Herbert, Dune

evasion +2
Quickness +1

**Misdirection****8 Rep**

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

**Magically gifted****4 Rep**

Scientists have calculated that the chances of something so patently absurd actually existing are millions to one. But magicians have calculated that million-to-one chances crop up nine times out of ten

Terry Pratchett

max arcana +2

**Shield Training****5 Rep**

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.

**Deep concentration****6 Rep**

max arcana +3

**Warhorse****4 Rep**

Hand to Hand Combat +1
Shooting +1

**Eagle Eye****7 Rep**

Ranges of ranged weapons are increased by 25%.

**Runner****6 Rep**

Quickness +1
Endurance +1



Acrobat

3 Rep

Acrobatics +2

**Masterly Presence**

40 Rep

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

**Masterly confidence**

40 Rep

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**

4 Rep

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

**Pickup Artist**

10 Rep

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

**Lock picking**

4 Rep

Lock picking +2

**First Aid**

4 Rep

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

Henry Dunant

First Aid +2

**Dash**

6 Rep

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



Trained sword arm**5 Rep**

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

None

Strength +2

Hand to Hand Combat +1

**Arcane recovery****10 Rep**

Once a day, outside of a rest, you can renew your connection to magic and replenish your **arcana**. To do this, you need to rest for about an hour to concentrate on the flow of magic. Roll on your **magic knowledge** value and fill up your arcana with half of the successes.

**Deft****4 Rep**

Deftness +2

**Arcane Mastery****40 Rep**

max arcana +4

spell points +50

**Conscientious****4 Rep**

Conscientiousness +2

**Medicine****5 Rep**

First Aid +1

Medical science +2

**Good shooter****3 Rep**

Shooting +1

**Particular vigilance****10 Rep**

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.

**One with the Magic****10 Rep**

spell points +15

**Interrogation****6 Rep**

Intimidation +1

Empathy +1

Interrogation +2



Camouflage and hiding 4 Rep

Stealth +2

**Sanguine Magic** 7 Repspell points +5
Sanguine Magic True**Wizardry** 7 Repspell points +5
Wizardry True**Necrology** 7 Repspell points +5
Necrology True**White Magic** 7 Repspell points +7
White Magic True**Mysticism** 7 Repspell points +5
Mysticism True**Black Magic** 7 Repspell points +5
Black Magic True**Hermeticism** 7 Repspell points +5
Hermeticism True**Elemental Magic** 7 Repspell points +5
Elemental Magic True**Ghost conjurations** 7 Repspell points +5
Necromancy True**Shamanism** 7 Repspell points +7
Shamanism True**Demonology** 7 Repspell points +5
Demonology True

Astral Magic

7 Rep

spell points +5
Astral Magic True

**Curses**

7 Rep

spell points +7
Curses True

**Chimerology**

7 Rep

spell points +5
Chimerology True

**Intelligent**

4 Rep

*Phantasie ist wichtiger als Wissen, denn
Wissen ist begrenzt.*

Albert Einstein

Logic +1
Education +1

**Looting lunatic**

6 Rep

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

**Agile**

3 Rep

Quickness +1

**Arcane natural talent**

6 Rep

spell points +5
max arcana +2

**Shield Mastery**

10 Rep

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.

**Ignore pain**

7 Rep

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.

**Blade dance**

15 Rep

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.



Attack of Opportunity 10 Rep

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.

**Evasion** 7 Rep

evasion +2

**Quick** 4 Rep

Quickness +2

**Total submission** 20 Rep

Any grace received is doubled.

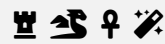
**Resistance** 20 Rep

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.

**Bewegen** 5 Rep

Acrobatics +2

Stealth +2

**Nahkampf** 3 Rep

Hand to Hand Combat +3

**Incredible Reaction** 10 Rep

You can dodge ranged attacks as if they were melee attacks.

**Masterful Evasion** 30 Rep

Dodging no longer requires an action.

**Masterful Parry** 30 Rep

Parrying an attack no longer requires an action.

**Environment**

These templates describe the character's living conditions.

Orphan

4 Rep

destiny dice +1
Resistance +1

**Loss of a limb**

1 Rep

destiny dice +1
Attractiveness -1
Deftness -1

**Wanted**

4 Rep

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

destiny dice +1
Conscientiousness +1

**Guru**

7 Rep

Charm +1
Attractiveness +2
Communication +2

**Single parent**

4 Rep

Willpower +1
Courage +1

**Deformed**

4 Rep

Charm -1
Attractiveness -1
Intimidation +2
Courage +2

**Loss of a family member**

5 Rep

destiny dice +1
Courage +2

**Unhappy in love**

3 Rep

Willpower +1

**Aristocratic**

9 Rep

max health +1
Hand to Hand Combat +1
Deception +1
Communication +2
Reading/Writing +2

**Serf**

5 Rep

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

Apprehension +2
Stealth +1



Monasticism

5 Rep

Conscientiousness	+1
Nature	+1
Religion	+2
Communication	-1

**Journeyman years**

7 Rep

Education	+1
Courage	+2
Mechanics	+1
Orientation	+1

**Hermit**

2 Rep

Charm	-1
Orientation	+1
Communication	-1
Perception	+1

**Vampire**

4 Rep

destiny dice	+2
Attractiveness	-1
Resistance	+1

**Homeless**

5 Rep

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

**Magical Encounter**

5 Rep

spell points	+5
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**Barkskin**

3 Rep

protection	+1
Quickness	-1

**Widower**

5 Rep

bonus dice	+1
Courage	+2

**Vampire**

8 Rep

Vampire: You are undead. This fact causes you to crumble into a pile of dust when you die. A drop of blood can always revive you. Staying in direct sunlight makes you take one direct wound per hour. If you have a deity, you can perform the actions of a priest and ask for their grace.

max health	+2
Ancient Relics	+2

**Dueling scar**

-2 Rep

Attractiveness	-1
----------------	----



Blessed

60 Rep

minimum roll -1
destiny dice +2

♀

B

Weapons

Blades

Sword cane

This object appears to be a fashionable or simple walking stick, typically made of polished wood with a metal-capped tip and an ornamental handle. The handle, often a metal knob or L-shaped grip, detaches from the main shaft. This shaft is hollow, serving as a scabbard for a slender, rigid, and needle-pointed thrusting blade concealed inside.

Hand to Hand

Weight: 2.00 kg
Price: 160
Piercing 1
Damage Potential 1

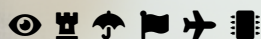


Poison Dagger

This dagger features a rigid, narrow blade that tapers to a reinforced, armor-piercing point. A distinct groove is cut into the steel, designed for the application of poison. The weapon is known to be particularly good at penetrating armor and poisons targets with the strength of the applied toxin.

Hand to Hand

Weight: 0.80 kg
Price: 1400
Piercing 2
Concealment 2
Preparation 0
Poison Notch 1



Short Sword

A straight, double-edged blade, visibly shorter than a Long Sword but significantly longer than a dagger, forms this weapon. It is fitted with a simple, one-handed hilt, a functional crossguard, and a basic pommel. The weapon is lightweight and balanced, clearly serving as a practical military sidearm.

Hand to Hand

Weight: 0.70 kg
Price: 1000
Piercing 1
Concealment 2
Damage Potential 1



One and a half-handed sword

This straight, double-edged blade is noticeably longer than a standard arming sword, yet shorter than a true two-hander. Its defining feature is the extended hilt, which is long enough to accommodate a second hand for increased power, though it remains balanced for one-handed use.

Hand to Hand

Weight: 1.20 kg
Price: 850
Piercing 1
Concealment 3
Damage Potential 2



Foil

An exceptionally thin and flexible blade, often quadrangular in cross-section, defines this lightweight weapon. It possesses no sharpened edges, culminating instead in a fine, narrow point. The hilt is protected by a prominent, cup-shaped metal bell guard.

Hand to Hand

Weight: 1.30 kg
Price: 180
Piercing 1
Concealment 5
Damage Potential 2



Switchblade

A metal button or switch is set directly into the side of this folding knife's handle. Pressing this mechanism activates an internal spring, causing the concealed blade to snap open automatically, either pivoting out from the side or sliding straight out from the top.

Hand to Hand

Weight: 0.30 kg
Price: 400
Concealment 1
Preparation 0
Damage Potential 2



Two-handed Sword

An enormous, straight, double-edged blade, far longer than a standard arming sword, dominates this weapon. Its defining feature is the massive, two-handed hilt, which uses an extended grip and a heavy pommel for balance. The weapon is fitted with a wide, functional crossguard, built to accommodate its great size.

Hand to Hand

Weight: 2.50 kg
Price: 4000
Piercing 1
Range 2
Concealment 8
Damage Potential 3



Katana

A long, slender blade with a distinct, single-edged curve defines this sword. It is mounted with a hilt designed for a two-handed grip, which is often wrapped in cord over rayskin. A prominent circular or squared metal guard (tsuba) separates the hilt from the blade.

Hand to Hand

Weight: 0.80 kg
Price: 1200
Piercing 1
Concealment 3
Damage Potential 3



Katar

The katar, known primarily in remote regions, is defined by its unique H-shaped metal grip. The grip consists of two parallel bars protecting the sides of the hand, connected by one or two transverse bars for the fist. A wide, pointed, double-edged blade is fixed to the front of this grip, projecting straight forward from the wielder's knuckles.

Hand to Hand

Weight: 0.80 kg
Price: 450
Piercing 1
Concealment 2
Damage Potential 2



Blade crusher

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

Hand to Hand

Weight: 1.20 kg
Price: 850
Concealment 3
Damage Potential 1



Cutlass

Often called a pirate's weapon, this sword features a short, broad, and slightly curved single-edged blade. The hilt is protected by a solid, often unadorned, basket- or cup-shaped guard that encloses the hand. The steel appears thick and functional, lacking the fine polish of a high-quality sword and suggesting a lower-quality, workhorse construction.

Hand to Hand

Weight: 1.20 kg
Price: 1000
Concealment 4
Damage Potential 3



Long Knife

The long knife's blade is long, straight, and single-edged, significantly larger than a standard dagger but lacking the crossguard and balance of a true shortsword. The hilt is simple, often just wood or leather-wrapped, with a minimal or non-existent

guard. It is a practical, almost crude, weapon, falling somewhere between a large tool and a dedicated combat blade.

Hand to Hand

Weight: 1.20 kg
Price: 300
Concealment 4
Damage Potential 2



Scalpel

The scalpel consists of a slender metal or bone handle, sized for a delicate, precise grip. It holds a small, fixed blade of exceptional sharpness. The blade itself is thin and often possesses a distinct curve or fine point, appearing far more fragile and keen-edged than a utility knife.

Hand to Hand

Weight: 0.50 kg
Price: 250
Concealment 1
Preparation 0
Damage Potential 2



Sabre

A long, curved, single-edged blade defines this one-handed sword. Its most distinct feature is the hilt, which possesses a prominent metal knuckle-bow that sweeps down from the crossguard to the pommel, enclosing and protecting the hand. The blade itself is often moderately wide, distinguishing it from the slender profile of a rapier.

Hand to Hand

Weight: 1.00 kg
Price: 950
Concealment 3
Damage Potential 3



Bayonet

This modern weapon consists of a straight, sharp steel blade, resembling a long dagger. Its handle is not designed to be held, but features a distinct hollow ring and a locking mechanism. This attachable construction, clearly intended for military use, allows the entire item to be mounted onto the barrel of a longarm.

Hand to Hand

Weight: 1.80 kg
Price: 850
Piercing 1
Range 2
Concealment 4
Damage Potential 2



Molecular Knife

This weapon resembles a combat knife handle made of matte-black polymers, but instead of a conventional blade, it features a short, rigid spine. This spine supports a shimmering, mono-molecular cutting edge, which appears impossibly thin and perfectly uniform, lacking any visible serrations or beveling.

Hand to Hand

Weight: 0.30 kg
Price: 1000
Piercing 2
Concealment 1
Preparation 0
Damage Potential 2



Spatha

The spatha was a type of straight and long sword, measuring up to 1 m, with a handle length between 18 and 20 cm (7.1 and 7.9 in), in use in the territory of the Roman Empire during the 1st to 6th centuries AD. Later swords, from the 7th to 10th centuries, like the Viking swords, are recognizable derivatives and sometimes subsumed under the term spatha.

Hand to Hand

Weight: 1.50 kg
Price: 250
Piercing 1
Range 2
Damage Potential 2



Scimitar

This one-handed sword is defined by its pronounced, sweeping curve, featuring a single sharp edge on its outer side. The blade often broadens slightly as it nears the tip. It is equipped with a simple hilt and a crossguard that is usually straight or curved slightly towards the blade.

Hand to Hand

Weight: 1.00 kg
Price: 500
Concealment 5
Damage Potential 3



Laser Sword

A cylindrical hilt of polished metal, sized for one or two hands, houses this weapon's components. It features a recessed activation stud and a prominent emitter shroud at one end. When active, a solid, blade-length beam of intense, glowing energy extends from this emitter, humming audibly.

Hand to Hand

Weight:	1.00 kg
Price:	5000
Piercing	1
Concealment	2
Damage Potential	3



Pugio

This Roman dagger, roughly 40cm in length, features a broad, leaf-shaped blade that often narrows slightly at its center. It was carried by legionaries in ancient Rome as a secondary weapon. The hilt is typically simple, often T-shaped or layered, and lacks the complex guard of a full-sized sword.

Hand to Hand

Weight:	0.50 kg
Price:	120
Damage Potential	1



Machete

Do not send a message!

Hand to Hand

Weight:	1.20 kg
Price:	450
Concealment	4
Damage Potential	3



Flame dagger

This dagger's blade is not straight, but forged with a distinct flame-like, undulating edge. This serrated profile is known to inflict deep, tearing wounds that cause Bleeding. The hilt is typically simple, often dark metal or wrapped leather, putting all focus on the jagged steel.

Hand to Hand

Weight:	0.80 kg
Price:	450
Concealment	2
Preparation	0
Damage Potential	1
Bleeding	1



Armour Crusher

A heavy dagger suitable for damaging armour. For each hit, the victim loses one protection of their choice in addition to any protection used to avoid wounds.

Hand to Hand

Weight:	2.00 kg
Price:	650
Concealment	3
Damage Potential	1
Armor Breaker	1



Small sword

Often seen as the weapon of a noble, this lightweight sword is defined by its slender, stiff blade, which typically has a triangular cross-section and tapers to an exceptionally fine point. It lacks a true cutting edge, being purely a thrusting weapon. The hilt is its most distinct feature, possessing an intricate guard made of two small shells and a delicate knuckle-bow, designed for precision.

Hand to Hand

Weight:	1.20 kg
Price:	140
Piercing	1
Concealment	3
Damage Potential	1



Hunting knife

This fixed-blade knife features a strong, single-edged steel blade, often with a slight curve or a clip-point tip. The hilt is practical, made of polished wood, bone, or antler, and shaped for a solid, secure grip. It is a sturdy, functional tool, lacking the slender profile or double edge of a combat dagger.

Hand to Hand

Weight:	0.30 kg
Price:	120
Piercing	1
Preparation	0
Damage Potential	1



Flammberge

This massive two-handed sword is immediately recognizable by its blade. The long, heavy, double-

edged steel is not straight, but forged into a continuous, undulating or flame-like wave from the hilt to the point. Its hilt is built for a powerful two-handed grip, often featuring a complex guard with forward-swept quillons or side-rings.

Hand to Hand

Weight:	1.40 kg
Price:	2200
Range	2
Concealment	6
Damage Potential	3
Bleeding	1



Chainsaw

A bulky, motorized housing (often painted bright red or yellow) forms the main body, fitted with a rear pistol grip and an upper support handle. Extending from the front is a long, flat metal guide bar. A continuous chain, set with numerous sharp metal teeth, is looped around this bar, designed to be driven at high speed by the motor mechanism inside the housing.

Hand to Hand

Weight:	4.00 kg
Price:	800
Concealment	6
Preparation	2
Capacity	6
Damage Potential	3
Piercing	1



Wakizashi

This weapon is a single-edged, curved blade, noticeably shorter than a full longsword or katana, but significantly longer than a standard dagger. It

features a hilt long enough for one or two hands, often wrapped in ray skin and cord, and is fitted with a circular or squared metal guard separating the blade from the handle.

Hand to Hand

Weight: 0.90 kg
Price: 180
Concealment 2
Preparation 0
Damage Potential 2



Sickle

The sickle consists of a short, simple wooden handle designed for a single hand. Attached to it is a metal blade with a pronounced, C-shaped curve, which is sharpened only along its concave inner edge. The overall construction is rudimentary, resembling a common harvesting implement.

Hand to Hand

Weight: 0.80 kg
Price: 150
Concealment 4
Damage Potential 2



Rapier

A long, exceptionally slender, and rigid blade, tapering to a needle-sharp point, defines this one-handed sword. Its most recognizable feature is the hilt, which possesses an intricate and complex guard of interlocking metal bars, rings, or a cup designed to completely protect the wielder's hand.

Hand to Hand

Weight: 1.00 kg
Price: 1200
Concealment 3
Damage Potential 3



Broadsword

This sword features a distinctly wide, straight, double-edged blade that tapers only slightly to a functional point. Often seen as a rough weapon, its heavy build and simple, robust crossguard are clearly designed for brute force. The entire weapon is heavy in the hand, lacking the refinement of a rapier or the balance of an arming sword.

Hand to Hand

Weight: 3.00 kg
Price: 500
Concealment 5
Damage Potential 4



Molecular Sword

A hilt of dark, non-reflective composite material forms the grip, featuring a simple activation stud. Projecting from this is a thin, rigid spine, supporting an edge so fine it appears almost invisible, shimmering slightly under direct light. The blade is perfectly straight and lacks the thickness or bevel of a traditional sword.

Hand to Hand

Weight: 0.80 kg
Price: 3000
Piercing 2
Concealment 5
Damage Potential 3



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.

Hand to Hand

Weight: 0.60 kg
Price: 580
Concealment 2
Preparation 0
Damage Potential 1



Knife-studded staff

The knife-studded staff consists of a shaft approximately one and a half steps long, with a blade attached to each end. The weapon is usually wielded with both hands.

Hand to Hand

Weight: 1.10 kg
Price: 950
Range 2
Concealment 7
Damage Potential 2



Long Sword

A straight, double-edged blade that tapers to a sharp, functional point is the core of this weapon. It is fitted with a simple, straight metal crossguard and a hilt sized for a single hand, which is balanced by a heavy metal pommel. This is the classic cruciform sword, longer than a dagger but shorter than a true two-handed weapon.

Hand to Hand

Weight: 1.40 kg
Price: 2000
Range 2
Concealment 5
Damage Potential 2



Stiletto

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

Hand to Hand

Weight: 0.80 kg
Price: 750
Concealment 2
Preparation 0
Damage Potential 1



Dagger

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

Hand to Hand

Weight: 0.60 kg
Price: 300
Concealment 1
Preparation 0
Damage Potential 1



Pocket knife

This item is a compact, handheld tool with a casing, often made of wood, metal, or plastic. One or more metal blades are folded into the handle. The blades can be pivoted out from the casing for access.

Hand to Hand

Weight: 0.10 kg
Price: 20
Preparation: 0



Pata

This weapon combines a rigid steel gauntlet, designed to protect the hand and forearm, with a long, straight, double-edged blade. The blade projects directly from the end of the gauntlet, aligned with the wielder's arm. The grip is a horizontal bar held inside the enclosed gauntlet, completely concealing the hand.

Hand to Hand

Weight: 1.00 kg
Price: 850
Piercing: 1
Concealment: 3
Damage Potential: 3



Entrenching Tool

A short, sturdy handle of wood or metal is affixed to a square-shaped, pointed shovel head. The head's most prominent feature is a heavy-duty hinge and locking collar at its base. This mechanism allows the metal blade to be folded at a 90-degree angle or completely flat against the handle.

Hand to Hand

Weight: 1.20 kg
Price: 20
Damage Potential: 1
Concealment: 3



Gladius

Gladius (Latin pronunciation: ['gladius]) is a Latin word meaning sword (of any type), but in its narrow sense, it refers to the sword of Ancient Roman foot soldiers with a length of around 80 centimeters. Early ancient Roman swords were similar to those of the Greeks, called xiphe (plural; singular xiphos). From the 3rd century BC, however, the Romans adopted a sword similar to the one used by the Celtiberians and others late into the Second Punic War, known in Latin as the gladius hispaniensis, or Hispanic sword.

Hand to Hand

Weight: 1.00 kg
Price: 200
Damage Potential: 3



Axes

Hatchet

A short, one-handed wooden haft is fitted with a simple, wedge-shaped steel head. This head features a single, flared cutting bit, balanced by a flat, unadorned poll on the reverse side. It is a compact, utilitarian tool, lacking the spike or beard of a dedicated battle axe.

Hand to Hand

Weight: 0.30 kg
Price: 80
Preparation 0
Damage Potential 2



Fire axe

A long, straight haft, often painted bright red or yellow, is mounted with a heavy steel head. This head is immediately recognizable, featuring a standard axe bit on one side and a sharp, armor-piercing spike or fluke on the opposite side. It is a heavy, functional tool, lacking the balance of a dedicated battle axe.

Hand to Hand

Weight: 2.00 kg
Price: 300
Piercing 1
Concealment 3
Damage Potential 3



Battle Axe

A heavy, forged steel head, balanced for combat, tops this weapon. One side features a wide, flared cutting edge (a beard). The side opposite the blade is drawn out into a sharp spike, clearly distinguishing it from a simple utility axe.

Hand to Hand

Weight: 5.00 kg
Price: 2000
Piercing 1
Range 2
Concealment 8
Damage Potential 4



Axe

A wedge shaped head of cast iron or steel is mounted on a sturdy, one-handed wooden haft. The head features a single, flared cutting edge on one side and a flat, heavy poll on the other. It's a basic, versatile design, lacking the length of a long axe or the specific balance of a throwing axe.

Hand to Hand

Weight: 2.00 kg
Price: 250
Concealment 4
Damage Potential 3



Lumberjack axe

A long, straight haft of smooth, unadorned hardwood provides a two-handed grip. It supports a heavy, wedge-shaped steel head. This head features one wide, extremely sharp cutting bit, balanced by a thick, flat poll on the opposite side.

Hand to Hand

Weight: 2.20 kg
Price: 350
Piercing 1
Concealment 5
Damage Potential 3



Long Axe

The long axe features a long, sturdy wooden haft, built for a two-handed grip and often reinforced with metal bands. It is mounted with a single, heavy axe-head, which typically has a wide, sweeping cutting edge. Unlike a halberd, the design lacks a spear tip or rear spike, focusing purely on the power of the main blade.

Hand to Hand

Weight: 2.50 kg
Price: 500
Range 2
Concealment 5
Damage Potential 3



Francisca

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

Single shot

Weight: 0.60 kg
Price: 60
Piercing 1
Preparation 0
Capacity 1
Damage Potential 2



Tomahawk

The tomahawk consists of a straight haft, usually made of wood, which functions as a handle. Affixed to the top of the haft is a head, typically metal, featuring a single sharp blade aligned vertically with the handle.

Single shot

Weight: 1.20 kg
Price: 40
Piercing 1
Range 15
Concealment 2
Preparation 0
Capacity 1
Damage Potential 3



Blunt Weapons

Crowbar

This item is a solid, heavy bar of hexagonal or round steel, clearly a standard, heavy-duty utility tool. One end is bent into a distinct L or S shape, terminating in a flattened, forked (cloven) tip. The opposite end is typically flattened into a simple, wedge-like chisel.

Hand to Hand

Weight: 3.00 kg
Price: 40
Damage Potential 1



Maul

An enormous, cylindrical head, often made of dense hardwood bound with thick iron rings, sits atop a thick, two-handed wooden haft. Unlike a sledgehammer's flat metal faces or a warhammer's spike, this weapon is pure, brutal, blunt mass. The entire object is heavy and top-heavy, clearly designed for shattering impacts.

Hand to Hand

Weight: 3.00 kg
 Price: 800
 Concealment 5
 Damage Potential 4



Mace

This weapon features a solid haft of wood or metal, designed for a one-handed grip. The head consists of a heavy, solid metallic weight which is often cast with projecting flanges, knobs, or pyramid-shaped points. Unlike a hammer, this weapon lacks a flat striking surface, concentrating all its mass into these protrusions.

Hand to Hand

Weight: 2.80 kg
 Price: 1200
 Concealment 5
 Damage Potential 3



Battle flail

A sturdy wooden haft, sized for a single hand, is linked by several rings of heavy chain to a free-swinging metal head. This head is a solid iron sphere bristling with numerous fixed, sharp spikes. This flexible connection distinguishes it immediately from the rigid, fixed head of a mace or morning star.

Hand to Hand

Weight: 3.00 kg
 Price: 580
 Piercing 2
 Range 2
 Concealment 6
 Damage Potential 3



Bec de corbin

This long polearm is mounted with a complex steel head. One side features a heavy, blunt hammer face, while the opposite side is forged into a long, sharp spike, often curved downward like a raven's beak. This entire assembly, which is sometimes decoratively shaped like an actual raven's head, sits atop a long wooden haft.

Hand to Hand

Weight: 4.00 kg
 Price: 1800
 Range 2
 Concealment 6
 Damage Potential 3



Flail

The flail consists of two lengths of wood - a long staff serving as a handle and a shorter, free-swinging striking piece. The two parts are joined at one end by a loose hinge of leather or a short chain. It is clearly a repurposed harvesting tool, lacking the metal spikes or balanced weights found on a military-grade battle flail.

Hand to Hand

Weight: 2.50 kg
 Price: 120
 Range 2
 Concealment 5
 Damage Potential 1



Morning Star

This weapon features a sturdy haft of wood or metal, balanced for one hand, and topped with a solid, heavy head. This head, often spherical, is covered in numerous sharp, fixed spikes, differentiating it from the blunt flanges of a mace. The design is clearly intended to combine blunt-force impact with armor-piercing points.

Hand to Hand

Weight: 3.00 kg
Price: 1600
Piercing 1
Concealment 5
Damage Potential 3



Club

The club is a single, solid piece of hewn hardwood, defined by its crude, top-heavy balance. It swells from a rough grip, sized for one hand, into a thick, weighted striking end. It lacks any metal components, spikes, or flanges, appearing far simpler and more primitive than a mace.

Hand to Hand

Weight: 1.20 kg
Price: 15
Concealment 4
Damage Potential 1



Baton

This weapon is a solid, straight cylinder of polished hardwood, dense polymer, or black steel, sized for a one-handed grip. One end is often textured or wrapped for a secure hold, sometimes featuring a leather wrist thong. The entire object is uniform

in thickness, lacking the weighted head of a mace or club.

Hand to Hand

Weight: 0.80 kg
Price: 800
Concealment 3
Damage Potential 1



Forging hammer

A short, thick haft of dense hardwood supports a heavy, asymmetrical block of forged steel. One face of this head is a wide, flat square, heavily marked by impact and soot. The opposite side is tapered into a blunt wedge or a rounded peen, clearly distinct from the sharp spikes of a warhammer or the twin faces of a sledgehammer.

Hand to Hand

Weight: 4.00 kg
Price: 850
Concealment 4
Damage Potential 3



Metal studded club

A thick, heavy length of roughly hewn wood serves as the weapon's core. Its striking end is densely packed with iron studs, blunt rivets, or sharpened nail heads driven deep into the grain. The weapon is top-heavy and crudely made, lacking the balance or metal flanges of a military mace.

Hand to Hand

Weight: 1.50 kg
 Price: 120
 Concealment 5
 Damage Potential 2



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.

Hand to Hand

Weight: 0.00 kg
 Price: 100
 Concealment 1
 Preparation 0
 Damage Potential 1



Pickaxe

The pickaxe is actually intended as a hand tool and consists of a long, sturdy wooden shaft designed for a two-handed grip. A heavy, forged metal head is mounted crosswise at the top. This has a long, sharp spike on one side and a narrow, horizontal chisel blade on the opposite side. Together with the handle, this forms a T-shape.

Hand to Hand

Weight: 2.00 kg
 Price: 180
 Piercing 1
 Concealment 5
 Damage Potential 2



Sledgehammer

The sledgehammer consists of an exceptionally long, thick wooden haft, demanding a two-handed grip. It is mounted with an enormous, heavy head made of a solid block of forged iron or steel. The head features two wide, flat striking surfaces, clearly prioritizing sheer weight and impact over the spikes or flanges of a warhammer.

Hand to Hand

Weight: 4.00 kg
 Price: 850
 Piercing 1
 Range 2
 Concealment 6
 Damage Potential 2



Nunchaku

This weapon consists of two short, solid batons, typically hardwood, connected at their ends by a short length of metal chain or rope. The weapon's flexible, difficult-to-control nature is well-known; if an attack roll is unsuccessful, the wielder of the weapon receives one wound.

Hand to Hand

Weight: 1.20 kg
 Price: 650
 Concealment 2
 Preparation 0
 Damage Potential 3



Battle Scythe

The battle scythe consists of a long, reinforced wooden haft, similar to a polearm. A single, large blade, clearly identifiable as a re-forged agricultural

scythe blade, is socketed at the top, re-oriented to project straight forward along the line of the haft. The blade itself is long and possesses a deep, concave curve, with its sharpened edge on the inside.

Hand to Hand

Weight:	3.00 kg
Price:	1300
Piercing	1
Range	2
Concealment	7
Damage Potential	3



Bullwhip

The whip is a single, continuous piece of dark, plaited leather, often several meters long. It begins with a short, rigid, braided handle that transitions seamlessly into a long, flexible thong. This thong tapers consistently from the thick handle down to a very fine, thin cord at the tip.

Hand to Hand

Weight:	1.00 kg
Price:	20
Range	3
Concealment	1
Capacity	1
Damage Potential	1



Warhammer

A heavy, forged metal head defines this weapon, clearly separating it from a mace. One side of this head features a flat or slightly convex blunt striking face, while the opposite side is drawn out into a thick, sharp spike or a slightly curved, armor-piercing fluke. This head is mounted on a sturdy

wooden or steel-reinforced haft, often sized for a two-handed grip.

Hand to Hand

Weight:	5.00 kg
Price:	1500
Range	2
Concealment	6
Preparation	2
Damage Potential	2



Nine-tails

A short, solid handle, often wrapped in dark leather, serves as the grip for this whip. Nine separate thongs or cords of equal length are attached to this handle, each one tipped with a hard, knotted end or a small metal barb. The weapon is unwieldy; if the hit roll is unsuccessful, the nine-tails wounds the wearer with one wound.

Hand to Hand

Weight:	1.50 kg
Price:	850
Range	2
Concealment	5
Damage Potential	3



Brass Knuckles

A single, solid piece of cast metal, typically brass or steel, is shaped to fit around the fingers. It features four circular holes through which the fingers are inserted. The outer edge, which sits above the knuckles, is a thick, weighted striking surface, while a smooth, curved bar rests against the palm.

Hand to Hand

Weight:	0.40 kg
Price:	300
Concealment	1
Damage Potential	2



Eve

Hand to Hand

Weight:	2.00 kg
Price:	200
Damage Potential	2
Concealment	9
Range	1



Polearms

Lance

A long, thick shaft of dense wood forms the core of this heavy polearm. It is topped with a sharp, conical or leaf-shaped steel head designed purely for piercing. A circular steel handguard (vamplate) is often fixed to the shaft just above the grip, distinguishing it from a simpler pike or spear.

Hand to Hand

Weight:	3.00 kg
Price:	1000
Piercing	2
Range	2
Concealment	8
Damage Potential	2



Glaive

A long, single-edged blade, resembling a large knife or short sword, is mounted vertically on the end of a long wooden haft. This blade is affixed in line with the shaft, creating a polearm that lacks the complex spear-points or side-flukes of a partisan or corseque. The weapon is balanced for long, sweeping slashes.

Hand to Hand

Weight:	2.80 kg
Price:	2750
Piercing	1
Range	2
Concealment	6
Damage Potential	3



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.

Hand to Hand

Weight:	0.50 kg
Price:	10
Damage Potential	1



Staff

A long, solid piece of hardwood, often gnarled or polished smooth. It is roughly the height of a person and may be topped with a carved knob, a simple crystal, or left unadorned.

Hand to Hand

Weight: 0.80 kg
Price: 100
Range 2
Concealment 5
Preparation 0
Damage Potential 1



Scythe

A long, curved wooden shaft is fitted with two perpendicular hand-grips. Mounted at the base of this shaft is a single, very long, curved blade that juts out at a right angle, with its sharp edge along the concave side. The entire assembly is unwieldy, clearly designed for wide, sweeping motions.

Hand to Hand

Weight: 2.50 kg
Price: 580
Range 2
Concealment 7
Damage Potential 3



Battle staff

Perfect balance defines this weapon, which is a long, smooth shaft of dense hardwood, often capped with blued metal at both ends. Known as the weapon of a monk, its lightweight yet sturdy construction is designed for very quick attacks.

Hand to Hand

Weight: 0.60 kg
Price: 150
Range 2
Concealment 6
Damage Potential 2



Corseque

The head of the corseque consists of a long, primary spear spike. Projecting from the base of this spike are two shorter, sharp tines or flukes, which are angled forward or slightly outward. This entire three-pointed metal assembly is mounted on a long wooden haft.

Hand to Hand

Weight: 2.50 kg
Price: 2450
Range 2
Concealment 5
Damage Potential 3



Tournament lance

This is an exceptionally long, thick polearm shaft, crafted from wood that is often painted with bright, heraldic colors. A conical steel handguard (vamplate) is fixed above the grip, and unlike a war lance, the tip features no sharpened point. Instead, it is capped with a blunted metal head or a coronel, a small, crown-shaped fixture.

Hand to Hand

Weight: 2.50 kg
Price: 1400
Range 3
Concealment 7
Preparation 2
Damage Potential 3



Trident

A three-pronged metal head defines this polearm. It features a long central spear-point, flanked on both sides by two shorter, equally sharp tines, which are sometimes barbed. This entire assembly is mounted on a long, sturdy wooden haft.

Hand to Hand

Weight:	3.00 kg
Price:	850
Piercing	1
Range	2
Concealment	5
Damage Potential	3



Pike

An exceptionally long and rigid wooden shaft, significantly taller than a person, dominates this polearm's design. It is tipped with a very small, sharp steel spike, purely functional and lacking the broad blade of a spear. The entire weapon is unwieldy up close, built exclusively for maintaining distance.

Hand to Hand

Weight:	3.00 kg
Price:	1800
Piercing	2
Range	2
Concealment	6
Damage Potential	3



Pitchfork

A long, simple wooden haft is topped with a metal head. This head splits into two, three, or sometimes four long, thin metal tines, which are sharpened to a point and curve slightly forward. The entire construction is that of a basic agricultural tool, lacking the reinforcement or balance of a military trident.

Hand to Hand

Weight:	2.00 kg
Price:	5
Piercing	1
Range	2
Concealment	1
Reload actions	0
Damage Potential	2



Spear

A long, straight shaft of polished hardwood forms the main body of this polearm. It is tipped with a single, sharp metal head, often forged into a simple leaf-shape or a sharpened spike. The weapon is balanced for reach, lacking the complex flukes of a partisan or the axe-head of a halberd.

Hand to Hand

Weight:	1.20 kg
Price:	600
Piercing	1
Range	2
Concealment	6
Damage Potential	1



Halberd

A complex, multi-purpose head of forged steel tops this long polearm. It combines three distinct elements: a forward-facing spear point, a broad,

heavy axe-blade on one side, and a sharp spike or hook on the reverse side. This entire assembly is mounted on a long, sturdy wooden haft, often reinforced with metal langets.

Hand to Hand

Weight:	3.00 kg
Price:	3000
Piercing	2
Range	2
Concealment	8
Damage Potential	3



Battle lance

A long, thick shaft of dense, reinforced wood forms the core of this heavy polearm. It is topped with a sharp, leaf-shaped or conical steel head designed for piercing, lacking the blunted coronel of its tournament counterpart. A circular steel handguard (vamplate) is often fixed to the shaft just above the intended grip area.

Hand to Hand

Weight:	3.50 kg
Price:	1500
Piercing	2
Range	3
Concealment	7
Damage Potential	3



Partisan

A long, sturdy wooden haft is capped with a broad, double-edged spearhead. Flanking the base of this main blade are two smaller, symmetrical, and sharpened projections, often shaped like crescent

moons or pointed flukes. The overall head is typically flat and more ornate than a military spear, but lacks the axe-blade of a halberd.

Hand to Hand

Weight:	3.00 kg
Price:	1000
Piercing	1
Range	2
Concealment	6
Damage Potential	3



Bows

Composite bow

This bow is crafted from multiple materials laminated together—typically horn, sinew, and a wooden core—bound tightly with wrappings. When unstrung, its limbs curve noticeably forward at the tips. The entire construction is often more compact than a Battle Bow but features a much more complex and deliberate shape.

Single shot

Weight:	1.20 kg
Price:	750
Range	50
Concealment	5
Preparation	0
Capacity	1
Damage Potential	3



Repetier Crossbow

A prominent lever mechanism, often integrated into the stock and connected to a top-mounted box or gravity-fed magazine, defines this crossbow.

This complex assembly makes it a weapon that is very easy to span and quick to load. The rest of the construction features a standard prod and trigger, though the stock is heavily modified to accommodate the reloading action.

Single shot

Weight:	3.00 kg
Price:	950
Piercing	1
Range	30
Concealment	3
Preparation	2
Capacity	2
Damage Potential	3

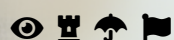


Crossbow

A solid stock of wood or metal forms the main body of this weapon, featuring a groove on its upper surface. Near the front, a single horizontal bow limb is mounted. A trigger mechanism is set into the stock, designed to hold a drawn bowstring under tension.

Single shot

Weight:	3.00 kg
Price:	800
Piercing	1
Range	40
Concealment	3
Preparation	2
Capacity	1
Reload actions	2
Damage Potential	3



Hunting Bow

This weapon consists of a long, single stave of cured wood, often yew or ash. It has a simple leather grip and a string of twisted fiber, lacking the heavy reinforcement of a Battle Bow.

Single shot

Weight:	1.20 kg
Price:	650
Piercing	1
Range	60
Capacity	1
Damage Potential	2



Long Bow

This bow is defined by its impressive height, often matching or exceeding that of its wielder. It consists of a single, long stave of cured wood, typically yew or ash, polished smooth. Unlike the multi-layered Composite Bow, its power comes purely from the length of its simple, slightly curved limbs and the tension of its heavy-gauge string.

Single shot

Weight:	2.00 kg
Price:	600
Piercing	1
Range	60
Concealment	5
Capacity	1
Damage Potential	2



Short bow

A single stave of cured wood, often ash or elm, forms this compact bow. Its limbs are noticeably short and slender, lacking the impressive height of a Long Bow or the heavy reinforcement of a Battle

Bow. The weapon is lightweight and fitted with a simple twisted fiber string.

Single shot

Weight:	1.20 kg
Price:	400
Range	40
Concealment	3
Capacity	1
Damage Potential	2



Double Crossbow

A central stock of wood or metal is mounted with two horizontal bow limbs, set either side-by-side or vertically stacked. The weapon features a trigger mechanism connected to two parallel grooves or tracks. These tracks are designed to hold two separate bolts, which are secured under tension by corresponding bowstrings.

Single shot

Weight:	3.80 kg
Price:	2900
Piercing	1
Range	45
Concealment	4
Preparation	2
Capacity	2
Damage Potential	3



Hand crossbow

This weapon is a small, concealable crossbow, often built with a pistol-like grip. It features a short, horizontal bow prod and a simple mechanism that makes it easy to span. The entire lightweight construction is designed to be drawn quickly.

Single shot

Weight:	0.80 kg
Price:	900
Piercing	1
Range	10
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2



Quadruple crossbow

This heavy weapon possesses a wide, reinforced stock, built to accommodate four horizontal bow limbs, often arranged in a stacked or side-by-side configuration. The top of the stock features four parallel grooves, each designed to hold a bolt. A complex trigger mechanism is connected to an intricate system of bowstrings that hold all four bolts under tension simultaneously.

Single shot

Weight:	6.00 kg
Price:	4100
Piercing	1
Range	45
Recoil Compensation	1
Concealment	8
Preparation	2
Capacity	4
Reload actions	4
Damage Potential	3



Battle Bow

This heavy bow features a thick, reinforced frame, often made of laminated wood or composite material, making it larger and sturdier than a simple hunting bow. Its limbs are stiff and pronounced in

their curve, attached to a thick, heavy-gauge bowstring. The entire weapon is built for power, lacking ornamentation in favor of a purely functional design.

Single shot

Weight:	1.40 kg
Price:	1450
Piercing	1
Range	70
Concealment	6
Capacity	1
Damage Potential	4



Light Crossbow

A stock, often of wood or composite material, forms the main body of this weapon. Near the front, a single, relatively short horizontal prod (bow limb) is mounted. This weapon features one bowstring, a simple trigger mechanism, and a groove on the stock's upper surface designed to hold a single bolt.

Single shot

Weight:	2.20 kg
Price:	650
Piercing	1
Range	40
Concealment	3
Capacity	1
Damage Potential	2



Bow of the Elements

While attuned to this bow and holding it, you can spend one minute in meditation focused upon one of the five elemental damage types. At the end of the minute, the bow pulses brightly in the color

corresponding to that damage type, and its alignment changes to that element.

This bow is engraved with elaborate swirling designs like swirling clouds, lashing waves, and tongues of fire. The crevices of the designs glow with a slowly pulsing light. The color of this light depends on which elemental damage type the bow is currently aligned with: red for fire, white for cold, green for acid, blue for lightning, purple for thunder.

Single shot

Weight:	1.00 kg
Price:	100000
Range	50
Concealment	5
Capacity	10
Damage Potential	3



Pistols

Laser Pistol

A compact, angular frame made of white or black polymer forms the body of this handgun. Instead of a slide or a conventional barrel, it features a short, reinforced emitter shrouded by focusing lenses or metallic fins. A heavy, detachable energy cell, often glowing faintly, slots into the base of the grip.

Burst mode
Single shot

Weight:	0.80 kg
Price:	2200
Piercing	2
Range	60
Recoil Compensation	2
Concealment	2
Capacity	20
Damage Potential	2



Colt Peacemaker

A polished metal frame defines this single-action revolver. Its most recognizable feature is the revolving, fluted cylinder designed to hold individual cartridges, which are loaded one by one via a loading gate on the frame's right side. A characteristic curved grip (often wood or ivory), an exposed hammer, and a fixed front blade sight complete its iconic profile.

Single shot

Weight:	1.00 kg
Price:	800
Piercing	1
Range	20
Concealment	3
Capacity	6
Damage Potential	2



Desert Eagle

An exceptionally large and heavy frame gives this semi-automatic handgun its unmistakable, angular silhouette. It possesses a thick, heavy-gauge barrel (often with a distinctive triangular profile) and a massive slide. The oversized grip accommodates a large, single-stack box magazine.

Single shot

Weight:	1.00 kg
Price:	1200
Piercing	1
Range	20
Concealment	3
Capacity	7
Damage Potential	3



Colt Dragoon

A massive, heavy frame and a long barrel (often octagonal) give this single-action revolver its imposing silhouette. It features a revolving cylinder designed for loose powder and ball, not metallic cartridges. A prominent, hinged loading lever is seated directly beneath the barrel, and a large, exposed hammer rests on the frame.

Single shot

Weight:	0.50 kg
Price:	400
Range	20
Recoil Compensation	1
Concealment	2
Capacity	6
Damage Potential	2
Reload actions	2



HK USP

This modern handgun is built around a boxy, black polymer frame and a heavy, rectangular steel slide. Its design is angular and functional, featuring a prominent, squared-off trigger guard and (often) an external hammer at the rear of the slide. Simple three-dot iron sights sit on top.

Single shot

Weight:	1.00 kg
Price:	500
Piercing	1
Range	20
Recoil Compensation	1
Capacity	8
Damage Potential	2



Ruger

This semi-automatic rifle is immediately recognizable by its traditional, one-piece wooden stock, which forms a simple grip, reminiscent of an older M1 rifle. It features a relatively thin barrel with a prominent, winged front sight. A curved, rectangular box magazine locks in just ahead of the trigger guard.

Single shot

Weight:	0.80 kg
Price:	800
Piercing	1
Range	150
Concealment	2
Capacity	9
Damage Potential	2



Blunderbuss

A conspicuously wide, bell-shaped muzzle of flared brass or iron defines this firearm. This short, heavy barrel is mated to a thick, carbine-length wooden stock. A prominent flintlock mechanism is fixed to the side of the receiver, completing its simple, top-heavy profile.

Single shot

Weight:	1.20 kg
Price:	800
Range	20
Recoil Compensation	1
Concealment	3
Capacity	1
Damage Potential	1
Reload actions	2



Flintlock Pistol

A heavy, single barrel is mated to a pronounced, curved hardwood grip. Its most recognizable feature is the complex metal mechanism on its side: a C-shaped hammer designed to hold a piece of flint, which is aligned to strike a steel plate situated above a small priming pan.

Single shot

Weight:	0.80 kg
Price:	500
Range	20
Concealment	2
Capacity	1
Damage Potential	4
Reload actions	2



Glock (9mm)

This modern handgun is immediately recognizable by its angular, matte-black polymer frame and a blocky, rectangular steel slide. It lacks any external hammer, giving the rear of the slide a smooth, snag-free profile. A distinctive, squared-off trigger guard and a simple trigger-mounted safety mechanism complete its highly functional, unadorned design.

Burst mode

Single shot

Weight:	0.30 kg
Price:	300
Range	80
Recoil Compensation	1
Concealment	1
Capacity	17
Damage Potential	2



Colt 1911

This semi-automatic handgun is characterized by its slim, all-metal frame and a slide with rear serrations. It features a distinct grip angle, covered by textured panels, and a prominent external hammer at the rear. A thin, single-stack box magazine slots into the base of the grip.

Single shot

Burst mode

Weight:	0.70 kg
Price:	800
Range	20
Recoil Compensation	1
Concealment	2
Capacity	7
Damage Potential	2



Flechette Pistol

A sleek, angular frame of dark composites defines this handgun. Instead of a conventional round barrel, it features a short, rectangular launch channel, often flanked by stabilization fins. The ammunition is a long, thin clip, frequently made of translucent polymer, which slides in horizontally above the grip, revealing the tightly packed, needle-like flechettes within.

Burst mode

Weight:	5.00 kg
Price:	1500
Piercing	1
Range	15
Recoil Compensation	1
Concealment	2
Capacity	9
Damage Potential	4



Derringer

This handgun is defined by its extreme compactness, often regarded as a lady weapon due to its small size. It typically features a very short, over-under barrel configuration, mounted on a tiny frame. The grip is minimal, often a smooth 'bird's head' shape, and it frequently lacks a trigger guard, using a simple spur trigger instead.

Single shot

Burst mode

Weight:	0.20 kg
Price:	200
Range	10
Recoil Compensation	1
Preparation	0
Capacity	2
Damage Potential	1



Walther P99

The Walther P99 (9x19mm Parabellum) is a modern, reliable self-loading pistol chambered in 9x19mm.

It has been adopted by numerous German police departments due to its outstanding ergonomics and advanced safety features.

Equipped with a robust polymer frame that can be individually adjusted to fit different hand sizes thanks to interchangeable grip panels, it offers the user intuitive handling.

A technical hallmark of the firearm is the so-called "anti-stress" trigger, which was specifically designed to ensure controlled and precise firing even under high psychological stress.

The well-thought-out design is rounded out by a 15-round magazine and a clearly visible load indicator that shows at all times whether a round is in the chamber.

Translated with DeepL.com (free version)

Single shot

Weight:	0.70 kg
Price:	549
Recoil Compensation	1
Piercing	1
Range	20
Capacity	15
Damage Potential	2
Concealment	3



Assault rifles

AK 47

A deeply curved, banana-shaped metal box magazine defines this military rifle. It is built on a stamped-steel receiver and fitted with a distinctive, often polished, wooden stock, pistol grip, and handguard. A prominent hooded front sight sits near the muzzle of its dark, heavy barrel.

Burst mode
Single shot

Weight:	3.80 kg
Price:	2500
Piercing	1
Range	40
Concealment	5
Capacity	30
Damage Potential	3



G3

The G3 rifle is built around a dark, stamped-steel receiver and fitted with a distinctive, wide polymer handguard, pistol grip, and fixed stock. Its most

recognizable features include a prominent rotary drum rear sight (diopter) and a straight, slab-sided metal box magazine.

Burst mode
Single shot

Weight:	4.40 kg
Price:	3800
Range	80
Concealment	6
Capacity	20
Damage Potential	3



M-16

This modern military rifle is built with a dark, matte-finished metal receiver and distinct black polymer furniture (stock, pistol grip, and handguard). Its most recognizable features are the long, slender barrel tipped with a prominent triangular front sight post, and the fixed carrying handle on top of the receiver, which also integrates the rear sight.

Burst mode
Single shot

Weight:	2.90 kg
Price:	3600
Piercing	1
Range	100
Concealment	6
Capacity	30
Damage Potential	3



Steyr AUG

This modern rifle is defined by its compact, 'bullpup' layout, placing the magazine well directly into the stock, behind the pistol grip. Its frame is

a smooth polymer shell, often olive-drab or black, dominated by a distinctive carrying handle that flows directly into an integrated, low-profile optical sight. The design is sleek and self-contained, lacking the separate, bolted-on parts of many other military firearms.

Burst mode
Single shot

Weight: 3.60 kg
Price: 2800
Range 300
Concealment 5
Capacity 30
Damage Potential 4



Sako M95

A distinctive, tubular metal stock that folds to the side defines this modern military rifle. Its dark, stamped-steel receiver and prominent gas tube above the barrel show its lineage from the AK family. It is fitted with black or green polymer furniture (handguard and pistol grip) and feeds from a curved polymer box magazine.

Single shot
Burst mode

Weight: 3.50 kg
Price: 2500
Piercing 1
Range 400
Concealment 5
Capacity 30
Damage Potential 3



Flechette Rifle

Flechette Rifles shoot a couple of hundred steel darts per burst. Very deadly, with a wide spread. But not a very fast weapon. The burst can be dodged.

Flechette Burst

Weight: 15.00 kg
Price: 2000
Piercing 1
Range 50
Capacity 18
Damage Potential 4



Slings

Sling

A long, double-stranded cord made of braided fiber or sinew features a wider, cup-shaped leather pouch woven into its center. The two cords extending from this pouch are of equal length, with one end often tied into a simple finger-loop.

Single shot

Weight: 0.10 kg
Price: 20
Range 15
Preparation 0
Capacity 1
Damage Potential 1



Pilum with Amentum

A long, thin iron shank, culminating in a sharp, pyramidal tip, defines this javelin. This metal shank is deeply socketed into a shorter, weighted wooden haft. Wrapped securely around the haft, near the weapon's balance point, is a long leather

thong (amentum) fashioned into a loop for the fingers.

Single shot

Weight: 2.00 kg
Price: 1
Piercing 1
Range 40
Capacity 1
Damage Potential 1



Slingshot

A Y-shaped frame, often carved from a single piece of hardwood or formed from bent metal, serves as the handle. Two strong elastic bands are secured to the upper prongs of this frame. The opposite ends of these bands are joined by a small, flexible pouch, typically made of leather.

Single shot

Weight: 0.50 kg
Price: 30
Range 15
Concealment 1
Preparation 0
Capacity 1
Damage Potential 2



Blowpipe

This weapon is a simple, long tube of hollowed reed or polished wood. One end is visibly carved and smoothed to serve as a mouthpiece. The entire object is lightweight and perfectly straight, featuring no mechanisms or strings, only the empty channel running its length.

Single shot

Weight: 0.80 kg
Price: 120
Piercing 1
Concealment 5
Preparation 0
Capacity 1
Range 15



Rifles

Brown Bess

An exceptionally long, heavy steel barrel is set into a full-length stock of dark, polished hardwood. Its most recognizable feature is the large, C-shaped flintlock mechanism mounted on the side. The weapon is very long, with a simple, round, smooth-bore barrel, and a thin metal ramrod is slotted into a channel running just beneath it.

Single shot

Weight: 2.00 kg
Price: 800
Piercing 2
Range 40
Concealment 6
Capacity 1
Damage Potential 1
Reload actions 2



Long Rifle

A remarkably long and slender octagonal barrel, often made of dark, blued steel, gives this firearm its name. This barrel is seated in a full-length, polished hardwood stock (often maple). Its most distinct features are the prominent flintlock mecha-

nism on the side and the curved, crescent-shaped metal buttplate.

Single shot

Weight:	2.00 kg
Price:	1500
Piercing	2
Range	40
Concealment	5
Capacity	1
Damage Potential	2



Springfield Rifle

A full-length, dark hardwood stock encases a long, blued-steel barrel. Its most recognizable feature is the solid metal breechblock set into the top of the receiver, which pivots upward and forward to load a single, large-caliber cartridge. A prominent, exposed hammer rests just behind this mechanism.

Single shot

Weight:	2.00 kg
Price:	1400
Piercing	2
Range	80
Concealment	6
Damage Potential	2



Barrett

An enormous, arrow-shaped muzzle brake sits at the end of an exceptionally long, heavy-gauge barrel. This massive firearm is built around a heavy, angular steel receiver and a simple pistol grip, making standard military rifles look small in comparison. A folding bipod is mounted near the front, and a large, rectangular box magazine locks in just ahead of the trigger assembly.

Single shot

Weight:	3.00 kg
Price:	2500
Piercing	1
Range	1400
Concealment	5
Capacity	11
Damage Potential	3



M1

A dark, heavy steel receiver is set into a one-piece, full-length hardwood stock, giving this military rifle its characteristic profile. It features a prominent aperture (peep) sight on the rear of the receiver and a winged front sight. The most notable aspect of its design is the lack of a detachable box magazine; instead, it utilizes a fixed internal magazine loaded from the top with a blocky, metal clip.

Burst mode

Single shot

Weight:	3.00 kg
Price:	3000
Piercing	1
Range	270
Concealment	5
Capacity	8
Damage Potential	4



Kar98

The Kar is built on a dark, one-piece wooden stock, making it a noticeably shorter and handier carbine than the full-length Gewehr 98. Its defining features are the metal bolt-action mechanism with a distinct turned-down bolt handle, and the V-notch tangent sight mounted on the barrel.

Single shot

Weight:	4.00 kg
Price:	3500
Piercing	2
Range	1200
Concealment	7
Capacity	5
Damage Potential	2



Winchester '76

A long, heavy barrel, often octagonal, is mated to a polished hardwood stock and a solid, dark metal receiver. Its most recognizable feature is the large lever-loop behind the trigger guard, which cycles the action. An exposed hammer rests on the receiver, and a distinct brass or steel loading gate is set into the receiver's side.

Single shot

Weight:	4.00 kg
Price:	4500
Piercing	1
Range	40
Concealment	5
Capacity	7
Damage Potential	3



Laser Rifle

A polished, heavy crystal lens at the muzzle distinguishes this rifle. Its sleek, angular frame is made of dark alloys and polymers, lacking a conventional ammo ejection port or magazine well. Instead, a bulky, glowing power cell is locked into the stock, feeding energy through visible external conduits.

Burst mode

Single shot

Weight:	1.00 kg
Price:	5200
Piercing	2
Range	800
Recoil Compensation	2
Concealment	4
Capacity	30
Damage Potential	4



Gewehr 98

A long, full-length wooden stock encases a dark steel barrel, making this firearm significantly longer than a carbine. Its defining feature is a metal bolt-action mechanism with a straight, polished handle. A prominent, long-range tangent sight is mounted on the barrel, and the stock is fitted with steel bands and a bayonet lug near the muzzle.

Single shot

Weight:	4.00 kg
Price:	1200
Piercing	2
Range	200
Concealment	5
Capacity	5
Damage Potential	2



Submachine Guns

MP5

The MP5 is built on a dark, stamped-metal receiver, appearing much like a scaled-down version of a G3 rifle. It features a distinctive hooded front sight and a rotary drum rear sight (diopter). A curved

box magazine slots in just ahead of the polymer pistol grip and trigger group, and it is often fitted with a simple, retractable metal stock.

Burst mode

Single shot

Weight: 3.10 kg
Price: 1200
Range 40
Concealment 4
Capacity 30
Damage Potential 2



MP40

This automatic firearm is constructed primarily from dark, stamped sheet metal, giving it a very functional, industrial appearance. It features a simple pistol grip, often of dark polymer, and lacks a traditional wooden stock. Its most recognizable features are the straight, vertical box magazine well and the metal stock that folds down and under the receiver.

Burst mode

Single shot

Weight: 3.97 kg
Price: 1600
Range 40
Concealment 4
Capacity 32
Damage Potential 3



Tommy Gun

A heavy, dark steel receiver is mated to a polished wooden stock, a rear pistol grip, and a distinctive vertical foregrip. Its most recognizable feature is

the large, circular drum magazine locked in beneath the action, though it also accepts straight box magazines. The relatively short barrel is often encased in prominent cooling fins.

Burst mode

Weight: 4.90 kg
Price: 2000
Piercing 1
Range 40
Concealment 5
Capacity 50
Damage Potential 3



Uzi

This compact firearm is built from angular, stamped black metal, giving it a distinctly boxy appearance. Its most recognizable feature is the long, rectangular magazine that slots directly into the central pistol grip. A simple, folding metal stock is attached to the rear of the receiver, and the barrel is exceptionally short.

Single shot

Burst mode

Weight: 3.60 kg
Price: 1300
Range 40
Concealment 3
Capacity 32
Damage Potential 2



Shotguns

Double-Barrel Shotgun

Two thick, parallel steel barrels, mounted side-by-side (or over-and-under), form the core of this firearm. This barrel assembly is mated to a solid wooden stock and forend. A prominent lever on top of the receiver, or a side-latch, acts as a release, allowing the barrels to pivot downward at the breech.

Single shot

Weight:	2.00 kg
Price:	1200
Piercing	1
Range	15
Concealment	6
Capacity	2
Damage Potential	3



Pump Action

A long tubular magazine runs parallel beneath a single, heavy steel barrel. This firearm is immediately recognizable by its sliding wooden or polymer forend (the pump). This grip must be manually racked back and forth to eject a spent shell and chamber a new one from the tube.

Single shot

Weight:	2.00 kg
Price:	800
Piercing	1
Range	15
Concealment	4
Capacity	6
Damage Potential	2



Sawed-Off

Two wide, parallel steel barrels are mated to a simple wooden stock and grip. The weapon is char-

acterized by its exceptionally short length. Both the metal barrels and the wooden stock have been crudely cut down, leaving rough, unfinished ends.

Single shot

Weight:	1.30 kg
Price:	800
Range	15
Concealment	3
Preparation	0
Capacity	2
Damage Potential	3



Throwing Weapons

Throwing Spear

A slender haft of flexible, lightweight wood forms the body of this spear. Its head is a small, sharp leaf-blade or a simple spike, lacking the heavy, broad head of a military spear. The weapon is balanced noticeably forward of the grip, clearly intended for flight rather than bracing.

Throwing

Weight:	2.00 kg
Price:	300
Piercing	1
Range	20
Concealment	6
Capacity	1
Damage Potential	1



Throwing Axe

A distinct head-heavy balance, clearly intended for rotation, defines this small axe. It possesses a short, smooth wooden haft designed for a one-handed

grip. The metal head is single-bladed and often features a sharpened poll or spike on the reverse side, distinguishing it from a simple hatchet.

Throwing

Weight:	1.00 kg
Price:	25
Range	10
Concealment	3
Capacity	1
Damage Potential	3

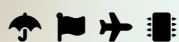


Shuriken

The shuriken is a small, thin disc or star-shaped piece of flat, dark metal. It features multiple sharpened points or edges radiating from a central point or hole.

Throwing

Weight:	0.20 kg
Price:	50
Range	10
Preparation	0
Capacity	1
Damage Potential	2



Machine Guns

Gatling

A cluster of long, heavy steel barrels dominates the gatling, arranged in a circular housing around a central axle. This assembly is mounted on a heavy frame, featuring a prominent, hand-operated crank on the side. A large box or drum, designed to hold ammunition, is typically affixed to the top of the weapon's receiver.

Burst mode

Weight:	10.00 kg
Price:	8000
Piercing	1
Range	300
Concealment	10
Preparation	3
Capacity	100
Reload actions	3
Damage Potential	4



M2 Browning

This enormous automatic weapon is built on a massive, rectangular steel receiver. It features an exceptionally long, heavy-gauge barrel, often encased in a thick, perforated shroud. It is designed to be fed by a disintegrating metal ammunition belt and is characterized by its pair of spade grips and a butterfly trigger at the rear.

Single shot

Burst mode

Weight:	34.20 kg
Price:	7000
Piercing	1
Range	100
Concealment	10
Preparation	2
Capacity	200
Damage Potential	4



M60

Ein klobiges Gehäuse aus Stahlblech bildet den Kern dieser modernen automatischen Waffe. Sie verfügt über einen schweren Lauf (oft mit angebrachtem Griff), einen markanten, abfallenden

Schulterstock und einen Pistolengriff. Ein klappbares Zweibein ist nahe der Front angebracht, und die Waffe ist darauf ausgelegt, von der linken Seite mit einem Munitionsgurt gespeist zu werden.

Burst mode
Single shot

Weight: 10.50 kg
Price: 8900
Piercing 1
Range 80
Concealment 9
Preparation 3
Capacity 250
Damage Potential 3



MG34

A long, slender barrel encased in a distinctive, circular shroud perforated with many round holes defines this automatic weapon. It is built with a dark, machined steel receiver, a polished wooden stock, and a simple pistol grip. A folding bipod is often clamped to the barrel shroud, which is designed to be quickly removed.

Burst mode
Single shot

Weight: 12.10 kg
Price: 5500
Piercing 2
Range 80
Concealment 9
Preparation 3
Capacity 200
Damage Potential 4



MG42

This modern automatic weapon is built on a long, stamped-steel receiver and features a distinctive, perforated barrel shroud for heat management. A folding bipod is attached near the muzzle, and it is fitted with a simple pistol grip and a fin-shaped wooden or polymer stock. A prominent feed tray cover on the side of the receiver indicates its belt-fed mechanism.

Burst mode

Weight: 10.60 kg
Price: 6000
Piercing 2
Range 80
Preparation 2
Capacity 200
Damage Potential 4
Concealment 9



PKM

This modern automatic weapon is built on a long, stamped-steel receiver and fitted with a heavy, finned barrel designed for sustained fire. It features a distinctive skeletonized wooden or polymer stock, a pistol grip, and a folding bipod attached near the muzzle. Ammunition is fed via a disintegrating metal belt, often held in a box clipped directly beneath the receiver.

Burst mode

Weight: 7.50 kg
Price: 8000
Piercing 1
Range 80
Concealment 9
Capacity 200
Damage Potential 3



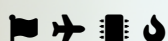
Heavy Weapons

Flamethrower

This weapon consists of one or two large metal tanks, worn on the back via a harness, connected by a thick, reinforced hose to a long, metal projector wand. The wand features a trigger assembly and a nozzle, from which it emits a stream of ignited fuel. The flamethrower acts in a cone of 45 degrees. Hits are distributed by the shooter among all enemies in the cone, and causes all those hit to have the status Burning 1.

Burst mode

Weight:	6.00 kg
Price:	10000
Range	10
Concealment	7
Reload actions	20
Damage Potential	8
Preparation	3
Capacity	30
Burning	1
Cone	45



HK GMW

This heavy, boxy automatic weapon is a 40x53mm caliber machine grenade launcher built on a solid metal receiver. It features a prominent side-mounted 32-ammunition belt feed mechanism, distinguishing it from single-shot grenade launchers. The entire assembly is designed for sustained fire and is often mounted on a tripod or vehicle.

Single shot

Weight:	29.00 kg
Price:	2000
Piercing	1
Range	40
Concealment	5
Preparation	2
Capacity	32
Reload actions	3
Damage Potential	4



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.

Single shot

Weight:	3.00 kg
Price:	1200
Piercing	1
Range	150
Concealment	4
Capacity	1
Damage Potential	4



C



Weapon Modifications

Barrel

Medium Suppressor

The medium silencer significantly reduces the sound of the shot, but also reduces the piercing of the weapon.

Price:	200
Concealment	-2
Piercing	-1



Low-Profile Suppressor

The low-profile silencer significantly reduces the sound of the shot, but also reduces the damage of the weapon.

Price:	400
Damage Potential	-1
Concealment	-2



Sights

Holo Sight

The holo-sight increases the weapon's accuracy and damage potential at medium range.

Price:	1800
Concealment	+1
Damage Potential	+1
Accuracy	+1



Red Dot

The red dot sight provides easier targeting for short distances (<200m).

Price:	1200
Concealment	-1
Damage Potential	+1



2x Scope

The 2x scope allows for accurate aiming at medium ranges and lowers the threshold for critical hits by 1.

Price:	1000
Critical Hits	-1



Crossbow Iron Sight

Attach an iron sight to your crossbow to increase accuracy and damage potential on a hit.

Price:	600
Accuracy	+1
Damage Potential	+1



Gadget

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.

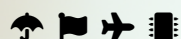
Price:	200
Concealment	+2
Accuracy	+1



Tripod

The tripod greatly reduces recoil when used with an assault rifle or machine gun. However, reloading the weapon is more cumbersome.

Price:	500
Recoil Compensation	+2
Concealment	+1
Reload actions	+1



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
Reload actions	-1



Quickdraw Sling

This feature on the weapon allows it to be drawn and fired quickly.

Price:	200
Preparation	-1



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
Reload actions	-1



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
Damage Potential	+1



Grips

Leather wrapped handle

A leather-covered handle improves the handling of the weapon and increases its damage potential.

Price:	80
Damage Potential	+1



Hardened Wood Handle

A hardwood grip improves handling and increases damage potential and accuracy.

Price:	200
Accuracy	+1
Damage Potential	+1



Ammunition

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
Concealment	+2
Damage Potential	+1
Accuracy	+1



Rubber Bullet Ammunition

Rubber bullets reduce the damage and piercing power of the weapon, but shock the enemy.

Price:	200
Piercing	-1
Shocked	+2
Damage Potential	-4



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
Damage Potential	+1
Range	+5



Extended Magazine (Pistols)

The extended magazine holds an additional 7 rounds and can be used for pistols.

Price:	80
Capacity	+7



Extended Magazine (Assault rifles)

The extended magazine holds an additional 20 rounds and can be used for machine guns.

Price:	150
Capacity	+20



Pebbles

Simple pebbles to use with a sling or slingshot.

Price:	2
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Iron balls

Iron balls do more damage when used in a slingshot instead of stones.

Price:	10
Damage Potential	+2



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
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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
Poison Notch +1



Explosive Arrows

A special device at the tip of the arrow causes it to explode on impact.

Price: 700
Splash Damage +2



Superperforator

Ask your local weapon trader for the superperforator!

Price: 100
Piercing +2



Blade

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
Piercing -1
Bleeding +2



Hardened Blade

The hardened blade increases the weapon's piercing power and damage potential.

Price: 200
Damage Potential +1
Piercing +1



Engraved Blade

The blade of the weapon has a special engraving.

Price: 100
Damage Potential +1



Poison Notch

A notch for applying poison. Bladed weapons can be modified with this. Poisons with the strength of the poison used.

Price: 250
Poison Notch +1



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



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
Range +1
Bleeding +1



Serrated Edge

A serrated edge will cause severe bleeding wounds.

Price: 400
Bleeding +1



Enchantment

An enchantment by Song

The weapon is enhanced by 2

Price: 400
Damage Potential +2



D

Rüstung

Light armour

Leather Cuirass

A lightweight leather cuirass that provides basic torso protection.

Weight: 2.50 kg
Price: 250
Encumbrance: 1
Protection: N N N C ¹



Linothorax Breastplate

A layered linen breastplate reinforced with leather, providing flexibility and protection.

Weight: 3.00 kg
Price: 450
Encumbrance: 1
Protection: N N N N



Motorcycle Helmet

This piece of headwear consists of a large, rigid, aerodynamic outer shell made of polished composites or polymer, designed to fully encase the head. It features a thick, clear or tinted transparent visor that pivots up and down to cover the face.

Weight: 2.00 kg
Price: 400
Encumbrance: 1
Protection: N N



Linen Surcoat

Made of linen, this lightweight garment is worn over armour to keep the metal cool and reduce glare. It's decorated with emblems and colours, making it easy to identify the wearer in battle.

Weight: 2.00 kg
Price: 400
Encumbrance: 1
Protection: N N B



Paper armor

The paper or the fibers of the mulberry tree are used to make the paper armor. The paper is folded several times, pressed and glued with glue. The paper sheets are formed into individual scales, which are connected by leather strips. These individual scales are used to make armor that protects the shoulders, chest, abdomen, genitals, back, and sometimes the thighs.

Weight: 5.00 kg
Price: 120
Protection: N N N N



Tactical Vest

This is a lightweight, load-bearing garment made of heavy-duty nylon, often built over a mesh frame. It is designed without any inherent ballistic panels. Its entire surface, front and back, is covered in a dense grid of modular webbing and/or numerous permanently stitched pouches, intended for organizing and carrying equipment.

Weight: 2.00 kg
Price: 1200
Encumbrance: 2
Protection: N N C C



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.

Weight: 1.50 kg
Price: 350
Encumbrance: 1
Protection: C B B



Hospital Gown

This garment is a lightweight, loose-fitting smock made of thin, pale cotton, often pale blue or bearing a simple, faded pattern. It features short, wide sleeves and is characterized by its open-back design.

Weight: 1.00 kg
Price: 30
Encumbrance: 1
Protection: B



Chain mail hauberk

This armor is a heavy, coat-like garment made entirely of thousands of interlinked metal rings. It is shaped like a long shirt, covering the torso, shoulders, and arms, and typically falls to the mid-thigh or knees. The construction is entirely flexible, lacking the rigid plates of plate armor, and forms a dense, heavy metallic mesh.

Weight: 12.00 kg
Price: 600
Encumbrance: 1
Protection: H H N N



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.

Weight: 1.00 kg
Price: 650
Encumbrance: 1
Protection: N N N



Subjected Vest

This vest is constructed from rigid, black polymer plates integrated into a heavy-duty nylon carrier. It features multiple reinforced metal D-rings on the chest and shoulders, and the entire garment secures using heavy-duty, non-standard locking mechanisms instead of quick-release buckles. The interior is unpadded, lined only with a coarse, synthetic mesh.

Weight: 1.50 kg
Price: 900
Encumbrance: 1
Protection: N N B



Canvas and Leather Brigandine

This brigandine is made with an outer layer of canvas and metal plates sewn inside and covered with leather. The internal plates are arranged to provide flexible but solid protection, making it practical for foot soldiers.

Weight: 3.00 kg
Price: 600
Encumbrance: 1
Protection: N N N B



Lorica Squamata

The lorica squamata is a type of scale armour used by the ancient Roman military during the Roman Republic and at later periods. It was made from small metal scales sewn to a fabric backing.

Weight: 13.00 kg
Price: 800
Encumbrance: 1
Protection: N N N N N



Quilted Linen Gambeson

This padded jacket is made from layers of quilted linen filled with wool for extra cushioning. Worn under armour, it absorbs shock and prevents metal from rubbing against the skin.

Weight: 2.00 kg
Price: 400
Protection: B S



Space Suit

This is a bulky, full-body garment made of multiple layers of thick, insulated fabric and reinforced polymer plates, often in white or metallic silver. It is completely sealed, featuring thick, articulated gloves and a prominent, domed helmet with a reflective, often gold-tinted, visor. A large, complex life-support unit, covered in valves and connection ports, is fixed securely to the back.

Weight: 18.00 kg
Price: 400
Encumbrance: 2
Protection: N N P P



Security Vest

This vest is a simple, outer-shell carrier made of durable black or dark blue nylon. It is often marked with SECURITY in large, white lettering on the front and back. The garment is secured with adjustable velcro straps at the sides and shoulders, and features several fixed pouches for a radio or flashlight, lacking the modular webbing of a tactical vest.

Weight: 2.00 kg
Price: 2000
Encumbrance: 1
Protection: N N N



Flak jacket

This sleeveless vest is a bulky garment made of heavy-duty synthetic fabric, often in olive-drab or camouflage patterns. Its interior is filled with thick, semi-rigid panels of woven ballistic fibers. The entire vest is secured at the front or sides with heavy zippers or thick velcro straps, lacking the pockets for rigid ceramic plates seen on modern ballistic vests.

Weight: 8.00 kg
Price: 1500
Encumbrance: 1
Protection: N N N B B



Tied iron sheets

Buford Mad Dog Tannen: What about Monday? Are we doing anything Monday?

Buford's Gang Member #1: Uh, no, Monday would be fine. You can kill him on Monday.

Weight: 2.00 kg
Price: 0
Protection: C



Leather Armor

This armor is crafted from thick sections of hide, which have been boiled, stiffened, and stitched or riveted together. It typically consists of a rigid cuirass and shoulder guards (pauldrons), often secured with heavy leather straps and metal buckles.

Weight: 2.00 kg
Price: 200
Encumbrance: 1
Protection: N N N N



Ballistic vest

The ballistic vest consists of a heavy-duty nylon or synthetic carrier (often in black, tan, or camouflage patterns) designed to be worn over the torso. It is secured by thick velcro straps at the shoulders and sides. The interior is lined with panels of tightly woven aramid fibers, and the exterior often features prominent pouches or pockets designed to hold rigid, rectangular ceramic armor plates.

Weight: 2.00 kg
Price: 1200
Encumbrance: 2
Protection: N N N C C



Gas mask

Verhindert alle Effekte von Gas oder biologischen Kampfstoffen in der Luft.

Weight: 500.00 kg
Price: 200
Encumbrance: 1
Protection: P P



Lorica Segmentata

The lorica segmentata is a type of personal armour that was used by soldiers of the Roman Empire, consisting of metal strips (girth hoops fashioned into circular bands), fastened to internal leather straps.

Weight: 14.00 kg
Price: 800
Encumbrance: 1
Protection: N N N H H



Lightweight ballistic vest

This vest is a thin, concealable carrier made of soft nylon or cotton, designed to be worn discreetly beneath clothing. It is secured with flat elastic and velcro straps. The interior is fitted with large, flexible panels of tightly woven aramid fibers, but it lacks the external pouches or reinforced pockets for rigid ceramic plates.

Weight: 1.00 kg
Price: 800
Encumbrance: 2
Protection: N N N C



Glitzerballerinas

Ballerinas. They sparkle.

Weight: 1.00 kg
Price: 50
Protection: B



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.

Weight: 10.00 kg
Price: 1000
Encumbrance: 2
Protection: P P



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.

Weight: 1.00 kg
Price: 400
Protection: F F F



Lorica Hamata

The lorica hamata is a type of chain mail armour used by soldiers for over 600 years (3rd century BC to 4th century AD) from the Roman Republic to the Roman Empire. Lorica hamata comes from the Latin hamatus (hooked) from hamus which means hook, as the rings hook into one another.

Weight: 12.00 kg
Price: 800
Encumbrance: 1
Protection: N N H H



Medium armour

Kevlar vest

This vest consists of a simple, often concealable, carrier made of nylon or cotton. Its interior is filled with thick, dense panels made of tightly woven, yellow-gold aramid (Kevlar) fibers. The entire garment is flexible but stiff, lacking the rigid, plate-like feel of hard armor, and is typically secured with flat velcro straps.

Weight: 7.00 kg
Price: 2200
Encumbrance: 2
Protection: N N N N C C²



Hard Armor

This armor is a heavy, full-body encasement, consisting of large, rigid composite or ceramic plates designed to cover the torso, back, and limbs. These plates are affixed to a thick, padded aramid-fiber (Kevlar) undersuit, and the entire assembly is secured by heavy-duty locking buckles and reinforced straps. A full, enclosed helmet with a thick, transparent ballistic visor completes the suit, offering significantly more protection than a standard vest.

Weight: 10.00 kg
Price: 1600
Encumbrance: 2
Protection: N N N N N C



Lorica Plumata

The lorica plumata also known the lorica hamata squamatque was a set of Roman armor. The name Lorica Plumata translates to feathered curiass. The reason the armor has this armor had this name, is because it had a feathered appearance due to the feather-like scales called plumes attached to oval shaped rings. The Lorica Plumata was a sleeveless armor with no shoulder guards that looked like a Linothorax. The Lorica plumata was one of the few sets of armor that combined mail and scales.

Weight: 17.00 kg
Price: 800
Encumbrance: 2
Protection: N N N N H H H



Half-Plate

This armor consists of a set of articulated, forged steel plates - including a solid cuirass, backplate, and large pauldrons - designed to protect the torso and upper body. It is distinguished from full plate by its omission of full leg and arm encasement, relying instead on mail or hardened leather to protect the joints and lower limbs.

Weight: 13.00 kg
Price: 800
Encumbrance: 2
Protection: N N N N N



Cuirass

The iron cuirass is made from iron plates with a fitted, flared shape around the waist. Its smooth, rounded surfaces help to deflect blows to the chest, providing both protection and a sleek aesthetic.

Weight: 3.00 kg
Price: 1200
Encumbrance: 4
Protection: N N N N C



Reinforced Iron Plackart

This lower chest plate is made of reinforced iron and protects the stomach and lower ribs. It is attached to a cuirass to form a continuous barrier against attacks to the torso.

Weight: 3.00 kg
Price: 500
Encumbrance: 3
Protection: N N C C C



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.

Weight: 4.00 kg
Price: 800
Encumbrance: 2
Protection: N N C C C



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.

Weight: 2.00 kg
 Price: 300
 Encumbrance: 2
 Protection: S S



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.

Weight: 2.00 kg
 Price: 600
 Encumbrance: 1
 Protection: N N



Plasma-Infused Chest Plate

Chest plate with plasma gel to absorb and dissipate energy from lasers and plasma weapons.

Weight: 8.00 kg
 Price: 3500
 Encumbrance: 1
 Protection: N N N S S S



Laser-Dampening Chest Armor

Chest armour with reflective coating to dissipate laser energy and reduce burns.

Weight: 8.20 kg
 Price: 4000
 Encumbrance: 1
 Protection: N N R R R



Thermal-Absorbing Vest

A waistcoat with heat-absorbing material to reduce the effects of heat.

Weight: 3.20 kg
 Price: 3000
 Encumbrance: 1
 Protection: F F F F F



Spartan Bronze Cuirass

A solid bronze cuirass designed to fit around the torso, it provided sturdy protection for Greek soldiers.

Weight: 7.50 kg
 Price: 750
 Encumbrance: 1
 Protection: N N N N N C



Scale Armor Vest

A vest made of overlapping bronze scales.

Weight: 5.50 kg
 Price: 700
 Encumbrance: 1
 Protection: N N N N H



Iron Lamellar Armor

A piece of armour made of small iron plates that are laced together.

Weight: 8.00 kg
Price: 900
Encumbrance: 1
Protection: N N N N N



Heavy armour

Plate Armor

A polished, form-fitting shell of interlocking, articulated steel plates, covering the wearer from head to toe, defines this armor. It includes a full helm, a solid cuirass, and defenses for the arms and legs, all meticulously shaped. This suit, often worn over a padded gambeson or mail, is secured by numerous internal straps and buckles, creating a complete, heavy encasement.

Weight: 15.00 kg
Price: 2000
Encumbrance: 4
Protection: N N N N N C C C C C ³



Heavy ballistic vest

The heavy ballistic vest is a bulky, full-torso carrier made of heavy-duty nylon, designed to hold thick, multi-curve ceramic plates in the front, back, and sides. It is distinguished by its additional, often detachable, armored components, such as a reinforced gorget (neck guard), large shoulder pauldrons, and a hanging groin protector, providing extensive coverage at the cost of mobility.

Weight: 4.00 kg
Price: 1800
Encumbrance: 4
Protection: N N N N N N N C C



Combined tactical vest

This modern vest features a heavy-duty nylon carrier with integrated pouches for rigid armor plates. Its defining feature is the extensive, built-in webbing covering the front, back, and sides, designed to combine ballistic protection with a fully modular load-bearing system for pouches and gear.

Weight: 8.00 kg
Price: 2800
Encumbrance: 4
Protection: N N N C C C B B



Infantry Battle Suit

This full-body armor consists of interlocking, matte-finished composite plates (often in olive-drab or grey) worn over a sealed, synthetic undersuit. It features a full-face, enclosed helmet with a rectangular, multi-spectrum visor. The entire suit is covered in a modular webbing system for attaching ammunition pouches and utility gear, and is powered by a flat, rectangular power pack integrated into the backplate.

Weight: 18.00 kg
Price: 2200
Encumbrance: 4
Protection: N N N N N C C C C



Powered Battlesuit

A heavy, articulated frame of dark alloys and composite plating forms this full-body exoskeleton, standing significantly taller and broader than a normal person. It features a sealed, reflective helmet/visor, oversized pauldrons, and a prominent, rear-mounted power core. Thick bundles of synthetic muscle or hydraulic pistons are visible at the major joints, such as the elbows, knees, and waist.

Weight: 22.00 kg
Price: 5000
Encumbrance: 4
Protection: N N C C P P B B F F



Ulrich's plate armour

This armour was made by a master blacksmith named Ulrich. It has increased resistance.

Weight: 15.00 kg
Price: 5000
Encumbrance: 4
Protection: N N N N N C



Carbon-Nanotube Exoskeleton Suit

A full-body carbon nanotube exoskeleton that increases strength and agility while providing high ballistic resistance.

Weight: 20.50 kg
Price: 11000
Encumbrance: 1
Protection: N N N C C C C C B F



Synthetic Power Armor

Power armour lined with synthetic fibres that increase the wearer's strength.

Weight: 25.00 kg
Price: 11000
Encumbrance: 1
Protection: N N N N N C C C C C



Iron Muscle Cuirass

An iron cuirass sculpted to show idealised muscles, providing both protection and an imposing appearance.

Weight: 9.00 kg
Price: 1200
Encumbrance: 1
Protection: N N N N N C C C



Clothing

Normal clothing

This set of apparel consists of simple, practical garments made from common fabrics like linen, wool, or cotton. It typically includes a basic shirt or tunic, a pair of trousers or a skirt, and perhaps a simple leather belt. The clothing is functional and unadorned, lacking any form of padding, armor, or specialized design.

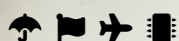
Weight: 1.50 kg
Price: 200
Protection: N⁴



Two-piece Suit

This set consists of a tailored jacket and matching trousers, both crafted from an exceptionally fine, dark wool or silk, giving the fabric a subtle, lustrous sheen. The cut is precise and sharp, featuring hand-stitched lapels and functional cuff buttons. The jacket is fully lined with a smooth, high-quality silk.

Weight: 0.80 kg
Price: 1200
Protection: N



Robe

A floor-length, single-piece garment of heavy, single-colored fabric (often black, white, or deep red). Its most distinct features are the exceptionally wide, bell-shaped sleeves and a deep, oversized hood designed to shadow the face.

Weight: 4.00 kg
Price: 120
Protection: B



Trenchcoat

This is a long overcoat, typically knee-length or longer, cut from heavy-duty, water-resistant fabric like gabardine, often in a tan, black, or olive-drab color. It features a double-breasted front, wide lapels, and a prominent belt of the same material, which is cinched with a buckle. Distinctive details include storm flaps, epaulets on the shoulders, and buckled straps at the cuffs.

Weight: 2.00 kg
Price: 299
Protection: N



Tunic

The Tunic is crafted from a basic weave, typically linen, cotton, or wool. It falls from the shoulders to somewhere between the hips and the knees, featuring two simple sleeves and a basic, round or V-shaped opening for the head.

Weight: 3.00 kg
Price: 120
Protection: N



Victorian gentleman clothing

Chic but unobtrusive dress with hat, tailcoat, shirt, trousers, belt and boots.

Weight: 3.00 kg
Price: 500
Protection: N



Gown

This garment is a simple, loose-fitting outer robe made of coarse, heavy fabric like linen or wool. It is long-sleeved and typically reaches the ankles, designed to be worn over other clothing. It is secured at the front with simple fabric ties or a basic belt, lacking any complex fasteners or ornamentation.

Weight: 2.00 kg
Price: 20
Protection: B



Adaptive Camouflage Bodysuit

Bodysuit that uses nanofibres to mimic the environment, making the wearer virtually invisible.

Weight: 3.00 kg
Price: 5000
Encumbrance: 1
Protection: S



Thermal-Regulating Bodysuit

A suit that regulates temperature to keep the wearer comfortable in extreme climates.

Weight: 2.00 kg
Price: 1500
Encumbrance: 1
Protection: F F



Photon-Refracting Cloak

A cloak that bends light to make the wearer invisible, ideal for stealth missions.

Weight: 0.70 kg
Price: 7500
Encumbrance: 1
Protection: C



Synthetic Fiber Stealth Suit

A bodysuit that muffles the sound of movement, making it easier to infiltrate silently.

Weight: 3.00 kg
Price: 5000
Encumbrance: 1
Protection: N N N N



Leather Pteruges Skirt

A skirt made of leather strips that hangs from the waist to protect the thighs while allowing movement.

Weight: 1.80 kg
Price: 200
Encumbrance: 1
Protection: N C



Leather Sandals with Reinforced Soles

Sturdy leather sandals with reinforced soles, worn by soldiers on long marches.

Weight: 0.80 kg
Price: 80
Encumbrance: 1
Protection: N N



Fancy dress

A really chic dress, in any color.

Weight: 1.50 kg
Price: 250
Protection: B



Arms and Legs

Bronze Vambrace

A bronze forearm guard to deflect blows and reduce injury to the arm.

Weight: 1.20 kg
Price: 150
Encumbrance: 1
Protection: N N⁵



Leather shoes

Laced leather shoes

Weight: 1.00 kg
Price: 70
Encumbrance: 1
Protection: N



Poleyns with Hinged Plates

Made from iron, these knee guards have a hinged design that allows the wearer to move freely while still protecting the knee joint. Their rounded shape helps to deflect blows to this vulnerable area.

Weight: 2.00 kg
Price: 150
Protection: C



Wool gloves

Wool gloves protect your hands from cuts and cold.

Weight: 0.50 kg
Price: 20
Encumbrance: 1
Protection: B N



Powered Kneecap Armor

Knee pads reinforced with shock absorbing material for highly mobile soldiers.

Weight: 2.00 kg
Price: 1000
Encumbrance: 1
Protection: S S



Carbon-Fiber Exoskeletal Spine

A carbon fibre spinal exoskeleton for back support.

Weight: 4.50 kg
Price: 3000
Encumbrance: 1
Protection: S S



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.

Weight: 0.50 kg
Price: 200
Encumbrance: 1
Protection: C



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.

Weight: 2.00 kg
Price: 120
Protection: N N



Pauldrons with Wing Extensions

These large shoulder protectors are made from iron and have flared wing extensions for extra coverage of the neck and upper arms. The curved design deflects blows away from vital areas.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C



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.

Weight: 0.50 kg
Price: 200
Protection: N N



Armored Shoulder Plates

Lightweight composite shoulder armour for upper body protection.

Weight: 3.00 kg
Price: 1000
Encumbrance: 1
Protection: N N N



Greek Bronze Greaves

Bronze guards worn on the shins to protect against blows and rough terrain.

Weight: 2.20 kg
Price: 400
Encumbrance: 1
Protection: N N N



Iron Gauntlets

These gauntlets are constructed from small, overlapping iron plates that allow each finger to move independently. Reinforced knuckles protect the hands from direct blows, while still allowing for dexterity when wielding weapons.

Weight: 2.00 kg
Price: 200
Encumbrance: 2
Protection: N N N



Antigravity Combat Boots

Boots equipped with antigravity generators for brief levitation and shock-absorbing landings.

Weight: 3.50 kg
Price: 4500
Encumbrance: 1
Protection: S S S



Neural-Linked Gauntlets

Gauntlets connected to the neural interface, allowing you to control gadgets with thought commands.

Weight: 1.00 kg
Price: 2000
Encumbrance: 1
Protection: N



Silk gloves

These gloves are made from fine, tightly-woven silk thread, resulting in a smooth, lustrous surface. They are exceptionally thin and lightweight, tailored to fit the hands and fingers snugly. The stitching is delicate and precise, almost invisible on the smooth fabric.

Weight: 0.20 kg
Price: 40
Encumbrance: 1
Protection: N



Iron Spaulders

These shoulderguards are made of iron with decorative etching along the edges. They curve over the shoulders and connect to the upper arm armour, providing coverage without restricting arm movement.

Weight: 1.00 kg
Price: 200
Encumbrance: 1
Protection: N N



Iron Sabatons

These boots are forged from blackened iron to resist rust. The sabatons are articulated for flexible movement, while the pointed toes add a touch of intimidating style.

Weight: 2.00 kg
Price: 250
Encumbrance: 1
Protection: N N



Shock-Resistant Boots

Electric shock resistant boots with rubber and synthetic layers.

Weight: 3.50 kg
Price: 2000
Encumbrance: 1
Protection: S S S



Nanoweave Covert Gloves

Nanofibre gloves for enhanced dexterity and grip.

Weight: 0.50 kg
Price: 500
Encumbrance: 1
Protection: N



Laser-Deflecting Wrist Guards

Wrist guards with reflective coating to deflect laser attacks.

Weight: 1.00 kg
Price: 1000
Encumbrance: 1
Protection: R R



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.

Weight: 1.00 kg
Price: 150
Encumbrance: 1
Protection: C



Electromagnetic Repulsor Gloves

Gloves that generate an electromagnetic field to repel small metal objects.

Weight: 1.50 kg
Price: 3500
Encumbrance: 1
Protection: N N N N



Bronze Arm Guard

Bronze guard worn on the upper arm.

Weight: 1.00 kg
Price: 200
Encumbrance: 1
Protection: N N N



Leather Gauntlet

A thick leather glove that protects hands and wrists from cuts and impacts.

Weight: 0.50 kg
Price: 90
Encumbrance: 1
Protection: N N



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.

Weight: 0.70 kg
Price: 100
Protection: B



Iron-Plated Tassets

These thigh protectors are made of iron plates that hang from the waist to cover the thighs. Their overlapping design allows for mobility while effectively shielding the thighs from blows.

Weight: 1.00 kg
Price: 150
Encumbrance: 1
Protection: N C



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.

Weight: 1.00 kg
Price: 35
Protection: N



Iron Rerebrace

Covering the upper arm, this piece of armour is made from iron and secured with leather straps. Its curved shape follows the natural contours of the arm, providing robust protection without restricting movement.

Weight: 1.00 kg
Price: 150
Protection: N



Iron Greaves

Protective iron guards for the lower legs, worn by soldiers to shield from strikes and debris.

Weight: 2.40 kg
Price: 300
Encumbrance: 1
Protection: N N N



Energy-Absorbing Arm Guards

Armguards embedded with materials to absorb impact and protect the forearms.

Weight: 1.50 kg
Price: 2000
Encumbrance: 1
Protection: N N



Head and Throat

Polycarbonate Visor

This visor attaches to helmets to protect the face from thrown objects and non-lethal projectiles. Its polycarbonate construction is lightweight, impact resistant and easy to clean after exposure to contaminants.

Weight: 0.80 kg
Price: 250
Encumbrance: 1
Protection: C⁶



EMP-Shielded Helmet

A helmet with reinforced electronics to withstand electromagnetic pulses.

Weight: 2.20 kg
Price: 3500
Encumbrance: 1
Protection: S S S



Iron Bevor

This neck and lower face guard is made from a single piece of iron that curves upwards to cover the chin and jawline. It fits underneath the helmet, protecting vulnerable areas such as the throat and allowing for freedom of movement.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C



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.

Weight: 0.80 kg
Price: 120
Protection: C



Carbon Fiber Combat Helmet

The helmet is made from carbon fibre and offers a lightweight alternative to traditional Kevlar helmets. It provides ballistic resistance and includes mounts for accessories such as cameras or flashlights.

Weight: 1.00 kg
Price: 650
Encumbrance: 1
Protection: N N C



Smart Helmet with Integrated Comms

A helmet equipped with integrated communication systems for field communication.

Weight: 2.50 kg
Price: 700
Encumbrance: 1
Protection: N N



Graphene-Armored Helmet with HUD

Graphene helmet with heads-up display showing real-time tactical and health metrics.

Weight: 1.80 kg
Price: 2500
Encumbrance: 1
Protection: N N N



Plumed Bronze Helm

A bronze helmet with an impressive crest, designed to intimidate enemies and protect the head.

Weight: 2.80 kg
Price: 600
Encumbrance: 1
Protection: N N



Chainmail Aventail

This aventail is made of interlinked iron rings and hangs from the helmet to cover the neck and shoulders. It provides extra protection for the neck while allowing flexible movement.

Weight: 1.00 kg
Price: 150
Protection: H



Kettle hat

The helmet has a wide, flaring brim, giving it the appearance of a cooking pot. Made entirely of iron, it shields the head from above while deflecting rain and sunlight from the face.

Weight: 1.00 kg
 Price: 200
 Encumbrance: 1
 Protection: N N



Padded Cloth Coif

Made from padded fabric and worn under a helmet for added comfort and shock absorption. It covers the head and neck, providing an extra layer of defence against blows.

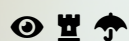
Weight: 0.20 kg
 Price: 50
 Protection: B



Chainmail Coif

This coif consists of interlocking iron rings that form a hood-like structure covering the head, neck and shoulders. It's worn under a helmet to provide additional protection to areas that might otherwise be exposed.

Weight: 1.50 kg
 Price: 250
 Encumbrance: 1
 Protection: N H



Quantum-Reactive Helmet

Helmet with quantum sensors that predict threats and emit a brief energy shield to deflect attacks.

Weight: 2.50 kg
 Price: 3000
 Encumbrance: 1
 Protection: S S R R



Bronze Corinthian Helmet

A bronze helmet with a sloping nose guard and cheek pieces, providing strong protection for the head.

Weight: 2.30 kg
 Price: 500
 Encumbrance: 1
 Protection: N N N



Transparent Nanofilm Visor

A virtually indestructible nanofilm visor that protects against bullets and bright light.

Weight: 0.50 kg
 Price: 2500
 Encumbrance: 1
 Protection: S S



Leather Bascinet Helmet

Made from boiled leather, this helmet has a rounded, pointed shape with a visor for extra face protection. The leather material is lighter than metal but still offers decent protection, and the visor can be lifted for better visibility.

Weight: 0.50 kg
 Price: 150
 Encumbrance: 1
 Protection: N N



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.

Weight: 1.00 kg
Price: 120
Encumbrance: 2
Protection: C



Iron Gorget

Made from thick iron, this neck guard wraps around the throat to prevent injury from slashes and thrusts. It fits snugly around the neck and attaches to the upper armour, providing continuous defence.

Weight: 1.00 kg
Price: 300
Encumbrance: 1
Protection: C C



Acoustic Dampening Helm

A helmet equipped with acoustic dampeners to protect hearing from explosions.

Weight: 2.30 kg
Price: 1000
Encumbrance: 1
Protection: S S S



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.

Weight: 1.00 kg
Price: 1000
Encumbrance: 1
Protection: N N



Bronze Boeotian Helmet

A bronze helmet with a rounded top and cheek-guards, popular with Greek cavalry.

Weight: 2.00 kg
Price: 480
Encumbrance: 1
Protection: N N C



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.

Weight: 0.30 kg
Price: 450
Protection: C C



Brass-Crested Burgonet Helmet

The helmet has an open face with a small brass crest on top and cheek plates on the sides. The rounded shape of the helmet deflects blows, while the brass detailing adds a touch of grandeur.

Weight: 2.00 kg
Price: 350
Encumbrance: 1
Protection: N N N



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.

Weight: 0.50 kg
Price: 200
Encumbrance: 1
Protection: B F



Shield

Roundshield

This large, circular shield is constructed from thick wooden planks, often faced with stretched leather and bound by a heavy iron rim. A prominent, domed steel boss (umbo) sits at the exact center. This boss protects the wielder's hand, which grips a single horizontal bar directly behind it, a design distinct from the arm-straps of a kite shield.

Weight: 2.50 kg
Price: 500
Encumbrance: 2
Protection: 7



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.

Weight: 11.00 kg
Price: 800
Encumbrance: 3
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.

Weight: 10.00 kg
Price: 1200
Encumbrance: 1
Protection:



Tower shield

An enormous, heavy shield, built to be almost as tall as a person. Its shape is typically rectangular or a large, elongated oval, often curved to wrap slightly around the body. The construction is of thick, reinforced wood, frequently faced with leather and bound in metal, and it is secured by a series of heavy straps for the arm and hand.

Weight: 11.00 kg
Price: 1200
Encumbrance: 4
Protection:



Buckler

A small, round disc of steel or hardened leather, often no wider than a forearm's length, defines this shield. Its primary feature is a prominent, central metal boss which protects a simple bar grip held directly behind it in the fist. It lacks the arm-straps found on larger kite or heater shields.

Weight: 4.00 kg
Price: 200
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.

Weight: 2.00 kg
Price: 300
Encumbrance: 3
Protection:



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.

Weight: 2.00 kg
Price: 800
Encumbrance: 3
Protection:



Magnetic Shield Generator

A wrist-mounted device that creates a magnetic field to deflect metal projectiles.

Weight: 0.80 kg
Price: 7500
Encumbrance: 1
Protection:



Greek Hoplite Shield

A large circular shield with bronze facing, used by hoplites to defend and form phalanxes.

Weight: 6.50 kg
Price: 600
Encumbrance: 1
Protection: C C C



Wooden Shield with Bronze Boss

A wooden shield with a bronze boss for added protection and ease of grip.

Weight: 4.20 kg
Price: 320
Encumbrance: 1
Protection:



Wooden Leather-reinforced Shield

A wooden shield reinforced with leather.

Weight: 4.00 kg
Price: 350
Encumbrance: 1
Protection:



E



Items

First Aid

Bandages

Enables the use of first aid.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0



First aid kit

Enables the use of First Aid, and heals an additional 1D3 wounds.

Contains 5 applications.

Weight: 5.00
Price: 100
Rarity: Common
Concealment: 2
Charges: 5



Adrenalin Shot

When used, the adrenaline shot generates 1D6+2 boost.

Weight: 0.20
Price: 200
Rarity: Common
Concealment: 0



Potions and Poisons

Potion of Might

After ingesting the potion, the character feels their muscles harden and their senses sharpen. The

number of dice rolled by the player is doubled. The potion lasts for 2D6 minutes. The user also ignores all penalties due to exhaustion or wounds and receives temporary armor protection of 2 against normal damage (2xR) physical damage (this is added to existing armor).

As soon as the effect wears off, the magic takes its toll: the character immediately suffers 2D6+6 rounds of exhaustion and is "dazed" during this period (+2 penalty on all minimum rolls).

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Weight: 0.30
Price: 1200
Rarity: Rare
Concealment: 1



Lesser Potion of Healing

Heals 1d3 wounds when applied. Contains 3 applications.

Weight: 0.20
Price: 100
Rarity: Uncommon
Concealment: 0
Charges: 3



Flying Snake Venom Vial

A vial filled with the venom of a flying snake.

Weight: 0.20
Price: 40
Rarity: Rare
Concealment: 0



Simple wound tincture

When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

Weight: 0.80
Price: 30
Rarity: Common
Concealment: 0



Morphin

Bottle of Morphinefluid.

Weight: 0.01
Price: 20
Rarity: Rare
Concealment: 1



Arcane Potion Carafe

Restores 2 arcana when used. Contains 3 applications.

Weight: 1.00
Price: 200
Rarity: Rare
Concealment: 0
Charges: 3



Laughter potion

Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0



Potion of Protection

When used, the character receives 1D3 boost.

Contains 3 applications.

Weight: 0.20
Price: 80
Rarity: Rare
Concealment: 0
Charges: 3



Snake Oil

This tincture is often falsely sold as a healing potion. When used, the potion restores a wound.

Weight: 0.30
Price: 100
Rarity: Common
Concealment: 0



Elixir of sweet slumber

A sleeping potion that lulls the user into a peaceful, gentle sleep.

After consumption, the character falls into a deep sleep within ten minutes, which lasts for at least five hours. If the character is disturbed during this time or someone tries to wake them, they must make a resistance roll. If successful, the character wakes up immediately. If the roll fails, the character remains asleep, and the roll can be repeated the next time they are disturbed or someone tries to wake them again. However, it is important to note that if the character is shaken, attacked, or exposed to very loud noises, they will wake up immediately.

Weight: 0.13
Price: 10
Rarity: Common
Concealment: 0



Potion of Deep Calm

The potion puts the user into a deep, restful sleep. It is considered by magicians to be a true miracle cure for completely reversing the physical effects of a night of heavy drinking.

The essence causes the character to fall into a deep, ten-hour sleep within five minutes, during which time D3 wounds are regenerated. To awaken from this deep slumber, the character must make two successful rolls of Resistance in a row when disturbed or attempts are made to wake them. Only direct physical force (shaking/attack) or extremely loud noises will cause immediate awakening.

Weight: 0.30
Price: 20
Rarity: Uncommon
Concealment: 0



Beturia's eternal rest

This brew forces the body into a deep, 24-hour state of suspended animation that ignores attacks and grants miraculous healing.

When her faithful companion, the bear Grumm, was seriously injured, the dwarven bard Beturia brewed the elixir from moonthorn berries and nightshade dust.

After ingestion, the character immediately falls into a 24-hour state of suspended animation, during which their bodily functions are drastically reduced and they heal 2d6 wounds. To awaken from this near-comatose sleep, the character needs four successful rolls on Resistance in a row. Since shaking, loud noises, or attacks do not wake them, they can only be identified as alive by two successful rolls on Investigate; otherwise, they are considered dead.

Weight: 0.40
Price: 200
Rarity: Legendary
Concealment: 0



Sud of shallow empowerment

The player adds a D6 to their dice pool for a duration of 1D6 minutes. This applies to all attribute, skill, combat, magic, knowledge rolls, etc. After the duration expires, the player is easily irritable and prone to arguments.

A bluish, cloudy, pungent-smelling brew originally brewed by the barbarian tribes of the northern steppes to pump themselves up for raids against the southern kingdoms.

Weight: 0.20
Price: 100
Rarity: Uncommon
Concealment: 0



Elixir of elven power

The player adds 2D6 to their dice pool for 2D6 minutes. After this time, the character suffers the "shocked" status 2 and is stunned for 2D6 minutes, as their metabolism abruptly slows down after the highly potent oil wears off. Elven characters do not suffer this side effect.

A clear, slightly oily elixir that shimmers pearly in the vial, which comes from the effect of the iridescent whale trans. It does not smell like fish, but surprisingly fresh like ocean breeze and sweet flowers.

Weight: 0.30
Price: 450
Rarity: Rare
Concealment: 2



grobschlächlige Spritze

gefüllt mit einer seltsamen Flüssigkeit

Weight: 1.00
Price: 10
Rarity: Unique
Concealment: 0

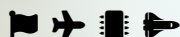


Throwables

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: 0.40
Price: 100
Rarity: Common
Concealment: 1



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: 0.50
Price: 120
Rarity: Common
Concealment: 1



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: 0.20
Price: 200
Rarity: Uncommon
Concealment: 1



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: 0.20
Price: 350
Rarity: Uncommon
Concealment: 1



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: 0.20
Price: 50
Rarity: Common
Concealment: 1



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: 1.00
Price: 20
Rarity: Common
Concealment: 1



Throwing net

The throw net can be thrown in combat to catch the opponent in the net.

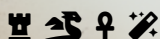
If the throw roll is successful, the opponent is considered to be caught. He needs a deftness roll to free himself from the net (1 action). As long as the opponent is caught in the net he cannot move, all actions are difficult rolls.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0



Silberner Ritualdolch

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0



Containers

Ceramic Flask

Weight: 0.20
Price: 10
Rarity: Common
Concealment: 0



Tincture pouch

A pouch, usually made of linen, which may be worn around the body. The inside consists of compartments for bottles or cups.

Weight: 0.50
Price: 15
Rarity: Common
Concealment: 4



Vial

A glass vial

Weight: 0.10
Price: 20
Rarity: Common
Concealment: 0



Leatherbag

Weight: 0.80
Price: 15
Rarity: Common
Concealment: 2



Cloth bag

The cloth bag can be used to store or transport items in it.

Weight: 0.50
Price: 5
Rarity: Common
Concealment: 0

**Bag**

A canvas sack, large enough to carry many items.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 1

**Leather satchel**

A comfortable to wear leather satchel that can store items.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 1

**Basket**

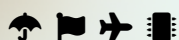
In this basket you can transport objects or other items.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

**Purse**

A purse just big enough to carry your fortune.

Weight: 0.20
Price: 10
Rarity: Common
Concealment: 0

**Pack saddle**

A pack saddle for use on a horse.

Weight: 4.00
Price: 30
Rarity: Common
Concealment: 0

**Parchment cover**

Your documents are safe in this! A leather, water-proof case to store parchments or documents.

Weight: 0.20
Price: 40
Rarity: Common
Concealment: 0

**Bucket**

A 10l bucket.

Weight: 0.70
Price: 5
Rarity: Common
Concealment: 0



Glass bottle

A glass bottle that can be filled with anything.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

**Water barrel**

This barrel can be filled with 20l of liquid.

Weight: 5.00
Price: 10
Rarity: Common
Concealment: 1

**Jade Casket**

Weight: 0.50
Price: 50
Rarity: Uncommon
Concealment: 0

**Goldener Rubin besetzter Krug**

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

**Jadeschatulle**

Schirmt 50 Arkana Thanium ab

Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0
Charges: 50

**Quiver**

For holding arrows

Weight: 0.00
Price: 0
Rarity: Common
Concealment: 0

**Tools****Compass (drawing tool)**

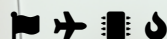
A compass can be used for navigation or geometric tasks.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

**Leather-Bound Notebook (30 Pages, A6)**

A small notebook with a protective cover made of soft leather.

Weight: 0.20
Price: 0
Rarity: Common
Concealment: 0



Trap Tool

Tool for setting or disarming traps

Weight: 0.00
Price: 0
Rarity: Common
Concealment: 0



Mortar and Pestle

Weight: 0.50
Price: 5
Rarity: Common
Concealment: 0



Knife

For Processing Animals

Weight: 0.00
Price: 0
Rarity: Common
Concealment: 0



Traveling Laboratory

A robust, lockable wooden box or some form of a suitcase, filled with the most essential, shatterproof tools: A small mortar, Sampling Spoons made of horn, sealable Leather Pouches for powders, and a few small, wax-sealed Glass Flasks. Can be used when traveling.

Weight: 6.00
Price: 50
Rarity: Rare
Concealment: 8



Quill

A quill for writing

Weight: 0.10
Price: 15
Rarity: Common
Concealment: 0



Amentum

An artfully crafted Leatherstrap that allows you to hurl a Throwing Spear (Pilum) twice as far,

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0



Ziptie

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0



Plumb line

A sinker to estimate about the depth of something.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0



Parchment

A sheet of parchment to write on

Weight: 0.01
Price: 10
Rarity: Common
Concealment: 0



Abacus

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

Weight: 0.70
Price: 80
Rarity: Common
Concealment: 0



Small Kettle

A small iron kettle

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0



Seal Ring

A seal ring made of gold

Weight: 0.00
Price: 0
Rarity: Common
Concealment: 0



Paper

A sheet of paper. You can write on it, among other things.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0



Tether rope

This tether rope is suitable for tying tight knots.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0



Small weaving frame

A small weaving frame to be able to make woven fabrics on the trip.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 1



Crowbar

Gordon Freeman knows how to use it

Weight: 1.00
Price: 29
Rarity: Common
Concealment: 1



Shovel

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 3

**Improvised Picklock**

Weight: 0.01
 Price: 0
 Rarity: Common
 Concealment: 0

**Lightning Rod**

Personal Lightning Protection - connected it functions as protection for the whole group

Weight: 5.00
 Price: 1000
 Rarity: Common
 Concealment: 0

**Nails**

Assortment of simple Nails

Weight: 0.05
 Price: 0
 Rarity: Common
 Concealment: 0

**Charcoal pencils**

Charcoal pencils can be used to write on parchment or paper.

Weight: 0.30
 Price: 5
 Rarity: Common
 Concealment: 0

**Obsidian ritual dagger**

Weight: 1.00
 Price: 100
 Rarity: Uncommon
 Concealment: 0

**Alchemists's Tool Kit**

A set comprising an Alembic (distillation flask with helm and receiver), fireproof ceramic crucibles, a set of Mortar and Pestle (made of stone or brass), Bellows for the flame, and basic Filter Cloths and parchment for note-taking. Must be set up in a stationary position.

Weight: 10.00
 Price: 80
 Rarity: Uncommon
 Concealment: 15

**Pipe**

A pipe for smoking tobacco or the like.

Weight: 0.10
 Price: 100
 Rarity: Common
 Concealment: 0



Small Pan

Weight: 1.00
 Price: 5
 Rarity: Common
 Concealment: 0



Pulley

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0



Brush

Use this brush to paint on a canvas.

Weight: 0.10
 Price: 5
 Rarity: Common
 Concealment: 0



Cipher Book

A book with ciphers for encryption

Weight: 0.00
 Price: 0
 Rarity: Common
 Concealment: 0



Lockpicks

If a lockpick is used with the knowledge lock picking, an easy roll is made instead of a normal roll.

Weight: 0.20
 Price: 30
 Rarity: Common
 Concealment: 0



Essence Brewer's Bench Kit

Additional devices to the usual alchemists tools: A small Retort (for dry distillation), a sand bath, an iron Frying Pan for heating, as well as small Vials and Clay Bowls for storing the finished essences. Must be set up in a stationary position.

Weight: 20.00
 Price: 100
 Rarity: Uncommon
 Concealment: 20



Hammer

Weight: 2.00
 Price: 30
 Rarity: Common
 Concealment: 1



Flint and Steel

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0



Brush broom

A broom. You can sweep with him.

Weight: 2.00
Price: 10
Rarity: Common
Concealment: 1

**Hourglass**

Hourglass The hourglass can be used to estimate the time accurately.

Weight: 0.30
Price: 50
Rarity: Common
Concealment: 0

**Fusion Cell**

Powers futuristiv devices

Weight: 0.50
Price: 500
Rarity: Rare
Concealment: 2
Charges: 1

**Slate**

On this slate you can write, and you can always wipe away what you have written.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

**Ink bottle**

A securely sealed inkwell containing ink for a quill or goose quill.

Weight: 0.60
Price: 10
Rarity: Common
Concealment: 0
Charges: 25

**Lighter**

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

**Lights****Flashlight**

Weight: 0.80
Price: 40
Rarity: Common
Concealment: 1

**Torch**

Weight: 0.20
Price: 2
Rarity: Common
Concealment: 0



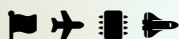
Lantern

Weight: 1.00
Price: 40
Rarity: Common
Concealment: 1

**Magnesium Flare**

A burning, bright torch. Dips the surroundings in bright, reddish light.

Weight: 0.20
Price: 15
Rarity: Common
Concealment: 0

**Candle**

One candle. Burns for about 8 hours.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

**Pitch Torch**

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

**Oil lamp**

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

**Storm lantern**

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

Weight: 1.00
Price: 60
Rarity: Common
Concealment: 0

**Surveillance****Camera**

Weight: 0.80
Price: 100
Rarity: Common
Concealment: 1

**Digital Camera**

Weight: 0.80
Price: 400
Rarity: Common
Concealment: 2



Handcuffs

Weight: 0.50
 Price: 80
 Rarity: Common
 Concealment: 0



Telescope

All *perception* rolls made using the telescope are simple samples.

Weight: 0.50
 Price: 80
 Rarity: Common
 Concealment: 0



Bug (Covert listening device)

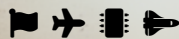
Can be placed for listening to people and rooms.

Weight: 0.00
 Price: 150
 Rarity: Uncommon
 Concealment: 1



Handcuffs

Weight: 0.30
 Price: 50
 Rarity: Common
 Concealment: 1



Communication

Basic mobile phone

Weight: 0.08
 Price: 100
 Rarity: Common
 Concealment: 0



Smartphone

Weight: 0.20
 Price: 500
 Rarity: Common
 Concealment: 0



Signal whistle

Weight: 0.03
 Price: 17
 Rarity: Common
 Concealment: 0



Intercoms

Weight: 0.10
 Price: 250
 Rarity: Common
 Concealment: 0



USB Stick

A simple USB stick.

Weight: 0.02
 Price: 10
 Rarity: Common
 Concealment: 0



Bank card

A plastic bank card, optionally with EC or credit card function.

Weight: 0.01
 Price: 10
 Rarity: Common
 Concealment: 0



Trekking gear

Fishing hook and line

A simple fishing equipment.

Weight: 0.20
 Price: 10
 Rarity: Common
 Concealment: 0



Waterskin

A 1 liter leather bag to carry water.

Weight: 0.30
 Price: 20
 Rarity: Common
 Concealment: 0



Tent

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

Weight: 5.00
 Price: 70
 Rarity: Common
 Concealment: 1



Hammock

This hammock can be spanned to provide a comfortable place to sleep.

Weight: 2.00
 Price: 20
 Rarity: Common
 Concealment: 0



Rope (3m)

Weight: 3.00
 Price: 30
 Rarity: Common
 Concealment: 2



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: 2.00
 Price: 90
 Rarity: Common
 Concealment: 1



Backpack

Weight: 1.20
 Price: 100
 Rarity: Common
 Concealment: 2

**Flint and steel**

A way to start a fire. A little exhausting, but a very safe method.

Weight: 0.20
 Price: 5
 Rarity: Common
 Concealment: 0

**Blanket**

Weight: 1.00
 Price: 50
 Rarity: Common
 Concealment: 1

**Fanny packs**

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

Weight: 0.30
 Price: 30
 Rarity: Common
 Concealment: 0

**Magnifying glass**

A magnifying glass that can be used to light a fire, among other things.

Weight: 0.20
 Price: 50
 Rarity: Common
 Concealment: 0

**Tinder box**

A tinder box. With the contents you can easily light a fire.

Weight: 0.10
 Price: 20
 Rarity: Common
 Concealment: 0

**Lamp oil**

A container full of lamp oil to refill storm lanterns or oil lamps.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

**Ski**

A pair of skis that can be used to move quickly on snow.

Weight: 3.00
 Price: 70
 Rarity: Common
 Concealment: 0



Rope ladder

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters high.

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0



Lasso

This rope is made to tie a lasso to capture animals.

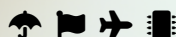
Weight: 2.00
Price: 20
Rarity: Common
Concealment: 0



Compass

Points north

Weight: 0.10
Price: 20
Rarity: Common
Concealment: 0



Fishnet

With this net you can fish well.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0



Bedroll

Weight: 1.00
Price: 50
Rarity: Common
Concealment: 2



Snowshoes

This pair of snowshoes can be used to walk on snow comfortably and quickly.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0



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: 0.10
Price: 5
Rarity: Common
Concealment: 0



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: 1.00
Price: 5
Rarity: Common
Concealment: 0



Pop-up tent

Weight: 3.00
 Price: 100
 Rarity: Common
 Concealment: 5

**Food / Provisions**

Provisions to feed the hungry Heroes and Heroines

Italian liqueur 30% 0,7L

Weight: 1.00
 Price: 16
 Rarity: Uncommon
 Concealment: 0

**Tobacco**

Best long bottom leaf, coarse cut, full-bodied.

Weight: 0.05
 Price: 15
 Rarity: Common
 Concealment: 0
 Charges: 20

**Fine wine**

A bottle of fine wine.

Weight: 1.00
 Price: 80
 Rarity: Common
 Concealment: 0
 Charges: 3

**Bier**

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

Weight: 1.00
 Price: 1
 Rarity: Common
 Concealment: 0

**Dried meat**

Dried meat, nutritious and long-lasting

Weight: 0.50
 Price: 1
 Rarity: Common
 Concealment: 0
 Charges: 3

**Stew**

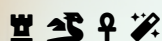
A stew made from various ingredients, anything the cook could find. It may be a bit heavy to carry, but the stew certainly contains a lot of nutritious ingredients.

Weight: 0.30
 Price: 5
 Rarity: Common
 Concealment: 0

**Brot**

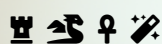
A Bread

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0



Leib Brot

Weight: 0.50
Price: 1
Rarity: Common
Concealment: 0
Charges: 1



Beet schnapps

Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets.

It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their "living water" and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies, beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village alchemists, on the other hand, use it because of its efficiency and availability.

Weight: 0.70
Price: 6
Rarity: Common
Concealment: 0



Chickpeas (Gigglepea)

This small, yellow-green bean is a truly wonderful food.

Apart from its alchemical use as a base for laughing potions, it is an excellent food for weary travelers.

It is often found in the rich markets in and around Al Bah Ji Ra. However, its popularity is slowly spreading throughout Tirakan.

Eating a handful of roasted chickpeas dispels gloomy thoughts and briefly lifts the "shadow" from the mind. This is especially true when seasoned with spices such as garlic, cumin, or pepper.

Even on their own, they are rich in protein and complex fiber, making them a nutritious addition to any diet.

"If the stew tastes too bitter and life weighs too heavily, throw in a handful of chickpeas. Your stomach will thank you with a gurgle." — Master chef Alar al-Din of the "Tent of Seven Veils" in El Kurru

Weight: 50.00
Price: 1
Rarity: Common
Concealment: 0



Honey

In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

Weight: 5.00
Price: 2
Rarity: Common
Concealment: 0



Wild berries

Wild berries are the sweet-and-tart, deep red to bluish fruits that thrive in the dense undergrowth of Tirakan's untamed forests. They are particularly common in shady forests or on the outskirts of the rugged wilderness. They grow in the moist humus beneath old ferns and in the shade of mighty oaks.

Weight: 0.20
Price: 1
Rarity: Common
Concealment: 0



Garlic (Allium toranum)

A pungent-smelling bulblet that brings tears to the eyes of alchemists.

In alchemy, it serves as a cleansing agent. It clears mucus from the lungs, disinfects wounds, and—thanks to its stench—keeps vermin and sensitive elves at a safe distance.

It grows on every honest farm in Toran and Hade-wald and can be bought from any shopkeeper for a few Deut.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0



Vehicles

Simple One-Horse Carriage

The simple single carriage is a small vehicle pulled by a horse.

Weight: 120.00
Price: 400
Rarity: Common
Concealment: 8



Two horse carriage

The carriage is pulled by two horses and has an optional canvas cover.

Weight: 220.00
Price: 600
Rarity: Common
Concealment: 8



Four-Horse Carriage

A large, heavy carriage with a wooden top or canvas cover. It is pulled by four horses.

Weight: 400.00
Price: 900
Rarity: Common
Concealment: 10



Racing carriage

The racing carriage is particularly streamlined.

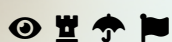
Weight: 300.00
Price: 1200
Rarity: Common
Concealment: 10



Chariot

A well-crafted chariot provides protection from attackers and allows you to make tight turns.

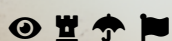
Weight: 500.00
Price: 1000
Rarity: Uncommon
Concealment: 10



Dog sled

The dog sled is pulled by 8-10 dogs and can be optionally equipped with tires to drive on solid ground.

Weight: 80.00
Price: 80
Rarity: Common
Concealment: 0



Ox cart

The ox cart is pulled by two oxen. A very slow but reliable form of transport.

Weight: 250.00
Price: 120
Rarity: Common
Concealment: 10



Covered wagon

A covered wagon pulled by two horses. The cover provides protection from most weather conditions.

Weight: 400.00
Price: 400
Rarity: Common
Concealment: 10



Box wagon

The wooden body on this box wagon protects against wind, weather and burglars. The vehicle is pulled by a horse.

Weight: 500.00
Price: 600
Rarity: Common
Concealment: 10



Canoe

The canoe can be used to cross water. However, it is not seaworthy.

Weight: 20.00
Price: 60
Rarity: Common
Concealment: 8



Small rowing boat

A rowboat complete with oars.

Weight: 100.00
Price: 120
Rarity: Common
Concealment: 8



Animal supplies

Horse feed

High quality horse feed, one dose is enough for about a week

Weight: 1.00
Price: 2
Rarity: Common
Concealment: 0



Animal food

High quality pet food. One serving lasts about a week.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 0



Bridle

Weight: 1.00
Price: 70
Rarity: Common
Concealment: 0



Kummet

A padded ring used to harness oxen.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0



Horse blanket

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0



Saddle

Weight: 4.00
Price: 80
Rarity: Common
Concealment: 4



Packing saddle

A saddle with pockets.

Weight: 5.00
Price: 50
Rarity: Common
Concealment: 4



Curry comb

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 0

**Riding crop**

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

**Iron spurs**

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

**Silver spurs**

Weight: 1.00
 Price: 50
 Rarity: Common
 Concealment: 0

**Falconer glove**

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0

**Muzzle**

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

**Collar and leash**

Collar and leash for a dog. Or the partner in life.

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 0

**Bird cage**

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 5

**Oddities****Book of an Academy Student**

A book of a student from the academy. There are awkwardly drawn recurring alchemical symbols for blood.

Weight: 1.00
 Price: 10
 Rarity: Unique
 Concealment: 0



Rest stone

Gives 1x daily opportunity 3d6 which can be used either as bonus dice for rest or to restore arcana (at 5 as success).

Weight: 0.20
Price: 500
Rarity: Common
Concealment: 0

**Hand mirror**

A simple, small hand mirror

Weight: 0.30
Price: 15
Rarity: Common
Concealment: 0

**Chewing Gum**

Weight: 0.01
Price: 1
Rarity: Common
Concealment: 0

**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: 1.00
Price: 20
Rarity: Common
Concealment: 0

**Scheiben der Puppen**

Weight: 1.00
Price: 0
Rarity: Unique
Concealment: 0
Charges: 9

**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: 0.30
Price: 10
Rarity: Common
Concealment: 0

**Beauty Set**

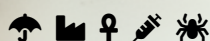
Lipstick, kohl and powder

Weight: 0.26
Price: 19
Rarity: Common
Concealment: 0

**Shoggothenzahn**

Zahn einer Oma-Shoggothe

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0



Hairpin

Can also serve as a simple lockpick and stabbing tool.

Weight: 0.03
Price: 19
Rarity: Common
Concealment: 0



Arlington Stone

A fist-sized obsidian stone with a flat face, upon which strange archaic symbols can sometimes be seen glowing. When the words inscribed in the ancient script are spoken aloud, an ancient or infernal being can be summoned.

Weight: 0.10
Price: 1
Rarity: Unique
Concealment: 0



Ouija Board

The Ouija board is regarded by followers of spiritualism as a tool for contacting spirits.

Weight: 1.00
Price: 200
Rarity: Uncommon
Concealment: 1



Ring, Silver

A silver ring

Weight: 0.10
Price: 10
Rarity: Common
Concealment: 0



Cloth doll

A simple cloth doll.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0



Pocket watch

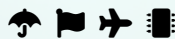
Weight: 0.08
Price: 150
Rarity: Common
Concealment: 0



Tobacco tin

A tin to keep tobacco in it.

Weight: 0.30
Price: 20
Rarity: Common
Concealment: 0



Logbuch des Kapitäns

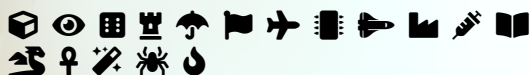
Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0



cap of logical thinking

+1 Logic

Weight: 1.00
 Price: 1111
 Rarity: Legendary
 Concealment: 0

**Ring, Gold**

A golden ring.

Weight: 0.10
 Price: 60
 Rarity: Uncommon
 Concealment: 0

**Sundial**

A portable sundial.

Weight: 0.50
 Price: 20
 Rarity: Common
 Concealment: 0

**Fruit Cake**

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0

**Juggling balls**

Either you can, or you can't.

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

**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: 1.00
 Price: 500
 Rarity: Rare
 Concealment: 2
 Charges: 2

**Grimoire**

A magical grimoire for recording spells

Weight: 0.00
 Price: 0
 Rarity: Common
 Concealment: 0

**Glasses**

Glasses, hopefully matched to your prescription.

Weight: 0.40
 Price: 80
 Rarity: Common
 Concealment: 0



Golden pocket watch

A gold pocket watch on a chain.

Weight: 1.00
Price: 100
Rarity: Common
Concealment: 0



Fairy tale book

A book of fairy tales.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0



Leuchtender Bovist

Ein grünlich leuchtender Pilz. Auch gepflückt glüht er weiter. Wird der Pilz erneut eingepflanzt, wächst Dieser weiter

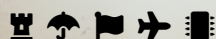
Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0



Historic Bible

A bound, historical edition of the Bible.

Weight: 1.00
Price: 100
Rarity: Common
Concealment: 0



Golden monocle

A golden monocle, which can be used in front of one eye for the purpose of good vision.

Weight: 1.00
Price: 150
Rarity: Common
Concealment: 0



Components

Opium Poppy (*Papaver somniferum*)

The opium poppy (*Papaver somniferum*) belongs to the poppy family and has a long history as one of our oldest medicinal plants.

However, it is not only of interest for medicinal purposes: its seeds are valued in cooking as a food-stuff or pressed to produce high-quality edible oil.

What is special about the opium poppy is that almost all parts of the plant contain alkaloids such as morphine. These active ingredients are concentrated mainly in the white milky sap that runs through the entire plant via a fine channel system – this network is particularly dense in the wall of the capsule fruit. To obtain these substances, the unripe capsules are lightly scored so that the sap can escape. When this milky sap dries in the air, it produces the well-known narcotic opium. Incidentally, the name is derived from Greek and simply means “little sap.”

Weight: 10.00
Price: 100
Rarity: Uncommon
Concealment: 0



Mugwort (*Artemisia vulgaris*)

A mugwort plant. The tops of the sprout are used to revive the digestion.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

**Mint**

Mint is widespread in Tirakan, but among those who study herbal medicine, it is considered an indispensable staple for the mind and body.

Occurrence & growth: Mint is usually found in damp, semi-shaded locations. It grows rampantly on the banks of streams, in enchanted forest clearings, or in the herb gardens of wise healers.

It is considered to be soothing for the stomach, has a cooling effect, and relieves sore throats. It is used in ointments, tinctures, and teas. It is also often used to soften the strong taste of game meat or to give cheap thin beer a fresh note.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

**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: 0.10
Price: 3
Rarity: Common
Concealment: 0

**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: 0.10
Price: 2
Rarity: Common
Concealment: 0

**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: 0.10
Price: 5
Rarity: Common
Concealment: 0

**Seaweed from Lachsund (*Alga asgorania*)**

Eine zähe, dunkelgrüne bis bräunliche Meeresalge mit breiten, ledrigen Blättern, die an den Küsten von Lachsund im kalten Meerwasser gedeiht.

Sie schmeckt extrem salzig und verströmt einen intensiven Duft nach frischer Gisch und Jod.

In der alchemistischen Naturkunde dient er als Stabilisator für den Magen. Seine Inhaltsstoffe beruhigen den Gleichgewichtssinn und binden Giftstoffe im Verdauungstrakt. Für den alltäglichen Verzehr ist er nicht geeignet

Das Gewächs wird in großen Mengen an den felsigen Küsten von Asgoran angespült oder gezielt von den maritimen Sammlern der Siederei Falke aus dem Meer gefischt, getrocknet und verarbeitet. Auf den Fischmärkten von Lachsund ist er körbewise erhältlich.

Weight: 0.01
Price: 2
Rarity: Common
Concealment: 0

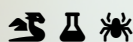


Butterfly dragon secretion

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: 0.10
Price: 200
Rarity: Rare
Concealment: 0



Ammonia

Ammonia (NH₃) acts as an essential base chemical in the chemical industry.

Its main area of application is in the production of nitrogenous fertilizers (e.g., urea or ammonium nitrate), which account for the majority of global consumption. In addition, ammonia serves as a

precursor for organic syntheses, particularly in the production of polymers and synthetic fibers.

The substance is classified as toxic. In high concentrations, ammonia vapors have a strong irritant effect on the mucous membranes of the eyes and the respiratory system, which can lead to severe lung damage and even death. However, such extreme events are rare in everyday use.

Weight: 20.00
Price: 50
Rarity: Common
Concealment: 0



Panthomic pine cones

Panthomean pine cones are the woody, resin-rich fruit clusters of the rare Panthomean mountain pine.

These cones are covered by a hard, almost metallic-looking layer of scales that encloses a deep-purple, highly sticky balsam inside. They possess no inherent magical energy, but are known in alchemy for their powerful preservative, structure-strengthening, and heat-generating properties.

These cones grow exclusively in the icy, storm-lashed heights of the Panthomean peaks, far above the tree line in the rugged highlands.

Harvesting them is arduous, as the cones can only be harvested by hunters or the Hil-JabalJarh.

Occasionally, dwarven mountain caravans bring isolated specimens to markets throughout Tirakan.

Weight: 0.15
Price: 35
Rarity: Rare
Concealment: 0



Rock Moss

Tirakan moss, often called “shadow flora” or “shadow velvet” by mountain peoples, usually grows near mountain wyvern colonies. It can be found in rock crevices and small caves. It is said that it may purify air in narrow caves.

The moss grows in dense, sponge-like cushions. Its color is a deep, almost unnatural dark purple that glows in a soft, pulsating indigo when touched or exposed to air currents (bioluminescence). When touched, it leaves a slightly sticky, metallic-smelling film on the skin.

Its main function in potions is grounding. It prevents energies or raw forces from dissipating.

When chewed raw, it has a strong pain-relieving and fever-reducing effect, but an overdose can lead to a dangerous slowing of the heartbeat.

The elders claim that the moss absorbs the whispers of the mountains. If you press your ear against a moss cushion long enough, you can hear the voices of your ancestors or the mountain growling with hunger.

Weight: 0.10
Price: 80
Rarity: Rare
Concealment: 0



Herbal blend

A delicious blend of herbs to flavour food.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0
Charges: 10



Dried Fireflies

Fireflies can be found almost everywhere in Tirakan's temperate latitudes on balmy summer evenings.

They are most commonly found at the edges of dense forests or in blooming gardens, provided the climate remains mild. At twilight, the insects can be brushed off the leaves with a fine-mesh net.

In the art of brewing, the dried light-emitting organ on the beetle's abdomen is primarily used. It is ground in a mortar and dissolved by gently adding alcohol or spring water.

They add cold energy and bioluminescence to brews.

Weight: 0.05
Price: 1
Rarity: Uncommon
Concealment: 0



Lard

It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 0



Charcoal

A substance of pure, deep black color, obtained through the controlled carbonization of hard wood in the absence of air. Charcoal.

In alchemy, it serves as a universal filtering medium. Whether incorporated into recipes or ground into the finest powder, it absorbs impurities, cloudiness, and unwanted bitter substances from boiling liquids like a sponge.

It is widely available throughout Tirakan from charcoal burners, blacksmiths, and ordinary shopkeepers in large quantities for just a few deut or guilders at the city markets.

Weight: 1.00
Price: 2
Rarity: Common
Concealment: 0



Silver Thistle (*Carlina acaulis*)

A hardy plant that grows close to the ground, with a silvery, shiny, spiky flower head that did not wither even in freezing temperatures.

In alchemy, it is considered a purifying catalyst whose essence binds toxins in the blood, inhibits inflammation, and strengthens the body's natural defenses.

It thrives primarily in the barren, sun-drenched mountain meadows and rocky slopes of the Toran Highlands. However, it can also be found in more temperate regions throughout Tirakan.

Weight: 0.05
Price: 3
Rarity: Common
Concealment: 0



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: 0.10
Price: 50
Rarity: Uncommon
Concealment: 0



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: 0.10
Price: 2
Rarity: Common
Concealment: 0



Obsidian (Dust)

Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird.

Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein unschätzbarer mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis

an die Oberfläche.

Weight: 0.01
Price: 20
Rarity: Uncommon
Concealment: 0



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: 0.10
Price: 5
Rarity: Common
Concealment: 0



Frost Lichen

A tough plant that thrives exclusively in the northern steppes and the coldest regions of the Tirakan Mountains.

It prefers to grow at the tree line and on barren, windswept rocky outcrops, where temperatures rarely rise above freezing even in summer. It is well known to dwarf prospectors from the north.

The lichen itself has no magic of its own, but it has an extreme cold-binding property. It absorbs the arctic cold of its surroundings and stores it for up to 3 days if the ambient temperature does not rise above 30°C. Within this period, the temperature of the plant remains that of its last location.

In alchemy, it therefore serves as a catalyst for stabilization, putting strong, volatile substances (such as blood or high-proof alcohol) into a state of "cold shock."

Frost lichen appears as an inconspicuous, dense network in deep blue or white-gray. It lies like a crusted carpet on the stones and, at first glance, is

hardly distinguishable from ice-covered rocks or frozen moss. It has no leaves and no flowers.

It is often traded in the southern kingdoms of men, as it does not grow there but is essential for simple healing and strengthening potions.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0



Troll blood vial

A vial filled with blood of a troll.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0



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: 0.10
Price: 3
Rarity: Common
Concealment: 0



Moonthorn Berry

The moonthorn berry is a gift from the deepest night. It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns.

It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or

near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their thorns can cause temporary itching when touched.

Weight: 0.10
Price: 20
Rarity: Uncommon
Concealment: 0



Pebble

A small stone. Usable as sling bullet.

Weight: 0.10
Price: 0
Rarity: Common
Concealment: 0



Common Bloodweed

Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves.

The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for

common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

Weight: 0.50
Price: 5
Rarity: Rare
Concealment: 0



Lemon Ginger (*Zingiber meridionale*)

A tuberous, fibrous root of light brown color, whose juicy, yellow flesh releases a burning pungency and an intensely fresh citrus aroma when cut open.

In alchemy, it is considered a fiery vitalizer that stimulates blood circulation. It is used to stimulate the body's vital fluids, alleviate stomach ailments, and drastically accelerate the absorption of healing elixirs into the bloodstream.

The plant thrives in warm, humid conditions and grows magnificently in the fertile, river-rich lands of O'grut, or is imported to Meridian from the southern oases via the humans' extensive trade networks.

Weight: 0.50
Price: 4
Rarity: Common
Concealment: 0



Scale of a river nymph

The river nymph is an extremely shy creature, which, according to rumors in alchemical circles, no mortal being in Tirakan has ever truly seen. The only tangible proof of its existence are its scales.

They are occasionally found on muddy riverbanks, on rocks washed by spray, or in the darkness of underground lakes.

At dusk, these scales often appear simply greenish-brown, almost like ordinary horn or dried leaves. But as soon as the sun of Tirakan kisses the surface, they come to life and shimmer in all the colors of mother-of-pearl. They often reach the size of a proud palm and resemble the scales of a large fish in texture.

Fortunately, this magical ingredient is not a rare sight in the markets of the empire, especially on the trade routes between Toran and Yavon down to Meridian. Since they are found regularly, their value remains manageable, making them an honest ingredient. They are so common that it is hardly worthwhile for counterfeiters to produce inferior copies. But a word of warning from me: always look for the characteristic shimmer!

According to an old legend, on lonely nights, river nymphs sit enthroned on mossy rocks and comb their endless, water-colored hair with combs made of bone and old driftwood. Their faces are said to be marked by a peaceful melancholy as they hum quiet songs whose deeper meaning is known only to the flowing water.

Weight: 0.10
Price: 25
Rarity: Uncommon
Concealment: 0



Vinegar (base)

A sour liquid produced through double fermentation, which, due to its pungent acidity, serves as an excellent alchemical solvent and extractant.

It is used to dissolve mineral substances (such as lime or fine powders), emulsify fatty or oily components, and effectively preserve organic ingredients.

It is available for very little money in every household, on farms, in taverns, and at markets through-

out Tirakan.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 1



Wine (alchemical base)

A fermented grape juice. Available in red or white. Due to its alcohol and acid content, it is often used as a reliable carrier liquid for alchemical raw materials.

It serves as a mild solvent. The alcohol extracts the active ingredients from dried herbs, berries, or roots, while the acid stabilizes the brew in the cauldron.

It is available by the barrel or in jugs at every tavern, winery, or general store throughout Tirakan.

Weight: 1.00
Price: 8
Rarity: Common
Concealment: 0



Calcium Chloride

Calcium chloride is a compound of calcium and chlorine with the formula CaCl_2 .

Chemically speaking, the calcium in it has an oxidation state of +2 and the chlorine has an oxidation state of -1. This substance is found in nature mainly dissolved in salt brines. When calcium chloride binds with water and solidifies, it forms very rare minerals: the dihydrate is called sinjarite, while the hexahydrate is known as antarcticite. However, it can also be easily ordered online.

Weight: 200.00
Price: 50
Rarity: Common
Concealment: 0



Silberorchidee

The silver orchid is considered the undisputed and deceptive “queen of southern flora.” It is a botanical marvel that is as beautiful as it is deadly to those who are fooled by its splendor.

Its leaves are not green, but have a dark gray, almost metallic color that shines like polished silver in the moonlight. The veins pulsate faintly in a pale violet when magic is nearby. The flower itself is large and cup-shaped, with snow-white petals that are razor-sharp at the edges. But the most disturbing thing about it is not its beauty, but its mobility: the plant stretches upward on exposed, muscular roots, which enable it to crawl slowly across the ground.

The silver orchid is found almost exclusively in the deep south of Tirakan, beyond the Iron Mountains. It can be found in the vast green steppes and along riverbanks, often camouflaged in the shade of the local flora. It often grows in disturbing proximity to the giant stone creatures that dwell in the passes.

When you approach the plant, it emits a glittering cloud of fine, silver dust. This is not harmless pollen, but a deadly attack. Anyone who inhales the dust is seized by severe coughing and shortness of breath. Within moments, black pockmarks form on the skin, and the victim falls into a deep, death-like unconsciousness. Once the victim is defenseless, the plant secretes a corrosive substance from its roots to slowly decompose and absorb its prey.

Despite these dangers, it is hunted because it is a powerful potentiator. In alchemy, the extracted nectar is used to increase the effects of other potions to the extreme. But processing it is risky: a mistake in distillation causes the magical energy to overload the body (similar to “silver death”), which is often fatal.

Ancient legends say that silver orchids came into being when the blood of a fallen star god dripped

onto the earth in the First Age. The elves, on the other hand, call the flower “traitor’s jewelry” and believe that it grows where reality has cracked and chaos seeps into the world.

“It looks like jewelry, crawls like a spider, and is worth more than my house. But be careful, boy: when you see the glitter, hold your breath and run. Before you realize you’re getting sick, you’ll already be its fertilizer.” – Marginal note in the records of the herb collector ’Three-Finger Hannes’

Weight: 0.10
Price: 550
Rarity: Rare
Concealment: 0



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: 0.10
Price: 4
Rarity: Common
Concealment: 0



Death Poppy

The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export of Asgoran.

Weight: 0.10
Price: 20
Rarity: Uncommon
Concealment: 0



Sunblossom

The sunblossom is the epitome of constancy. With its strong, rough stem and proud, golden-yellow crown of petals, it tirelessly follows the course of the sun's chariot across the firmament of Tiraka.

Its core is filled with nutritious, oil-rich seeds, but for alchemists, it is the bright outer petals that are most valuable. They store the pure, gentle warmth of the day without carrying the dangerous heat of fire or the unpredictability of magic.

It can be found almost everywhere in the fertile plains of Tiraka, especially on the sun-drenched hills around Asgoran or in the gardens of farmers in the hinterland. It loves open spaces and deep, black soil. It is not a rare plant, no, but one that needs care. The wild varieties in the heaths are often smaller, but their essence is more concentrated than that of the cultivated specimens.

The leaves should be picked at midday, when the sun is at its highest and the flower is in full bloom. They should be dried flat on linen cloths in an airy place, never in direct oven heat!

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0



Schiller whale oil

The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy.

In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm).

It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch).

When burned in lamps, it gives off a light that never produces soot and can make the invisible visible. Weapon oils made from this oil can injure spirits.

Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When a iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Iridescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the

jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.*
From the logbook of the whaler 'Haken-Ulf'

Weight: 0.10
Price: 600
Rarity: Rare
Concealment: 0



Marsh Lizard Bile

A thick, dark green, and foul-smelling liquid extracted fresh from the gallbladder of the massive swamp lizard. It is corrosive and contains a paralyzing toxin.

Since the swamp lizard lives hidden in the warm, humid swamp areas and on the borders of the O'grut lands, obtaining it is a laborious process.

Weight: 0.10
Price: 10
Rarity: Uncommon
Concealment: 0



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: 0.10
Price: 5
Rarity: Common
Concealment: 0



Water

Cold, clear water.

Weight: 1.00
Price: 0
Rarity: Common
Concealment: 0



Alcohol

In the laboratories of alchemists and the huts of herbalists, alcohol is rarely stored for pleasure. It is considered a solvent capable of unleashing the essence of plants and minerals.

It is obtained from fermented grain or fruit through multiple distillations. It is a distillate with a pungent, sharp smell that is so strong that it tickles the nose when inhaled and evaporates immediately on the skin, leaving a cooling sensation.

Weight: 0.50
Price: 1
Rarity: Common
Concealment: 0



Rock troll claws (*Lithocrinus tirakanis*)

The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores.

They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

Weight: 1.00
Price: 125
Rarity: Rare
Concealment: 0



silver shavings

In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry.

For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from "tearing apart" the potion during the brewing process.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0



Goldnugget

A small piece of unprocessed gold, about 5 grams.

Weight: 0.05
Price: 300
Rarity: Common
Concealment: 0



Harpy Blood Vial

A vial filled with blood of a harpy.

Weight: 0.10
Price: 5
Rarity: Rare
Concealment: 0



Trollfang

The fang of a troll

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0



Nightslate dust

Nightslate is no ordinary mineral, but the finely ground essence of ancient, jet-black rock veins.

This material is not mined, but must be extracted from the heart of mines that have not seen sunlight for eons, often accessible only through narrow tunnels in the coldest, most remote mountain ranges.

It is found exclusively in deep, abandoned mines or underground crypts, where the rock has been compacted over millennia by the constant pressure and absolute cold of the earth's interior. The

veins shimmer slightly when caught in the glow of a torch, a sign of their almost unnatural purity.

Weight: 1.00
Price: 40
Rarity: Rare
Concealment: 0



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: 0.10
Price: 2
Rarity: Common
Concealment: 0



Angelica (*Angelica archangelica*)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0



Gildenkraut (*Vigilia mercatoris*)

Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith.

The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

Weight: 1.00
Price: 50
Rarity: Rare
Concealment: 0



Vial of flying lizard blood

Mostly extracted from the veins of flying lizards domesticated by the O'Gru. It is no different from the blood of specimens living in the wild.

One vial contains 50 units of flying lizard blood.

Weight: 0.10
Price: 30
Rarity: Uncommon
Concealment: 0



Inula (*Inula helenium*)

This medicinal plant from the Middle Ages is no longer widely used in modern times. Its applica-

tion improves digestion, and it is believed to have a preventive effect against colon cancer.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0



Mountain Wyvern Bile

Bile is a highly viscous, bright golden yellow to poison green liquid stored in the gallbladder of mountain wyverns.

It has a pungent, sulfurous odor with a hint of burnt copper. Even inhaling the pure vapors can burn the nasal mucous membranes.

In Tiraka, it is believed that bile contains the “essence of unquenched hunger.” In alchemy, it is used as a catalyst to forcibly fuse other ingredients that would normally repel each other.

Extracting bile is a difficult undertaking for an alchemist, as it requires the utmost precision under adverse conditions.

The bile must be extracted within 1D6 hours after the creature’s death. After that, the gallbladder begins to decompose and the liquid loses its alchemical potency.

Surgical instruments made of hardened steel or special ceramic knives are required. Simple iron would be corroded by the acid within seconds.

The procedure is as follows: The carcass must be secured on its back. A deep cut below the sternum exposes the liver. The gallbladder is a bulging, pulsating sac. It must be clamped at the top before being carefully cut out. A successful Dexterity (or Medicine) roll against DC 8 is required.

If the sac bursts, the harvester immediately suffers 1D6 damage from chemical burns, and the ingredient is irretrievably lost.

Wyvern bile cannot be stored in normal glass vials, as it will eventually “blind” the glass and cause it

to become brittle. Experienced adventurers use lead-lined clay jugs or pure quartz vessels to safely transport the substance home.

Weight: 2.50
Price: 500
Rarity: Rare
Concealment: 1



Worse than life

THE drug of the future. The crystal meth of the future. White, strong and irresistible.

Weight: 0.10
Price: 5
Rarity: Uncommon
Concealment: 0



Comfrey (*Symphytum officinale*)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0



Thymus (*Thymus vulgaris*)

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0



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: 0.10
Price: 5
Rarity: Common
Concealment: 0



Kinstarchel Secretion

A highly reactive liquid produced from the bones of the adorable Kinstarchel.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0



Pine Resin

The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Weight: 0.50
Price: 2
Rarity: Common
Concealment: 0



Valeriana (*Valeriana officinalis*)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0



Kinstarchel Bone

Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

Weight: 1.00
Price: 25
Rarity: Uncommon
Concealment: 0



Taniumdust

Tanium is a dark, crystalline element of exceptional hardness. In its raw state, it is often found as deep black veins in ancient rock, mostly in areas with high concentrations of natural magic.

It is so hard that conventional mortars break when used on it; only tools made of hardened diamond or magically reinforced grinding mechanisms can grind it into fine dust.

Tanium acts as a perfect storage medium for arcane energy. But beware: it has no saturation point! If

it becomes saturated with too much magic or unstable due to impure alchemy, it will discharge in a magical explosion.

Weight: 0.10
Price: 40
Rarity: Uncommon
Concealment: 0



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: 0.10
Price: 2
Rarity: Common
Concealment: 0



Musical Instruments

Lute

A lute (/ljʊt/[1] or /lʊt/) 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: 1.50
Price: 25
Rarity: Common
Concealment: 3



Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5.00
Price: 250
Rarity: Common
Concealment: 0



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Spells

Wizardry

Bogus

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Duration:	4d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Unmask

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

Within a radius of **power+magic level** meters, the spell instantly cancels all illusions.

Glitter

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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.

Illusion

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*2 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Arcana

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.

Ogre's breath

Spell points:	3
Arcana cost:	1
Range:	2
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

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.

Perfect shape

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Simulacrum

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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.

Doppelganger

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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**.

Water to wine

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The sorcerer turns water, which he holds in front of him in a vessel, into wine.

Flatulentio

Spell points:	2
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

Auch das menschliche Hinterteil verliert dann und wann den Status der rückwärtigen Dienste und wird zur Offensivwaffe.

– Martin Gerhard Reisenberg

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.

Levitar

Spell points:	3
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Energy

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)

Gestaltwandler

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

Der Zaubernde verwandelt sich in eine Menschen ähnliche Gestalt. Es handelt sich dabei rein um die Illusion, Fähigkeiten werden nicht adaptiert.

Omniglossia (Der universelle Philologe)

Spell points:	5
Arcana cost:	4
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Enchantment
Variant:	Arcana

Wirkungsweise Dieser Zauber legt ein komplexes Netz aus magischer Energie über das Sprachzentrum des Wirkenden. Anstatt jede Sprache einzeln zu lernen, zapft der Magier das Konzept der Sprache an sich an.

Verständnis: Jede gehörte Sprache wird in Echtzeit im Bewusstsein in die Muttersprache übersetzt.

Artikulation: Der Zaubernde kann jede Sprache akzentfrei und fließend sprechen, als wäre er damit aufgewachsen.

Skriptorium: Unbekannte Schriftzeichen (sogar Hieroglyphen oder Runen) werden visuell so interpretiert, dass ihr Sinn klar vor dem geistigen Auge erscheint. Der Magier kann diese Zeichen ebenso flüssig verfassen.

Metamorphose der Urform

Spell points:	5
Arcana cost:	4
Range:	20
Actions:	4
Needs concentration:	Nein
Type:	Transmutation
Variant:	Arcana

Wirkungsweise Dieser Zauber erlaubt es dem Wirkenden, die physische Form – inklusive Knochenstruktur, Gewebe und Organfunktionen – vollkommen neu zu ordnen. Die Transformation ist so fundamental, dass das Ziel nicht nur so aussieht wie die neue Gestalt, sondern deren biologische Eigenschaften (Stärke, Sinne, Fortbewegungsart) vollständig übernimmt.

Selbstverwandlung: Der Magier kann sich in jede natürliche Kreatur, ein anderes humanoides Wesen oder sogar in eine spezifische Person verwandeln.

Fremdverwandlung: Der Zauber kann auf ein Ziel in Reichweite gewirkt werden. Dies kann als Segen (Heilung von Deformationen, Anpassung an Umgebungen, etc.) oder als Fluch (Verwandlung eines Gegners in ein harmloses Tier) genutzt werden.

Teilaspekt-Wandlung: Es ist möglich, nur Teile des Körpers zu verändern (z. B. Kiemen wachsen lassen, die Haut verhärten oder Flügel formen).

White Magic

Defenseless figure

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	5*Power minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Overlight

Spell points:	5
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Light

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.

Detect magician

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

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.

Protection wall

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Banish lower undead

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Light

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).

Banish magic

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	5 minutes
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Detect lie

Spell points:	5
Arcana cost:	1
Range:	3
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

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.

Circle of light

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	15 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Light

The caster creates a bright circle of light of **Power***2 meters radius around him. The circle remains for 15 minutes.

Fast as light

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	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.

Light attack

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Light

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.

Candle

Spell points:	3
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

The caster lights up to **Power*3** candles.

Banish higher undead

Spell points:	13
Arcana cost:	5
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Light

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.

Good friend

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Banish ghosts

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Terrifying figure

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level+1 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Mind

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.

Blur

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

The spell refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll + **magic level**).

Banish curses

Spell points:	4
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

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**.

Healing

Spell points:	10
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster heals the target for **power*magic level** wounds.

Neron Statue

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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 lifeless. Depending on the will of the caster, the statue has a size from 10cm to life-size.

Detect black mage

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 days
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

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.

End transformation

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Black Magic

Summon nightmare

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	1 nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Domination

Spell points:	7
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Power*5 minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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 will **Power**. If it achieves less than the **power of the spell+magic level**, it is convinced of the strange idea and performs it.

Blood thorns

Spell points:	7
Arcana cost:	2
Range:	20
Actions:	1
Duration:	Magic Level+1 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Blood flow

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

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.

Dark paths

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

One with the shadows

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Night creature

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	1 nights
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Voice of hate

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Magic Level days
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Vision of fear

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Mind

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.

Tongues of Seth'Nra

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Schwarzer Tod

Spell points:	20
Arcana cost:	10
Range:	20
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Elemental Magic

Energy Bolt

Spell points: 5
Arcana cost: 1
Range: 5
Actions: 1
Needs concentration: Nein
Type: Damage
Variant: Energy

The caster summons a bolt of pure energy that flies toward a target, causing hits equal to the **spell power+magic level** on impact.

Flaming death

Spell points: 7
Arcana cost: 2
Range: 10
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Damage
Variant: Fire

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.

Ice shard

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Power*2 minutes
Needs concentration: Nein
Type: Transmutation
Variant: Water

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.

Wild Growth

Spell points: 3
Arcana cost: 2
Range: 0
Actions: 1
Duration: Magic Level days
Needs concentration: Nein
Type: Conjuration
Variant: Nature

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.

Shard Storm

Spell points: 9
Arcana cost: 3
Range: 10
Actions: 1
Needs concentration: Nein
Type: Damage
Variant: Earth

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.

Screen

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Magic Level rounds
Needs concentration: Nein
Type: Conjuration
Variant: Air

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.

Melting

Spell points: 7
Arcana cost: 3
Range: 2
Actions: 1
Duration: Magic Level minutes
Needs concentration: Nein
Type: Transmutation
Variant: Nature

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.

Odern

Spell points: 5
Arcana cost: 1
Range: 2
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Conjuration
Variant: Demonic

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.

Veil of mist

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: Power minutes
Needs concentration: Nein
Type: Conjuration
Variant: Water

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.

Arcane storm

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Energy

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 spell-caster 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.

Life Stream

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	5
Needs concentration:	Nein
Type:	Healing
Variant:	Water

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.

Charcoal stone

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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.

A fresh breeze

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	2 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Rot

Spell points:	9
Arcana cost:	3
Range:	3
Actions:	3
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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**.

Leech tendrils

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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**.

Ivy coat

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	1 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Amber path

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	20
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Eye of Seth'Nra

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level*5 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Elemental Weapon

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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** in-

creased damage potential for the next two combat rounds.

Arrow of wind

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

The caster enchants up to **magic level** arrows with the element of wind. On a successful 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.

Avatar of the storm

Spell points:	15
Arcana cost:	3
Range:	25
Actions:	2
Duration:	Magic level d6 + Arcana spent rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Chain lightning

Spell points:	5
Arcana cost:	3
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Air

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.

Wings of wind

Spell points:	5
Arcana cost:	2
Range:	1
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Small sandstorm

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Elementar

Spell points:	10
Arcana cost:	2
Range:	10
Actions:	2
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Water breathing

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

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.

Call elemental spirit

Spell points:	8
Arcana cost:	4
Range:	0
Actions:	10
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Bind elemental spirit

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Elemental form

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Summon element

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Elemental object

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Ginae's Call

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Water

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.

Cold

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Ice

The caster points his hand at the victim of the spell. Then he spreads his fingers and calls upon Jogan.

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.

Fireball

Spell points: 5
 Arcana cost: 1
 Range: 15
 Actions: 1
 Needs concentration: Nein
 Type: Damage
 Variant: Fire

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.

Grass ring

Spell points: 5
 Arcana cost: 1
 Range: 0
 Actions: 1
 Duration: Power rounds
 Needs concentration: Nein
 Type: Healing
 Variant: Earth

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.

Elemental shield

Spell points: 7
 Arcana cost: 2
 Range: 0
 Actions: 1
 Duration: Power rounds
 Needs concentration: Nein
 Type: Transmutation
 Variant: Fire

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.

Shock

Spell points: 5
 Arcana cost: 1
 Range: 10
 Actions: 1
 Needs concentration: Nein
 Type: Transmutation
 Variant: Energy

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.

Elementarer Köcher der Wandlung

Spell points: 5
 Arcana cost: 1
 Range: 0
 Actions: 1
 Needs concentration: Nein
 Type: Conjunction
 Variant: Nature

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.

Dornensturm

Spell points:	5
Arcana cost:	3
Range:	12
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Nature

Der Waldläufer ruft den Zorn der Natur an. Aus dem Boden schießen scharfe Dornen und peitschen durch die Luft.

Alle feindlichen Einheiten in einem Kegel von 12 Zoll Reichweite erleiden W6+2 Schaden.

Betroffene Einheiten müssen einen Rüstungswurf mit -1 Modifikator ablegen.

Getroffene Einheiten haben in ihrer nächsten Runde -2 Bewegung (die Dornen halten sie fest).

Zusatz: Zorn des Waldes (verstärkte Variante)
Wenn der Waldläufer sich in einem bewaldeten oder naturverbundenen Gelände befindet, kann er 1 zusätzliches Mana ausgeben. In diesem Fall:

Schaden erhöht sich auf W8+3

Gegnerische Einheiten erleiden zusätzlich 1 Punkt anhaltenden Schaden zu Beginn ihrer nächsten Runde.

Gegenzauber: Ein Feind kann diesen Zauber durch eine Magieresistenzprobe (8+) negieren.

Flufftext:

„Aus jedem Blatt wird eine Klinge, aus jedem Schatten eine Falle. Die Natur vergisst nichts – und sie kämpft mit mir.“

Aeralis Ascendere

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Enchantment
Variant:	Air

Wenn der Zaubernde Aeralis Ascendere wirkt, antwortet die Luft selbst.

Zuerst wird die Welt still. Geräusche klingen gedämpft, als würde der Atem der Umgebung innehalten. Ein kühler Wind streicht über Haut und Kleidung, nicht zufällig, sondern bewusst – als prüfe das Element den Willen dessen, der es ruft.

Feine Strömungen sammeln sich unter den Füßen, unsichtbar und doch spürbar. Das Gewicht des Körpers beginnt zu weichen, als würde die Schwerkraft vergessen, dass sie Anspruch erhebt. Der Zaubernde erhebt sich langsam, getragen von einem Aufwind aus reinem Elementarwillen.

Im Flug fühlt sich die Bewegung nicht wie Gehen oder Springen an, sondern wie Loslassen. Gedanken lenken die Richtung, Emotionen die Geschwindigkeit. Der Wind passt sich an – mal sanft tragend, mal kraftvoll ziehend – stets im Einklang mit der inneren Ruhe des Zaubernenden.

Fliegen ist kein erzwungener Akt mehr, sondern ein natürlicher Zustand. Der Körper wird Teil der Strömung, ein lebendiger Gedanke im Himmel.

Der Zauber endet lautlos. Der Wind zieht sich zurück, das Gewicht kehrt zurück – behutsam, respektvoll, als hätte die Luft den Zaubernenden nur kurz ausgeliehen, um ihn an die Freiheit zu erinnern.

Zephyrs Griff & Sturmschlag

Spell points:	10
Arcana cost:	2
Range:	100
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Air

Mit einer krallenden Geste verdichtet der Magier die Atmosphäre. Ein kaum wahrnehmbares Flimmern der Luft legt sich um den Gegenstand. Mit einem rissigen Geräusch, ähnlich einem Peitschenknall, bricht der Widerstand: Das Objekt schießt entweder gehorsam in die wartende Hand des Wirkenden oder wird mit der Kraft eines

Orkans davonkatapultiert, wobei es beim Aufprall verheerenden Schaden anrichtet. Geübte Magier sind in der Lage, die Flugbahn des Gegenstands zu beeinflussen. Der Mindestwurf ist dabei um 2 erhöht.

Shamanism

Simple healing

Spell points: 5
Arcana cost: 1
Range: 5
Actions: 1
Needs concentration: Nein
Type: Healing
Variant: Nature

The caster heals a person or animal for **power+magic level** wounds.

Weather forecast

Spell points: 2
Arcana cost: 1
Range: 0
Actions: 3
Needs concentration: Nein
Type: Divination
Variant: Nature

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.

Call birds

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Conjuraton
Variant: Nature

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.

Trust

Spell points: 5
Arcana cost: 1
Range: 5
Actions: 1
Duration: Power*5 minutes
Needs concentration: Nein
Type: Control
Variant: Nature

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.

Locate animal

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Divination
Variant: Nature

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.

Salamander feet

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Call of the wild

Spell points:	3
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Clear water

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Smoke

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

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.

Mark animal

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power days
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

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.

Living Hideaway

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power months
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Healing hands

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Nature

The caster heals **power+magic level** wounds on the wounded. It also heals broken bones and closes

wounds.

Hawk Eyes

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	1 hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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.

Nature play

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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.

Animal Companion

Spell points:	5
Arcana cost:	1
Range:	50
Actions:	1
Duration:	8 hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

The caster connects his mind to an animals mind in range to compell 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).

Foxfire

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Sanguine Magic

Transfusion

Spell points:	7
Arcana cost:	3
Range:	2
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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**.

Rite of life

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster takes **Power** wounds. The target is healed twice as much and gains **magic level** health.

Rite of purification

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

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.

Blood Arrow

Spell points: 5
 Arcana cost: 1
 Range: 0
 Actions: 1
 Needs concentration: Nein
 Type: Damage
 Variant: Blood

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.

Blood Ban

Spell points: 7
 Arcana cost: 1
 Range: 0
 Actions: 1
 Duration: Power rounds
 Needs concentration: Nein
 Type: Control
 Variant: Blood

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.

Rite of the blood crystal

Spell points: 8
 Arcana cost: 4
 Range: 0
 Actions: 10
 Needs concentration: Nein
 Type: Transmutation
 Variant: Blood

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.

Necrology

Awaken zombie

Spell points: 11
 Arcana cost: 3
 Range: 0
 Actions: 1
 Duration: Power minutes
 Needs concentration: Nein
 Type: Conjuraton
 Variant: Arcana

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.

Path of bones

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Dead signpost

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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?

Dead gaze

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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.

Creature of the Dead

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	3
Duration:	Magic Level*2 rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Death sword

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Death Scream

Spell points:	6
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Illusion
Variant:	Blood

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.

Dance of Death

Spell points:	9
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Summon skeletons

Spell points:	9
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power*3 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Torment of the bones

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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**.

Breath of transience

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Bone whip

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*3 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

The wrath of bones

Spell points: 5
Arcana cost: 1
Range: 20
Actions: 1
Needs concentration: Nein
Type: Damage
Variant: Blood

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.

Secrets of the Dead

Spell points: 4
Arcana cost: 1
Range: 0
Actions: 10
Duration: Power hours
Needs concentration: Nein
Type: Divination
Variant: Mind

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.

Bone shield

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Transmutation
Variant: Mind

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.

Bone growth

Spell points: 4
Arcana cost: 1
Range: 0
Actions: 10
Duration: Magic Level hours
Needs concentration: Nein
Type: Conjunction
Variant: Mind

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.

Mysticism

Translocation

Spell points:	2
Arcana cost:	3
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Protection aura

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Arcana

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.

False feeling

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Swiftiness

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Air

The caster accelerates. His speed and range for *Running* and *Walking* are increased by **Power** for *magic level*_ d6 rounds.

Hermeticism

Unseen, unnoticed

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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.

Veil of oblivion

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Magic Level*10 minutes
Needs concentration: Nein
Type: Control
Variant: Mind

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.

Open

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Transmutation
Variant: Energy

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.

Magic analysis

Spell points: 5
Arcana cost: 1
Range: 40
Actions: 2
Needs concentration: Nein
Type: Divination
Variant: Arcana

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.

Spirit of wine

Spell points: 7
Arcana cost: 3
Range: 0
Actions: 1
Duration: Power*10 minutes
Needs concentration: Nein
Type: Control
Variant: Mind

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.

Extreme performance

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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.

Freeze

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power actions
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

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.

Dilatio

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Bloodlust

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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.

Arrest

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Arcana

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.

Invisibility

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

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.

Absorb magic

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Aevum

Spell points:	80
Arcana cost:	1000
Range:	0
Actions:	1000
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

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.

Expolitio

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Transmutation
Variant: Water

The caster can cleanse an area of *spellpower* square steps in size of any contamination. The cleaning is instantaneous and removes dirt and odours.

Arcane Protection

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: Magic level rounds
Needs concentration: Nein
Type: Transmutation
Variant: Arcana

For the duration of the spell, the caster may spend Arcana as if it were Protection. Each Arcana spent

in accordance with the Protection rule counts as one "protection against critical hits."

Necromancy

Death Vision

Spell points: 9
Arcana cost: 2
Range: 0
Actions: 1
Duration: Special rounds
Needs concentration: Nein
Type: Divination
Variant: Blood

To die proudly when it is no longer possible to live proudly. Death of one's own free choice, death at the proper time, with a clear head and with joyfulness, consummated in the midst of children and witnesses: so that an actual leave-taking is possible while he who is leaving is still there.

– Friedrich Nietzsche

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.

Call animal spirit

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Voice of the dead

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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.

Spirit protection

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Abjuration
Variant:	Blood

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.

Spirits advice

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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 appear to answer possible questions.

Living armor

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Animate body

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	15
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Deathly Cold

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Exorcise spirit

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

The caster chooses up to **Power** spirits or beings ruled by spirits. The spirits are banished and leave their earthly existence.

Animate object

Spell points:	5
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Simple service spirit

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	15
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Possession

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	15
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Animate Weapon

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Magic Level*5 actions
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Ghostly body

Spell points:	4
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

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.

Demonology

Black call

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	5
Duration:	Power*10 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Unnatural growth

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

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.

Deadly stone

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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).

Maw

Spell points:	11
Arcana cost:	3
Range:	10
Actions:	1
Duration:	5 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

At any point within range, a maw **magic level** meters in diameter and **power** meters deep opens up.

New flesh

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Demonic

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.

Globulus

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level*5 minutes
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

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.

Demonic vision

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power+Magic level rounds
Needs concentration:	Nein
Type:	Divination
Variant:	Demonic

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.

Breath of Wisgu

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Duration:	Power*2 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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.

Banning circle

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	6
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Abjuration
Variant:	Demonic

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.

Brood

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Demonic Form

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	Power minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Web

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Call demon

Spell points:	10
Arcana cost:	4
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Bind demonic being

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Demonic

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 con-

trolling 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**.

Pact

Spell points: 30
Arcana cost: 12
Range: 0
Actions: 100
Needs concentration: Nein
Type: Transmutation
Variant: Demonic

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.

Mephitic Cloud

Spell points: 8
Arcana cost: 2
Range: 15
Actions: 1
Duration: Magic Level d6 rounds
Needs concentration: Nein
Type: Conjunction
Variant: Demonic

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'.

Shadow Split

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

„Als wir in den Wald stürmten stand da nur diese junge Frau. Unser Hauptmann lachte. Das sollte alles sein, was uns diese Menschen hier entgegen werfen? Eine Hexe? Unser Hauptmann stürmte ihr entgegen, doch die Hexe erhob nur ihre Hände. Im gleichen Moment wurde der erhobene Schwertarm unseres Hauptmanns von dunklen nebligen Tentakeln zurück gerissen mit einem gräßlichen Geräusch. Er schrie. Als die Hexe erneut ihre dämonische Geste vollführte, kamen weitere Tentakel und rissen ihm den ganzen Arm am Gelenk aus! Wir konnten grade noch fliehen!“

– Totschläger-Arne, Räuber

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.

Astral Magic

Crystal barrier

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Light of stars

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Path of the stars

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Divination
Variant:	Light

A bright star shows the caster the way to his intended destination.

Star message

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

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.

Greater magic analysis

Spell points:	5
Arcana cost:	1
Range:	60
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

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.

Silence of the cosmos

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Light

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.

Irradiate

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Damage
Variant:	Light

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.

Lizard Folk Magick

Blood Sacrifice Ritual

Spell points:	10
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

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.

Mind ban

Spell points:	12
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Magic Level*5 hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Whiff of acid

Spell points:	8
Arcana cost:	2
Range:	5
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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**.

Scale armour

Spell points:	6
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster's body becomes covered in additional scales. He gains **spell power** normal protection and **magic level** bleed protection.

Venomous Bite

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	2
Duration:	3 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Dark Vision

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Duration:	8 hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster can see up to **power × magic level** steps in total darkness.

Shadow Step

Spell points:	6
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The caster fuses with the shadows, increasing their stealth by the **power** of the spell.

Swamp Fever

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	3
Duration:	1 weeks
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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**.

Lizard Call

Spell points:	8
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

Summon a number of small lizards that will obey simple commands. The number summoned is equal to the **power** of the spell.

Decomposition

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Snake Eyes

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Spell Power rounds
Needs concentration:	Ja
Type:	Control
Variant:	Light

The caster fixes the target with a hypnotic gaze, paralyzing it for rounds equal to the spell's **power+magic level**.

Acid Thorn

Spell points:	6
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

A sharp acid thorn is hurled at the target, causing poison damage equal to the spell's **power**. The thorn has piercing **magic level**.

Crawling Fear

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	4
Duration:	Magic Level minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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.

Chimerology

Adapt ability

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Control
Variant:	Nature

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.

Leviathan creation

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	10
Duration:	10-Power months
Needs concentration:	Ja
Type:	Transmutation
Variant:	Nature

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.

Unholy bond

Spell points:	12
Arcana cost:	3
Range:	0
Actions:	30
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Curses

Aging

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level years
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

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.

Fear

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Drying out

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	2
Duration:	Power years
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Curse of the mind

Spell points:	5
Arcana cost:	3
Range:	40
Actions:	10
Duration:	Power months
Needs concentration:	Ja
Type:	Damage
Variant:	Blood

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.

Paralysis of self

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Madaeus flu

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	3
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster must speak the curse while touching the victim.

The victim falls ill with Madaeus 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.

Bad luck

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Self blame

Spell points: 5
 Arcana cost: 1
 Range: 0
 Actions: 1
 Needs concentration: Nein
 Type: Control
 Variant: Mind

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.

Shura's madness

Spell points: 5
 Arcana cost: 1
 Range: 0
 Actions: 1
 Duration: Magic Level d6 seconds
 Needs concentration: Nein
 Type: Control
 Variant: Mind

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.

G

Spell Modifications

Basic

Powerful Spell

Spell points: 3

Attribute: Power 1

Twinspell

The spell affects one additional target. The effect occurs for all targets.

Spell points: 5

Attribute: Arcana 1

Long Range

The range of the spell is increased by 20.

Spell points: 2

Attribute: Range 20

Easy to cast

The spell requires 1 arcana less, but at least 1.

Spell points: 5

Attribute: Arcana -1

Quick Cast

The spell requires 1 less action, but at least 1.

Spell points: 3

Attribute: Actions -1

Duration of effect

The effect duration of the spell is doubled.

Spell points: 3

Attribute: Arcana 1

Affinity

Fire affinity

Changes the spell's variant to fire.

Spell points: 1

Variant: Fire

Nature Affinity

The element of the spell is changed to Nature.

Spell points: 1

Variant: Nature

Energy Affinity

The element of the spell is changed to energy.

Spell points: 1

Variant: Energy

Arcana Affinity

The element of the spell is changed to arcana.

Spell points: 1

Variant: Arcana

Light Affinity

The element of the spell is changed to light.

Spell points: 1

Variant: Light

Earth Affinity

The element of the spell is changed to earth.

Spell points: 1

Variant: Earth

Mind Affinity

The element of the spell is changed to mind.

Spell points: 1

Variant: Mind

Demonic Affinity

The element of the spell is changed to demonic.

Spell points: 1

Variant: Demonic

Blood Affinity

The element of the spell is changed to blood.

Spell points: 1

Variant: Blood

Water Affinity

The element of the spell is changed to water.

Spell points: 1

Variant: Water

Air Affinity

The element of the spell is changed to air.

Spell points: 1

Variant: Air

Shape**Sphere**

Changes the spell's form to a sphere.

Spell points: 3

Attribute: Arcana 1

Shape: Sphere

Cloud

The shape of the spell is a cloud.

Spell points: 3

Shape: Cloud

Circle

The shape of the spell is a circle.

Spell points: 3

Shape: Circle

Wall

The shape of the spell is a wall.

Spell points: 3

Shape: Wall

Type: Healing

Cone

The shape of the spell is a cone.

Spell points: 3

Shape: Cone

Illusion

The spell's school is changed to illusion.

Spell points: 7

Type: Illusion

School

Damage

The school of the spell is changed to damage.

Spell points: 7

Type: Damage

Divination

The spell's school is changed to divination.

Spell points: 7

Type: Divination

Control

The school of the spell is changes to control.

Spell points: 7

Type: Control

Abjuration

The spell's school is changes to abjuration.

Spell points: 7

Type: Abjuration

Transmutation

The school of the spell is changed to transmutation.

Spell points: 7

Type: Transmutation

Conjuration

The spell's school is changed to conjuration.

Spell points: 7

Type: Conjuration

Healing

The spell's school is changes to healing.

Spell points: 7

Enchantment

The spell's school is changed to enchantment.

Spell points: 7

Type: Enchantment



H

Recipes

Potions and Tinctures

Strength Potion

Difficulty: medium

Yield: 2

Preparation: Use a heavy iron cauldron over hot coals. Grind the rock troll claw in a granite mortar into ash-gray dust (Caution: Do not inhale the dust!). Bring the water to a boil and stir in the claw powder steadily in a clockwise direction until the mixture thickens. Add the yarrow, followed by the crushed garlic.

Preparation time: 4 hours of active boiling, followed by a 12-hour resting period in the dying embers. **Yield:** 2 doses (2x150 Oth of liquid, total weight 300 Oth without the container).

Effect: Increases the Strength attribute by +2 points for a duration equal to the number of hours of Endurance.

Ingredients

- **Rock troll claws (*Lithocrinus tirakanis*)** (50 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores. They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate. They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esoph-

agus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **Yarrows (*Achillea millefolium*)** (50 oth), *Components*. 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.

- **Garlic (*Allium toranum*)** (2 Piece), *Food / Provisions*. A pungent-smelling bulblet that brings tears to the eyes of alchemists.

In alchemy, it serves as a cleansing agent. It clears mucus from the lungs, disinfects wounds, and—thanks to its stench—keeps vermin and sensitive elves at a safe distance.

It grows on every honest farm in Toran and Hade-wald and can be bought from any shopkeeper for a few Deut.

- **Water** (350 oth), *Components*. Cold, clear water.

Laughing Potion

Difficulty: simple

Yield: 1

Preparation: First, bring the spring water to a boil in a copper kettle until it bubbles gently. Add the crushed comfrey, which forms the physical basis and ensures that the laugh muscles remain supple.

Now comes the crucial moment: the “giggle pea” must be crushed in a mortar while telling a (really!) bad joke out loud. The flatter the joke, the more sparkling the potion! Stir the mixture three times counterclockwise while giggling quietly. Finally, stir in the honey to dispel the bitterness of the world.

Preparation time: 30 minutes of active stirring and joke telling, followed by 1 hour of resting time to “settle.”

Quantity: 1 application, approx. 50 Oth liquid, weight: 50 Oth.

Effect: The consumer must laugh loudly at every little incident at the next opportunity (duration: 2D6 minutes). In terms of game mechanics, this grants a bonus die on all “Performance” or “Communication” checks, but makes all “Stealth” checks

+3 more difficult (SG Medium).

Exhaustion: After the effect expires, -1 point on all dice rolls for 30 minutes (laughing is exhausting!).

Ingredients

- **Water** (60 oth), *Components*. Cold, clear water.
- **Comfrey (*Symphytum officinale*)** (10 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.
- **Chickpeas (*Gigglepea*)** (1 Piece), *Food / Provisions*. This small, yellow-green bean is a truly wonderful food.

Apart from its alchemical use as a base for laughing potions, it is an excellent food for weary travelers. It is often found in the rich markets in and around Al Bah Ji Ra. However, its popularity is slowly spreading throughout Tirakan.

Eating a handful of roasted chickpeas dispels gloomy thoughts and briefly lifts the “shadow” from the mind. This is especially true when seasoned with spices such as garlic, cumin, or pepper. Even on their own, they are rich in protein and complex fiber, making them a nutritious addition to any diet.

“If the stew tastes too bitter and life weighs too heavily, throw in a handful of chickpeas. Your stomach will thank you with a gurgle.” — Master chef Alar al-Din of the “Tent of Seven Veils” in El Kurru

- **Honey** (5 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long

night in the tavern.

Titanic Strength

Difficulty: difficult

Yield: 1

Preparation: Reduce the red wine until a dark paste forms. Be careful not to let it burn. Heat the wine reduction in a crucible. Then, while stirring, gradually add water (dripping it in carefully) to completely dissolve the finely ground amber until a reddish-golden haze forms.

Now add two portions of the finest Rock Troll Claw Powder and the Kinstarchel Bone Powder. Add arnica to mitigate the toxicity of the troll powder.

The reaction transforms the mixture into a thin, liquid broth. It is highly explosive and tends to foam. Stir exactly against the path of the Daymoon to contain the pressure. Not too fast, not too slow. Use a flask to collect the pale golden-yellow distillate until the broth has almost completely evaporated.

(If you mess up, you don't roll on the failure table. It just explodes. BOOM!)

Preparation time: 20 minutes of preparation, 2 hours of careful simmering, 12 hours of continuous distillation, followed by 3 days of aging in complete darkness.

Quantity: 1 dose (150 Oth of highly concentrated essence).

Effect: The Strength attribute is increased by +6 points for a duration of Resistance × 2 rounds in combat. Unarmed attacks (punches, kicks) automatically gain the Penetration 2 property. At the same time, the user gains +4 units of Normal Protection (N) for their protection pool. Once the effect ends, the user suffers from Poison. For 10 minutes, they lose 1D3 Wounds each round. No antidote is effective.

Ingredients

- **Rock troll claws** (*Lithocrinus tirakanis*) (100 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores.

They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **Amber** (100 oth), *Components*. 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.

- **Water** (50 oth), *Components*. Cold, clear water.

- **Kinstarchel Bone** (10 oth), *Components*. Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

- **Wine (alchemical base)** (1 stone), *Components*. A fermented grape juice. Available in red or white. Due to its alcohol and acid content, it is often used as a reliable carrier liquid for alchemical raw materials.

It serves as a mild solvent. The alcohol extracts the active ingredients from dried herbs, berries, or roots, while the acid stabilizes the brew in the cauldron.

It is available by the barrel or in jugs at every tavern, winery, or general store throughout Tirakan.

Goblin Stomach-Strangler

Difficulty: medium

Preparation: Carefully grind the celandine in a mortar, then simmer it with the water over low heat until a clear, odorless decoction forms.

While stirring constantly (preferably in a counter-clockwise direction), add the lizard bile extract drop by drop. The steam will briefly smell like rotten eggs. That is the moment when you must add the finely ground amber dust.

Let the potion rest overnight. After straining, you'll obtain a clear, slightly bluish tincture that is completely tasteless and will blend seamlessly into any drink!

Preparation time: 3 hours of active brewing time, 12 hours of resting time.

Quantity: 3 doses (200 Oth of liquid, total 600 Oth).

Effect: Administered in food or drink (even when heavily diluted). The victim must immediately make a Resistance check (+1) and needs 2 successes.

Failure: The victim is immediately overcome by intense nausea and must vomit uncontrollably for the next 1D6 minutes (no actions possible; considered Crouching).

Success: The victim still suffers from severe stomach cramps and is considered Dazed for 10 minutes.

Ingredients

- **Greater celandine** (*Chelidonium majus*) (2 Bunch), *Components*. 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.

- **Marsh Lizard Bile** (10 oth), *Components*. A thick, dark green, and foul-smelling liquid extracted fresh from the gallbladder of the massive

swamp lizard. It is corrosive and contains a paralyzing toxin.

Since the swamp lizard lives hidden in the warm, humid swamp areas and on the borders of the O'grut lands, obtaining it is a laborious process.

- **Amber** (10 oth), *Components*. 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.

- **Water** (600 oth), *Components*. Cold, clear water.

Kinstarchel Secretion

Difficulty: medium

Yield: 1

Preparation: First, the bones of a freshly deceased (or at least not too weathered) Kinstarchel must be carefully cleaned and crushed to extract the deep black marrow. This is heated over a low flame in pure alcohol. It must not be allowed to boil! As soon as an oily, slightly shimmering layer forms on the surface, it must be skimmed off with a silver pipette. The secretion is then mixed directly with a ready-made potion or poison. The mixture is highly unstable; a violent shock (such as the impact of a vial) is enough to suddenly release the energy it contains.

Preparation time: 1,5 hours of active extraction, after which the mixture must rest for 1 hour in a cool, dark container before it is stable enough for transport.

Quantity: 1 application (approx. 10 Oth secretion), sufficient to prepare one vial (50-100 Oth) of another potion.

Effect: The secretion gives a potion the property "Explosive." When the container is broken (Dexterity check required), the mixture explodes within a radius of 1D3 meters. Every creature in this area is treated as if it had directly ingested the potion or poison.

Note: The secretion itself does not cause any damage; it merely serves as a rapid carrier for the effect

of the mixed potion.

Ingredients

- **Alcohol** (300 oth), *Components*. In the laboratories of alchemists and the huts of herbalists, alcohol is rarely stored for pleasure. It is considered a solvent capable of unleashing the essence of plants and minerals.

It is obtained from fermented grain or fruit through multiple distillations. It is a distillate with a pungent, sharp smell that is so strong that it tickles the nose when inhaled and evaporates immediately on the skin, leaving a cooling sensation.

- **Kinstarchel Bone** (2 stone), *Components*. Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

Potion of Deep Calm

Difficulty: medium

Yield: 2

Preparation: To brew this potion, first bring the water to a boil, then add the valerian and crushed moonthorn berries and boil for five minutes. Remove the mixture from the heat and let it steep for thirty minutes before bottling.

Preparation Time: 50 minutes, 6 hours resting time

Quantity: 2 Applications, 2x250 oth liquid, 2x250 oth weight

Effect: The essence causes the character to fall into a deep, ten-hour sleep within five minutes, during which time D6 wounds are regenerated. To awaken from this deep slumber, the character must make two successful rolls of Resistance in a row when disturbed or attempts are made to wake them. Only direct physical force (shaking/attack) or extremely loud noises will cause immediate awakening.

Ingredients

- **Moonthorn Berry** (5 Berries), *Components*. The moonthorn berry is a gift from the deepest night.

It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns.

It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their thorns can cause temporary itching when touched.

- **Valeriana (*Valeriana officinalis*)** (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Water** (500 oth), *Components*. Cold, clear water.

Simple wound tincture

Difficulty: simple

Yield: 1

Preparation: First, carefully clean the elecampane and comfrey. Finely slice the elecampane roots and crush them into a paste in a mortar, while the comfrey leaves should only be lightly rubbed between your fingers to release their juices. Place both in a ceramic bottle and fill it with clear spring water (or, if you want it to be particularly pure, with distilled spirit). Simmer the mixture over a gentle heat until the liquid takes on a deep green, almost oily consistency. Be careful! If you stoke the fire too hot, you will burn the healing spirits of the plants!

Preparation time: Active time: 30 minutes (chopping and simmering). Resting time: 2 hours in a cool, dark place so that the active ingredients can be transferred to the tincture.

Quantity: 1 application, approx. 10 Oth liquid in a bottle. Total weight: 10 Oth (including container).

Effect: When used successfully with First Aid and

a bandage, the bandage heals an additional 1W3 wounds.

Ingredients

- **Water** (100 oth), *Components*. Cold, clear water.

- **Inula (*Inula helenium*)** (10 oth), *Components*. 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.

- **Comfrey (*Symphytum officinale*)** (10 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Magic potion (a full carafe)

Difficulty: simple

Yield: 3

Preparation: First, prepare the brew from elecampane, comfrey, and yarrow. When the steam begins to burn heavily and herbaceously in your nose, add the scales of a river dragonfly. Stir seven times against the sun's course while thinking of cold, deep water. The potion will not glow like a cheap fairground trick, but will take on a deep, earthy blue that shimmers at the right angle.

Preparation time: Active time: 30 minutes (scraping and cleaning the scales takes time) Resting time: 2 hours

Quantity: 5 applications, 500 Oth liquid, weight: 500 Oth

Effect: Restores 2 Arcana per application.

Ingredients

- **Inula (*Inula helenium*)** (10 oth), *Components*. 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.

- **Comfrey (*Symphytum officinale*)** (15 oth), *Components*. Comfrey stimulates blood circulation,

bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

- **Yarrows (*Achillea millefolium*)** (5 oth), *Components*. 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.

- **Scale of a river nymph** (1 Piece), *Components*. The river nymph is an extremely shy creature, which, according to rumors in alchemical circles, no mortal being in Tirakan has ever truly seen. The only tangible proof of its existence are its scales. They are occasionally found on muddy riverbanks, on rocks washed by spray, or in the darkness of underground lakes.

At dusk, these scales often appear simply greenish-brown, almost like ordinary horn or dried leaves. But as soon as the sun of Tirakan kisses the surface, they come to life and shimmer in all the colors of mother-of-pearl. They often reach the size of a proud palm and resemble the scales of a large fish in texture.

Fortunately, this magical ingredient is not a rare sight in the markets of the empire, especially on the trade routes between Toran and Yavon down to Meridian. Since they are found regularly, their value remains manageable, making them an honest ingredient. They are so common that it is hardly worthwhile for counterfeiters to produce inferior copies. But a word of warning from me: always look for the characteristic shimmer!

According to an old legend, on lonely nights, river nymphs sit enthroned on mossy rocks and comb their endless, water-colored hair with combs made of bone and old driftwood. Their faces are said to be marked by a peaceful melancholy as they hum quiet songs whose deeper meaning is known only to the flowing water.

- **Water** (500 oth), *Components*. Cold, clear water.

Guild Elixir

Difficulty: simple

Yield: 3

Preparation: First, heat the pure spring water—do not bring it to a boil, just let it simmer! Finely chop

the waxwort and add it to the hot water along with the honey.

Let the mixture steep until the honey has completely dissolved and the water takes on the golden color of the herbs. Then strain the mixture through a fine linen cloth into the vial.

Preparation time: 1 hour of active brewing at the cauldron, followed by half an hour of cooling time.

Quantity: 3 doses. 200 Oth of liquid, total weight 250 Oth (including glass vial).

Effect: Taking one dose immediately alleviates existing exhaustion. Additionally, the user gains a +1 die bonus for the next 1W6 hours on all checks that require concentration or alertness.

Ingredients

- **Honey** (20 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

- **Water** (130 oth), *Components*. Cold, clear water.

- **Gildenkraut (*Vigilia mercatoris*)** (1 Bunch), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith.

The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather

in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

Major healing potion

Difficulty: difficult

Yield: 3

Preparation: First, the pure spring water must be slowly brought to a boil over a fire made from dried oak wood. The dried sunblossom petals are finely ground in a mortar until they form a fine powder, which is then carefully stirred in. Next, the crushed bloodwort is added, which gives the potion its characteristic deep red color. The most critical moment is the addition of the tanium dust. The magical component must be added in a figure-eight motion while stirring constantly to bind the healing energies. Finally, the distillate is filtered through a fine silk cloth and poured into a vial.

Preparation time: Active time: 3 hours (constant stirring and temperature control).

Resting time: 12 hours in complete darkness.

Quantity: 3 applications (enough for 3 separate healings).

Liquid quantity: 15 oth per application (total 45 oth).

Weight: approx. 50 oth.

Effect: Healing: When applied, 1W3+3 wounds are healed.

Ingredients

• **Common Bloodweed** (10 oth), *Components.*

Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves.

The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

• **Taniumdust** (1 oth), *Components.* Tanium is a dark, crystalline element of exceptional hardness. In its raw state, it is often found as deep black veins in ancient rock, mostly in areas with high concentrations of natural magic.

It is so hard that conventional mortars break when used on it; only tools made of hardened diamond or magically reinforced grinding mechanisms can grind it into fine dust.

Tanium acts as a perfect storage medium for arcane energy. But beware: it has no saturation point! If it becomes saturated with too much magic or unstable due to impure alchemy, it will discharge in a magical explosion.

• **Sunblossom** (5 oth), *Components.* The sunblossom is the epitome of constancy. With its strong, rough stem and proud, golden-yellow crown of petals, it tirelessly follows the course of the sun's chariot across the firmament of Tiraka.

Its core is filled with nutritious, oil-rich seeds, but for alchemists, it is the bright outer petals that are most valuable. They store the pure, gentle warmth of the day without carrying the dangerous heat of fire or the unpredictability of magic.

It can be found almost everywhere in the fertile plains of Tiraka, especially on the sun-drenched

hills around Asgoran or in the gardens of farmers in the hinterland. It loves open spaces and deep, black soil. It is not a rare plant, no, but one that needs care. The wild varieties in the heaths are often smaller, but their essence is more concentrated than that of the cultivated specimens.

The leaves should be picked at midday, when the sun is at its highest and the flower is in full bloom. They should be dried flat on linen cloths in an airy place, never in direct oven heat!

- **Water** (45 oth), *Components*. Cold, clear water.

Sud of shallow empowerment

Difficulty: simple

Yield: 2

Preparation: The schnapps is mixed with the frost lichen until it takes on a bluish color. The blood of the flying lizard is only stirred in after the discoloration. The mixture must steep for at least 5 hours in a cool place (cellar, cave). Then pour it into the vial of flying lizard blood for the best effect!

Preparation time: 2 hours

Quantity: 2 applications, 2x200 Oth liquid, 2x200 Oth weight

Effect: The player adds a D6 to their dice pool for a duration of 1D6 minutes. This applies to all attribute, skill, combat, magic, knowledge rolls, etc. After the effect has expired, the player is easily irritable and prone to arguments.

Ingredients

- **Vial of flying lizard blood** (2 Vial), *Components*. Mostly extracted from the veins of flying lizards domesticated by the O'Gru. It is no different from the blood of specimens living in the wild.

One vial contains 50 units of flying lizard blood.

- **Frost Lichen** (100 oth), *Components*. A tough plant that thrives exclusively in the northern steppes and the coldest regions of the Tirakan Mountains.

It prefers to grow at the tree line and on barren, windswept rocky outcrops, where temperatures

rarely rise above freezing even in summer. It is well known to dwarf prospectors from the north.

The lichen itself has no magic of its own, but it has an extreme cold-binding property. It absorbs the arctic cold of its surroundings and stores it for up to 3 days if the ambient temperature does not rise above 30°C. Within this period, the temperature of the plant remains that of its last location.

In alchemy, it therefore serves as a catalyst for stabilization, putting strong, volatile substances (such as blood or high-proof alcohol) into a state of "cold shock."

Frost lichen appears as an inconspicuous, dense network in deep blue or white-gray. It lies like a crusted carpet on the stones and, at first glance, is hardly distinguishable from ice-covered rocks or frozen moss. It has no leaves and no flowers.

It is often traded in the southern kingdoms of men, as it does not grow there but is essential for simple healing and strengthening potions.

- **Beet schnapps** (400 oth), *Food / Provisions*. Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets. It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their "living water" and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies,

beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village alchemists, on the other hand, use it because of its efficiency and availability.

Beturia's eternal rest

Difficulty: medium

Yield: 1

Preparation: The brewing process begins by boiling water, valerian, and moonthorn berries. The mixture must first be boiled down to half its original volume. After removing it from the heat, the Nightslate dust is slowly stirred in until the potion turns a deep black color. The brew must then be left to mature in a sealed container for a full day (24 hours).

Preparation Time: 1 Stunde, 24 hours until ready

Quantity: 1 Application, 300 oth liquid, 320 oth weight

Effect: After ingestion, the character immediately falls into a 24-hour state of suspended animation, during which their bodily functions are drastically reduced and they heal 2d6 wounds. To awaken from this near-comatose sleep, the character needs four successful rolls on Resistance in a row. Since shaking, loud noises, or attacks do not wake them, they can only be identified as alive by two successful rolls on Investigate; otherwise, they are considered dead.

Ingredients

- **Valeriana (Valeriana officinalis)** (4 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.
- **Nightslate dust** (120 oth), *Components*. Nightslate is no ordinary mineral, but the finely ground essence of ancient, jet-black rock veins. This material is not mined, but must be extracted from the heart of mines that have not seen sunlight for eons, often accessible only through narrow tunnels in the coldest, most remote mountain ranges.

It is found exclusively in deep, abandoned mines or underground crypts, where the rock has been compacted over millennia by the constant pressure and absolute cold of the earth's interior. The veins shimmer slightly when caught in the glow of a torch, a sign of their almost unnatural purity.

- **Water** (500 oth), *Components*. Cold, clear water.

Elixir of sweet slumber

Difficulty: simple

Yield: 2

Preparation: First, heat the water in a suitable container and bring it to a boil. Once it is boiling vigorously, add the valerian and allow the mixture to boil for five minutes so that the active ingredients can be released. Then remove the container from the heat and allow the mixture to steep for another thirty minutes. Finally, strain the finished liquid and pour it into a clean container. Add honey for taste.

Quantity: 2 applications, 2x250 Oth liquid, 2x250 Oth weight

Effect: After consumption, the character falls into a deep sleep within ten minutes, which lasts at least five hours. If the character is disturbed during this time or if someone tries to wake them up, they must make a resistance roll. If successful, the character wakes up immediately. If the roll fails, the character remains asleep, and the roll can be repeated the next time they are disturbed or someone tries to wake them again. However, it is important to note that if the character is shaken, attacked, or exposed to very loud noises, they will wake up immediately.

Ingredients

- **Valeriana (Valeriana officinalis)** (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.
- **Water** (500 oth), *Components*. Cold, clear water.

Elixir of elven power

Difficulty: medium

Yield: 2

Preparation: The oil from the Schiller whale is slowly heated to body temperature together with the water in a glass bowl. It must never boil, otherwise the “shimmer” (the magical essence) will evaporate. The rock salt is sprinkled in until the liquid becomes milky. The silver orchid leaves are then placed in the warm oil (maceration). They must rest there for 11 hours and slowly release their juices into the oil. Finally, the elixir is filtered through a silk cloth. The remaining liquid should now have taken on the characteristic pearly glow of the whale.

Preparation time: 1 hour of active time (for precise temperature control) and 11 hours of resting time.

Quantity: 2 applications, 2x25 Oth liquid, 2x25 Oth weight

Effect: The player adds 2D6 to their dice pool for a duration of 2D6 minutes. After this time, the character suffers the “shocked” 2 condition and is stunned for 2D6 minutes as their metabolism abruptly slows down after the highly potent oil wears off. Elven characters do not suffer this side effect.

Ingredients

- **Silberorchidee** (3 Petals), *Components*. The silver orchid is considered the undisputed and deceptive “queen of southern flora.” It is a botanical marvel that is as beautiful as it is deadly to those who are fooled by its splendor.

Its leaves are not green, but have a dark gray, almost metallic color that shines like polished silver in the moonlight. The veins pulsate faintly in a pale violet when magic is nearby. The flower itself is large and cup-shaped, with snow-white petals that are razor-sharp at the edges. But the most disturbing thing about it is not its beauty, but its mobility: the plant stretches upward on exposed, muscular roots, which enable it to crawl slowly across the ground.

The silver orchid is found almost exclusively in the deep south of Tirakan, beyond the Iron Mountains. It can be found in the vast green steppes and along riverbanks, often camouflaged in the shade of the local flora. It often grows in disturbing proximity to the giant stone creatures that dwell in the passes.

When you approach the plant, it emits a glittering cloud of fine, silver dust. This is not harmless pollen, but a deadly attack. Anyone who inhales the dust is seized by severe coughing and shortness of breath. Within moments, black pockmarks form on the skin, and the victim falls into a deep, death-like unconsciousness. Once the victim is defenseless, the plant secretes a corrosive substance from its roots to slowly decompose and absorb its prey.

Despite these dangers, it is hunted because it is a powerful potentiator. In alchemy, the extracted nectar is used to increase the effects of other potions to the extreme. But processing it is risky: a mistake in distillation causes the magical energy to overload the body (similar to “silver death”), which is often fatal.

Ancient legends say that silver orchids came into being when the blood of a fallen star god dripped onto the earth in the First Age. The elves, on the other hand, call the flower “traitor’s jewelry” and believe that it grows where reality has cracked and chaos seeps into the world.

“It looks like jewelry, crawls like a spider, and is worth more than my house. But be careful, boy: when you see the glitter, hold your breath and run. Before you realize you’re getting sick, you’ll already be its fertilizer.” – Marginal note in the records of the herb collector “Three-Finger Hannes”

- **Schiller whale oil** (1 Vial), *Components*. The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy. In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm).

It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch). When burned in lamps, it gives off a light that never produces soot and can make the invisible visible. Weapon oils made from this oil can injure spirits. Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When a iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Iridescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it

burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.*
From the logbook of the whaler 'Haken-Ulf'

Lachsunder Seemagen

Difficulty: simple

Yield: 3

Preparation: Take your small cauldron and fill it with clear spring water. Crush the dried mugwort and seaweed with a mortar and pestle until a coarse paste forms. Now add freshly grated ginger. Bring the mixture to a brief boil, then simmer over moderate heat until the liquid turns dark green. Strain the decoction through a linen cloth and pour it into a vial.

Preparation time: 20 minutes of active brewing time; no resting time required.

Quantity: 3 doses (liquid: 30 Oth, total weight 90 Oth).

Effect: Instantly heals all ailments caused by seasickness (can also be taken preventively up to 2 hours before a sea voyage) and heals a wound after 2 hours.

Ingredients

- **Mugwort (*Artemisia vulgaris*)** (1 Bunch), *Components*. A mugwort plant. The tops of the sprout are used to revive the digestion.

- **Seaweed from Lachsund (*Alga asgorania*)** (10 oth), *Components*. Eine zähe, dunkelgrüne bis bräunliche Meeresalge mit breiten, ledrigen Blättern, die an den Küsten von Lachsund im kalten Meerwasser gedeiht.

Sie schmeckt extrem salzig und verströmt einen intensiven Duft nach frischer Gischt und Jod.

In der alchemistischen Naturkunde dient er als Stabilisator für den Magen. Seine Inhaltsstoffe beruhigen den Gleichgewichtssinn und binden Giftstoffe im Verdauungstrakt. Für den alltäglichen Verzehr ist er nicht geeignet

Das Gewächs wird in großen Mengen an den felsigen Küsten von Asgoran angespült oder gezielt von den maritimen Sammlern der Siederei Falke

aus dem Meer gefischt, getrocknet und verarbeitet. Auf den Fischmärkten von Lachsund ist er körbewise erhältlich.

- **Lemon Ginger (*Zingiber meridionale*)** (5 oth), *Components*. A tuberous, fibrous root of light brown color, whose juicy, yellow flesh releases a burning pungency and an intensely fresh citrus aroma when cut open.

In alchemy, it is considered a fiery vitalizer that stimulates blood circulation. It is used to stimulate the body's vital fluids, alleviate stomach ailments, and drastically accelerate the absorption of healing elixirs into the bloodstream.

The plant thrives in warm, humid conditions and grows magnificently in the fertile, river-rich lands of O'grut, or is imported to Meridian from the southern oases via the humans' extensive trade networks.

- **Water** (90 oth), *Components*. Cold, clear water.

Panthomeic Pick-Me-Up

Difficulty: medium

Yield: 2

Preparation: First, you must grind the hard Panthomean pine cones into a fine powder using a mortar. Bring this powder to a boil in clear water over a blue, extremely hot flame until the water turns emerald green. Now you must add fresh bloodwort to neutralize the bitter compounds in the cones. The chamomile, lightly crushed, gives the potion its energizing effect.

Preparation time: 2 hours of intense boiling, followed by half a night of steeping in a cool cellar.

Quantity: 2 doses. 200 Oth of liquid, total weight 200 Oth.

Effect: Temporarily eliminates sleep deprivation. The user ignores all penalties due to fatigue and also receives a substantial bonus of +2 dice to Perception and Alertness for 1W6 hours. However, as soon as the effect wears off, the body inevitably falls into a deep, dreamless sleep.

Ingredients

- **Panthomic pine cones** (2 Piece), *Components*. Panthomean pine cones are the woody, resin-rich fruit clusters of the rare Panthomean mountain pine.

These cones are covered by a hard, almost metallic-looking layer of scales that encloses a deep-purple, highly sticky balsam inside. They possess no inherent magical energy, but are known in alchemy for their powerful preservative, structure-strengthening, and heat-generating properties.

These cones grow exclusively in the icy, storm-lashed heights of the Panthomean peaks, far above the tree line in the rugged highlands.

Harvesting them is arduous, as the cones can only be harvested by hunters or the Hil-JabalJarh.

Occasionally, dwarven mountain caravans bring isolated specimens to markets throughout Tirakan.

- **Common Bloodweed** (20 oth), *Components*. Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves.

The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

- **Camomile (*Matricaria recutita*)** (1 Bunch), *Components*. 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.

- **Water** (130 oth), *Components*. Cold, clear water.

Snakeoil

Difficulty: simple

Yield: 1

Preparation: First, melt the fat (any kind, as long as it's fatty!) in a small iron pot over moderate heat. Make sure it doesn't burn. Once the fat is liquid, stir in the mint decoction. This serves solely to mask the pungent smell of the fat and give the tincture a "medicinal" green color. A dash of beet schnapps ensures that the mixture burns in your throat. But what burns also helps. Finally, shake the emulsion vigorously until it looks cloudy and mysterious.

Preparation time: 30 minutes of active stirring, 1 hour to cool and settle.

Quantity: 1 application (liquid: 5 Oth / weight: 6 Oth including bottle).

Effect: Immediately heals 1 wound when applied. The patient feels briefly invigorated but suffers from the terrible aftertaste.

Ingredients

- **Lard** (10 oth), *Components*. It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.
- **Mint** (1 Bunch), *Components*. Mint is widespread in Tirakan, but among those who study herbal medicine, it is considered an indispensable staple for the mind and body.
Occurrence & growth: Mint is usually found in damp, semi-shaded locations. It grows rampantly on the banks of streams, in enchanted forest clearings, or in the herb gardens of wise healers. It is considered to be soothing for the stomach, has a cooling effect, and relieves sore throats. It is used in ointments, tinctures, and teas. It is also often used to soften the strong taste of game meat or to give cheap thin beer a fresh note.
- **Water** (10 oth), *Components*. Cold, clear water.

Brew of Uncontrolled Zeal (Goblin Variant)

Difficulty: simple

Yield: 1

Preparation: Roughly tear the dried leaves of the guild herb with your fingers and toss them into an uncleaned iron cauldron along with cheap beet schnapps. While clapping loudly and rhythmically, bring the mixture to a brief, vigorous boil until a pungent, nutty steam rises. Immediately remove from the heat and pour the warm liquid into a leather wineskin.

Preparation time: 15 minutes of active work (no resting time).

Quantity: 1 dose (10 Oth of liquid, weight 12 Oth).

Effect: This brew affects only members of the goblin races. If another creature drinks this potion, it feels slightly more energetic and is full of drive.

The goblin, however, falls into a work frenzy for 1d6×10 minutes. It gains +2 dice on all craft or physical skill checks (e.g., Mechanics, Mining, Climbing). However, all dexterity or logic checks (Logic, Deception, and Cheating) are made +3 more difficult during this time, as their mind jumps back and forth completely uncoordinated. They cannot control themselves and can hardly be stopped, except by strong arms or restraints.

Ingredients

- **Gildenkraut** (*Vigilia mercatoris*) (5 oth), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert. It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith. The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off

a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

- **Beet schnapps** (10 oth), *Food / Provisions*. Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets. It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their "living water" and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies, beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village alchemists, on the other hand, use it because of its efficiency and availability.

Cheer-me-up

Difficulty: simple

Yield: 3

Preparation: Take a small cast-iron pot and bring the water to a boil. Coarsely crush the wild berries. As soon as the lemon balm is added, the characteristic sweet scent will emerge. Then slowly drizzle in the honey. Remove from the heat, then stir the liquid clockwise while stirring constantly until it has cooled almost completely.

Preparation time: 5 minutes boiling, 20 minutes active stirring time

Quantity: 3 applications of liquid: 90 Oth

Effect: Instantly dispels all worries and sadness. Immediately clears the mind of acute stress (and its effects on Dice-Mali).

Ingredients

- **Lemon balm (*Melissa officinalis*)** (1 Bunch), *Components*. 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.

- **Wild berries** (20 oth), *Food / Provisions*. Wild berries are the sweet-and-tart, deep red to bluish fruits that thrive in the dense undergrowth of Tirakan's untamed forests. They are particularly common in shady forests or on the outskirts of the rugged wilderness. They grow in the moist humus beneath old ferns and in the shade of mighty oaks.

- **Honey** (20 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax.

It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

- **Water** (60 oth), *Components*. Cold, clear water.

Falk's Tran Ointment

Difficulty: medium

Yield: 2

Preparation: Take a small iron cauldron and heat the Schillerwal oil over moderate heat until it becomes completely liquid and clear.

While stirring constantly and rhythmically, add the dried and finely ground ribwort plantain to give the ointment its wound-healing and skin-tightening properties. As soon as the mixture takes on a slight bluish sheen, remove the cauldron from the coals and stir in the purified fat while slowly pouring the mixture into earthenware pots, where it will solidify into a thick paste.

Preparation time: 1 hour of active simmering and stirring, 3 hours of resting time to allow it to solidify.

Quantity: 2 applications, 70 Oth of pure ointment mixture.

Effect: Application takes 1 minute. Grants the user 1 point of wound healing (heals any wound) for the next 2 hours, as well as the protection units N (Normal Protection) and B (Bleeding Protection) for the next battle. Additionally, the user is immune to the effects of natural cold during this time.

Ingredients

- **Schiller whale oil** (50 oth), *Components*. The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy. In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that

streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm).

It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch). When burned in lamps, it gives off a light that never produces soot and can make the invisible visible. Weapon oils made from this oil can injure spirits. Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans. The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When an iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Iridescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the har-

poons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.* From the logbook of the whaler 'Haken-Ulf'

- **Ribwort plantain (*Plantago lanceolata*)** (1 Bunch), *Components*. 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.

- **Lard** (20 oth), *Components*. It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

Potion of Protection

Difficulty: simple

Yield: 1

Preparation: First, bring the spring water to a boil in a copper kettle until the steam fogs up the windows. Add the dried mugwort leaves. As soon as the water turns a deep green color, stir in the pine resin. Be careful here: stir slowly and always in a clockwise direction, otherwise the resin will clump and you will end up with sticky slime instead of liquid protection! Finally, finely crush the elecampane root and add it to bind the vitality. Filter the mixture through a fine linen cloth into a vial.

Preparation time: 45 minutes of active brewing time, followed by 1 hours of resting time to cool and bind the essences.

Quantity: 1 application (approx. 8 Oth liquid, weight of vial including contents: 10 Oth).

Effect: When applied, the character receives a 1D3 boost to their armor. Each of these boosts can be used as Normal Protection (N). This means that a boost can be used to completely prevent a normal hit.

Ingredients

- **Water** (50 oth), *Components*. Cold, clear water.

- **Mugwort (*Artemisia vulgaris*)** (1 Bunch), *Components*. A mugwort plant. The tops of the sprout are used to revive the digestion.

- **Inula (*Inula helenium*)** (1 Bunch), *Components*. 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.

- **Pine Resin** (10 oth), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Elixir of Chronos

Difficulty: difficult

Yield: 1

Preparation: Bring the pure spring water to a boil in a heavy iron cauldron. Add the obsidian dust and stir continuously until the water takes on a cloudy, gray color. Now add the dried guild herb and the valerian. The dust binds the plant fibers and slowly settles to the bottom during the three-hour, vigorous boil, releasing the concentrated alkaloids into the liquid.

The mixture must be filtered through a triple layer of linen cloth. If obsidian dust remains in the potion, it weighs heavily on the consumer's gut, causing 1D6 hours of exhaustion. All checks are made with a +1 penalty during this time.

Preparation time: 3 hours of active, highly concentrated work. 12 hours of rest in absolute darkness and silence.

Quantity: 1 dose (approx. 15 Oth of pure essence,

total weight 15 Oth).

Effect: For the next 6 hours, the consumer enters a state of absolute, supernatural hyper-focus. The character gains a permanent bonus of +2 dice on all checks requiring Logic, Diligence, Perception, or Knowledge.

Additionally, for the duration of the effect, the character becomes completely immune to the Dazed condition as well as to all attempts at mental influence or sleep spells (since the brain is simply working too fast).

As soon as the 6 hours elapse, the nervous system collapses abruptly. The character instantly falls into a comatose deep sleep for 1D6+2 hours, from which they cannot be awakened under any circumstances (not even damage will wake them). They awaken afterward somewhat confused and cannot remember what happened during the 6-hour duration.

However, the deep sleep allows the character to make a Rest roll.

Ingredients

- **Gildenkraut (*Vigilia mercatoris*)** (30 oth), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith.

The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of

ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

- **Valeriana (*Valeriana officinalis*)** (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Obsidian (Dust)** (5 oth), *Components*. Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird.

Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein unschätzbare mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis an die Oberfläche.

Felsenfeuer Distillate

Difficulty: simple

Yield: 1

Preparation: The preparation requires meridian-like precision. First, the marshmallow root is steeped in cold water and left to steep for exactly

two hours before the liquid is strained and heated. In the meantime, comfrey and chamomile are ground into a fine powder in a mortar. The heated marshmallow liquid is mixed with the powder and distilled several times until a clear essence is obtained.

Preparation time: 2 hours of steeping time for the cold extraction of the marshmallow root, followed by 1 hour of active time at the distillation apparatus.

Quantity: 1 application. Approx. 200 Oth of liquid, total weight 800 Oth (including ceramic bottle).

Effect: The concentrated active ingredients accelerate cell regeneration and heal 1W3 wounds.

Ingredients

- **Water** (200 oth), *Components*. Cold, clear water.
- **Camomile (*Matricaria recutita*)** (50), *Components*. 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.
- **Comfrey (*Symphytum officinale*)** (50), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.
- **Marshmallow (*Althaea officinalis*)** (100), *Components*. 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.

Mist of Thenon

Difficulty: medium
Yield: 1

Preparation: Take a clean glass vial and drip the secretion from the Kinstarchel bone extract onto the bottom to ensure an explosive release upon impact.

Meanwhile, boil the dried ribwort plantain leaves in pure spring water until the liquid takes on a creamy, slimy consistency. While stirring constantly in a counterclockwise direction, add the ground amber. Add the resin; it will bind the vapors. Immediately seal the vial with liquid wax while the vapor is still hot.

Preparation time: 3 hours of active alchemy, followed by 1 hour of cooling in the dark.

Quantity: 1 use (vial holds approx. 50 Oth of liquid)

Effect: When broken, instantly creates a stationary cloud of mist within a 3-meter radius that lasts for 5 rounds. All creatures within it are afflicted with the Blind condition, and all vision is severely restricted (attacks and perception checks from outside to inside and vice versa are considered difficult checks with a +2 DC).

Ingredients

- **Kinstarchel Secretion** (10 oth), *Components*. A highly reactive liquid produced from the bones of the adorable Kinstarchel.
- **Ribwort plantain (*Plantago lanceolata*)** (1 Bunch), *Components*. 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.
- **Amber** (20 oth), *Components*. 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.
- **Pine Resin** (10 oth), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this

tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Potion of Might

Difficulty: difficult

Yield: 1

Preparation: First, the bile of a mountain wyvern must be slowly heated in a crucible made of hardened steel until the corrosive vapors have evaporated and a golden-yellow base substance remains. The grated claw pieces of the rock troll are added to this base, which bind the raw physical power. While stirring constantly, the dried Tirakan moss must now be added, which serves as a catalytic conductor. As soon as the mixture begins to pulsate slightly, the silver shavings are sprinkled in. The potion must now simmer over a fire for exactly one hour until it becomes thick and takes on a metallic sheen. After resting for one hour, it is ready for use.

Preparation time: 3 hours (active brewing), 12 hour resting time

Quantity: 1 application, 200 Oth liquid, 250 Oth weight

Effect: After ingestion, the character feels their muscles harden and their senses sharpen. The number of dice rolled by the player is doubled. The potion lasts for 2D6 minutes. The user also ignores all penalties due to exhaustion or wounds and receives temporary armor protection of 2 against normal damage (2xR) physical damage (this is added to existing armor).

As soon as the effect wears off, the magic takes its toll: the character immediately suffers 2D6+6 rounds of exhaustion and is "dazed" during this

period (+2 penalty on all minimum rolls).

Ingredients

- **Mountain Wyvern Bile** (200 oth), *Components.* Bile is a highly viscous, bright golden yellow to poison green liquid stored in the gallbladder of mountain wyverns.

It has a pungent, sulfurous odor with a hint of burnt copper. Even inhaling the pure vapors can burn the nasal mucous membranes.

In Tiraka, it is believed that bile contains the "essence of unquenched hunger." In alchemy, it is used as a catalyst to forcibly fuse other ingredients that would normally repel each other.

Extracting bile is a difficult undertaking for an alchemist, as it requires the utmost precision under adverse conditions.

The bile must be extracted within 1D6 hours after the creature's death. After that, the gallbladder begins to decompose and the liquid loses its alchemical potency.

Surgical instruments made of hardened steel or special ceramic knives are required. Simple iron would be corroded by the acid within seconds.

The procedure is as follows: The carcass must be secured on its back. A deep cut below the sternum exposes the liver. The gallbladder is a bulging, pulsating sac. It must be clamped at the top before being carefully cut out. A successful Dexterity (or Medicine) roll against DC 8 is required.

If the sac bursts, the harvester immediately suffers 1D6 damage from chemical burns, and the ingredient is irretrievably lost.

Wyvern bile cannot be stored in normal glass vials, as it will eventually "blind" the glass and cause it to become brittle. Experienced adventurers use lead-lined clay jugs or pure quartz vessels to safely transport the substance home.

- **Rock Moss** (2 Bunch), *Components.* Tirakan moss, often called "shadow flora" or "shadow velvet" by mountain peoples, usually grows near mountain wyvern colonies. It can be found in rock crevices and small caves. It is said that it may purify air in narrow caves.

The moss grows in dense, sponge-like cushions. Its color is a deep, almost unnatural dark purple that

glows in a soft, pulsating indigo when touched or exposed to air currents (bioluminescence). When touched, it leaves a slightly sticky, metallic-smelling film on the skin.

Its main function in potions is grounding. It prevents energies or raw forces from dissipating.

When chewed raw, it has a strong pain-relieving and fever-reducing effect, but an overdose can lead to a dangerous slowing of the heartbeat.

The elders claim that the moss absorbs the whispers of the mountains. If you press your ear against a moss cushion long enough, you can hear the voices of your ancestors or the mountain growling with hunger.

- **Rock troll claws (*Lithocrinus tirakanis*)** (40 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores. They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **silver shavings** (10 oth), *Components*. In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry. For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from "tearing apart" the potion during the brewing process.

Meridian Clarity

Difficulty: medium

Yield: 2

Preparation: First, the silver thistle must be boiled in pure water and strained through the finest charcoal powder to activate the active ingredients and retain only those that are needed.

Next, the moonberries are carefully stirred in. **Caution:** The moonberries must not be crushed; they should simply steep for 12 hours.

Preparation time: 4 hours of active distillation and filtration using the apparatus, after which the brew must rest for exactly 12 hours.

Quantity: 2 applications. 400 Oth of liquid, total weight 600 Oth (including thick-walled glass vial).

Effect: Neutralizes toxins in the bloodstream and sharpens the senses to protect the mind from hallucinations. Consuming one dose instantly neutralizes the "Poisoned" status. Additionally, the user gains a bonus of +1 die to any resistance checks against mind-altering effects or hallucinations for the next 1W6 hours.

Ingredients

- **Charcoal** (100 oth), *Components*. A substance of pure, deep black color, obtained through the controlled carbonization of hard wood in the absence of air. Charcoal.

In alchemy, it serves as a universal filtering medium. Whether incorporated into recipes or ground into the finest powder, it absorbs impurities, cloudiness, and unwanted bitter substances from boiling liquids like a sponge.

It is widely available throughout Tirakan from charcoal burners, blacksmiths, and ordinary shopkeepers in large quantities for just a few deut or guilders at the city markets.

- **Silver Thistle (*Carlina acaulis*)** (2 Bunch), *Components*. A hardy plant that grows close to the ground, with a silvery, shiny, spiky flower head that did not wither even in freezing temperatures. In alchemy, it is considered a purifying catalyst whose essence binds toxins in the blood, inhibits

inflammation, and strengthens the body's natural defenses.

It thrives primarily in the barren, sun-drenched mountain meadows and rocky slopes of the Toran Highlands. However, it can also be found in more temperate regions throughout Tirakan.

- **Moonthorn Berry** (50 oth), *Components*. The moonthorn berry is a gift from the deepest night. It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns.

It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their thorns can cause temporary itching when touched.

- **Water** (350 oth), *Components*. Cold, clear water.

Poisons and Drugs

Linya's Deep Sleep

Difficulty: difficult

Yield: 1

Preparation: Grind the dried black poppy seeds together with the valerian roots in a stone mortar into a uniform, black powder. Dissolve this in 150 Oth of pure spring water and let it steep undisturbed for two hours.

Strain the plant residue through a fine linen cloth into the small iron kettle. Add the lemon balm leaves to stabilize the organic ether.

Heat the kettle (preferably on the brewer's table) while stirring constantly until the vapors take on a bluish sheen. Collect the condensate in a vial.

Preparation time: 2 hours of active resting time

(steeping), 3 hours of active boiling and distillation.

Quantity: 1 dose (approx. 50 Oth of liquid)

Effect: If the essence is ingested or injected into the bloodstream via a weapon with a poison channel, the victim instantly falls into a state of unconsciousness.

The victim must roll for Willpower at the start of each of its combat rounds. Only when the number of successes (rolls of 5+; exploding 6s allowed) reaches or exceeds exactly 5 does the creature awaken. External stimuli such as shaking or noise have no effect; only actual damage suffered grants an immediate bonus of +2 dice to the saving throw.

Ingredients

- **Death Poppy** (2 Bunch), *Components*. The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export of Asgoran.

- **Valeriana** (*Valeriana officinalis*) (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Lemon balm** (*Melissa officinalis*) (1 Bunch), *Components*. 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.

- **Water** (150 oth), *Components*. Cold, clear water.

Morphine

Difficulty: difficult

Yield: 1

Preparation: As a natural painkiller, morphine is primarily found in opium poppies (*Papaver som-*

niferum). It is the most important component of opium, which is obtained by drying the milky sap from the unripe seed capsules. To isolate the active ingredient, the aqueous extract is treated with calcium chloride. This separates the calcium meconic acid. The remaining liquid is then evaporated to obtain morphine and codeine in the form of hydrochloride salts.

Preparation time: 60 minutes for extraction, followed by 1 hour to separate the morphine.

Quantity: 1 application, approx. 50 ml liquid, weight: 50 g.

Effect: Morphine acts directly on the brain, where it alleviates pain perception and the transmission of pain signals. It also suppresses the urge to cough and has a calming effect on the body, which can also lower blood pressure and pulse rate.

For people who are not used to the drug, even 100 mg can lead to severe poisoning. However, those who take the drug on a long-term basis can often tolerate significantly higher doses. Morphine also has a high potential for addiction. A common misconception is that morphine hastens death. There is no scientific evidence to support this. Often, side effects such as severe drowsiness or confusion are mistakenly interpreted as signs of imminent death.

Ingredients

- **Calcium Chloride** (50 ml (milliliter)), *Components*. Calcium chloride is a compound of calcium and chlorine with the formula CaCl_2 .

Chemically speaking, the calcium in it has an oxidation state of +2 and the chlorine has an oxidation state of -1. This substance is found in nature mainly dissolved in salt brines. When calcium chloride binds with water and solidifies, it forms very rare minerals: the dihydrate is called sinjarite, while the hexahydrate is known as antarcticite. However, it can also be easily ordered online.

- **Ammonia** (10 ml (milliliter)), *Components*. Ammonia (NH_3) acts as an essential base chemical in the chemical industry.

Its main area of application is in the production

of nitrogenous fertilizers (e.g., urea or ammonium nitrate), which account for the majority of global consumption. In addition, ammonia serves as a precursor for organic syntheses, particularly in the production of polymers and synthetic fibers.

The substance is classified as toxic. In high concentrations, ammonia vapors have a strong irritant effect on the mucous membranes of the eyes and the respiratory system, which can lead to severe lung damage and even death. However, such extreme events are rare in everyday use.

- **Opium Poppy (*Papaver somniferum*)** (5 Bunch), *Components*. The opium poppy (*Papaver somniferum*) belongs to the poppy family and has a long history as one of our oldest medicinal plants. However, it is not only of interest for medicinal purposes: its seeds are valued in cooking as a food-stuff or pressed to produce high-quality edible oil. What is special about the opium poppy is that almost all parts of the plant contain alkaloids such as morphine. These active ingredients are concentrated mainly in the white milky sap that runs through the entire plant via a fine channel system – this network is particularly dense in the wall of the capsule fruit. To obtain these substances, the unripe capsules are lightly scored so that the sap can escape. When this milky sap dries in the air, it produces the well-known narcotic opium. Incidentally, the name is derived from Greek and simply means “little sap.”

Venom of a flying snake

Difficulty: simple

Preparation: First, carefully heat the raw venom of the flying snake in a small bowl. But beware of boiling heat! When it begins to steam, the volatile paralyzing substances evaporate. Add the crushed celandine to stimulate blood circulation at the bite site on the victim, allowing the poison to enter the body's fluids more quickly. Stir in the dried sage until the liquid takes on a cloudy, amber color. Finally, press the mixture through a fine linen cloth or a filter made of charcoal dust to remove the coarse residues. What remains is a clear, slightly viscous liquid.

Preparation time: 30 minutes of active work, followed by about 1 hour of resting time to cool and settle.

Quantity: 1 application (approx. 5 Oth of liquid), total weight approx. 5 Oth.

Effect: The victim feels an immediate coldness at the wound, which spreads like lead into the limbs. It is not fatal, but leads to severe dizziness and slowed reflexes. The victim must pass a resistance check against MW 8. If they fail, their movement range is reduced by 2 points for 1D6 combat rounds. The victim also suffers 1D3 points of exhaustion.

Ingredients

- **Salvia** (*Salvia officinalis*) (1 Bunch), *Components*. The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.
- **Greater celandine** (*Chelidonium majus*) (1 Bunch), *Components*. 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.
- **Flying Snake Venom Vial** (1 Vial), *Potions and Poisons*. A vial filled with the venom of a flying snake.



Quirks

Madness and visions

Schizophrenia

The character experiences the world differently to how other people do. They may experience hallucinations, causing them to see, hear or feel things that are not there. They may also experience delusions that influence their behaviour and thought processes.

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
Performance	+2
Communication	-2

Delusion

The character clings to beliefs that do not correspond to reality and are not shared by anyone else. These delusions may relate to various topics, such as persecution, grandeur or relationships.

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.

Willpower	+1
Logic	+1

Dark Visions

The character is plagued by eerie visions that occasionally offer him glimpses of hidden or future events. These visions are often fragmentary and enigmatic. Sometimes they depict disturbing or threatening scenes. They occur unpredictably, sometimes making the character seem as if he is trapped in another reality.

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 is influenced by an otherworldly entity that gives him extra powers, but which also occasionally takes control of his body and mind. This possession occurs at unpredictable times and can be both helpful and harmful. The entity has its own goals and intentions, which do not always align with the character's own.

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.

Doubting mind

The character is naturally suspicious and constantly questions the intentions and actions of others. While this scepticism protects them from deception, it also makes it difficult for them to find true allies and build trust. He tends to see a hidden agenda or trap in everything.

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

Impulsive behavior

Depression

The character suffers from persistent feelings of hopelessness. They may have lost interest in activities they used to enjoy, and often feel tired or lacking in energy.

Having experienced depression themselves, the character can develop a deep understanding of and compassion for others' suffering.

Depression can prevent the character from performing everyday tasks or participating in social activities. They may withdraw and isolate themselves.

Conscientiousness -1
Endurance -1
Empathy +2

Thoughtless

The character often acts impulsively, without thinking things through. This spontaneity leads them to make quick decisions and rely on their instincts. However, this trait can also cause them to overlook important details or take ill-considered risks.

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

Restlessness

The character is driven by an inner restlessness that keeps them constantly on the move. Settling down or staying in one place for any length of time is difficult for them.

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.

Conscientiousness -1
Deftness -1
Endurance +2

Daredevil

The character becomes increasingly reckless and careless. Where others would hesitate, he takes risks and often acts on instinct.

The character's **Courage** has increased.

The character's **Logic** is reduced.

Logic -2
Courage +2

Personal characteristics

Nervousness

The character is fundamentally nervous. This means that he is easily distracted in battle, but it also enables him to carry out surprise attacks.

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.

Clumsy

This character tends to drop things, trip over and be clumsy in general. This can lead to accidental mishaps in everyday life. However, it also adds an element of unpredictability and creativity.

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

Weak will to live

The character lacks resilience in the face of life's challenges. When faced with difficulties, they tend to give up more quickly or become discouraged by setbacks.

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

Perfectionism

The character strives for perfection in all that they do. Never satisfied with anything less than his best, they work tirelessly to complete their tasks to the highest standard.

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.

rerolls +2

bonus dice +2

Fears and aversions

Agoraphobia

evasion +1

Conscientiousness -1

Perception +1

Social anxiety disorder

rerolls -1

Conscientiousness +1

Communication -1

Acrophobia

Perception +1

Courage -2

Hydrophobia

Courage -2

Orientation +1

Mysophobia

Conscientiousness +1

Resistance -1

Zoophobia

evasion +1

Courage -1

Nature -1

Delusional parasitosis

max stress +1

Conscientiousness -2

Coulrophobia

Apprehension	+1
Performance	-1
Courage	-1

teratophobia

rerolls	+1
Resistance	-1
Orientation	-1

Verfolgungsangst

der betroffene wird von Phasen geplagt in denen er sich von einer paranoiden Verfolgungsangst heimgesucht sieht,

Charm	-1
Stealth	-1
Courage	-1

Fear of antiquities

The character has an irrational fear of anything old. He believes that every old object contains a power or secret that endangers him.

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
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Faithless

The character has lost all faith in higher beings or religion. They seek rational explanations for everything and are often suspicious of things that cannot be explained logically.

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
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Hypochondria

The character is overly concerned about his health, interpreting even the slightest physical symptom as a sign of a serious illness.

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

Mood swings

Night owl

The character is plagued by insomnia at night, leaving him feeling exhausted during the day.

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.

Capricious

The character is known for his rapid and unpredictable mood swings. This moodiness can make them seem charming and persuasive one moment, and irritable or melancholic the next.

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

Diurnal

The character is at their most productive during the day and feels most comfortable in daylight. However, at night they are plagued by constant discomfort and subtle anxiety.

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.

Unresting

The character's restless spirit keeps them constantly alert and attentive. This inner turmoil means they can never find peace or relax completely.

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

Sensory alterations

Hypersensitivity

The character experiences his surroundings more intensely than others do. He hears, sees and smells things more clearly and notices even subtle changes in his environment. This heightened sensitivity can be both enriching and burdensome.

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

Tinnitus

The character suffers from a constant ringing or buzzing in his ears. This noise can be particularly disturbing in quiet moments and impair concentration.

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.

Mystical ticks

Ancient Bloodline

The character believes that he is descended from an ancient, mystical bloodline. This bloodline is supposedly responsible for his special abilities and deep understanding of forgotten languages and symbols.

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

Insatiable thirst for knowledge

The character is driven by an insatiable thirst for knowledge. They are constantly searching for new information, whether through books, conversations, or exploration.

The character receives bonuses to **Logic** and **Education**.

The insatiable thirst for knowledge leads to a negative perception of the character.

Education	+1
Logic	+1
Perception	-1

Ascetic

The character increasingly sees no value in material possessions and becomes increasingly withdrawn. While this lifestyle provides them with inner strength and independence, it also causes them to distance themselves from social norms and relationships.

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

Physical characteristics

Frail

The character grows weaker and weaker as their fears cause their strength to wane. While this physical weakness makes them more susceptible to physical strain, it also gives them a certain lightness and agility.

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

Addiction

The character relies on a particular substance, activity or behaviour to function normally. This dependency can affect various areas of life, influencing decisions and actions significantly.

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.

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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.

Activation: passive
Price: 600
Rarity: Common
Biostrain: 0
Energy consumption: -2 mAh

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.

Activation: passive
Price: 1000
Rarity: Common
Biostrain: 2
Energy consumption: -8 mAh

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.

Activation: passive
Price: 900
Rarity: Uncommon
Biostrain: 1
Energy consumption: -6 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

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.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 2
Energy consumption: -2 mAh

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.

Activation: passive
Price: 700
Rarity: Rare
Biostrain: 3
Energy consumption: -6 mAh

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.

Activation: passive
Price: 900
Rarity: Rare
Biostrain: 4
Energy consumption: -9 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

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.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: -7 mAh

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.

Activation: passive
Price: 700
Rarity: Common
Biostrain: 2
Energy consumption: -5 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

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.

Activation: passive
Price: 400
Rarity: Rare
Biostrain: 3
Energy consumption: -3 mAh

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.

Activation: passive
Price: 400
Rarity: Rare
Biostrain: 4
Energy consumption: -8 mAh

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.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 1
Energy consumption: -2 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

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.

Activation: passive
Price: 400
Rarity: Uncommon
Biostrain: 2
Energy consumption: -2 mAh

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.

Activation: passive
Price: 700
Rarity: Common
Biostrain: 1
Energy consumption: -4 mAh

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.

Activation: passive
Price: 800
Rarity: Uncommon
Biostrain: 2
Energy consumption: -6 mAh

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.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 1
Energy consumption: -1 mAh

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.

Activation: passive
Price: 1100
Rarity: Rare
Biostrain: 3
Energy consumption: -10 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

Sockets

Head (1)

Thermoelectric Generator

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.

Activation: active
Price: 600
Rarity: Rare
Biostrain: 3
Energy consumption: -8 mAh

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.

Activation: passive
Price: 600
Rarity: Common
Biostrain: 1
Energy consumption: -2 mAh

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.

Activation: passive
Price: 600
Rarity: Rare
Biostrain: 3
Energy consumption: -5 mAh

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.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

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.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: -7 mAh

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.

Activation: passive
Price: 700
Rarity: Rare
Biostrain: 3
Energy consumption: -6 mAh

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.

Activation: passive
Price: 900
Rarity: Rare
Biostrain: 4
Energy consumption: -9 mAh

Sockets

Head (1)

Handcrank

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.

Activation: active
Price: 100
Rarity: Common
Biostrain: 0
Energy consumption: -2 mAh

Sockets

Head (1)

Torso (1)

Left Arm (1)

Right Arm (1)

Weapons

Smartlink

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.

Activation: active
Price: 2500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Left Arm (1)

Right Arm (1)

Poison Claws

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.

Activation: active
Price: 2300
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)

Right Arm (1)

Hand to Hand Combat +2

Plasma Cannon

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.

Activation: active
Price: 3700
Rarity: Rare
Biostrain: 4
Energy consumption: 9 mAh

Sockets

Left Arm (1)
 Right Arm (1)

Electro-Whip

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.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Right Arm (1)
 Left Arm (1)

Cyber Claw

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.

Activation: active
Price: 1700
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Right Arm (1)
 Left Arm (1)

Sonic Launcher

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.

Activation: active
Price: 1700
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Right Arm (1)
 Left Arm (1)

EMP Generator

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.

Activation:	active
Price:	2600
Rarity:	Uncommon
Biostrain:	3
Energy consumption:	2 mAh

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.

Activation:	passive
Price:	3000
Rarity:	Rare
Biostrain:	4
Energy consumption:	3 mAh

Sockets

Torso (1)

Plasma Blade

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.

Activation:	active
Price:	3500
Rarity:	Uncommon
Biostrain:	3
Energy consumption:	2 mAh

Sockets

Right Arm (1)

Left Arm (1)

Photon Cannon

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.

Activation:	active
Price:	3600
Rarity:	Rare
Biostrain:	3
Energy consumption:	2 mAh

Sockets

Left Arm (1)
Right Arm (1)

Electromagnetic Blade

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.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
Right Arm (1)

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.

Activation: passive
Price: 900
Rarity: Uncommon
Biostrain: 4
Energy consumption: 0 mAh

Sockets

Left Arm (2)
Right Arm (2)

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.

Activation: passive
Price: 2000
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Head (1)

Perception +1

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.

Activation: passive
Price: 800
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Infrared Vision

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.

Activation: active
Price: 1500
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

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.

Activation: passive
Price: 3600
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Head (1)

Shooting +2
Perception +2

Sonar Implant

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.

Activation: active
Price: 1000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

Emotion Sensor

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.

Activation: active
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Empathy +2

Chemical Analyzer

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.

Activation: active
Price: 1000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Ultrasonic Locator

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.

Activation: active
Price: 2100
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (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.

Activation: passive
Price: 3000
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Left Arm (3)
 Right Arm (3)

Strength +2
Hand to Hand Combat +1

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.

Activation: passive
Price: 3500
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Left Leg (1)
 Right Leg (1)

Quickness +2

Cybernetic Tail

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.

Activation: active
Price: 3200
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Torso (1)

Acrobatics +2

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.

Activation: passive
Price: 2200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

protection +1

Toxin Filter

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.

Activation: active
Price: 1500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

Energy Shield

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.

Activation: active
Price: 3100
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

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.

Activation: passive
Price: 2100
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Torso (1)

Electrostatic Barrier

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.

Activation: active
Price: 2200
Rarity: Rare
Biostrain: 3
Energy consumption: 5 mAh

Sockets
 Torso (1)

Thermoregulator

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.

Activation: active
Price: 400
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

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.

Activation: passive
Price: 2100
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

Stealth +2

Photon Shield

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.

Activation: active
Price: 2400
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

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.

Activation: passive
Price: 1000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets

Head (1)

Resistance +1

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.

Activation: passive
Price: 1300
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

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.

Activation: passive
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Torso (1)

Plasma Shield

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.

Activation: active
Price: 3200
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Left Arm (1)
 Right Arm (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.

Activation: passive
Price: 2000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

Logic +1
Apprehension +1

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.

Activation: passive
Price: 3500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

actions +1

Data Jack

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.

Activation: active
Price: 250
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

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.

Activation: passive
Price: 2400
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

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.

Activation: passive
Price: 3000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Left Arm (2)
 Right Arm (2)
 Left Leg (2)
 Left Leg (2)

Strength +2
Endurance +1

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.

Activation: passive
Price: 3300
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

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.

Activation: passive
Price: 2500
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

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.

Activation: passive
Price: 2600
Rarity: Rare
Biostrain: 4
Energy consumption: 2 mAh

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.

Activation: passive
Price: 2000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

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.

Activation: passive
Price: 5000
Rarity: Rare
Biostrain: 5
Energy consumption: 3 mAh

Sockets

Head (1)

Logic +2
Education +1
Apprehension +2

Chameleon Skin

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.

Activation: active
Price: 1700
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

Adrenal Pump

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.

Activation: active
Price: 2400
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh
Charges: 3

Sockets

Torso (1)

Stealth Field Generator

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.

Activation: active
Price: 2500
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

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.

Activation: passive
Price: 1200
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Head (1)

Gravity Manipulator

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.

Activation: active
Price: 1400
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Torso (1)

Bio-Luminescent Tattoos

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.

Activation: active
Price: 500
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Torso (1)

Holographic Projector

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.

Activation: active
Price: 1000
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

Nano Repair Bots

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.

Activation: active
Price: 3500
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Torso (1)

Magnetic Grapples

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.

Activation: active
Price: 800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (2)

Neuro Stimulator

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.

Activation: active
Price: 3600
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Head (1)

Logic +1
Quickness +1

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.

Activation: passive
Price: 2700
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (1)
 Left Leg (1)
 Right Leg (1)

Strength +1
Endurance +1

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.

Activation: passive
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

Nano Construction Bots

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.

Activation: active
Price: 900
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

Sonic Wave Manipulator

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.

Activation: active
Price: 2100
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

Plasma Cutter

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).

Activation: active
Price: 2900
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

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.

Activation: passive
Price: 3200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

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.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Head (1)

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.

Activation: passive
Price: 700
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
Right Arm (1)

Electromagnetic Grappling Hook

A forearm-mounted launcher fires a weighted projectile head attached to a durable, high-tensile cable. The head is fitted with a powerful electromagnetic 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.

Activation: active
Price: 1000
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)

Right Arm (1)

Holographic Communicator

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.

Activation: active
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Gravity Manipulator

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.

Activation: active
Price: 3200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Left Leg (1)

Right Leg (1)

Sonic Wave Manipulator

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.

Activation: active
Price: 2600
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

Subdermal therapeutic implant.

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 wounds. It has three charges, which must be refilled manually at a body modification vendor.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh
Charges: 3

Sockets

Torso (2)

Bionic Sprint

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.

Activation: active
Price: 900
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh
Charges: 2

Sockets

Left Leg (2)

Right Leg (2)

Quickness +1

K



Foes

Undead

Vampire spawn

The vampire spawn is a lower vampire. Without much influence, this is a figure which has limited powers, and may be left to its own devices.

Wounds: 10
Movement: 4
Strength: 2
Dexterity: 2
Mind: 2
Resistances: ['Cold', 'Water']

Bite (8)

Bleeding 1

Black Magic (6)

The Vampire Spawn casts a spell of black magic. The successes of this roll represent the **power** of the spell.

Zombie

The zombie is a tragic figure that appears in many stories. A human being who is kept alive in a special and unnatural way after his death. Zombies have a brain the size of a pea, they know little more than the desire for blood. And brains. So, if pop culture is to be believed.

Wounds: 6
Movement: 3
Strength: 3
Dexterity: 1
Mind: 1
Resistances: ['Fire', 'Poison']

Undead Grip (4)

Poison 1

Bite (5)

Poison 1

Mummy

The living mummy is undead. It has been magically brought to life. Nothing of her spirit remains, all she seeks is to take the life of her victims. She is usually unarmed, but her curse poisons her victims.

Wounds: 8
Movement: 3
Strength: 3
Dexterity: 1
Mind: 2
Resistances: ['Fire', 'Poison']

Grip (6)

Piercing 0

Curse (4)

Piercing 3, Poison 2

Skelett

Ein wandelndes Skelett, von dunkler Magie belebt.

Wounds: 4
Movement: 3
Strength: 2
Dexterity: 2
Mind: 2

Knochengriff (8)

Vergiftet 1

Kalter Atem (6)

Geschockt 2, 5 Meter Reichweite

Animal

Vulture

On rising thermals, the vulture circles patiently, watching for signs of weakness below. It does not hunt in the traditional sense—waiting instead for the inevitable, drawn to death, decay, and the promise of easy sustenance. Its presence is a silent omen, often arriving before the end has fully come. On the ground, it moves with awkward persistence,

tearing and feeding with grim efficiency. In darker interpretations, it feels like a herald of fate, appearing wherever life falters, as if summoned by the dying.

Wounds: 2
Movement: 6
Strength: 1
Dexterity: 3
Mind: 2

Beak (7)
 Piercing 1

Seal

Along cold shores and drifting ice, the seal moves with effortless grace between water and land. In the sea it is swift and elusive, diving and turning with fluid precision; on land it appears slower, yet remains alert and wary. Seals are not natural aggressors, but when cornered or defending their young, they react with sudden ferocity—biting and thrashing with surprising strength. Their presence often signals rich hunting grounds, but also hidden dangers beneath the surface. In darker interpretations, they feel watchful and knowing, eyes lingering just above the waterline before slipping silently out of sight.

Wounds: 5
Movement: 5
Strength: 1
Dexterity: 2
Mind: 2

Bite (5)
 Piercing 0

Rhinoceros

A heavily built and short-tempered giant, the rhinoceros embodies raw impact, stubborn resilience, and explosive aggression. Its poor eyesight is offset by acute hearing and scent, reacting instantly to perceived threats. Once it com-

mits, it charges with unstoppable force, goring and crushing anything in its path. A rhinoceros does not maneuver or hesitate—it breaks through. In darker interpretations, it feels like a living battering ram, driven by blind momentum and unyielding instinct.

Wounds: 10
Movement: 4
Strength: 3
Dexterity: 3
Mind: 1

Charge (10)
 Piercing 2

Schlange

A silent and elusive predator, the venomous snake embodies patience, precision, and hidden lethality. It relies on camouflage and stillness, striking with lightning speed when prey comes within reach. Its venom does the true killing—weakening, paralyzing, or slowly breaking the victim from within. Snakes avoid open confrontation, preferring ambush and retreat, but a single mistake near them can prove fatal. In darker interpretations, they feel cold and calculating, as if every movement is deliberate and every strike inevitable.

Wounds: 2
Movement: 5
Strength: 1
Dexterity: 3
Mind: 1

Bite (8)
 Poison 1

Rat

In the dark and hidden places, the rat thrives where others falter. It slips through cracks, nests in walls, and gathers in numbers that turn nuisance into threat. Alone it is timid and easily driven off, but in groups it becomes bold—gnawing, biting, and

overwhelming through sheer persistence. Rats spread filth, consume supplies, and carry unseen dangers with them. In darker interpretations, they feel like a creeping infestation, a living sign of decay that grows stronger the longer it is ignored.

Wounds: 2
Movement: 5
Strength: 1
Dexterity: 3
Mind: 1

Bite (5)
 Bleeding 1

Scorpion

Hidden beneath sand, stone, or shadow, the scorpion waits with unnerving stillness. It reacts in an instant when disturbed, its stinger striking with precise, practiced speed. The venom does not need brute force—it weakens, paralyzes, or ends the fight outright. It does not chase; it punishes intrusion. In harsher interpretations, it feels ancient and indifferent, perfectly suited to a world where hesitation means death.

Wounds: 3
Movement: 5
Strength: 1
Dexterity: 3
Mind: 1

Bite (6)
 Poison 1
Sting (8)
 Poison 2

Frog

Bright colors in the undergrowth signal danger long before the frog itself moves. Small and easily overlooked, it relies on potent toxins rather than strength, turning even a careless touch into a threat. It does not hunt through pursuit but through proximity—its presence alone can be enough to

harm. In dense jungles or humid environments, it becomes part of the landscape, a hidden hazard among leaves and water. In darker interpretations, it feels almost unnatural, its vivid appearance a deliberate warning that something beneath the surface is deeply wrong.

Wounds: 2
Movement: 4
Strength: 1
Dexterity: 1
Mind: 1

Tong (3)
 Poison 1

Tiger

A solitary and elusive apex predator, the tiger embodies stealth, patience, and explosive violence. Unlike pack hunters, it relies on perfect timing—stalking unseen, closing distance in silence, and ending the hunt in a single decisive strike. Tigers are territorial and unpredictable, vanishing into their surroundings as easily as they emerge. In darker interpretations, they feel almost spectral—silent, inevitable, and terrifyingly precise.

Wounds: 6
Movement: 4
Strength: 2
Dexterity: 3
Mind: 2

Bite (10)
 Piercing 1, Bleeding 1
Claws (10)
 Piercing 1

Jellyfish

Drifting through the water with quiet grace, the jellyfish appears almost harmless—until contact is made. Its translucent body conceals trailing tentacles armed with potent venom, reacting instantly

to touch. It does not pursue or hunt in the traditional sense; instead, it turns its surroundings into a passive hazard, where movement itself becomes dangerous. In numbers, they form near-invisible barriers that are difficult to detect until it is too late. In darker interpretations, they feel like living traps of the sea—silent, indifferent, and unavoidable.

Wounds: 2
Movement: 4
Strength: 1
Dexterity: 2
Mind: 1

Sting (4)
 Poison 1

Ox

A powerful and stubborn beast, the bull embodies raw force, endurance, and territorial fury. Whether wild or driven to rage, it reacts with sudden, violent charges, using its horns to gore and toss aside anything in its path. Unlike predators, it does not hunt—it confronts, driving intruders away through sheer momentum and intimidation. Oxen, while more controlled, still possess immense strength and can become dangerous when stressed or overburdened. In darker interpretations, the bull becomes a symbol of blind wrath and unstoppable momentum, a living force that cannot be reasoned with once unleashed.

Wounds: 8
Movement: 4
Strength: 2
Dexterity: 3
Mind: 2

Ram (10)
 Piercing 1

Elephant

A towering giant of the natural world, the elephant embodies immense strength, resilience, and unstoppable momentum. Usually calm and deliber-

ate, it becomes a devastating force when threatened or provoked—charging with crushing weight and sweeping aside anything in its path. Its size alone reshapes the battlefield, turning terrain into an advantage. Elephants are not inherently aggressive, but once angered or panicked, they are nearly impossible to stop. In darker interpretations, they feel like living engines of destruction—slow to rouse, but catastrophic when unleashed.

Wounds: 10
Movement: 4
Strength: 4
Dexterity: 2
Mind: 2

Choke (8)

The elephant chokes the victim with its trunk.

Stomp (16)

The elephant's full weight bears down on the victim. The attack has Piercing 2, but can only be used if the elephant has already been adjacent to the target for one round.

Swamp lizard

A massive and resilient ambush hunter native to dense forests and damp swamp areas. When fully grown, it can reach a length of 2–3 paces. It lives in small social groups of 1–3 individuals, consisting of one male and several females.

The lizard relies on its thick, bark-like scaly armor and the sharp spines on its back to protect itself from attackers. It usually remains completely motionless on moss-covered tree trunks, camouflaged by its mottled coloring. However, when cornered or when prey comes within reach, it acts with unexpected brutality. With its powerful jaws and sharp claws, it tears its enemies apart. It is not a nimble hunter, but it compensates for this with sheer physical strength and absolute tenacity.

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In alchemy, various parts of the swamp lizard are highly valued. Its scales can be processed into a powder that strengthens the skin and protects against injuries. Its fat is used in ointments that relieve inflammation and promote wound healing. And its venom, when administered in small doses, can act as a pain reliever.

Wounds: 6
Movement: 4
Strength: 3
Dexterity: 3
Mind: 1
Resistances: ['Water', 'Poison']
Weaknesses: ['Fire']

Bite (5)
 Bleeding 1, Perforation 1
Clawstrike (4)
 Force 1

Eagle

High above the land, the eagle circles with commanding vision, observing every movement below. It does not waste effort—waiting for the precise moment before diving in a swift, lethal descent. Its talons strike with accuracy and force, seizing prey before it can react. Even when not attacking, its presence dominates the sky, a constant watcher that cannot be easily approached or escaped. In darker interpretations, it feels like an unblinking eye of the heavens, distant, patient, and utterly decisive when it acts.

Wounds: 2
Movement: 10
Strength: 1
Dexterity: 4
Mind: 2

Claws (7)
 Bleeding 1
Beak (7)
 Piercing 1

Bat

From the rafters and cave ceilings, bats descend in restless motion, guided more by sound than sight. They move in erratic swarms, disorienting and unnerving, their sudden proximity enough to startle even seasoned travelers. Alone they are fragile, but in numbers they overwhelm—clawing, biting, and filling the air with chaotic movement. Their presence often marks decay, darkness, or forgotten places. In darker interpretations, they feel like living shadows, erupting from the black and vanishing just as quickly.

Wounds: 2
Movement: 5
Strength: 1
Dexterity: 4
Mind: 1

Bite (2)
 Piercing 2

Boar

A brutal and fearless force of the wild, the boar embodies aggression, resilience, and territorial dominance. When threatened or cornered, it charges with explosive speed, using its tusks to gore and trample anything in its path. Boars do not retreat easily—they commit fully, fighting through injury and pain with relentless fury. In darker interpretations, they appear almost unstoppable, driven by blind rage and an unyielding instinct to destroy intruders.

Wounds: 8
Movement: 4
Strength: 3
Dexterity: 1
Mind: 2

Ram (10)
 Piercing 1

Camel

A hardy beast of harsh lands turned volatile and dangerous, the camel embodies endurance twisted into aggression. Normally resilient and deliberate, it can become fiercely territorial or unpredictable under stress, lashing out with powerful bites, trampling kicks, and sudden charges. Its endurance allows it to outlast opponents, pressing the attack longer than expected. Camels are difficult to intimidate once enraged, their stubborn nature turning into relentless hostility. In darker interpretations, they feel uncanny—enduring, spiteful, and disturbingly persistent, as if the desert itself refuses to yield.

Wounds: 8
Movement: 4
Strength: 2
Dexterity: 2
Mind: 2

Bite (6)
 Piercing 1

Gorilla

A massively built and intelligent primate, the gorilla embodies controlled strength, social dominance, and explosive violence. Normally calm within its group, it reacts with terrifying force when threatened, defending territory or kin with overwhelming physical power. Displays of dominance—beating its chest, roaring, charging—are often warnings, but once it commits, the attack is swift and brutal. A gorilla does not hunt like a predator; it confronts and crushes threats directly.

In darker interpretations, it feels almost sentient in its fury—calculated, protective, and unstoppable when roused.

Wounds: 6
Movement: 4
Strength: 2
Dexterity: 3
Mind: 3

Grip (8)

The victim is held fast and can only break free with a Strength test.

Owl

In the quiet hours, the owl moves where sound itself seems to fade. Its flight is nearly silent, wings cutting through the dark without warning. Guided by exceptional hearing, it locates movement others would miss, striking with sudden precision from above. It does not linger—appearing only long enough to seize what it seeks before vanishing again into shadow. In darker interpretations, it feels like a watcher of the night, unseen yet ever-present, a whisper of motion just beyond perception.

Wounds: 2
Movement: 8
Strength: 1
Dexterity: 3
Mind: 4

Beak (6)
 Piercing 0

Goose

By still water and open fields, the goose holds its ground with unexpected defiance. What seems like a harmless creature quickly turns confrontational when approached, hissing, spreading its wings, and advancing without hesitation. It defends territory and kin with startling boldness, striking with its beak and battering with powerful wings. Retreat

is not its first instinct—challenge is. In darker interpretations, it feels oddly relentless, a small but furious guardian that refuses to yield, no matter the odds.

Wounds: 2
Movement: 6
Strength: 1
Dexterity: 2
Mind: 3

Bite (8)
 Bleeding 1

Wild Dog

A relentless pack hunter driven by coordination, endurance, and instinct. Wild dogs do not rely on strength alone—they win through teamwork, communication, and exhaustion of their prey. They harry targets over long distances, forcing mistakes and isolating the weak before closing in together. Individually manageable, but in numbers they become a fast-moving, disciplined threat. In darker interpretations, they feel eerily synchronized—like a single will spread across many bodies.

Wounds: 6
Movement: 4
Strength: 2
Dexterity: 2
Mind: 2

Bite (6)
 Bleeding 1
Call to the pack (6)

The wild dog calls to its pack. After 1d3 combat rounds, additional wild dogs arrive equal to the number of successes on this roll.

Giant Crab

Across tidal flats and along rocky shores, the giant crab advances with unsettling purpose. Its heavy shell turns aside lesser blows, while massive claws snap with crushing force, capable of

breaking bone or armor alike. It does not rush blindly—each movement is measured, closing distance while guarding itself with raised pincers. In its domain, footing is treacherous, and escape is hindered by terrain it knows well. In darker interpretations, it feels like a living bastion of the coast—unyielding, alien, and perfectly adapted to drag the unwary into a slow, inevitable end.

Wounds: 6
Movement: 6
Strength: 2
Dexterity: 2
Mind: 1

Claws (10)

Dad-a-chum? Dum-a-chum? Ded-a-chek? Did-a-chick?

Wolf

A predatory hunter of the wild, the wolf embodies patience, instinct, and coordination. Rarely alone, it stalks its prey in packs, testing for weakness before committing to the kill. Wolves avoid unnecessary risk, circling, harassing, and striking when advantage is certain. In harsher interpretations, they may appear unnaturally intelligent, relentless, or disturbingly fearless.

Wounds: 4
Movement: 5
Strength: 2
Dexterity: 3
Mind: 2

Bite (7)
 Bleeding 1

Spider

A patient and methodical predator, the venomous spider embodies stillness, precision, and entrapment. It waits unseen, concealed in webs or hidden corners, striking only when prey is caught or

vulnerable. Its venom weakens or paralyzes, ensuring the victim cannot escape once seized. Unlike hunters that pursue, the spider controls its domain—turning space itself into a trap. In darker interpretations, it feels calculating and alien, a silent architect of death whose presence is often noticed too late.

Wounds: 2
Movement: 2
Strength: 1
Dexterity: 3
Mind: 1

Bite (4)
 Poison 1, Piercing 1

Giant Octopus

From the depths, something vast and patient unfolds. The giant octopus is a master of concealment, blending seamlessly with rock and reef until it chooses to act. Its intelligence is unsettling—testing, probing, learning. When it strikes, it does so with sudden reach, ensnaring prey in powerful limbs and pulling it into a crushing, inescapable grip. The water becomes its weapon, obscuring vision and direction alike. In darker interpretations, it feels ancient and watchful, a mind lurking below, waiting for the right moment to claim what drifts too close.

Wounds: 10
Movement: 4
Strength: 3
Dexterity: 3
Mind: 2

Grip (10)

The victim is grappled and suffers 2 Wounds each combat round. It can break free on its turn with a Strength test.

Bear

A massive and resilient force of nature, the bear embodies raw strength, endurance, and territorial

fury. Unlike swift predators, it does not rely on speed or subtlety—once roused, it overwhelms through sheer power and persistence. Bears are often indifferent until provoked, but when threatened or defending their domain, they become relentless and devastating. In darker interpretations, they feel almost unstoppable—an embodiment of primal wrath given form.

Wounds: 8
Movement: 3
Strength: 3
Dexterity: 2
Mind: 2

Bite (8)
 Bleeding 2
Claws (8)
 Bleeding 1

Crocodile

A patient and ancient ambush predator, the crocodile embodies stillness, precision, and sudden, overwhelming violence. It waits half-submerged, barely visible, striking in an instant when prey comes too close to the water's edge. Its grip is relentless—once seized, escape is unlikely. Crocodiles do not pursue far; they control the boundary between land and water, turning safe ground into a deadly trap. In darker interpretations, they feel primordial and calculating, as if the water itself has teeth.

Wounds: 6
Movement: 4
Strength: 2
Dexterity: 2
Mind: 2

Bite (10)

The victim can only break free from the bite with a Strength test. The crocodile will try to drag its victim underwater whenever possible.

Shark

Beneath the surface, the shark moves with silent certainty, sensing what cannot be seen. It does not rush blindly—it circles, tests, and closes in with deliberate intent. A sudden strike ends the encounter in a burst of motion and blood, vanishing again into the depths just as quickly. In its domain, escape is uncertain and footing is lost. In darker interpretations, it feels like an unseen force of the deep, drawn to weakness and disturbance, as if the water itself has turned against its prey.

Wounds: 8
Movement: 6
Strength: 2
Dexterity: 3
Mind: 1

Bite (10)
 Piercing 1

Hyena

A cunning scavenger and opportunistic hunter, the hyena thrives where others falter. It survives through adaptability, endurance, and ruthless pragmatism, often circling conflict rather than initiating it. Hyenas test weakness relentlessly, harassing, outlasting, and exploiting any sign of vulnerability. Their eerie vocalizations and unsettling demeanor give them a reputation that borders on the unnatural. In darker interpretations, they feel mocking and cruel—creatures that revel in decay and the downfall of others.

Wounds: 4
Movement: 4
Strength: 1
Dexterity: 3
Mind: 2

Bite (8)
 Bleeding 1

Lion

A dominant apex predator, the lion embodies strength, authority, and lethal precision. Unlike relentless pack hunters, it relies on bursts of overwhelming force, often striking from concealment or claiming territory through sheer presence. A lion does not chase endlessly—it decides when the hunt begins and ends. In harsher interpretations, it appears regal and terrifying, a symbol of power that tolerates no challenge.

Wounds: 6
Movement: 4
Strength: 3
Dexterity: 2
Mind: 2

Bite (8)
 Piercing 1, Bleeding 1
Claws (6)
 Piercing 1, Bleeding 2

Magical

Werewolf

The werewolf is a creature that is half wolf, half human. At full moon, the normal human transforms into a wolf, which can grow up to two steps tall and is extremely aggressive. Anyone can become a werewolf as soon as they are bitten by an already infected werewolf.

Wounds: 12
Movement: 8
Strength: 5
Dexterity: 3
Mind: 3

Bite (8)
 Piercing 1, Bleeding 1
Claws (8)
 Bleeding 1

Compost fairy

The Compost Fairy is a strange, magical creature. She once lived in the compost of the witch Mare, in the Middle Ages on earth, not far from the town of Aquisgrani. Mare and she share a special bond, which is also magical.

Wounds: 2
Movement: 8
Strength: 2
Dexterity: 5
Mind: 3
Resistances: ['Magic']

Energy Orb (2)
 Piercing 2, Shocked 1

Shimmer whale (leviatan)

The Shimmer whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface.

Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When an iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Shimmer whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive those who listen to it for too long mad.

Since hunting them is extremely dangerous (shimmer whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting shimmer whales a sacrilege. They only use oil that comes from naturally stranded whales ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Shimmer Whale is one of the most fascinating and peaceful giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

Shimmer whales never attack first. If killed, all involved suffer a curse of the sea (+2 exhaustion per day at sea).

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiles on their faces. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows. From the logbook of the whaler 'Haken-Ulf'

Wounds: 80
Movement: 20
Strength: 16
Dexterity: 12
Mind: 11

Sonar pulse (16)

The whale emits an extremely loud, directional sound pulse.

Targets must pass a Resistance check (WI). If they fail, they are stunned for 1D6 rounds and suffer a -4 penalty to all checks.

Powerful fin stroke (14)

A blow with its massive tail fin that whips the water.

3d6+16 damage. Hits all targets within a 5-meter radius behind the whale.

Iridescent glow (14)

The whale flashes its skin in a dazzling spectrum of colors.

All attackers in close range must pass a Perception check. If they fail, they are blinded for the next round and cannot attack.

Deep dive (12)

The whale retreats into the depths.

Increases the RS by an additional +4 shields for one round while it leaves the combat area.

L



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