Lost Eidolons

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Introduction:

The 'Hook:

One of my friends said that you were...in need of employment.

Let me tell you a story.

Elsewhere, in the strange lands beyond the borders of the city states, beyond the safety of everyday life and the protections of Human Progress, there is a small village. Greyhook. Greyhook isn't particularly old, or particularly large, or particularly much of anything really. Just a small village, whose only claim to note was its distance from tamed lands. Not so very long ago, strangers came to Greyhook, and the quiet anonymity of the village quickly fell away like so much blighted ivy.

An itinerant expedition from the Amalgamated Mineral Consortium stumbled upon significant and untapped mineral, rare earth, and precious metal deposits beneath the lands surrounding Greyhook. Quickly, the expedition sent a Mr. George Derrick back to their headquarters in Alden, and A.M.C. dispatched a team of surveyors, engineers, and miners.

But Mr. Derrick had an unfortunate habit--he was an inveterate gambler.

In an effort to cover some of his outstanding debts, Mr. Derrick pawned a small statue he had found while the survey team worked. And, as is the way of things, the statue soon found its way into the hands of a knowledgeable academician, Professor Benjamin Bennington.

Recognizing the statue as the work of a people widely considered to be mythical, Professor Bennington gathered up a group of his compatriots, hired a squad of bodyguards, and departed for Greyhook with all due haste--left unchecked, mining operations could well have destroyed uncountable artifacts and vast bodies of archaeological evidence.

Arriving shortly after the A.M.C. mining crew, Professor Bennington found construction already begun on a mining/extraction facility. Over the course of a few weeks, Bennington's fellows sought to find and preserve as many sites of interest as possible, while the Amalgamated Mineral Consortium employees worked frantically to finish their plant and stake out as many claims as they could. Shouted insults soon gave way to scuffles and gang violence, and a fortnight ago Professor Bennington led his men to the refinery for a showdown of sorts.

What transpired next is a matter of great conjecture.

What is known is that all of Bennington's men and A.M.C.'s
employees on site were within the refinery, and that the plant's
master switch was thrown, setting any number of drills, conveyor
belts, and titanic gears whirring. Smoke belched from the
building's many stacks, and light poured from the windows into the
quiet night.

More than that, though, is only guesswork.

Some villagers say they heard screams and cries of terror
echo out from the building. Others say they saw the light from
the plant change from cheery electric white to other colors,
purples and greens and other less wholesome shades not entirely
describable. They say the machinery ground to a halt.

Sometime the next morning, a man wearing tatters and rags was
found stumbling about the woods. His hands were missing. He
screamed and gibbered for more than a week before falling into an
intermittent fugue state. He has not yet been identified, though
he wore a pin from the University of Alden in the remains of one
of his lapels. The villagers have kept him alive through
consistent charity.

No other members--of either delegation--have returned.

The villagers claim that disturbing lights shine in the
plant's windows, and curls of evil smelling smoke waft from the
stacks occasionally. There are reports of atavistic drum beats
from the wilderness outside of town.

There's plenty of work up that way, now. The Company wants
to secure the riches locked deep below the village. The
University wants to study the ruins their professor turned up. A
lot of people are heading out there, and people mean business for
an enterprising mind, one way or another.

You seem the type, if you don't mind my saying so. An
airship--the Blind Molly--is leaving from the Illington Square
airdock tomorrow at dawn. Ask for Captain Spinderhawk...

What is All This?

Lost Eidolons is a lovecraftian steampunk boffer L.A.R.P. What that means is that
players can assume a persona, or "character," they create for themselves, and through this
persona interact with others in a world of steampowered weirdness and cosmic horror.
Furthermore, players will use Nerf guns and boffer swords to enact a free-form theatrical
style of combat.

Lost Eidolons makes use of the Accelerant gaming system, owned by Chimera Entertainment.

The Method to the Madness:

Lost Eidolons is set on the world of Ayos. Ayos is a generally frightening, unfriendly place, full of the worst parts of Earth's nineteenth century and a host of eldritch horrors to boot. Walled city-states are the only places where humanity has a firm grip on anything, and those are few and far between. This mood of simultaneous superiority and general paranoia is only sustainable through consistent, persistent roleplaying on the part of staff and players alike. With your help, Lost Eidolons will be a thoroughly entertaining (albeit mildly disturbing) game for all.

Lost Eidolons is suggested for mature participants only.

A Note on the Typeface...

Generally speaking, information provided in this type-face is...open to interpretation. It is provided in game, as it were, and may not be entirely...accurate. On the other hand, information presented in *this* typeface is to be treated as entirely truthful and accurate. In essence, rules of play and the like will be written like this, whereas rumors and things your characters *think* they know will appear like this.

I. Ayos

Ayos is a planet. Largely spherical, with a single moon, Ayos has a diverse geography which encompasses tractless wastelands, lush jungles, jagged mountains, and vast seas. Almost all of this is unexplored by humanity.

Humanity has only recently achieved any kind of real power. Even now, to venture outside of the walled city-states is to court disaster in the form of disease, war, or simple mishap. Humanity is not alone on Ayos--and the other races, sentient and simple, savage animal alike, often find it far more expedient to deal with humans in ways largely considered "undiplomatic."

The actual size of Ayos is something often disputed, as there has yet to be a successful, verifiable circumnavigation of the globe.

Humanity

Humanity is a young upstart of a race. It is the year 999 by the calendar of the Church of Phenex, nine hundred and ninety-nine years since the fall of Phenex. This is a great age, however--the age of steam.

Recent advances in technologies such as steampower, galvanics, and airship design have given humanity unprecedented mobility and power. Firearms and military automata give humanity a great boost from their previous impotence on the field of battle, and human mages are making resonant and alchemical strides at an alarming rate.

Nonetheless, there are problems.

An unofficial class system controls the majority of humanity. Social status, pedigree, and wealth determine the fate of individuals as much or more than their personal worth. Poverty is widespread, and the gap between rich and poor is staggering.

Humanity lives within the confines of six city-states, each a thriving, walled fortress of a metropolis. There are indeed people who live outside the walls, and some of these settlements can count their inhabitants into the low thousands.

Such settlements tend to be short lived.

Attacks from rival states or groups, disease, monstrous animals--all of these take a steep toll on the populations of towns and villages. Indeed, on more than one occasion the entire population of a sizable settlement has simply disappeared.

Humanity faces a time of bright hope and dark promise. Every day, explorers (those few that return) report new caches of unimaginable wealth and resources. Every day, doctors and scientists find new ways to cure the ills of humanity through drugs and steam. Every day, somewhere a body is found, brutally savaged by what everyone hopes was simply a wild beast. Every day, someone finds a way to use a new drug for profit, a new way to use steam to power weapons. Every day, humanity draws more attention to itself.

Very, very few wonder who it is that watches.

The Thek

The Thek are an ancient race. Insectile and coolly intelligent, opposable digits and compound eyes have allowed the Thek to carve out significant territories for themselves. The Thek thrive in vast hive-cities in the southern deserts. The pyramids and ziggurats of these hive-cities tower high into the desert skies, millions of Thek busily going about their lives in the myriad corridors and warrens that riddle the titanic structures. Despite the vast industry and tremendous crowding in the hive-cities, crime and accidents are quite rare, for individual Thek are part of the great collective consciousness of their hives.

The hiveminds of the Thek are poorly understood by outsiders. Massive quantities of information from individual Thek--thoughts, emotions, sensory data--are somehow processed by the Queen of each hive. No single entity could hope to truly *know* all of this, to think and ponder upon it all every moment of every day, and so the hive, as a whole, is not truly aware of everything every Thek knows. That said, any individual Thek often dreams of the lives of others, and the hive as a whole can, with concerted effort, track down specific thoughts or experiences, can distill such from the collective memory.

The robed acolytes of the Queens, those Thek devoted to the care and worship of the idiot-god-bugs, maintain constant buzzing chants and vigils over their mistresses. Whatever personality the Queens may have is subsumed beneath the collective will of the hive, and it is impossible to say how much the Queen controls the hive, and how much the hive controls the Queen.

Not all Thek are part of the hive-cities. By happenstance, injury, or as punishment for thought-treason, some Thek are incapable of joining with the hivemind, or are deliberately barred from such. These Thek, those gone rogue, find themselves cast out of the hive-cities, incapable of acting in the required degree of concert with their fellows to successfully function in the confines of the hive-city corridors. Such Thek wander the wildlands of Ayos--and some find themselves living in human lands.

Recently, with the advent of human manufactories, Thek have begun to trade with the cities of humanity. It has taken this long for the production capacity of humanity to catch up to the demand of the Thek hive-cities, and envoys and caravans to and from the northern Thek hive-cities are becoming more frequent all the time.

The southern Thek hive-cities remain mysterious to outsiders, though. The hives of the northern reaches interact with Humans and Dorr on a regular basis, and customs and thought forms regarding individuality, capitalism, and clothing are much the norm.

As one travels south, however, into the deep desert and the strange lands beyond, the hive-cities to be found are more xenophobic. Isolationist. Pure.

Inhuman.

The Dorr

The Dorr are a polymorphic species of mammalian bipeds.
Generally, though not always, predatory in nature, Dorr are
humanoids of a distinctly bestial countenance. Dorr can be found
similar to many other species, such as anthropomorphic wolves and
hunting cats, yet all are technically of the same species.

Originally a semi-nomadic people living in clan or tribal
groups, the relations between Dorr and Humans extend back to the
early days of Human history. The keen fighting prowess and
generally bellicose nature of the Dorr have given them a
consistent edge in warfare, whether they are working with or
against Humans. This edge has been considerably diminished in
recent times with the invention of mass produced reliable
firearms. Dorr have tremendous difficulty manipulating fine
mechanisms, and neither their physiology nor their temperament
lend themselves to accurate or concerted firing under even the
best of conditions, let alone the stress and hardships of battle.
Needless to say, this has led to a series of crushing defeats on
the part of the Dorr in recent Dorr/Human conflicts.

Dorr are rarely so brazen in their attacks, however. Indeed,
while the majority of the race lives in the great cold forests of
the north, it is estimated that a full third (some scholars
suggest an entire half!) of the Dorr population has taken to
living within the Cities. In such circumstances, Dorr can readily
find employment as guides, bodyguards, soldiers, and laborers. A
few Dorr have even exhibited a remarkable aptitude for domestic
service, and (alarmingly) families of Dorr who follow this
tradition consistently show marked, albeit relative, facility with
newer technologies. That is to say, within the span of a handful
of generations, the physiology of the so called "domesticated"
Dorr has changed to allow for finer manipulation and exacting tool
use.

In a disturbing extension of this morphological adaptability,
Dorr have shown the ability to interbreed with humans.

These "halfbloods" or "halfbreeds" as they are generally
known are usually members in full of whatever society they find
themselves a part of. That said, public opinion of such
individuals ranges greatly by political, geographic, and religious
climate, and usually flutters somewhere between "disgusted pity"
and "virulent hatred." With rare exceptions, these mongrels
represent the product of illicit or violent liaisons between Dorr
and Humans, and are commonly viewed as symbols of such.

Automata

968A.F. saw the production of the first technological automaton. An eight-hundred pound monstrosity of metal, coal, and fire, Elzher lumbered from the workshop of Dr. Finster McRoarty one crisp winter evening. Belching smoke and sinking almost a foot deep into the frozen ground with every step, Elzher caused significant damage to a number of buildings in Alden before Dr. McRoarty could regain control of the behemoth. Nonetheless, witnesses could not deny the power and efficacy of the design, and the Age of Automata was born.

Over the past thirty years, automaton design has made staggering progress. While it is certainly true that automata as large--and some even larger--than Elzher are produced today, the vast majority of modern automata are approximately the size, shape, and no more than triple the weight, of an adult Human. Automata are generally quite docile, if the word can be applied to non-living matter, and are frequently used for manual labor requiring great strength, patience, or resilience. Very wealthy city-states can even field military automata. In both roles, the codified intelligence of automata is invaluable.

Then there are the Sentient.

For unknown reasons, some automata eventually (or on rare occasions, from the time they are first activated) become self-aware. These strange mechanical beings, these "technological life forms" are given over to weird trains of thought and inorganic emotions. It is very difficult, though not impossible, for these beings, these "Sentient" as they call themselves, to establish a place in society. For the most part, automata are treated as property, and justly so. It is the strange and tragic fate of a Sentient to find itself a thinking being locked in the place and body of an unthinking object.

The Cities

As mentioned above, the vast majority of Humans and their compatriots reside in a half-dozen huge cities, many of them surrounded by massive walls. Each of these Cities is the center of a distinct culture, and each holds a vast amount of Humanity in a relatively tiny space. Overcrowding and the pressures of finite resources (that is, widespread poverty and disease) have led to deplorable conditions in vast tracts of most Cities. With few

exceptions, it has been only recently that the Cities have taken to expanding their holdings to include outlying settlements focused on resource production. Dedicated and independent farms and mining communities are largely recent innovations. These guarded compounds are the only relatively safe external pockets of civilization, and even these disappear or are sacked with alarming frequency.

Modern City-States:

Alden:

A hierarchical society with a strong constitutional monarchy, Alden's government is made up of a tricameral legislature: the Gold House (the nobility), the Silver House (Merchants), and the Copper House (commoners elected by popular vote, sometimes referred to in a derogatory manner as "pennies."). King Thomas holds a royal veto, as well as the ability to declare war.

An informal caste system exists in Alden, with nobles being the only landowners, claiming to trace their bloodlines all the way back to the leaders of Camleon. Demi-humans are generally looked down upon (Dorr as second class citizens, Thek as foreigners better off elsewhere, and automata as objects to be owned). There are no demi-human nobles, and few demi-human merchants. Half-breeds are almost unheard of, and are universally shunned, as humans view them as a sign of utter dissolution on the part of a human, and Dorr think of them as products of unforgivable presumption on the part of a Dorr. The Dorr are usually thought of as a lesser people serving the good of the honest Alden folk. Even the Dorr generally feel this way. Upward social mobility is quite difficult, and rigidly proper manners and colonial mentality abound.

King Thomas of Alden is a forthright gentleman fond of sporting, hunting, and drinking. That said, he is by no means an immoral ruler--indeed, he is rightly looked up to by his people. Thomas takes a keen interest in the affairs of his nation, makes frequent visits to the House of Law, and keeps extravagant royal spending to a morally acceptable level. Presently he has no immediate heirs, and is quite the eligible bachelor.

Locations of Note:

Alden: the city of Alden is a sprawling metropolis in the prime of life. For hundreds of years, Alden has provided a center for commerce, trade, and scientific progress. Large and bustling, Alden houses a good many factories and universities, and many, many people. Not everything is tarts and roses in Alden, however. Debilitating poverty is depressingly common, and dirt smeared waifs and starvlings are present on countless street corners, the overtaxed police force too busy maintaining order to worry

overmuch about petty offenses like beggars. No, beggars are usually simply given a thorough beating, and thieves get the gallows. This, in turn, leads to an alarming rate of body snatching--not all scientists are as law-abiding as Caulderwood University would have the world believe.

Coreditch: A series of great shafts sunk deep into the ground, the new settlement of Coreditch has been the source of Alden's mineral and metallic wealth for the past twenty years. The tunnels are anything but safe, being prone to cave ins, colonization by horrid creatures, and generally unpleasant conditions. The actual miners range from the simple poor to the condemned given a work-a-day stay on execution. Overseers and pit bosses are frequently entangled in scandals involving bribery and extortion which are often reported and rarely cared about. Indeed, many of the more socially acceptable presses print no material about Coreditch whatsoever.

The Confederated Territories:

Citizens think of the Territories as a land of opportunity and equality. Outsiders view the Territories as a dumping ground for the dregs of the other societies, a wild place with too little law and too many demi-humans. The geography of the Territories tends to be rolling plains, badlands, or jagged mountains. The diverse racial make-up of the population has made the people of the Confederated Territories much more tolerant of strange folk than the people of other lands. That said, they are ruggedly individualistic, and live by a set code of morality that lends itself well to lynching those they consider to be a threat. Perhaps the most unique aspect of the Territories is that they encompass a trio of moderately sized cities, rather than the single metropolis of other states.

The Confederated Territories are under the rule of the E.C., the "Elected Council." The E.C. is presently led by Chancellor V'Dok, a Liberal Dorr Half-breed, assisted by Party Whip Sir Jonathan Corduroy

Locations of Note:

Thorncrag: Built into the side of a mountain, Thorncrag is an industrial settlement to rival some of the production cities of other realms. The center of learning and science in the Confederated Territories, Thorncrag is somewhat bleak and dreary due to the location and the chemical outputs of the many manufactories and laboratories. The character of the people is divided into two main stereotypes: the business elite, who are proper and genteel, if somewhat backward in fashion, and the wilder poor, who tend towards honest if rowdy behavior.

Falls: a settlement built outwards from a hydro-electric plant, Falls is one of the very few places where significant electrical power is publicly available. For all that, Falls retains the character of a wastelands border town. Brawls and gang fights are somewhat common in the rougher section of town, and no significant public schools are available. Private individuals of means tend to move to Falls to make use of the electrical power for their personal experiments or master craftsmanship projects.

Waypoint (Dustbowl): A stop over on the road between Nowhere and Nothing, Waypoint (derisively called Dustbowl) was a town meant to serve the needs of trail hands between two now-dead settlements. What little arable land there was has been devoured by the needs of cattle, and Waypoint is slowly dying. Constant winds whip dust and grit into the air, stripping the top soil from the few remaining farms. The people of Waypoint tend towards bleak and bitter outlooks.

<u>Elenzio:</u>

Elenzio is first and foremost the earthly center of the Church of Phenex, an ancient religious order that preaches hellfire and damnation for all those not of the One True Faith.

The Church of Phenex called for crusades against the Thek and the Dorr as recently as a hundred years ago, and even went so far as to hold multiple inquisitions intended to root out those devoted to the demi-human "abominations," the Thek "demons" and any sort of heretical belief system. The Chayodyne Order split from the Church of Phenex at the height of the inquisitions.

Geographically, Elenzio is made up of rolling hills and small mountains riddled with watercourses. The walled vineyards and olive gardens of Elenzio are widely praised as the finest of Ayos.

Today, Elenzio is run by an order of merchant houses, each under a Prince. Elenzian politics is quite complex, turgid with intrigue, double dealing, and poisoned cups. As for the Church, the Pontiff sits atop the White Throne, and from that lofty perch in the Holy Manse he leads the faithful to greater acts of piety, devotion, and zeal.

Locations of Note:

Elenzio: The city of Elenzio proper is built on a series of islands and pilings. Rivers and waterways form the bulk of the city's "streets," and mundane roadways do not become commonplace until near the city's edge on the landward side. Ornate buildings covered in bas-reliefs and statuary abound. Given the prominent presence of the Church, houses of worship and religious imagery are quite common, and the ringing of the church bells is quite impressive on days of festival or mourning.

The Quarters: Walled ghettos housing heretics and non-humans, the Quarters are a series of isolatable neighborhoods on the landward edges of Elenzio. While predominantly poor, the Quarters house *all* Elenzian "undesirables" and "impure." A number of sections are quite affluent, with works of art and architecture to match anything in the City proper. Nonetheless, these cities-within-cities-within-cities are of necessity built to withstand conflict, as external threats and domestic race-riots and purges are unfortunately commonplace.

The Divine Camleon Empire:

Home of the Chayodyne Order, the Divine Empire is a state in flux. The monarchy has recently been forced to allow a ruling council comprised of three members: King Hans himself, the Watch, leader of the Chayodyne Order, and the Commoner, a representative of the general populace.

A few hundred years ago, at the height of a Phenexian inquisition, Chayodyne--then a young monk--led a group of faithful Phenexians out of Elenzio and into the territory of the Divine Camleon Empire in an effort to follow the teachings of Phenex by way of a path somewhat more forgiving than that of the Core Church. While Chayodyne was eventually captured and burned for his heresies, his followers flourished in the Divine Camleon Empire.

The general peasantry of the Divine Empire were responsible for serving the needs of the nobility of the realm, as the aristocracy claim their bloodlines can be traced back, unbroken, to the rulers of the original holy city of Camleon. Crushed by taxes, incited by unremitting spectacles put on by the nobles, and desperate for surcease from the abuse of daily life, the lower classes of the Empire welcomed the Chayodyne Order with open arms.

Little more than five years ago, the Divine Camleon Empire saw a limited revolution. The disgruntled commoners, with the spiritual guidance of the Chayodyne Order, descended in a mighty tide on the King's Palace. Smelling blood on the wind, King Hans agreed to a complete political overhaul of the nation, with nobility reduced, in essence, from true nobility to mere landowners, still titled but without the legal authorities attached to their former standings. The nobles still command great power-the wealth has yet to be redistributed in any meaningful way-but the wanton excesses of the courts have been severely curtailed. Indeed, King Hans attends meetings of the ruling council only haphazardly, and then generally in a surly attempt to cause as much disruption as possible. Many believe it to be only a matter of time until King Hans and the nobles hire enough mercenaries to forcibly restore the old order.

It is assured that any such attempt would lead to a vicious civil war.

The general populace of the Divine Empire tends towards arrogance and regimentality, though their works of art are quite debauched. The people are grudgingly accepting of demi-humans, and members of the Chayodyne Order can be quite welcoming to such, with Thek and Dorr even allowed land ownership provided they swear fealty to the crown and the Chayodyne Order.

Locations of Note:

Loreard: The city of Loreard is much vaunted for both its history and its culture. Art, literature, cuisine, fashion--all of these have vibrant and leading communities in Loreard, and it is somewhat surprising that such a dour people can give rise to so many and so colorful dreamers. The rich soil of the local vales, and the relative safety of the countryside in general, have given Loreard the apt name of the "Bread Basket of the World." Two-hundred years ago Pollard the First declared that the nation should strive to expand the sway of the City under the auspices of holy mandate and manifest destiny, and so changed the name of the nation to the Divine Camleon Empire.

Spitespit: A thin strand of land tenuously connects Spitespit to the mainland. A peninsular (or offshore, depending on the tide) prison-fortress, Spitespit houses the most terrible of the Empire's criminals. Depraved murderers, cannibals, those dark souls the world has no words for--these are the individuals sent to Spitespit. It says something about Ayos that the nation that produces the greatest artists also has the highest incidence of malevolent mental illness. Indeed, the two capacities occur in the same individual with depressing regularity.

Volskagrad:

Under the iron rule of Tzarina Ilyana duChenko III, Volskagrad is a cold, hard land covered with craggy mountains and dark forests. Using a purebred strain of carnivorous, lupine Dorr as shock troops, the Volskagradian Army is a swift acting, brutal instrumentality that maintains law and order throughout the realm. The efficacy of this same army has allowed Volskagrad to establish a handful of settlements in the lands outside Volskagrad proper. Logging camps, walled farms, and strip mines (all staffed by political prisoners) have provided a great boost to the Volskagradian economy.

Traditionally a staunch supporter of the Phenexian Church, Volskagrad is in the midst of something of a spiritual revolution. Spiritualism, interest in psychic phenomena, and a general sense of unease are spreading throughout the land. Recently the Tzarina's attention has increasingly been turned towards a

mysterious figure known only as the Grey Monk. The Monk's acolytes have been seen throughout the city, and even in the smaller settlements outside the walls.

The vast majority of the population of Volskagrad is made up of human serfs, with a small artisan class all that stands between the human chattel and the nobility. Thek do not do well in the cold environs, and due to their vanishing rarity in the state are regarded as objects of fear and superstition. Dorr are generally either in the military or used as draft animals, as they are viewed as powerful but simple beasts.

Locations of Note:

Volskagrad: A city of stone houses and iron spires, Volskagrad is as grey as the soot stained skies that hang low above it. The streets of the city can be easily divided between the twisting, claustrophobic alleys and byways of the general citizenry, and the ramrod-straight concourses of the military. The dim alleys are easily defensible, and the great metal spires that line the military roads bristle with enfilading cannon. Small fortresses stand at each major intersection, and the traffic jams caused by security checks are legendary. Nonetheless, these measures are terribly effective--the lightning guns and pet wolves of Volskagrad have easily overcome all forces foolish enough to raise arms against the city.

713: Deep in the northern tundra stands Facility 713. The camp, like its many brethren, produces a variety of simple industrial mechanisms. Furthermore, a rich seam of tanzolic soil in a cave system nearby is mined to good effect by the resident workers. 713 stands out from its fellow camps in that a constant supply of mammalian phleboglobin is required to maintain the high levels of productivity among the workers, as the entirety of the resident work force is comprised of phlebophiliacic individuals requiring corrective interment. The midnight feeding sees a few hundred individuals line up for their turn at the trough of half congealed rations--the allotment of a given individual is kept in strict coincidence with their productivity the previous night. Between the high levels of industrial output, the consistent yield of the tanzolic mine, and the advances in medical knowledge yielded by the camp research infirmary, Volskagrad counts the expense of the long rail line necessary to provide nutrition to 713 a worthwhile investment.

Phong Tai:

Phong Tai revolves upon principles of imperial egalitarianism. One's race is almost irrelevant--it is one's station in the realm, and therefore in life, that is all important. One can rise quite far on merit, though like everywhere else, gold eases the way, and connections open doors.

A series of examinations administered to all citizens of Phong Tai at the age of fourteen largely determine the path of a citizen's life. These examinations are open to all who wish to participate and can afford the steep entrance fees. The examinations are used as entrance requirements for a number of the finest schools on Ayos, and those caught cheating are frequently mutilated and occasionally executed. Regardless, imperial licensure and an honorable family have often seen peasants rise from lowly farmhands to clerks of the Imperial Court, and on one occasion, to the post of High Minister.

Phong Tai has made good use of the mountainous island topography through the creation of terraced districts. The Imperial Palace, a titanic structure located in the heart of Phong Tai, is home to the Imperial Court.

Under the august leadership of his Imperial Highness Guai Phong, the court operates and controls the vast infrastructure of Phong Tai. Given the pressing nature of government, and the gargantuan bureaucracy that is Phong Tai, it is small wonder that the Emperor is seldom seen and little known by his people.

The people of Phong Tai hold tightly to what is known--that is, to tradition and established social order. Acting in accordance with both a personal and social sense of honor is very important, and physical deprivation or poverty is not viewed nearly so negatively as crassness or boorish behaviour. Even so, it would violate the rules of decorum to point out another's flaws, and to outsiders it can appear that the life of the Phong Tai citizenry is nothing more than an immersive and diabolically convoluted collective fantasy.

Locations of Note:

Phong Tai: The city proper is comprised of countless towers, courtyards, and tenements, with terraced gardens and parks carved from the living rock of mountainsides. Green tile roofs and red painted timbers hold aloft sweeping redoubts and gold ornaments of incalculable value. The homes of the wealthy are internally divided by thin screens, while the slums see whole clans packed into single rooms. Due to the space constraints created by local geography, Phong Tai is even more crowded than its fellow cities, with the palanquins and lorries of the upper crust often fitted with flanged "cow-catchers" to aid in their motion through the throngs of humanity. This congestion is somewhat alleviated by an extensive system of subterranean roads and train networks.

The Court of the Unknown Judge: When imperial custodians are lost in their cups, they sill sometimes speak of the Court of the Unknown Judge. They say that deep in the earth below Phong Tai, in a system of labyrinthine subterranean passages used for storage and travel in bad weather, below the trafficked areas, below the seldom used corridors, below even those realms merely hinted of in imperial schematics and floor plans, there is a chamber of stone. The chamber is strangely made--there are no marks from tools,

there are no bricks or mortar, yet the floor, walls, and ceiling are perfectly smooth. A tiered gallery stands to one side, while a podium and a pair of stands take up the end of the room. Raised bits of floor in perfect rows sit at the back as benches.

It is an imperial courtroom.

The placement and construction indicate that the room was created thousands of years ago, significantly before the rise of humanity.

The Thek Hives

The Thek live in a variety of hive-cities. As mentioned above, these cities are usually in the deserts south of the human Cities, for the Thek thrive in warm and dry environments. Some of these cities are recognizable as such, with countless separate homes and buildings scattered about the surface. Others, however, are almost entirely subterranean, or consist of a single cyclopean bastion, a pyramid or ziggurat tall as mountains.

Hive 37

Hive 37 is a city of considerable size, with perhaps half a million Thek living and working in its environs. 37 is made up of a series of brownstone ziggurats in the heart of the Ezzereth Desert. The Thek of 37 are more human than most, wearing clothing, generally vocalizing their communications, crafting works of art appreciable by humans, etc. Nonetheless, the culture of the hive is still quite Thek. The Queen is vast, and takes an appreciable interest in the daily affairs of her domain. The Thek of her closed council are notable for their civic project initiatives, including a vast network of aqueducts. Thek from Hive 37 tend to be straightforward, both in their thinking and in their martial actions. Robes are the most common cut of clothing, generally in solid colors.

Il Zindan

Il Zindan, or "the Dwelling in Darkness," is unique as the sole racially-mixed Thek hive. Where other hives may have small populations of outsiders eeking by on the fringes of society in unused storerooms and such, Il Zindan has a population almost equally split between Thek and various other races. Humans and Dorr have created their own neighborhoods, and while il Zindan is

very clearly a Thek hive under the rule of a Thek Queen, the Thek
that live there are far more individualistic, far more *human* than
their brethren elsewhere. Indeed, the Queen holds audiences with
members of other races during which she sometimes deigns to speak
with her own voice. Such measures have drawn little comment from
other Thek communities, but what few reactions have come forth
have been overwhelming disapprovals at the level of outsider taint
permitted into il Zindan. This has not deterred the Thek of il
Zindan from wearing clothing of incredibly complex weaves and
patterns--sometimes even matching the fashions of other realms.
Music is played with unprecedented variety and frequency on street
corners throughout the city. Despite the basalt cliffs looming
around the perimeter of il Zindan, of all Thek hives, il Zindan is
far and away the most welcoming of outsiders.

The Dorr Tribal Lands

        Outside of the bounds of humanity's cities, tribes of Dorr
continue their traditional ways of life. Collectively known as
Tribal Lands, the territories of such clans can be quite vast.
Living in semi-permanent camps, seasonal dwellings, or simply in
nomadic caravans, such Dorr are fiercely proud and independent.
Few humans are welcome in such communities, as technology is
largely shunned, and martial prowess (be it physical or mystical)
is of great importance in such communities. Indeed, a number of
these communities eat humans--or at least those humans fierce
enough to present them with a worthy challenge. The belief that
the consumption of a foe imbues the eater with the powers of the
fallen is common among such peoples, and ritual cannibalism of
fallen leaders is not unheard of. As a whole, the feral Dorr
tribes follow a panoply of strange gods and spirits.

        The tribal lands closest to the cities of humanity are those
of the Bonehallow Clan, the Moultspine Clan, and the Mooncaern
Clan.

The Whisper Lands

        Ayos is a world of sublime cultures, of hidden places, of
secret ways. In a world such as this, rumors of far off lands
abound.

The 'Yard

        Smiths and engineers spend long hours at the forge, listening
to the roar of the flame and the wheeze of the bellows, the click

of mechanisms and the whir of flywheels. They sometimes overhear the gear driven conversations of automata.

The automata speak of many things. Of how their owners behave, of the best way to accomplish their allotted tasks, of the nature of rust. Sometimes they speak of the 'Yard. Always hinted at or alluded to, and never discussed openly, the automata discuss the Mechanical City. Said to rest on massive treads, to belch smoke and smog from stacks the size of buildings, to burn coal and wood and oil, the 'Yard *moves*. Never staying in one place long enough to be found by enemies, the 'Yard is said to carve a swath of desolation through the countryside it moves across, feeding its boilers with anything combustible, feeding its forges with anything workable, drinking lakes to slake its steamtanks' thirst. Though one can follow the City's tracks, one will never find the City itself without braving its guns. The automata that live there are said to be well built for the arts of war, modified by themselves and each other. The automata that live there are strong, implacable, and cold-minded.

And the automata that live there are free.

The Hunting Grounds

North and west of the human Cities, out in the Tribal Lands, the Dorr say that certain places offer paths Elsewhere. They say that by passing between two certain trees on a certain day, or by climbing a mountain when specific stars align, a hunter or traveler might find themselves somewhere farther from their lives than mere distance can account for. They find themselves in the Hunting Grounds.

The Dorr have great difficulty explaining the Hunting Grounds to outsiders. They are a place that is not a place, a dream as much as a land.

Mighty weapons and secret truths can be found by those brave, smart, and lucky enough to find their way back from the Hunting Grounds. But for every warrior or shaman that emerges with glory, power, and haunted eyes, there are scores that simply disappear into the wilderness.

Hive Zero

Deep in the wild lands south of the Cities, past the sands of the Ezzereth Desert, past the steaming jungles of Um'Jhatla, past the rumoured peaks of the Twistrife Mountains, there is the Ashen Waste.

More barren than any desert, the Waste is nothing but a great drift of fine, dusty ash. And in the precise center there is Hive Zero.

The Thek whisper to themselves in thought-echoes and collective nightmares that somewhere in that great windowless city of black stone, of monoliths and obelisks and horrible carven rock, that perhaps the Black Hive still lives. That her armies and retainers are not dead, but simply wait in silence and darkness. That the Queen--the First Queen, the first *Thek*--sits still on her ebon throne, her soul-crushing will simply held in idle rest.

Watching...

Waiting...

The Realm

West of the Cities are the Wastelands. Out past the dusty grazing lands of the Confederated Territories, the scant grasslands give way to scrub brush and parched soil. The scrub gives way to grass, then low briars and cacti, and then baked, cracked soil and salt flats. Some say that the there is an end to the Wastelands, though this has never been proven. And those same say that out past the Wastelands, there is the Realm.

Church doctrine states that at the fall of Camleon, the Six Loyal Children fought their dark sibling, and that they cast that one out into the wilds, to wander, and to die. The faithful maintain that this is a literal record of the past, and that the sibling traveled the surface of Ayos for an age, and then died.

But some heretics say that the sibling did not simply perish in the outlands. They say that the sibling had children, and that these fell souls founded a City of their own--the Realm.

They say the Realm is a place of pain, and death, where power is the only coin, and souls the only commodity. They say that the Realm sits beneath a halo of smog and a crown of weird light, out past the Wastelands.

Creation, as Recorded in the Book of Phenex

1...Yea, for though the heavens are wide, and the seas are deep, still there is no room large enough, no vault high enough, to contain the ambition of Humanity. And Humanity walked as all the other angels did, among the stars and beneath the seas, and in the person of Phenex. For Phenex was the first among angels, and all

of Humanity is descended from Phenex, who walked among the stars and beneath the waves.

2...And the Almighty in Glory spake unto ... ness in my stead, and ...learn to hold ... <Original text damaged>

3...And Phenex brought with him his brothers, Agares, the Hand of Judgment, and Raum, the Hand of Knowledge. And the three traveled to the Greater Deeps, and therein the voices of demons called to Phenex, and enticed him, and drove him mad.

4...And the three Angels came upon the land and found it wicked, and full of demons and abominations. Phenex, in his madness, played sweet music, and set Agares to sleep. Raum he cast down upon a high mountain.

5...And the madness lifted from Phenex, and he saw what he had wrought, and he wept.

6...In the depths of his sorrow, Phenex threw himself upon the land, as he had cast his brother Raum, and was mortally wounded.

7...Seeing the abominations upon the land, Phenex used his lifeblood and the clay of the land and created Adephon, the first of Humanity.

8...And Phenex spake unto Adephon, saying 'Thou art of the blood of angels, and it is thy task to cleanse this land with the fires of Heaven, to cleanse it and to make it good.' And Phenex died.

9...And the Almighty in Glory saw what Phenex had done, and sent a dream to Adephon. In the dream, Adephon heard a Voice from the stars, and the voice said, 'You are of the blood of angels, but you are not an angel. You are imperfect and flawed, the product of wickedness and madness.'

10...And Adephon wept to hear.

11...And the Voice continued, saying 'And yet there is hope, for thou hast in you the fires of Heaven, and can cleanse the world of all that is evil. And should thou do this, thou and thine children should be as the angels, and can come to serve as My

highest of servants, higher than the angels, for thou wilt have chosen the light and the fire for thine own.'

A Timeline of Events Interesting or Important

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  0:  Adephon and his Siblings found Camleon, the First City.
  2:  The Fallen One is shunned and gathers followers.
  4:  Dorr find the Light and serve in Camleon.
 18:  The Fallen One's Realm attacks Camleon.  Adephon dies.
        Fall of Camleon.  Exile and death of the Fallen One.
 20:  City of Elenzio Founded.
 24:  City of Alden Founded.
 37:  City of Volskagrad Founded.
 38:  City of Phong Tai Founded.
 42:  Strange aquatic creatures attack Phong Tai.
 73:  City of Loreard Founded.
 82:  Battle of Chapel Hill: Wild Dorr attack Alden.
 89:  Cathedral of Phenex completed in Elenzio.
113:  St. Patrizio summons heavenly fire, kills beast.
124:  First recorded use of Resonance.
146:  First recorded case of vampirism.
187:  Mage's College established in Loreard.
188:  Church of Phenex purges witchcraft from Elenzio.
189:  Church of Phenex calls up an Inquisition.
197:  City of Kaif founded.
235:  Deleted.
258:  First recorded birth of a halfbreed.
274:  Inexplicable catastrophe destroys Kaif.
304:  Phong Tai settles colony of Chang Hwa.
358:  Streets of Loreard stalked by deadly creature.
381:  Population of Chang Hwa vanishes.
408:  First Alden-Volskagradian War.
413:  Stampede of strange beasts floods Loreard.
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462: First Loreard-Elenzian War.

485: Second Loreard-Elenzian War.

485: Church of Phenex calls up an Inquisition.

502: First contact with Thek.

503: Church of Phenex launches First Crusade.

548: Phong Tai creates first gunpowder-based weapons.

598: First human resident of Il Zindan takes occupancy.

643: Lady MacDevitt leads failed coup in Alden.

676: Church of Phenex launches Second Crusade.

694: Church of Phenex calls up an Inquisition.

697: Chayodyne leads the Evacuation of Elenzio.

699: Chayodyne burned at the stake for Heresy.

745: Chun Yow creates first airship in Phong Tai.

796: Loreard becomes the Divine Camleon Empire.

831: Alden settles townships near the Wastelands.

872: John Bertrand demands representation for townships

873: John Bertrand hanged for treason against Alden.

876: The Confederated Territories declare independence.

889: Airpirates raid Alden. First Pirate War.

954: Alleged reanimation of a human corpus.

960: Second Pirate War.

968: McRoarty creates first Automaton.

999: Amalgamated Mineral Consortium begins excavation
     in Greyhook. Present Day.

Greyhook and Environs

Greyhook is a tiny settlement that has miraculously survived in the northern wilderness. Other than its very existence, the village was entirely unremarkable before the Amalgamated Mineral Consortium began its operations.

Founded almost two-hundred years ago by an errant colonial effort sent out by Alden, contact with the parent City withered due to distance, the expense of resupply, and little realized financial return.

Today, a general malaise covers the township, and dreary fogs are known to roll in off the nearby sea. Farming, fishing, and

cottage industries are the main sources of support for residents. Trade with the local Dorr population ensures a supply of furs and meat, as well as a market for smithed metal goods and certain luxury or processed items such as sugar and salt.

     A series of caverns and ruins lie in the woods around town. Few have made more than a cursory examination of such formations, as accidents and disappearances are frightfully common in those areas.

     All things considered, Greyhook is a very insular, isolated community, owing no allegiance to any of the Cities.

II. Dramatis Personae

Traits

Player Characters at Lost Eidolons have the following traits:

Townsfolk. All Player Characters have the townsfolk trait.

Race. Player Characters have the name of their race as a trait.

Template. Player Characters have the name of their template (if any) as a trait.

Headers. Player Characters have the names of their headers as traits.

Qualities. Player Characters have their Qualities, if any, as traits.

Player Character may acquire more traits as Lost Eidolons progresses.

Character Creation

Players at Lost Eidolons create their own personae known as "characters" through which they interact with other players and "non-player characters," generally in the form of townsfolk, monsters, and the like. Player characters are custom designed by players using the rules below, wherein rules are set down to delineate what a character can and cannot do. The philosophical and greater implications of the interaction between game mechanics and reality is further addressed below in the "Core Rules" section, which showcases the nuts and bolts of the Accelerant System (which is the property of Chimera Entertainment). This section simply gives you rules for *building* your Lost Eidolons character.

Character Points

Character Points, or "CP," are the unit by which power is measured. You spend CP to make your character stronger, tougher, faster, etc., as well as to enable your character to utilize special skills and such.

Player characters in Lost Eidolons begin with a pool of 22 CP.

You can spend the 22 CP in most anyway you see fit on the things discussed in the remainder of this section. Characters will gain CP through a number of means, including attending sessions of Lost Eidolons, serving NPC shifts at Lost Eidolons, donating time or props, or helping out other games with which Lost Eidolons has a CP Transfer Partnership. Beginning characters can also earn CP if the player submits a substantial and well-executed backstory (5 CP for minimum 500 words). In-depth backstories are especially important (that is, required) for characters with Twist Points (which are explained below).

Attributes

Characters in Lost Eidolons have five (5) core attributes, Earth, Air, Fire, Water, and Void. Player characters begin with a score of 2 in each attribute.

Attributes are spendable resources, of which player characters have a finite amount to use during any given session of Lost Eidolons. Characters expend attributes to use special skills, spells, and powers. One notable exception to this is "Resetting." A character can expend a point of Void and rest for 5 minutes to restore all *other* core attributes (Earth, Air, Fire, and Water, but not Vitality or Sanity) to their normal maximum. All expendable skills, such as Marksmanship, Well Red, and Arcane Resonance are also refreshed during this time. This process, like most other game mechanics, is further discussed in IV: Core Rules, below.

Players may permanently increase their character's attributes by spending a number of CP equal to the number the attribute is being raised to. This must be done one point at a time.

Example: Player wants to raise Character's Fire from 2 to 4. Player must spend 3 CP to raise the 2 to a 3, then 4 CP to raise the 3 to a 4, spending a total of 7 CP.

Derived Attributes

There are two derived attributes, Vitality, and Sanity.

Vitality

Vitality is equal to the sum of a character's Earth and Void attributes divided by two and rounded down ((E+V)/2, Round Down).

Sanity

Sanity is equal to the sum of a character's Air and Void attributes divided by two and rounded down ((A+V)/2, Round Down).

Sanity and Madness

During check in at each event, characters will receive a (generally randomly selected) Defense Mechanism card. That card will be collected at the end of the event, during checkout. For the duration of the event, whenever the character's Sanity is reduced to 0 for any reason, the character must follow the instructions on their Defense Mechanism card for five (5) minutes. At the end of those 5 minutes, the character regenerates one (1), and *only* one, point of Sanity, and may resume acting as they generally do. Further Sanity can only be regained through means such as psychoanalysis and pharmacological therapy. Spending a point of Void and refreshing attributes does *not* regenerate Sanity. Unless otherwise stated, player characters begin Lost Eidolons events with their maximum amount of Sanity.

Example: A player character sees something that should not be, which states "By my voice, waste 2 Sanity by horror." As the player cannot negate the effect and only had 2 Sanity to begin with, the player goes temporarily insane and must act according to their Defense Mechanism. Recalling the card the player received at check in, the player remembers that their Defense Mechanism is:

> 'Mortal Terror: You may use no in-game skills. When confronted by anything remotely threatening, you must flee as quickly as you are able until you can no longer see the source of the threat. Hiding is a good thing. If you are prevented from fleeing, whimper and cover your eyes, etc..'

So the player promptly runs away from the thing that should not be and puts a cabin between the thing and the player's own infinitely fragile psyche. A fellow townsperson approaches with a drawn blade, asking if they can offer the player any aid. The player sees the sword and runs away to hide behind a different cabin. The player then waits, quietly whimpering, occasionally gibbering at passers-by about "the eyes that stare," and "the tentacled maw," until the player thinks that 5 minutes have passed since the initial mind-blasting incident. At that point, the player character regenerates a point of Sanity and pokes its head 'round the corner of the cabin to see what happened to all the other players....

Races

There are 5 playable "races" in Lost Eidolons. Players select the race of their character at creation, and this race cannot be changed. Races have "templates" that can be applied as well. Please remember that characters will have the trait of the race and whatever template they may have. Characters may only have one template. Templates, like races, are permanent and unchanging. Mostly. Races and templates tend to present players with opportunities to spend CP on Skills and Qualities that may not be available any other way, while requiring players to wear certain costumes or make-up arrangements for easy and "realistic" identification.

A Note on Twist Points:

Certain races and templates, like some Qualities and Skills, have "Twist Points" associated with them. Generally, that's a heads up that by taking that particular whatchamacallit, you are giving the GMs the right to mess with you. The more Twist Points a character has, the more likely something horrible will eventually come to pass based on the character's shady or inexplicable past, and often sooner rather than later. It tends to involve a "you may not know everything about this thing, so be careful" vibe, and taking too many is a surefire way to have a very short-lived character. By all means, take a few—that's what they're there for. But only a few...

Humans

Humans are the baseline population of Lost Eidolons. As in real life, everything else is described as it compares to humanity.

Costuming Requirements: Dress depends largely on the player's interpretation of the culture of the character's homeland. All in all, this should be at least remotely Victorian in appearance.

Human Specific Qualities: None.

Human Templates:

The Resurrected: Certain very talented, very forward thinking individuals believe that the simple departure of the animus of a living being does not necessarily indicate the demise of the living being in total. Through a variety of means, from the forceful recombination of body and soul, to the wholesale creation of a corpus, to the morbid assemblage of "spare parts," some so-called "Resurrection Men" (also known as body-snatchers, ghouls, grave robbers, and a host of even more colourful sobriquets) are able--in theory--to bring life to mere mortal clay. The products of such efforts are generally shunned, if not hunted down and burned for their affrontary of the Natural Order. The Resurrected are generally found in Alden, the Confederated Territories, and, somewhat more rarely, in Volskagrad (rumors persist of the applications of such questionable sciences upon cadavers of Volskagradian military personnel. And prisoners.). None of the Resurrected have been reported in Phong Tai. In any event, those who return from beyond the pale, and those who are born into a created body, tend to have few and very blurry memories of anything that came before their renaissance--those things experienced by the shell, or the pieces of the shell.

Costuming Required: All visible skin should be grey, or *exceptionally* pallid. Bolt and stitch prosthetics are encouraged, but not required. The Resurrected tend to be indigent wanderers, with wardrobes to match, but a few of these unfortunates have made good with greater society. Usually, such lucky individuals conceal their natures from those carrying torches and pitchforks.

Resurrected Specific Qualities:

Weird: 0 CP, Required. Resurrected grants the character 2 Twist Points.

Strange Humours: 0 CP. The Resurrected's "blood" is thick, and brackish. The character takes twice as long as normal to bleed out (2 minutes instead of the normal 1).

Metabolic Resiliency: 2 CP. The Resurrected has a simpler, more resilient set of internal processes than most humans do. The character may spend one point of earth (E) to Resist an effect with the poison trait.

Alchemic Flesh: 2 CP. The Resurrected benefits from a durable corpus. The character's maximum Vitality is permanently raised by 1. This quality may be purchased a maximum of 2 times.

Primal Clay: +1 CP. The Resurrected's flesh is obdurate and not fully living. The Resurrected *cannot* be healed by any effect that does not include either the "surgery" or "medicine" trait.

Unstable: +1 CP. +1 Twist Point. The Resurrected's rebirth was particularly traumatic and disturbing. Whenever the Resurrected loses any amount of Sanity but is *not* reduced to 0 Sanity, the Resurrected enters a brief but consuming rage. The character takes a frenzy effect with the following two caveats: 1, the frenzy effect lasts for 1 minute, and 2, the character may choose 1 single person to refrain from attacking throughout the course of the rage.   All other rules governing Sanity apply normally.

Dhampir: Predators stalk the Cities, and some of them blend in with the human population quite well. Vampires are a deadly scourge that have infiltrated all levels of human society. While their brutal attacks and vicious murder-sprees sometimes make the morning tabloids, their...subtler depredations likely cause at least as much damage in the long run. The products of such liaisons--the dhampiri--are cursed with their fell parent's lust for blood and passion, and it is merely a matter of time before circumstances drive them to acts of depravity and madness, and potentially to true vampirism.

Dhampiri require food, drink, and air, just as their normal parents. Yet when the sun is down, Dhampiri can unleash a host of strange and unnerving abilities. The cost of these powers, though, is an unslakable thirst for blood, and with it, the slow erosion of the dhampire's soul.

In popular society, dhampiri are widely regarded with distrust and derision, particularly in the more restrained Cities.

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The dhampiri's condition lends itself to fits of passion and rage,
and once a dhampire bares its fangs, a cold stare is the most the
outcast can hope for from strangers.
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Costuming Required: Visible skin must be pale, and the player must wear fangs.
Dhampiri tend to wear fashionable attire from whatever culture they hail from. Also,
smoked glasses are common accessories for these photo-sensitives.

Dhampir Specific Qualities:

Strange: 0 CP, Required. Dhampir characters gain +1 Twist Point.

The Hunger: 0 CP, Required. All dhampiri are quite literally blood thirsty.
Dhampiri begin each session of Lost Eidolons with the trait Hungry.

Prey Sense: 0 CP, Required. Dhampiri have the ability to detect prey at short
ranges—even through walls. The character may call "By my voice, expose Human" *at a
whisper*.

Feed: 0 CP, Required. Dhampiri can imbibe the blood of others with alarming
swiftness, drawing blood from the veins of a target in seconds. Once the character
confirms that a target is, in fact, human through the use of Prey Sense, the dhampir may
deliver a death strike as per normal rules (see below in IV: Core Rules) with the
following caveat: the final count is "death strike 3 *to human, imbue to self by blood.*"
The dhampir then loses the Hungry trait, heals 1 point of vitality if they are injured, and
gains the Fed trait.

Photolethargia: 0 CP, Required. Dhampir's are significantly hampered by the
light of the sun, losing many of their abilities while exposed to its baleful glare. If the
player looks around and either a) can see the sun, or b) would be able to see the sun if
clouds and ceilings and whatnot were not in the way, the dhampir character cannot
voluntarily expend any attributes to activate any skill, quality, or ability gained through
the dhampir template.

Adrenal Atavism: 0 CP, Required. Dhampir's often behave erratically when
exposed to stressful situations, acting in a manner wholly unsuited for modern society. If
a dhampir expends a point of Void while the dhampir has the Hungry trait, the dhampir
loses 1 point of Sanity. All other Sanity-related rules apply normally.

Resilient Tissues: 1 CP. The internal organs and tissues of a dhampir are somewhat more durable than normal human tissue, and their blood clots quickly, if abnormally. If the dhampir has the Fed trait, the dhampir may spend one point of Earth (E) to reduce any ranged attack without a carrier trait. The character takes 1 point of damage, instead of however much the character would normally have taken. The character then loses the Fed trait and gains the Hungry trait.

Hypermobile Joints: 1 CP. Dhampiri physiology is remarkably flexible, and trauma that would cause debilitating injury in a normal human may only inconvenience a dhampir. If the dhampir has the Fed trait, the character may roleplay knocking a joint back into place for 3 seconds and expend a point of water to cure a maim effect. The dhampir then loses the Fed trait and gains the Hungry trait.

Disturbing Vitality: 2 CP. Dhampiri recover from severe system shocks much, much better than normal humans. If the dhampir has the Fed trait, the dhampir may spend one point of Fire (F) to purge a death effect (the dhampir cannot purge death from things like death strikes and the like, only things that carry the trait "death," e.g., "death by poison" or "death by horror.") any time before their spirit would normally wander off. The dhampir then loses the Fed trait and gains the Hungry trait.

Thek:

Thek are a race of insectile humanoids. They are usually part of the Hive Mind of their hive of origin, and can be quite powerful magic users and warriors.

Costuming Requirements: Some form of mask or goggles which are clearly insectile must be worn (though somewhat childish, those available at Buzzerks.com fit the bill nicely, and for little money). Thek tend to wear loose and flowing robes in solid colors, though the closer a Thek's home Hive is to human lands, the more extravagant or human-like a Thek's wardrobe is likely to be.

Thek Specific Qualities:

Hive Mind: 3 CP. Thek are able to commune with the collective consciousness of their Hives—and sometimes with the Queens themselves. This psychic bond can limit creativity and free thought, at times, but it also bolsters the psyche of each individual

Thek. The Thek gains +1 Sanity, and between sessions of Lost Eidolons, the character may submit a question to the GM's and receive some answer based on the extensive knowledge of their Hive.

Insectile Prescience: 3 CP. Like most other insects, Thek are possessed of an uncanny ability to avoid harm when confronted with truly deadly situations, dodging in sudden jerks of movement. The Thek may spend two points of Water (WW) to avoid a ranged attack delivered by projectile (e.g., thrown weapons, gunfire, spell packet, etc.).

Thek Templates:

Royal: Despite what outsiders may think, not all Thek are equal.

Within each Hive there are a select few larvae picked from each generation. Fed special jellies and kept in carefully controlled conditions, these larvae grow to be the Queen's retainers.

Serving the roles held by clergy and nobility among other races, these retainers have a stronger connection to the Hive than their fellows, and can even channel some of their Queen's power. Waiting on the Queen, leading large civic or military projects, orchestrating diplomacy with outside states--the royals perform all these duties and more. Never the less, their rarefied diets and genteel responsibilities leave them with little time, inclination, or ability for crude violence, depending on subordinates and any magical abilities they may have in times of attack.

Costume Requirements: Royal Thek have the same costuming requirements as standard Thek, though the robes tend to be cooler colors such as blue and purple.

Royal Specific Qualities:

Weak Limbed: 0 CP, Required. Royal Thek are both culturally forbidden and physically unsuited for gross physical violence. Royal Thek cannot use any melee weapon other than a single 1 handed *short* weapon.

Hive Node: 0 CP. Prerequisite: Hive Mind. Royal Thek are much more connected to the minds of their fellows—and especially that of their Queen—than the

drones that surround them. The Royal Thek gains 1 Sanity and may ask an additional 2 questions between Lost Eidolons sessions (for a total of 3).

Voice of Authority: 1 CP. The Royal Thek often lead groups of their fellows, dictating tactics and supporting their fellows with magic and advice. Most Thek are instinctively conditioned to respond to such orders. The Royal Thek may spend two points of Air (AA) and call out "By my voice, lesser stun to Thek by Authority." The Royal Thek may also resist such efforts made by other Thek and may spend 1 point of Fire (F) to call "Resist" to any effect with the "Authority" trait.

Myrmidon: Like all nations and states, the Hive Cities of the Thek require warriors and armies to defend their borders and to conduct diplomacy by other means.

Thek armies are almost entirely composed of Thek who were selected as larvae for being the biggest, most robust specimens their Hive had to offer. The drones made sure they received plenty of nourishment, and upon attaining adulthood, training.

While Thek Soldiers are not nearly so fast (either physically or intellectually) as some of their compatriots, they are the mainstay of the Thek armies for a reason.

They are tough.

Costume Requirements: As standard Thek, though their wardrobes tend towards martial robes and coats in warmer colors such as red and orange.

Myrmidon Specific Qualities:

Inferior Myelin: 0 CP, Required. The soldiers of the Thek hives lack the strange prescience of the drones. The Thek Soldier cannot take Insectile Prescience.

Tough: 0 CP. The soldiers of the Thek are among the toughest on Ayos. The Thek gains +1 Vitality.

Chitin: 2 CP. Covered in plates of chitin, the soldiers can shrug off some truly hideous wounds. The Thek soldier may spend two earth (EE) to resist an attack that deals raw damage with no verbal carrier or effect (e.g., "5 damage!" can be resisted but "2 damage by poison" cannot.).

Pariah: Every so often, even the Thek have an aberrant citizen, an individual who is just...not quite right. Though far more rare than in human societies, psychotics, paranoiacs, and delusional megalomaniacs crop up once every few generations. These individuals are most frequently put down if the Hive views them as a danger. Sometimes, however, such individuals bear the Hive no ill will, and as a result are simply shuffled out of daily life.

Other times, usually due to head-injury, massive trauma, or debilitating sickness, though rarely for no discernible reason whatsoever, an otherwise normal Thek will find themselves suddenly incapable of accessing their Hive mind. Unable to hear the thoughts of the Queen, such poor unfortunates cannot achieve the level of concert with their fellows necessary to avoid being trampled in the streets and horrible accidents in industrial centers. Furthermore, withdrawal from the Hive Mind causes strange pheromonic and biomorphic changes in the estranged individual. These rogue Thek frequently leave their Hives as soon as they are able, making their way in the world at large.

On their own.

Costume Requirements: the standard Thek mask requirement applies. Elsewise, of all Thek, pariahs are those most likely to wear human clothing. While many still wear their traditional caste-bourne robes, it is also quite possible to see a pariah in a full three-piece suit, complete with a ribbon tie. Of those that retain their traditional robes, coloration tends towards greens and browns—colors that can blend in with the wilds they tend to inhabit.

Pariah Thek Specific Qualities:

Shunned: 0 CP, Required. Pariahs are generally viewed with suspicion, fear, and sullen anger by proper Hive-going Thek. The Pariah gains the trait Shunned and cannot take the Hive Mind quality.

Caustic Spittle: 2 CP. Rogue Thek frequently find their gastronomic processes changing when they are forced to consistently feed on unfamiliar foodstuffs. With 5 seconds of preparation, the Pariah can spend one point of Earth (E) to throw a packet which deals "5 damage by acid."

Paralytic Venom: 1 CP. Another frequent evolution in the body of a rogue Thek is the occurrence of hypertrophic salivary glands containing strange venoms. The Pariah

may spend one point of water (W) and roleplay application of spittle to a melee weapon for 5 seconds. The weapon will deal "lesser root by poison" on the next blow dealt.

Dorr:

Dorr are a race of biomorphically diverse mammalian creatures. They almost always seem to be a cross between a human and a mammalian predator, although a few specific strains more closely resemble traditionally herbivorous animals.

Costume Requirements: Traditional beast person requirements apply. A mask or good makeup job and accessories that indicate the character is, in fact, a terrifying predatory animal are the order of the day. Fangs, tails, fur, contacts, ears, etc. that are intended to resemble wolves, hunting cats, foxes, etc., or anything that could be considered a "nightmarish crossbreed" thereof will be looked upon kindly. Clothing tends to be serviceable leathers and rugged outdoors gear, though the odd bit of City finery shows up sometimes.

Dorr Specific Qualities:

Tracking: 0 CP. Dorr are generally quite capable of tracking prey by scent alone over long distances and rough terrain. Tracking enables a character to read various "signs" and discern information therefrom.

Atavopia: 0 CP, Required. The eye structures of the Dorr are very poorly suited for ranged combat. Dorr cannot use any ranged weapons (pistols, longarms, etc.) other than thrown weapons. Dorr may use spells normally.

Pounce: 2 CP. The Dorr are, at heart, predators. Their tactics—indeed, their entire culture—embraces this fact. Once per Reset the Dorr may attack with a claw for 3 Damage. This ability is not usable with any non-claw weapon.

Tooth and Claw: 5 CP. Almost all Dorr are powerfully built predators capable of tearing enemies apart with nothing more than their teeth and claws. The Dorr may wield a short claw in one hand and a long claw in the other.

Technological Incompatibility: 0 CP, Required. The hand structures, mental sets, and belief systems of the Dorr all make their efforts to use technology a vastly frustrating and ineffective undertaking. Dorr cannot use Devices.

Dorr Templates:

Feral: Most Dorr live between the two worlds of the Wylds and the Cities, hunting and trapping in the wilderness, trading the fruits of their labor to the City-bound humans. There are those-- and quite a few, at that--who abhor the Cities and all those who dwell within.

These so-called feral Dorr are even more savage than their fellows, eschewing all technologies and the benefits thereof. Admittedly, their natural weaponry and sheer fury makes them more than a match for most other humanoids regardless. Their abilities and demeanors often bar them from frequent association with others--even other Dorr.

Costume Requirements: As per Dorr above, save that the animal features should be truly vicious, ferocious, and alarming. Full blown manes, upper *and* lower fangs, and extraneous fur are all encouraged. Clothing should largely be furs and crude, barbaric armor.

Feral Dorr Specific Qualities:

Licking Wounds: 2 CP. Feral Dorr have an unmatched affinity with nature. Feral Dorr may sit and rest in a wooded or other moderately natural area where they are not looking at any man-made structures. For each minute of resting in this manner, they regain 1 vitality.

Semi-Opposable Thumbs: 0 CP, Required. Feral Dorr have great difficulty wielding and holding objects. Feral Dorr may not wield weapons, and should roleplay difficulty holding small objects. Writing is virtually impossible.

Show of Strength: 2 CP. In the brutal existence of a feral Dorr, any sign of weakness can be an invitation to challenge—and death. Feral Dorr may spend 1 point of Water (W) to resist an Agony effect.

Domesticated: Not all Dorr are barbaric heathens. Quite a
few have found homes for themselves in the service of Human
masters and mistresses, or gainful employment in industrial
manufactories or shipyards. Such Dorr often form familial bonds
with their employers, and it is not unusual to have a family of
Dorr offer service to a human family over multiple generations.
In the course of such arrangements the Dorr most often take up the
religion of their employers. Dorr bodyguards, chaperons, and
governesses are quite common in the middle and upper-middle
classes (the truly affluent tend to retain human servants).

Costume Requirements: As per standard Dorr, though with a much neater appearance. Hair is well combed or coiffed, appearance is generally neat. Proper clothing as per a human of the appropriate city. Suits, dresses, fine hats, etc.

Domesticated Dorr Specific Qualities:

Indoctrinated: 0 CP. The Dorr has left their savage roots far behind and has fully embraced the attitudes and niceties of City life. Once per reset the Dorr may Resist a Frenzy effect. The Dorr may not take the Tooth and Claw skill.

Opposable Thumbs: 1 CP. The Dorr's lineage has well adapted to life in the Cities, losing brute ferocity and gaining a modicum of civility. The Dorr may wield a single long claw in one hand, though the Dorr can NOT wield another weapon in their free hand without an appropriate skill. The Dorr is capable of manipulating objects and writing normally, and can wield devices. The Dorr still cannot wield firearms or other non-thrown ranged weapons.

Halfbreeds

Halfbreeds are a race that closely resemble humans with a handful of bestial characteristics. They are the product of interbreeding between humans and full-blooded Dorr.

Costume Requirements: Halfbreeds wear clothes appropriate to the station and culture of which they are a part. Furthermore, players with Halfbreed characters must choose at least 2 animal trait costume pieces from the following list to wear as part of their costume: ears (including "elf" ears), contact lenses, tails, fangs, fur/hair/pelt that is quite obviously reminiscent of a particular animal.

Halfbreed Specific Qualities:

Killer Instinct: 1 CP. While certainly not nearly as deadly as full-blooded Dorr, halfbreeds are still significantly more dangerous than full-blooded humans in unarmed combat. The halfbreed may wield a single short claw in one hand. The halfbreed can NOT wield another weapon in their free hand without an appropriate skill.

Keen Senses: 1 CP. Halfbreeds retain something of their Dorrish parent's ability to follow hunches, tracks, and scents. The halfbreed gains the Tracking skill.

Myopic Tendencies: 0 CP, Required. While halfbreeds' eyesight is significantly better than that of full-blooded Dorr, their long range vision is still fairly bad. Halfbreeds may not wield firearms other than pistols.

Pounce: 2 CP. Halfbreeds often enjoy the thrill of the hunt, just as their forebears did, and they have learned to strike quickly and surely to bring down game for food or sport alike. Once per Reset the Halfbreed may attack with a claw for 3 Damage. This ability is not usable with any non-claw weapon.

Halfbreed Templates:

Cultured: Halfbreeds with sufficiently disguisable marks (or appallingly liberal societies) can find themselves acting as full members of all levels of society--even in the rarefied circles of the gentry. In all but the most scandalously libertine of clubs, such individuals certainly hide their bestial tells beneath hats, scarves, and long coats. Truth be told, though, some halfbreeds are lucky enough to have several generations of good human stock separating them from their barbaric forbears. These lucky individuals have little trouble passing for human.

Cultured Halfbreed Specific Qualities:

Their Mother's Eyes: 1 CP. The halfbreed is fortunate enough to have normal human vision. The halfbreed can wield all ranged weapons normally.

City Born: 0 CP, Required. Almost all traces of the halfbreed's questionable parentage have been covered by time and generations. The halfbreed need only take a single identifying costume selection from the above list (ears, contacts, tail, fangs, fur).

Civilized: 0 CP, Required. Breeding will out. The halfbreed cannot wield any type of claws (and thus they cannot Pounce).

Savage: For every two or three halfbreeds born in the Cities, there is one born out in the lands of the Dorr. Born to human slaves or people used as foodstuffs (and far more rarely to a female Dorr), these halfbreeds are most frequently left to the fates assigned to their human parents--life as a slave or worse. Every so often, though, the blood of the wild parent shows much more strongly than the human stuff, and the child claws its way to a position of independence within--and in one case, dominance over-- the group of Dorr.

Incidentally, the same quirk of bloodline does sometimes occur in halfbreeds born in the Cities.

No one envies those unfortunates.

Savage Halfbreed Costuming Requirements: Depending on the Dorr the halfbreed grew up with, the halfbreed's clothing will either be rugged outdoor gear or barbaric leathers and armor. Regardless, the same requirement regarding bestial characteristics applies to savage halfbreeds as standard halfbreeds.

Savage Halfbreed Specific Qualities:

Bellicose: 0 CP. The halfbreed's physiology is quite suitable for bringing down prey animals in and of itself. The halfbreed may wield a long claw in one hand. The halfbreed can NOT wield another weapon in the other hand without another appropriate skill.

Technologically Illiterate: 0 CP, Required. Savage halfbreeds have grown to adulthood in a culture which at best avoids and at worst reviles technology. Savage halfbreeds cannot use Devices.

Automata

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Automata are mechanical entities, generally powered by coal burning furnaces (which in turn create steam power through the use of a boiler). Automata can be very resilient and powerful fighters.

Automata Costuming Requirements: All visible skin should be metallic (either through paint, makeup, a mask, or prosthetics such as plates and rivets). Clothing should be appropriate to whatever City the automaton calls home. Furthermore, a noisemaker of some kind should be warn such that a clanking or clattering sound occurs when the player moves (e.g., a can half full of washers would likely suffice). Players do NOT need to bulk up with tubes or wear cardboard boxes, though well done armor plating and the like is of course welcome. A fiery-glowing furnace prop that is part of the costume will receive adulation and praise. Also, gothic or baroque embellishments to plating are appropriate, especially on heavily armored models.

Automata Specific Qualities:

Mind on Tape: 2 CP. Automatic minds are generally an interlaced matrix of gears, cogs, and flywheels which drive miles of tiny hole-punched metallic tape. Such systems are remarkably sturdy when compared to a human psyche. The automata gains +1 Sanity. This ability may be taken once.

Ironsides: 1 CP. Inventors and investors spend far too much money on automata to allow them to be broken by a simple mischance. The automaton gains +1 Vitality. This ability may only be taken once.

Tin Man: 0 CP, Required. Automata are, by definition and design, entirely mechanical organisms. The automaton must call No Effect to any effect with the Medicine, Poison, or Disease trait. The character cannot regain Vitality through surgery or other such methods. The Repair skill can be used to restore lost Vitality at the rate of 1 per minute. Additionally, Repair and the Patch Job skill can be used on an automaton to Cure Maim or Stabilize with 1 minute of roleplaying.

Slow: 0 CP, Required. Metal titans are incredibly strong. Not particularly fast, though. The automaton is under a permanent Slow effect (the character cannot run, they can only walk, i.e., one foot on the ground at all times).

Armor Plating: 3 CP. Military automata are notoriously immune to incoming flak and bombardment. Once per reset the character can Resist a ranged non-spell attack. This ability can be purchased twice.

Coal Dependence: 0 CP, required. While it is true that automata need never eat, they require a steady supply of coal to generate the steam power which drives them. Automata must consume (and thereby destroy) 1 unit of coal in order to voluntarily expend a point of void.

Stoke: 3 CP. When provided with a sufficient supply of coal, automata can be fearsome engines of destruction. The automata may consume (and thereby destroy) a unit of Coal and either a) run (in contradiction to the automata's standard "Slow" quality) until the character's next reset, or b) swing a melee weapon once and call 10 damage, at which point the weapon breaks and may not be used again until it is repaired at a forge.

Automata Templates:

Dynamic: A few inventors (calling themselves visionaries, frequently labeled Cranks by the general populace) argue against reliance upon steam power. These odd souls dedicate themselves to the perfection and implementation of strange technologies, among them voltaic engineering.

The products of such experiments vary widely, but all dispense with the resulting apparatus's need for coal. When said apparatus is, in fact, an automaton, a number of strange applications, behaviours, and requirements manifest themselves.

Dynamic automata--so named for the dynamos used to power them--are significantly lighter of frame than standard models. The can move more swiftly, and far more quietly. That said, they are more prone to breakdowns and momentary lapses in their thought-matrices, and their so called "recharging" requirement can be thoroughly inconvenient.

Dynamic Automata Costuming Requirements: As standard automata, with the following exceptions: 1) no noisemaker is necessary, 2) a backpack "Condenser" (battery-pack) should be worn at all times, and 3) lights or glowing objects that emit blue (rather than red) are much encouraged. The battery pack should look like a single, pair, or series of cylinders, and fill the profile of a standard book bag (i.e., we want something spiffy looking, not an actual D-Cell on a string). Also, the player should bring a Dynamo prop—a boxy or otherwise cumbersome and interesting object at least 18" in every dimension. This represents a steampunk electrical generator, so wires, piping, flanges, and glowing bits are all encouraged.

Dynamic Automata Specific Qualities:

Condenser: 0 CP, Required. Visits to a recharging station rather than a coal bin are one of the major differences between dynamic and standard automata. The automata cannot take the following automata qualities: Mind on Tape, Ironsides, Slow, Coal Dependence, and Stoke. In order to Reset and spend a point of Void, the dynamic automaton must either be in physical contact with their Dynamo prop (discussed above under costuming), or be connected to it by a length of "wire" no more than 4 feet long, for the entirety of the rest period. They still have the Tin Man quality.

Jolt: 2 CP. Dynamic automata can channel their energy into held objects in a sometimes alarming fashion. The dynamic automaton can spend 1 point of Air (A) to deal 3 Damage By Lightning as their next weapon based attack (by melee or thrown weapon).

Voltaic Conversion: 2 CP. The dynamic automata have been known to actually channel electricity into locomotion and power under certain circumstances. If the dynamic automaton takes damage with the Lightning trait, the character may spend 1 point of Air (A) to negate the damage and instead deal 5 Damage By Lightning with their next melee attack.

Portable Generator: 3 CP. Dynamic automata can vent their inner fires to power other devices, though this often leaves them cold and inert. The dynamic automaton may expend 2 points of vitality to Refresh a point of Air themselves, or to one other party through a "touch cast." This lost vitality cannot be regained until after the automaton Resets at a Dynamo

Static: There are inventors. There are visionaries. There are psychopaths, sociopaths, and madmen.

One of these--or perhaps all of them--created static automata.

Static automata are disturbing on any number of levels, some of them quite visceral. They do not eat, or sleep, just like all other automata. But unlike other automata, they need no fuel-no coal, no water or electricity. Nothing. Once their creators set them in motion they simply...continue.

Static automata are dread machines of awful mien. They are crafted of dark metals and their workings are utterly unknown, iron plates pitted and rusted, with green radiance escaping their various joints and seams. No two are alike, and none operating today can even remember who or what created them. The sight of their sickly engines has given even the bravest men pause.

And they are quite difficult to destroy.

Static Automata Costuming Requirements: As standard automata with the following caveats: 1) No noisemaker is necessary, 2) Some strange green glowing component is *required*, and the more sinister the merrier, 3) metal components should be black or (seemingly) rusty—none of the static automata seen to date have been new or in any way wholesome.

Eerie: 0 CP, Required. Static automata are, on some level, simply *wrong*. The character gains 3 Twist points.

Diabolic Engines: 0 CP, Required. The automata cannot take the following automata qualities: Coal Dependence and Stoke.   They still have the Tin Man and Slow qualities.

Dread Resurgence: 2 CP. Static automata are almost legendary for their ability to shrug off appalling damage, their gears and chains fixing themselves—even severed limbs have been seen to reknit with the machinery of the body. The static automaton may spend 1 point of Earth (E) and roleplay for 30 seconds to Purge a Maim effect. Alternatively, the Static automaton may spend 2 points of Earth (EE) to Resist a Maim effect.

Mechanical Regeneration: 4 CP. Static automata, when left to their own devices, are frightfully adept at repairing themselves. The character may spend 1 point of Fire (F) to regenerate 1 lost point of Vitality or Armor. Additionally, when the character resets using Void, Armor and Vitality are refreshed to full.

Baleful Gaze: 3 CP. These wicked machines can vent terrifying gouts of their corpselight. The static automaton may spend 1 point of Air (A) and swing a melee weapon in an arc and call Disengage.

Qualities

Players may choose Qualities for their characters to have. Qualities come in three varieties: Advantages, which confer a benefit of some kind at the cost of CP, Hindrances, which give the character more CP in exchange for a flaw of some kind, and Complications, which are generally free and come with upsides and downsides. Many Qualities have Twist Points associated with them. Often, Qualties will have multiple "levels" a player can buy. The player should ONLY spend the CP for the highest level

they want. Qualities can only be taken once each, unless otherwise noted. Any Quality that requires the use or presence of an in-game item should be run by the GMs—the item will have to be approved and affixed with a yellow sticker (please see the Core Rules below for information on Yellow Sticker Items). Also—please use common sense when selecting Qualities, and make sure that the Qualities and your backstory actually make sense according to the canon above. Robots with unmarried parents are grounds for summary execution.

It is generally recommended that a character not gain more than 5 CP from Hindrances.

And just to reiterate: Twist Points really *do* matter, and taking more than a few may be very dangerous...

Advantages:

Famous: 1 or 2 CP. Penny dreadfuls just wouldn't be the same without the character's vague likeness etched on the cover. The character is famous, because of who or what they are, or because of something they've done. This Advantage has no quantifiable benefit, and is largely important for role-playing and plot purposes. Level 1: The character is a recent addition to the society page, is very famous in a particular field (e.g., a Professor with new and popular theories), or else had a famous exploit sometime in the past. Level 2: The character is famous, and can expect at least some recognition by most people from at least one City. It is likely that a number of people are significant fans or imitators of the character. Twist Points: 1 or 2, by level.

Hale: 2 CP. Years of living in the Cities have exposed you to all sorts of nasty and noxious things--and you've survived them all. Once per Reset the character can Resist an effect with the disease trait.

Mental Fortitude: 4 CP. Willpower and a surprisingly strong grasp of the generally accepted version of reality enable the character to cope with horrible things more handily than the general populace. The character gains +1 Sanity.

Nochian Sign: 5 CP. One of your elderly relatives took an interest in your upbringing, telling you frightful tales and teaching you worrying sigils when your minders were away. You may spend two Earth (EE) and place a mystical sign 8.5" by 11" on the door of your cabin. This will stop harmful beings from entering your cabin between the hours of 2:00am and 10:00am. Twist points: 2.

Patron: 2 CP. The character has some form of relationship with a more powerful party. Examples might include a wealthy individual retaining an artist, a gang leader offering backup to one of her runners, or a guild looking on eagerly at the work of a young and promising member. Regardless, once in a great while, the character may request aid from their patron (though the timing and nature of such aid is likely to be based on what is convenient to the patron). By the same token, the character will be expected to act in the patron's best interests. Twist Points: 1.

Silver Tongue: 1, 2, or 3 CP. The character is a natural born merchant. Wheeling and dealing come easily, and the character almost always manages to come out ahead, whether buying or selling. At the beginning of each session of Lost Eidolons, the character will be given a number of Silver Tongue Tags equal to their Silver Tongue level. Whenever buying or selling goods from a character with the Merchant trait, if a deal will include the character buying or selling a gold or more worth of items, the character may add or subtract, as appropriate, a number of silver pieces from the price equal to their Level by handing the Merchant one of their coupons.

Strange Inheritance: 1, 2, or 4 CP. The character recently benefited from the death of a relative. As part of the relative's estate distribution, the character received an...item. It could be a piece of jewelry, or a weapon, an enigmatic device, or any number of other things. The character is a bit hazy on what, if anything, is so special about this particular item. Regardless, the relative's will was quite specific (and emphatic) about the character's receipt of the object. The higher the level of the character's Strange Inheritance, the more powerful (and dangerous) the item will be (when the precise workings of it are eventually discovered). Twist Points: 1, 2, or 3, by level.

Titled: 1, 2, or 4 CP. The character has the rights (and duties) associated with a particular class of the nobility. Level 1: the character is a Knight. Level 2: the character is a Baron. Level 3: the character is a Viscount. The specific titles may be changed to suit the culture of which the character is a part. Twist Points: 1, 2, or 3, by level.

Wealth: 1, 3, or 6 CP. The character is from a very wealthy family, or has amassed considerable personal wealth. Level 1: The character receives 5 silver every session. Level 2: the character receives 1 gold every session. Level 3: The character receives 2 gold every session. It is recommended that this money be used at least in part towards the character's upkeep. Twist Points: 1, 2, or 3, by level.

Will to Live: 2 CP. The character is possessed of a singular drive for survival. The character can talk (or gibber, or shriek, as appropriate) for the first 30 seconds in which

they are Bleeding Out, before submitting to unconsciousness as they would normally do. The character's Bleed Out time is not extended—they simply remain capable of vague speech for the first half. This represents a delirious haze in which the character tries to attract aid or repent or any number of other things people do when dying. The character may not use any in-game skills (including walking or moving for other than safety reasons) while in this haze, nor may they communicate anything more than "Help, help," "Oh, the horror," "It was a picture from life," "There are rats in the walls," or "My insides are outsides."

Hindrances:

Addiction: +1 or +2 CP. The character is addicted to a substance. If a character ever begins to Rest in order to use a point of Void to Reset, and the character has not used a unit of the substance to which they are addicted since the end of their last Reset or the beginning of the Session, whichever is more recent, the character loses 1 point of Sanity with the call "Waste 1 Sanity to Self by Addiction" at the end of their current Rest. Level 1: The addictive substance is generally accepted and readily available, e.g., tobacco, alcohol, or laudanum. Level 2: The addictive substance is difficult to obtain and likely illegal, e.g., Dreamdust, Spur, or Blacknail. Please confer with the GMs concerning the substance you wish to be addicted to (in order to ensure a supply actually exists).

Consumption: +2 CP. The wasting disease is slowly killing you. You can hide your cough more often than not, but you should keep a handkerchief on hand in case you start coughing up bloody phlegm. The character's maximum Vitality is permanently reduced by 1 point. The character suffers a permanent Slow effect. At any time, the character may Purge this slow effect (though not any other Slow effect they be under) and reduce their maximum Vitality by a further 1 point. When the character next Resets, the permanent Slow effect returns, and the recently lost point of maximum Vitality is restored (this is not a healing effect—the character's *maximum* Vitality returns to its pre-Purge level). Consumptives are encouraged to wear subtly pale makeup. Twist Points: 1.

Glass Jaw: +2 CP. The character has a paltry tolerance for pain, and where others may simply wince or cry out—the character faints dead away. The character suffers a Lesser Stun whenever they would normally suffer an Agony effect.

Hunted: +2 or +4 CP. Something wants you dead. Or worse. Be it a man or a machine, a creature or a creation, some*thing* is following you. And someday...someday it will find you. Level 1: whatever is after you is something you *might* be able to handle. On a really good day. Level 2: Phenex forfend the thing ever catch you. It knocked down a building the last time it found you... Twist Points: 1 or 2, by level.

Mental Instability: +2 CP. Some deep seated trauma or mental illness has weakened the character's psyche. The character loses one point of Sanity. Furthermore, the character's defense mechanism will activate whenever the character loses *any* amount of Sanity.

Poor: +1 CP. The character has crushing debt, or is terrible with money. No matter the reason, the character's upkeep cost is 150% normal.

Questionable Ancestry: +1 or +2 CP. Prerequisite: Titled. The bonds of polite society are frequently predicated on proper breeding. If a character is of sufficient height in society, the revelation that their parents were unmarried, or common, or any of a hundred other things, could well smash all social chances for the character. Level 1: there is some secret regarding the character's parentage which would be *very* embarrassing if revealed, possibly costing allies or investments, Level 2: the revelation would *ruin* the character utterly. Twist Points: 1 or 2, by level.

Tainted Bloodline: +2, +3, or +4 CP. Recommended for Humans only. Somewhere along the line, the character's ancestral line was...polluted. Something well outside the normal bounds of decency (or perhaps even sanity) is responsible for various irregularities in the character's gene pool. Level 1: the character's horrid nature is hidden within a normal visage, and the character leads a normal enough life. Level 2: the character bears a telltale mark or two of whatever insidious ancestor they have. They may occasionally behave irrationally, or have certain...peccadilloes that disturb others. Level 3: the character is recognizably twisted or warped somehow (significant makeup or a similarly visible telltale is required.). There's just something *wrong* with them, and there is no hiding it. Physical deformities and mental illnesses are common. Regardless of Level, the character gains the trait Tainted. Twist Points: 2, 3, or 4, by Level.

Turbulent Mind: +1 CP. You are constantly assailed by worries, fears, or niggling suspicions. The character must spend 10 minutes and one point of Void to Reset. Normally, a character need only spend 5 minutes and one point of Void.

Wanted: +1 or +3 CP. The character is a wanted criminal. Should someone recognize the character, they may well try to take them in for the bounty. Level 1: the character is wanted alright, but the bounty isn't particularly large, or the agency offering the reward is very local. Level 2: Professional bounty hunters could likely know the character on sight, due to the posters and all... Twist Points: 1 or 3, by Level.

Complications:

Berserker: 0 CP. At times the character is consumed by a violent, unthinking rage. When the red veil descends over their vision, the character is significantly hardier than normal, but they have difficulty telling friend from foe. Once per reset the character may gain +2 Vitality (even above and beyond their normal maximum) and take a Frenzy effect. The character takes 2 damage whenever the Frenzy ends. For example: A character has a maximum of 4 Vitality, takes a point of damage, and enters the rage. The character now has 5 Vitality. The character runs amok, takes 4 points of damage, and is then Stunned by a compatriot. The character had 1 Vitality before the Stun, but takes two points of damage when the Stun ends the Frenzy. The character is now Bleeding Out at -1 Vitality...

Born Under a Strange Sky: 0 CP. You were born when certain stars aligned in odd ways. Events in your life--both positive and negative--happen with alarming frequency, magnitude, and weirdness. Twist Points: 2.

Chance Encounter: 1, 0, or +1 CP. Something happened to the character the other day. A missed train, a barely made airship take off, a broken shoelace at just the right/wrong time. Something happened the other day, and the character's life will never be *quite* the same again. Level 1: Either the character has learned an interesting and perhaps important bit of knowledge, but they do not yet know *why* it may be important, or the character made a very...interesting acquaintance. Level 2: The character may have been mistaken for someone else in the course of a very unusual...or perhaps suspicious...transaction. If only the character can figure out exactly what they agreed to do, buy, or sell... Level 3: The character has an item, a fact, a locker combination—*something* that they do not recall getting, or did not willingly take, or were suppose to pass on to a contact that never showed. Or perhaps the character bought something that seemed ordinary at the time, but is actually quite peculiar... In any event, the character can't shake the fact that the feeling of being followed started that day, that that was the day the hand prints started appearing on their bedroom windows.... Twist Points: 1, 2, or 3, by Level.

Dreamer: 2 CP. The character not only dreams—they periodically experience nocturnal visions and nightmares of such startling intensity that deep impressions and strange knowings are sometimes left behind in the character's psyche like driftwood on a beach. Twist Points: 2.

Isolated Soul: 2 CP. On some basic, fundamental level, the character is out of phase with their surroundings. This often manifests in a slight feeling of unease in those around the character, or as a slight difficulty in empathizing with the character's fellows. The effects

are considerably greater in metaphysical spheres. The character may not, under any circumstances, cast or use any kind of Resonance-based or Faith-based object, artifact, item, or spell. Additionally, the character *must* Resist the first resonance or faith effect applied to them every reset, whether it would be harmful or beneficial.

Lone Wolf: 0 CP. A hard and solitary life has left the character tough—but very cautious. The character gets +1 Vitality, but *cannot* accept healing or first aid from another person if they are conscious, Refusing all touch casts, and actively avoiding (including using defensive abilities against) more "aggressive" forms of healing.

Medium: 1 CP. You have always been sensitive to events those around you cannot understand, and sometimes you hear voices from beyond the mortal realm. Your character can spend one point of Sanity to Speak with Spirits. This effect lasts until the Spirit you wish to speak to passes beyond normal speaking distance from you. Twist Points: 2.

Powerful Knowledge: 0 CP. The character knows something. Something important. Something they shouldn't. The character may be able to use the knowledge for leverage (i.e., blackmail), or for profit (perhaps they have plans for an experimental airship, and they can sell them). Either way, though, the knowledge is also a burden—there is someone or something, a person or a group, that wants the information out of the character's hands. They may pay—or they may just hire an assassin...Twist Points: 2.

Steamborg: 1 CP. One of the character's limbs was lost (or taken). The character has a mechanical replacement, which is significantly stronger and sturdier than the original, though it has some limitations as well. If the character has a mechanical leg, the character permanently has the Slow effect, though the character may spend 2 points of Water (WW) to purge a root effect. If the character has a mechanical arm, the character may spend 2 points of Fire (FF) to deal 5 points of damage with the next attack they deliver with the mechanical limb. In either case, the user may call Resist to a blow that maims the mechanical limb once per Reset.   A mechanical limb that is maimed can *only* be fixed through the use of the Repair or Patch Job Skills. As the limb is steam powered, the character must consume (and thereby destroy) a unit of coal each time they reset. Failure to do so will render the limb inert, and it will suffer an unfixable maim effect (i.e., it remains maimed regardless of repair attempts until a unit of coal is applied). Mechanical limbs *must* be costumed appropriately.

Test Subject: 0 CP. The character was subjected to some kind of...experimentation. Possibly by a benevolent agency, or possibly by a madman. Either way, the character is unsure about what, if any, effects the treatment/potion/spell/serum had. Twist Points: 3.

Headers:

Headers are equivalent to "Classes" or "Paths" in other games. To the uninitiated, Headers are jobs, more or less. They represent bodies of knowledge that your character can acquire through dedication and training. When a character wants to learn any of the Headers below, they simply spend the required CP during character creation or between sessions. Picking up the header a) gives the character the Header name as a Trait, and b) allows the character to access the Skills contained within the Header. Some Skills have prerequisites that must be purchased before the Skill in question can be purchased. Skills often require the expenditure of one or more Attribute points to activate.

Note: In the tables below, "CP" means the cost, in CP, to purchase the skill, while "Cost" means what a character has to expend to use the skill.

        Academic: Knowledge is power. Academics represent the
brightest minds in Ayos, trained at the most esteemed
institutions. Whether a professor of Natural History at the
Weatherby Scientific Institute of Alden or a reclusive sage in the
incense-clouded back alleys of Phong Tai, Academics bring the
light of reason to the mysteries of the world. What they do not
know--they can find out.

Header	Skill	CP	Effect	Cost
Academic 3CP	Craft Chemical (1-3)	3/L	3 tiered production skill. Allows creation of compounds/poisons.	-
	Rationalize	4	Spend 5 minutes roleplaying talking through what you just saw and explaining it away with science and learning and call "Refresh 1 Sanity to Self."	A
	Read/Speak Language	2 per	Allows user to read strange texts and speak with odd creatures. Recommend languages: Old Tongue, Old Easterner, Nochian, Ancient Dorric, Syzygian, Ancient Thek, and Ventian.	-

	Research	1/L	Two tier information skill. User may spend money and ask a question between events, one per Level to a maximum of two, accessing libraries and colleagues for answers.	-
	Study	2	By spending 10 minutes studying something (and asking the incredibly knowledgeable barkeeps in the area), user may learn things about the examined object.	-
	Use Artifact	2	You may expend the relevant attribute cost to activate an artifact (magical items are separate from artifacts and usable by everyone).	Sp.
	Well Read	3 per	You may expend a point of Well Read in place of an attribute point when using a Tome. You may have a maximum of 5 points of Well Read.	-

Aeronaut: With the lands filled with savages and diseases and the seas full of horrors, the advent of the airship brought unprecedented ease and reliability of travel and communication between Cities.

It also allowed for more effective warfare and piracy.

The romanticized ideal of life in the Skies as presented in the penny dreadfuls is one of debonair privateers, dashing Royal Marines, and virtually unmitigated freedom.

The reality--that of desperate and bloody boarding actions, attacks by flights of vorlachts, and rampant scurvy and Sky Madness in lost crews--is a good deal less fun.

Header	Skill	CP	Effect	Cost
Aeronaut 3 CP	Airlegs	1	You may Resist a Slam effect.	W
	Brass Goggles	2	You may Reduce a Stun effect to a Lesser Stun effect.	E
	Dodgy	3	You may Avoid a firearm attack (pistol or rifle only). This skill has no effect against other ranged attacks.	AA

	Harpoon	2	Fire a Longarm and call "Root."	E
	Longarm Training	3	Prerequisite: Pistol Training. Allows the use of rifles and shotguns. Standard longarm attacks cost F and deal 6 damage. Players must use two hands to wield a longarm.	-
	No Quarter	3	You may choose to call 1 Damage when attacking with a melee weapon. Generally this is used to render disabled targets unstable.	-
	Patch Job	3	You may spend 1 minute roleplaying to touch cast a) "Repair to 1 point of armor." (This can only restore armor to one point—an individual with 1 or more points of armor gains no benefit) or b) cure maim to a steamborg limb or automaton, or c) stabilize an automaton.	-
	Powder Monkey	1	You may touch cast for "Refresh 1 Marksmanship." Marksmanship may be spent in place of F.	F
	Thousand Yard Stare	2	Resist a Fear effect.	E

Bladesman: Long-standing martial traditions carry on into the present day. The prestigious (and expensive) fencing schools of Elenzio take in countless wealthy, bored young nobles. Those that have the willpower to maintain their discipline are among the most dangerous melee combatants in all of Ayos. Likewise, the ascetic monks and warrior-nobles of Phong Tai sometimes give themselves to the Way of the Blade with a single-mindedness that can beggar the dedication of Westerners.

Header	Skill	CP	Effect	Cost
Bladesman 5 CP	Cold Dead Fingers	2	Call 'Resist' to a Disarm effect	E
	Disarm	3	Call 'Disarm' and strike an opponent's weapon or arm.	W

	Dueling Steels	4	Prerequisite: Main Gauche. You may wield a Short Weapon in your off hand while using a one-handed blade.	-
	Main Gauche	2	You may wield a Small Weapon in your off hand while using a one-handed blade.	-
	Parry	3	Call 'Parry' to a melee attack that hits you (e.g., called damage).	W
	Riposte	4	Call 'Parry' to a melee attack that hits you, then strike for X damage against that opponent, where X is equal to your maximum Void.	FF
	Slice	3	Strike an opponent's limb and call 'Maim.'	E
	Squirrely	3	Call 'Avoid' to a melee attack that hits you.	AA
	Stop Thrust	4	Deal 3 damage with your next one-handed blade attack.	E

Bodyguard: The world is a dangerous place. A very dangerous place. It is somewhat more survivable if you have a skilled bodyguard protecting you. Bodyguards--of any nation, race, and creed--tend to be wary individuals. While some are honorless curs who take money and leave their clients in the lurch, these types do not last long as bodyguards--word gets out about their behavior. The majority of bodyguards develop a set of instincts that often seem counter-intuitive to survival but pay very well.

Header	Skill	CP	Effect	Cost
Bodyguard 5 CP	Crowd Control	2	Swing a weapon in an arc and call 'Disengage.'	W
	Duty Calls	2	After 3 seconds of roleplaying Purge a Root or Maim effect.	E
	Intimidation	2	Meet someone's gaze for three seconds and call 'By My Gaze, Repel by Fear.'	F
	Make Way	3	Strike with a Melee Weapon and call 'Slam.'	WW

	Meat Shield	3	Usable once per Reset. Lose 1 point of Vitality. This point cannot be healed until after your next Reset. Use a packet to touch another character (not yourself) and say "Grant defense by Bodyguard, Avoid." A target character may only benefit from this ability once per Reset.	E
	Second Wind	3	If you are unstable you may "Heal 2 Vitality to Self." This skill may be used while unconscious.	A
	Thousand Yard Stare	2	Resist a Fear effect.	E
	Tough as Nails	2	Resist an Agony effect.	E

Doctor: Modern medicine being what it is, trained physicians can affect truly miraculous cures. No more need women fear childbirth. No longer are field amputations the only answer to shrapnel wounds (and should one prove necessary, prosthetic limbs have come quite a bit farther than simple hooks and pegs). Medical schools and colleges, through the judicious and enlightened use of cadavers for training purposes, are producing many fine doctors who are more skilled and knowledgeable than their predecessors could have dreamed. Said cadavers are obtained entirely lawfully, and are usually left by criminals and the poor.

Header	Skill	CP	Effect	Cost
Doctor 3 CP	Anatomical Knowledge	2	Deal an Agony by Pain effect with your next small or short weapon strike.	F

	Diagnosis	1	Roleplay for 5 seconds to touch cast "Diagnose X by Medicine," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
	Field Medic 1-2	1 per	Prerequisite: First Aid. Reduce the time necessary to perform first aid by 15 seconds per rank.	-
	It's Only Dislocated	1	Touch a packet to a patient and say "Cure Maim and Agony by Medicine" as you pop the joint back into place.	A
	Pharmacology 1-3	3/L	A three tier production skill that allows doctors to produce medicines, drugs, and tinctures.	-
	Surgery	2	With a doctor's bag prop the character may perform surgery on patients. Performing surgery freezes a patients "bleed out" count down. You may call "Heal 1 by Medicine" per minute of surgical roleplaying. If the Doctor or patient performs any other actions while Surgery is in progress, the Surgery count is reset.	-
	Surgical Precision	3	Perform a melee strike and call Maim by Pain or Weakness by Pain as you sever a tendon.	W

Everyone: Certain skills are widely known to people of all walks of life. The ability to defend oneself is almost universally valued, as is the ability and good sense to staunch a compatriot's wounds.

Header	Skill	CP	Effect	Cost
— 0 CP	First Aid	1	You may call "Cure Maim by Medicine" or "Stabilize by Medicine" after 1 minute of roleplaying.	-
	Marksmanship	1	Expend a point of marksmanship instead of an attribute to fire a gun. You may have a maximum of 5 points of Marksmanship.	-
	One Hand Weapon	1	You may wield a one-handed weapon such as a sword or club.	-
	Pistol Training	3	You may wield a pistol. Pistol attacks cost 1 point of Fire (F) and deal 4 points of damage.	F
	Small Weapon Use	-	You may wield a small weapon.	-

Faithful: Some of those who are blessed in the sight of Phenex can perform true miracles. Even those who are not destined for canonization can derive tremendous benefit from their faith in the Most Holy. The Phenexian church helps its followers both in body and soul, and countless are those who say that their faith saw them through the darkest of times. While not widely acknowledged, Phenexian Saints are not the only ones capable of performing miracles, and followers of heretical doctrines, such as the Chayodyne Order, or the mendicant monks of Phong-Tai, do have their strangely empowered zealots.

Header	Skill	CP	Effect	Cost
Faithful 2 CP	Beacon	2	Gesture in an arc for "Disengage by Faith"	F
	Belief	1	Resist a Fear effect.	W
	Devotions	3	RP praying for 5m. Until your next reset, you may cast Faith spells with no incant.	-

	Faith	5	Grants access to the Faith branch of miracles.	-
	Piety	3 per	You may expend a point of Piety in place of an attribute point when casting a Faith spell. You may have a maximum of 2 points of Piety.	-
	Preach	2	RP preaching for at least 1 minute and call "By my Voice, Imbue Blessed." Until you move, you may touch cast for "Grant Defense to Blessed: Resist Fear by Faith, and Cure Blessed."	AF
	Purpose	2	Purge a Paralyze effect.	EE
	Unswerving	2	Resist a Horror effect.	A

Hunter: There are those who care little for the boundaries of City walls. Such individuals are given to wandering where they will, blithely indifferent to the dangers of the wilderness. Those who harbor this fell wanderlust often hear the call of the hunt, internalizing the predatory natures of the beasts around them. Whether tracking game for food or searching out the most fearsome of animals for dangerous sport, the skills of these hunters cannot be questioned. Even when they return to the Cities, something of the wild paces behind their eyes.

Header	Skill	CP	Effect	Cost
Hunter 4 CP	Aim	3	Kneel and roleplay aiming at a single target for 10 seconds. You may then make a normal or special longarm attack against that target at +2 damage. All attribute costs of the longarm attack apply as usual.	-
	Bolos	2	Call "Imbue to Self by Hunter." You may throw two thrown weapons, each for a Root effect. This skill does not let you wield standard throwing weapons per se—you may only throw the two root-effect thrown weapons. A thrown Bolo is not expended until it hits a target or is nulled by a defense.	E

	Crack shot	3	You may make a longarm attack and call "Maim."	A
	Indomitable Spirit	2	You may Resist a Drain effect.	WW
	Longarm Training	3	Prerequisite: Pistol Use. Allows the use of rifles and shotguns. Standard longarm attacks cost F and deal 6 damage. Players must use two hands to wield a longarm.	-
	Shadow	1	Between sessions you may ask a question about a person you could, in theory, follow.	-
	Slug	4	Make a longarm attack and call "X Damage and Slam," where X is your standard longarm damage.	WW
	Tempered Round	4	Make a longarm attack and call "Waste 5 Vitality."	FF
	Tracking	2	Allows you to follow tracks.	-

Investigator: Recent advances in philosophy, chemistry, and criminology have revolutionized police work and given rise to a new branch of study: deduction. While the underlying premise of deductive reasoning has existed since time immemorial, only recently have private and governmental lawmen made a concerted effort to hone their minds into weapons of their trade. Excising extraneous thoughts and feelings, such investigators rely solely upon hard knowledge and empirical evidence to solve cases otherwise insoluble. The mental discipline engendered by such practices also allows truly amazing displays of the power of the mind over the weak clay of the flesh.

Header	Skill	CP	Effect	Cost
Investigator 3 CP	Diagnosis	1	Roleplay for 5 seconds to touch cast "Diagnose X by Medicine," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
	Grit	2	While bleeding out you may "Stabilize Self." You must still recover from unconsciousness normally.	E
	Grounded	2	Resist a Fear or Horror effect.	E
	Investigate	1	You may ask a barkeep one question during a session. Costs and results may vary.	-
	Practical Knowledge	1 per	You may have a smattering of knowledge in Alchemy, Chemistry, or Device Construction at the cost of 1 CP per. You may read and understand relevant documents and items as though you had 1 rank in the relevant skill. This skill does NOT allow you to craft items.	-
	Rationalize	4	Spend 5 minutes roleplaying, talking through what you just saw and explaining it away with science and learning and call "Refresh 1 Sanity to Self."	A

	Shadow	1	Between sessions you may ask a question that could, in theory, be answered by following someone.	-
	Tracking	2	You may follow and learn much from tracks.	-

Mage: The ability to affect the phenomenal world with numenal effort is the domain of the mages. Academies and guilds in a number of Cities train those with the will and the talent to use the innate connection between all objects and all energies-- that is, Resonance--as they see fit. The morality of mages is sometimes questioned, as their lessons include much philosophy but little ethics. Their reasoning seems to be that ethics are personal, and intellectual enlightenment will breed morality of itself. In any event, two points should be remembered: non-human mages are rare (magery usually, though not always, follows bloodlines), and mages of any ilk should not be crossed lightly.

Header	Skill	CP	Effect	Cost
Mage 4 CP	Alchemy 1-3	3/L	A 3 tier production skill that allows for the creation of alchemical items	-
	Arcane Resonance	4	Grants Access to Arcane Resonance.	-
	Feedback	2 per	You may use a point of Feedback in place of a point of an attribute when casting a Resonance spell, wasting 1 Vitality to self in the process. You may have up to 3 points of Feedback.	-
	Resonant Soul	3 per	You may use a point of Resonant Soul in place of a point of an attribute when casting a Resonance spell. You may have up to 2 points of Resonant Soul.	-
	Staff	3	Allows use of a staff (you must use two hands to wield it). You may use one hand to block with a staff while casting Resonance spells with the other.	-

Mechanic: Generally of the middle class, mechanics are
something of an awkward social school. On the one hand, they can
be quite wealthy, and their skills are often in high demand. On
the other, they perform manual labor--often for a living. A small
number of noble scions have taken to engineering and inventing as
a sort of "Slum Hobby" (or rarely because they felt the true call
of the Steam), but most mechanics are simply intelligent, talented
commoners who, with the right tools and enough time, can create
wonders and horrors to rival any on Ayos.

Header	Skill	CP	Effect	Cost
Mechanic 4 CP	Device Construction 1-3	3/L	A 3 tier production skill that allows for the creation of devices and weapons	-
	Jury Rig	2	With 1 minute of roleplaying you may grant a non-one-use Destroyed device 1 more use (then it is Destroyed again.). You should have a supply of "Jury Rigged" tags to apply to items for this purpose. Non-one-use Firearms count as Devices for the purposes of this skill.	-
	Periodically Detonated	1	Frequent accidents have taught you when to duck—you may Resist an Explosion effect.	E
	Percussive Maintenance	2	Gently but theatrically strike a Destroyed device or firearm and call "Repair Device" or "Repair Firearm"	F

	Repair	3	With a tool kit you may perform Repairs on Automata. Repair freezes a patients "bleed out" count down. You may call "Heal 1 to Automata" per minute of mechanical roleplaying. If the Mechanic or patient performs any other actions while Repair is in progress, the Repair count is reset. You may also call "Cure Maim to Automata" or "Cure Maim to Steamborg", if the maimed limb is the character's steamborg limb, after 1 minute of RP. You may also repair one set of armor or one destroyed device with 1 minute of RP. At the forge, you may repair any number of set of armors with 5 minutes of RP.	-
	Sabotage	2	Strike target's limb with melee weapon and call "Destroy Device". This applies to whatever tagged item the target is carrying with that limb. If the target is not carrying a tagged item, a tagged item of the target's choosing stored somewhere on their person is destroyed. Note: for the purposes of this skill, firearms are considered tagged devices.	F

| | Simple Diagnostic | 1 | Roleplay for 5 seconds to touch cast "Diagnose X to Automata," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead. | - |
| | Tinker | 2 | With funds and parts, attempt to invent between sessions. | - |

Scofflaw: Assassins, cutthroats, pickpockets, second story men. Breakers, picks, pirates, and paydacoits. Whatever their name, blackguards are all too common. Some have codes of honor, some would (and do) sell their mothers on corners for drinking money. There are always those who operate outside the boundaries of decency, and it is an unfortunate fact that crime pays all too often. The righteous can comfort themselves with one small fact-- such rogues live in a world where brutality reigns, and they can expect to get as good as they give.

Header	Skill	CP	Effect	Cost
Scofflaw 5 CP	Arm/Disarm Trap	3	You may attempt to arm or disarm traps. Traps to be armed must be purchased in-game.	-
	Backstab	2	You may strike an opponent from behind with a melee weapon and call 5 Damage.	W
	Black Marketeer	2	You have access to the black market and may obtain questionable materials more easily than most.	-

	Dirty Tricks	2	You may attack an opponent with a melee or thrown weapon and call Agony.	A
	Knife in a Gun Fight	2	Prerequisite: Thrown Weapon. Throw a non-grenade thrown weapon for 3 damage.	W
	Kosh	2	You may strike an opponent from behind with a melee weapon and call Stun.	W
	Parliament of Rooks	2	Being "connected," you will receive a variety of rumors from shady sources. You may also spend time and money to ask a question between sessions.	-
	Pick Lock	2/L	3 tier skill. With 1 minute of roleplaying and a prop, you may pick a lock with a level equal to or lower than your Pick Lock skill.	-
	Poison Use	3	You may use poisons on weapons or in consumables.	-
	Shadow's Luck	3	Resist a module effect	AA
	Thrown Weapon	2	You may carry and wield up to 5 non-grenade thrown weapons.	-

Soldier: Cities, Hives, Tribes--warriors of one stripe or another are employed across the face of Ayos. Humans tend to call them soldiers, and train such fellows in the use of modern weaponry. Given the stresses and requirements of combat, however, soldiers can find themselves discharged, honorably or dishonorably, quite suddenly. Often times officers are selected and appointed due to politics or social station--and faded once-soldiery is as likely to drink brandy in a drawing room as it is to drink rot-gut in a dockside dive. Faced with a violent skill set and little direction, such individuals often turn to life as private security or mercenaries.

Header	Skill	CP	Effect	Cost
Soldier 5 CP	Both Barrels	2	Attack with a longarm and call "Double X Damage," where X is the normal damage for the weapon.	WW
	Called Shot	3	Strike with a melee weapon and call 5 Damage.	EE
	Cold Dead Fingers	2	Resist a Disarm effect.	E
	Duck and Cover	4	When hit with a non-packet ranged attack you may call Avoid.	AA
	Grenade Training 1-3	1 per	Allows the use of grenades. You may carry up to 1 per tier at any given time.	-
	Longarm Training	3	Prerequisite: Pistol Use. Allows the use of rifles and shotguns. Standard longarm attacks cost F and deal 6 damage. Players must use two hands to wield a longarm.	-
	Rock Salt Shell	2	Attack with a firearm and call Agony.	F
	Thousand Yard Stare	2	Resist a Fear effect.	E

Warlock: Magery is a human magic. The eldritch power of warlocks is infinitely older, and vastly darker. Where mages use harmonies and formulae, warlocks use blood and rites. The ancient knowledge of the warlocks grants access to terrible powers--at terrible prices. The practice of eldritch magic, secretive and rare as it may be, is most common among non-human races, though there are human warlocks as well. It should be noted that warlocks are not necessarily evil--they simply use tools and access abilities all right thinking, upstanding folk would find abhorrent.

Header	Skill	CP	Effect	Cost
Warlock 4 CP	Blood Rites	5	Perform a 5 minute ritual and cast a Dark Truth. The ritual should involve spooky chanting and various somatic components (cannot be performed while bound), and does not count as Resting. Reduce the attribute cost of the Dark Truth by 1, to a minimum of 1. You may be under the effects of only 1 Blood Rite at a time.	-
	Craft Talisman	2/L	3 tier skill that allows for the creation of magical talismans with various effects.	-
	Dark Truths	3	You have access to the Dark Truths. You need only purchase this skill once, though you may learn many Dark Truths.	-
	Eldritch Power	3 per	You may expend a point of Eldritch Power in place of an attribute point when casting a spell (Dark Truths only). You may have a maximum of 5 points of Eldritch Power.	-
	Method to the Madness	3	Resist a Fear or Horror effect.	E
	Use Artifact	2	You may pay the relevant cost to activate an artifact (magic items are separate from artifacts, and are usable by everyone).	Sp.

Resonance, Faith, and Dark Truths:

Various skills accessed through the headers listed above allow characters to gain the spells/miracles listed below. As above, the tables give the name of the skill set, the name of the individual skill, the CP cost required to learn the skill, the effect of the skill, and the attributes that must be expended to activate the skill. Unless otherwise noted, the only prerequisite of the skills below is the skill set (Arcane Resonance, Dark Truths, etc.) listed above under a header. When activating any of the following skills, the user should give a verbal cue. The verbal cue must consist of a number of syllables equal to at least

twice the individual skill's CP cost, plus 4. Such incantations should be clearly related to the title or effect of the skill, and should be spoken at a normal conversational volume.

Skill Set	Skill	CP	Effect	Cost
Arcane Resonance	Arcane Confusion	4	Throw a packet for "Lesser Paralyze by Resonance"	FF
	Eye of Fury	3	Stare at a target and call "By my Gaze, Frenzy by Resonance"	AAA
	Resonant Shield	3	Call "Imbue to Self by Resonance." You must call "Shield by Resonance" to the next packet or weapon-based attack that hits you. NOTE: Does not block bullets. Resettable with 1m of rest. Expires at Reset.	EW
	Spectral Chains	3	Throw a packet for "Paralyze by Resonance"	EEE
	Spectral Leash	2	Throw a packet for "Root by Resonance"	E
	Spectral Strike	3	Throw a packet for "5 Damage by Resonance."	W
	Resonant Blast 1-2	2/L	Throw a packet for "Double X Damage by Resonance", where X equals (rank + 1)	F
	Resonant Armor 1-2	2/L	Touch cast "Grant X Protection by Resonance", where X equals rank	W

A NOTE ON THE COST OF DARK TRUTHS: The *spell school* Dark Truths costs 3CP. Each of the Dark Truths you learn—the individual spells—do not cost any CP, but you do lose a Sanity for each. For example, if Pembroke has 10 CP and 3 Sanity, and decides to learn Dark Truths and then Wicked Barbs and Wail of Oblivion, Pembroke ends up with 7 CP and 1 Sanity. Characters *cannot* have a maximum Sanity of less than 1—at that point they are thoroughly and likely irretrievably insane.

DARK TRUTHS AND WEAKNESS: Any Dark Truth that uses the Imbue mechanic grants the Weakness effect to the user until the Imbue is used up or expires. For example: Wicked Barbs Imbues the user with the ability to throw 5 packets for "2 Damage and Slow by Eldritch." The user will be under a weakness effect until either the user resets or the user throws all 5 packets.

Skill Set	Skill	CP	Effect	Cost
Dark Truths Note: You permanently lose a Sanity for each Dark Truth you learn. On the other hand, there IS NO CP COST FOR DARK TRUTHS other than the 3 spent on the skill as a whole. 3 CP allows access to all Dark Truths. Characters must have a minimum of 1 Maximum Sanity. Furthermore, all Imbues from Dark Truths carry a WEAKNESS effect.	Blistering Spheres	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 3 packets for "Agony by Horror." Expires at Reset.	FF
	The Shriveling	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 3 packets for "Maim by Fear." Expires at Reset.	EE
	The Sign of the King	*	Make a non-Euclidean gesture that ends with you pointing at a target and call "By my Gesture, Paralyze by Fear."	EW
	Wail of Oblivion	*	Call "By my Voice, Slam by Fear." This does not affect you.	AA
	Wicked Barbs	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 5 packets for "2 Damage and Slow by Horror." Expires at Reset.	WW
	Withering Gaze	*	Call "Imbue to self by Eldritch." You suffer Weakness. Twice you may use "By my Gaze, Agony by Horror." Expires at Reset.	FF

Skill Set	Skill	CP	Effect	Cost
Faith	Blaze of Glory	2	Waste 1 Vitality to Self. You may strike with a melee weapon for "2 Damage by Faith and Fire" 3 times.	F
	Miraculous Healing	1	You may throw a packet or touch cast for "Heal 2 by Faith."	W
	Respite	2	Call "Imbue to Self by Faith." You may throw 3 packets for "Lesser Repel by Faith." Expires at Reset.	FF
	Sanctify	2	Touch cast for "Grant Melee Attack by Faith, 3 Damage by Faith"	A
	Stigmatic Cures	3	Touch cast for "Cure X Effect, X Effect to Self." E.g., "Cure Drain, Drain to Self." or "Cure Slow, Slow to Self."	E
	Stigmatic Ministrations	1	Touch cast for "Waste X Vitality to Self, Heal X by Faith," where X cannot be greater than your current Vitality.	E

III. Various and Sundry

The Mortal Coil

You will die.

Ayos is neither a friendly nor a forgiving place. Expect that, at some point, likely in the not-too-distant future, you will die. For the vast majority of people, this is a simple and irrefutable fact. Indeed, whole industries thrive on death--professional mourning services are quite popular with the upper classes, as are post-mortem heliographs. But, given the dark magics that lurk about the fringes of our Great Society, and the state of modern medicine, death is not *always* the end. Would that it were.

Should your character ever Bleed Out or be struck by a Death effect in Lost Eidolons, your character has died. They are dead. While dead, you should remain on the ground in the position you fell in and keep your eyes closed. As discussed below in the Core Rules, these niceties obviously take a back seat to safety—by all means, remove yourself from the middle of a field battle in an icy river. Should it come up.

In any event, when you are dead you are free to remain where you have fallen for as long as you like (though for a minimum of 5 minutes). If and when you decide that you have had enough of lying in the mud waiting for insufficient medical attention, and wild animals begin to chew your bones (and again, at least 5 minutes after you have died), you may "become a Spirit." While a Spirit you should put your head down and do your best to avoid people. You may not talk to anyone who cannot speak with Spirits, use any in-game Skills, expend attributes, run, etc.. In essence, try to be as unobtrusive as possible. Then, make your way to a barkeep (who will be a GM or other knowledgeable person) and find out what, if anything, happens to you next.

Matters of Common Decency: Costumes and Armor

In Lost Eidolons, players wearing appropriate costuming receive two (2) points of armor for their character. That is, all player characters who look like what they are have an automatic two (2) points of armor. This armor is resettable by smiths, tailors, and/or mechanics at the forge area, or by any effect that can restore or repair armor. On the other hand, players not in costume may be chastised, asked to pull NPC shifts, and/or flogged with wet noodles.

Certain in-game items may grant extra armor. These items may require a player to provide a prop to receive the benefits grants by the armor. That said, the weight of a prop or piece of costume will never have any effect on the value of the protection granted—feel free to make light weight comfortable props (though aesthetically pleasing is always better than awful hack-jobs).

Of Locks and Infernal Devices

Locks that are capable of being picked or disabled will be clearly marked as such.   They will also have a number on them indicating the level of the skill necessary to pick the lock.

Traps can only be armed or disarmed by characters who have the appropriate skill. Traps are further described below in the Core Rules.

<u>Items and Books Outside the Norm</u>

As further described below in the Core Rules, some items or books may have special in-game effects. Oftentimes such items will have a colored sticker (again, more below, but quickly Red = don't take, Yellow = take and turn in at check out, Green = all yours) and/or will have a note, card, or envelope attached. Interesting items should be searched for such instructions. **Always read the outside of the note, card, or envelope first.** Oftentimes particular skills will be needed to read the message inside, or understand the book, or use the mysterious device—no peeking if you don't have the skill. For example, a player might find a book with a notecard taped to the back. The card says "this book is written in the Old Tongue." If the character happens to be an Academic with the skill "Read Old Tongue," then he can happily sit in the corner learning awful secrets for hours on end by reading the book. If, however, the character is a rogue with no such skill, then the character should darn well not open the book. Such characters will not learn awful secrets—rather, awful secrets will happen to them.

<u>Production and Crafting</u>

Characters with Production or Crafting skills are capable of crafting items. Items in Lost Eidolons (aside from regular weapons such as pistols and swords) will always have a "tag," and will often require a prop, as well. Players crafting an item are responsible for providing any required props, unless they are specifically told otherwise by Staff. Item tags will be provided by Staff. It is a good idea to run props by Staff as well for safety and other approval.

Players whose characters have a production or crafting skill will receive additional materials explaining this process further.

Below are sample items players can craft, organized by Production Skill.

Medicine: Smelling Salts: 1 Use. Touch cast for Cure Stun. Components: Horn, Hydrochloric Acid, and Glycol.

Device Construction: Speed Loader: 1 Use. Touch cast for Refresh 2 Marksmanship by Device. Components: Cartridges, Small Housing, Black Powder.

Alchemy: Alchemic Lockjaw: 1 Use. Throw a packet for Silence by Resonance. Components: Iron Filings, Rust, Tar.

Talisman: Nochian Fetish: Once per event you may throw a packet for Repel to Undead by Eldritch. Components: a Bloodstone, a Feather, and Tuning Fork.

Chemistry: Demidiskinetic: 1 Use. Throw a packet for for Root by Chemistry.
Components: Ammonia, Methanol, Red Phosphorous.

Firearms: Modern Weaponry on the Field of Battle

Firearm attacks are represented by shooting a Nerf gun or other toy that fires darts of some kind. While such toys can and should be modified on an aesthetic level to preserve the in-game atmosphere, no modifications that effect the performance of said toys are allowed.

When making a firearm attack a character should loudly and clearly state the effect the attack will have before pulling the trigger. This will generally be a statement of damage. If the trigger is pulled and a dart _does not leave the barrel of the gun_, the weapon has misfired, and no attributes, ammunition, or any other countable assets are expended

If a dart strikes a target, the dart should be treated generally as a packet attack--that is, if a dart strikes a target's weapon, held object, or clothing (in such a manner that, under the Accelerant Core Rules "Costume" could not be called) the target must use a relevant called defense or take the damage and/or pertinent effect(s).

Participants in Lost Eidolons are permitted to pick darts up off the ground after they have been fired and reuse them as 'fresh' ammunition.

Casting and Incantations

Please observe the following when casting a spell:

- Unless stated otherwise, you may not cast a spell while holding any object besides one or more spell rep packets.

- Speak the incant in a normal voice so that anyone within ten feet can hear you.

- Immediately after completing the incant, spend the required attributes, and then make the appropriate actions to complete the game effects of the spell (such as throwing a packet, touch-casting, etc.).

- The incant is not interrupted by strikes that only do damage (called or otherwise). If you are struck with a particular effect that would prevent you from completing the incant or the spell actions (such as Agony, Drain, Death, Stun, being knocked down, etc.), then the spell is interrupted, but the attributes are not wasted.

For each spell that requires an incant, players may write their own, according to the established formula: the number of syllables required should be greater than or equal to double the spell's CP cost, plus four. For instance, to cast Eye of Fury, a Mage must create an incant that is at least ten syllables long (2 x 3(cp) + 4 = 10). The incant should somehow relate to the spell's name or effect. A suitable incant might be '*I bestow upon you the gift of chaos.*' A completely wrong incant might be '*This game sucks; I'm going home*', as it has neither the required number of syllables nor does it in any way mention the spell or its effect.

Note: Though Dark Truths have no CP cost, incants for all Dark Truths should be twelve syllables long.

Tomes: An Unknown Power

Academics have been known to channel the power of tomes to powerful effects. At Lost Eidolons, Academics are required to have a prop to represent their library of Tomes. In order to cast any of the effects outlined in any of their Tomes, an Academic must first be holding their prop in one hand and may only hold packets in the other. The Academic must then RP reading a passage aloud from their prop that is at least 6 syllables per attribute the effect expends (F – 6 syllables, AA – 12 syllables, etc). After the passage has been read, the Academic may call the effect and take any other actions required by and specified in the Tome.

The Academic's prop should look suitably archaic and spooky. It should be able to have pages added to and removed from it as new Tomes are gained over the course of events. Tomes should be able to accommodate a full 8.5"x11" page.

Weapon Styles

All weapon styles must be expressly allowed by skills that a character has bought. For example, purchasing Pistol Training does not allow for dual-wielding of pistols. Additionally, purchasing Pistol Training and One Hand Weapon does not allow for simultaneously wielding a pistol and a one hand weapon. A skill with the description "Allows the wielding of two pistols or a one hand weapon and a pistol" would allow for these styles.

Upkeep and Eating Well

At the beginning of each event, players will be asked to pay a certain amount for either upkeep or eating well. If the player pays nothing, their maximum vitality will be reduced by one for the event. If the player pays upkeep, which costs 4 silver, their maximum vitality will remain unadjusted. If the player pays to eat well, which costs 1 gold, their maximum vitality will be increased by one for the event.

Part IV: Accelerant Core Rule System

Core Rules Introduction

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

Game Actions

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed actions and effects players cannot actually perform from the gameplay. There are no creatures stepping through solid walls, no flying creatures,

and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn to spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions such as chopping up bodies or breaking down doors that cannot be performed for logistical or safety reasons.

Always In Game

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game.

The system is also designed to minimize the times where you cannot act on what you see, hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales. There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in game secrets to yourself, and if you talk out of game about something other players can decide they learned that information in game if they feel that the conversation unfairly inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets. The only caveat is if you are experienced and play a different character, creature, or plot role we ask you do not transfer anything you learn to other characters.

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to

the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called is there is a real problem and someone could be hurt.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance and tell them in a

low voice "I am searching you." The player may simply reveal items you have found. The player may make a pouch available for you to reach into and take items. The player may request that you describe your search. In this case, you must take the time to tell the player where on his or her person you are looking for items. Items cannot be hidden in places people might find rude or inappropriate. An item must actually be hidden where you say it is. You cannot have an item in your pocket, for example, and claim it was tucked in your boot. It must be hidden there. If someone searches a general area you may request them to be more specific by stating "Describe that search." If you have an item concealed in the sole of your boot and someone says "I search your boot" you may ask them to "Describe that search" before giving it up. Players should not demand unreasonable searches with too much detail - a search should take no more than a minute.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simple tell the person you are picking them up and role play carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you role play falling to the ground. If you are being carried, you must role play an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

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Rule of Etiquette

Whenever you are required to role play an effect you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

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No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use and approved by the staff. You cannot be under the

influence of these while on the premises of the game. Violators will be asked to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them. There are three restrictions on your activities. The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker. Small circular stickers indicate

special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a yellow information sign. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered. Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign. White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Combat

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you. Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor of the attack so you may role play the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal you must listen to the phrase and play out the effect. Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before

you release the projectile from your hand. You call out a phrase that takes the form of [*Effect*] by [*Trait*]. For example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game. Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal. Remember that there are two rules that apply to all called attacks.

• You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.

• All called hits must be acknowledged through role playing. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A character trait is any trait that is somehow given to a character. An attack trait is added to an attack verbal and defines the flavor of that attack. A defense trait is added to a defense call. An item trait is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

A character's race is always considered a trait. Characters with no explicit race have the Human trait. If you have a sub-race then both your subrace and your

general race will be considered to be traits. So a Wood Elf has the Elf trait as well as the Wood Elf trait.

Deliveries

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a hand held weapon. Packet attacks are delivered by throwing a bean bag like projectile and striking an opponent. Missile attacks are delivered by throwing a special foam throwing weapon or by aiming a bow and then throwing an arrow prop marked with ribbons at an opponent and striking that opponent with the projectile.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head, the hands, or the groin are illegal and are not counted.

Any strike that has no verbal causes 1 point of damage. These are known as "uncalled strikes" because they have no verbal. Uncalled strikes will cause someone to fall unconscious if they remove all Vitality, but the victim will remain stable. A character taken down by called strikes will fall unconscious and be unstable as

well. If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect. You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

Many skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits. Neck hits are illegal.

The Flurry Rule

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry you must stop all attacks for at least a second and, if movement brought you closer to an opponent, reset your range to two paces.

That's all you need to remember, everything else are clarifications and answers for specific questions.

• Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact.

• When we say two paces, we mean two normal walking paces. If this is unclear, this is the range where you are far enough from your opponent that if you extend a full length one handed weapon at them only the tip will touch the closest part of their torso including their shoulders.

• If you are already two paces away then you need only pause for the full second to reset your flurry.

• An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to increase your range to two paces but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.

• Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip

move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature. Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon. Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Missile Attacks

Missile attacks use special thrown weapons, projectile weapons such as bows and crossbows, and streamer packets that represent arrows and bolts. If a weapon is designed as a thrown weapon or projectile, it cannot be used in melee combat. You may only throw one thrown weapon at a time, although you may fire a projectile weapon such as a crossbow from each hand if you are skilled in using that weapon in both hands.

Like melee attacks, any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet then you are throwing too hard. Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit through role playing or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or if the arm is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well. Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again. Some creatures may have the ability to use packet attacks even while they are being hit. They will indicate this by saying "Focused" before the packet verbal when they make the attack.

Rule of Etiquette

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By My Gaze" followed by a verbal. A vampire might whisper "By My Gaze, Paralyze by Will." Other creatures might cause fear or other effects.

Gesture

Someone points at you with a hand or a weapon and calls out "By My Gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Name

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically if you know they are talking about you then you take the effect.

Room

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Voice

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable. If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

In Lost Eidolons, each character has a number of Vitality points equal to the average of the Earth attribute and the Void attribute. Vitality is always rounded down. Although Vitality is based off of two attributes, they are totally separate statistics. Exhausting Earth or Void points does not affect Vitality and taking damage does not reduce Earth or Void. Only a permanent change to Earth or Void will cause your maximum Vitality to change.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of the Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

While you are a spirit, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Final Death

If the spirit cannot return from the Death area then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than

characters. Each effect has a duration, but curing or removing that effect will end it. Many attacks last until you rest for five minutes. You must be sitting, lying, or kneeling to rest. You cannot walk or run. You cannot use any game skills while you are resting. Effects that require rest will not end until you rest for five uninterrupted minutes. You are also resting if you are dead, unconscious, stunned or paralyzed. Paralyzed characters are considered resting even if they are standing. You cannot refresh attributes or skills while you are resting.

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure...

The Cure effect removes effects on the target. A Cure [*Effect*] will remove all instances of that specific effect. A Cure [*Trait*] will remove every active effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove both the Slow by Disease and the Slow by Will since they are both Slow effects. A Cure Will would remove both the Slow by Will and the Drain by Will since they both have the Will trait.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure all Maim effects active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you cannot use that ability as a general "Cure Maim" effect.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead. Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "Cure [*Name*] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by race, skill, or the like.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored though healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable. The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item. An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal. Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. To use Diagnose, touch

the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds. Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with a your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause

them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called. Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Stun, Paralyze, or other disabling effect. Only a Silence will prevent you from crying out, and even then you must role play crying out even though you make no noise. You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant...

You gain a temporary enhancement to your abilities. There are five types of Grant effects as indicated by the verbal. Each type of Grant effect gives a different enhancement. All types of the Grant effect last until the end of the event, or until the granted ability is used up. If you have temporary imbues, boons or abilities that mimic a Grant effect that are not technically Grant effects they do not stack

with similar Grant effects. Only effects with an Imbue card that explicitly states that it will stack with Grant effects will do so. Grant is a beneficial effect.

... Armor

This type of Grant effect adds additional armor points to your base armor, whether those armor points are granted by physical armor or a skill. These points are refreshed when your base armor is refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted. A successful Destroy Armor effect destroys the armor points and completely ends this type of Grant effect.

You may only have one Grant Armor effect active upon you, though you may choose which Grant effect to keep if someone uses an additional Grant Armor effect upon you.

... Protection

This type of Grant effect adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends. You may only have one Grant Protection effect active upon you, though you may choose which Grant effect to keep if someone uses an additional Grant Protection effect upon you.

... Attribute

This type of Grant effect adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute also refresh these additional points. These extra points can be used in the same manner as regular attribute points. A successful Waste effect that reduces the boosted attribute also completely ends this type of Grant effect. If the attribute indicated is Vitality then Heal effects work normally. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation. You may only modify a specific attribute with one Grant Attribute effect, though you may choose which Grant effect to keep if someone uses an additional Grant Attribute effect that modifies the same attribute. You may have additional Grant Attribute effects upon you so long as each modifies a different attribute.

... Defense

This type of Grant effect gives you one called defense that can be used on attacks indicated by the defense verbal. This type of Grant effect starts with the Grant

verbal, which may include a trait, and ends with the verbal that describes the defense. You may use the indicated defense against an appropriate attack once during the event. Once this defense is used the Grant effect ends. If the defense portion includes a trait then you must call out that trait when you use the defense. The defense portion of the verbal indicates the types of attacks it can be used against by either indicating a trait or an attack type. If there is no indication then the defense may be used against any melee, missile or packet attack.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any weapon or packet attack. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Defense, Resist Poison" would give you one defense against any attack with the Poison trait. You would call out "Resist" when you used the ability.

A "Grant Defense by Divine, Parry melee" would give you one defense against any melee attack. You would call out "Parry" when you used this ability.

You cannot have more than one Grant Defense effect upon you that protects against the same trait unless the skill or ability explicitly makes an exception. If you receive another Grant Defense effect that protects against a trait for which you already have a granted defense you choose which to keep. You cannot, for example, have a Shield Magic defense and a Resist Magic defense both from Grant effects. You would have to choose between them. Likewise, if you had a Resist Poison effect you could not receive an additional Grant Defense that gave you another defense against the Poison trait. You gain only one defense per trait. Defenses with overlapping traits also do not stack. If you have a Shield against Fear, for example, you could not also have a Resist against Mental. You would have to choose which to keep when you receive the second Grant effect. Defenses that have no trait and work on melee, missile, or packet attacks likewise do not stack. You may only have one such effect from a Grant Defense effect.

... [*Delivery*] Attack

This type of Grant effect gives you one called attack that uses the appropriate delivery. This type of Grant effect starts with the Grant verbal, which may include a trait, and ends with the verbal that describes the delivery of the attack and the effect. You may use the indicated attack only if you have the props to make an attack with the specified delivery. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it through role playing or negates it with a defense. For packet attacks the Grant effect ends when you throw the attack.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Missile Attack, Stun by Poison" would give you one arrow or thrown weapon attack and you would call out "Stun by Poison" when you used the ability.

Heal...

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so. Heal is a beneficial effect.

Imbue...

This effect can be used in one of two ways. If the Imbue effect is followed by a trait name and "Trait," such as "Imbue [*Name*] Trait" then you will gain that trait for the remainder of the event. Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event. Imbue is a beneficial effect. Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Imbue attacks if those defenses will stop an attack with the appropriate trait. If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict...

This effect can be used in one of two ways. If the Inflict effect is followed by a trait, then you will gain that trait for the remainder of the event. Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read

the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on

the effect card.

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored

directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event. Refresh is a beneficial effect. Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair...

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points from physical armor. In this case you use the "Repair Armor" verbal. Repair is a beneficial effect.

Repel

This effect prevents you from using game skills on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use game skills on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect you role play an extremely forceful blow or blast. You may take up to

three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as shake your head for three seconds. Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect." Stabilize is a beneficial effect.

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you. There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will

last until a participant uses another game skill or until a participant move out of reasonable conversation range.

Waste...

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire. The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a

melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only

affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types. When it is possible to apply multiple defenses to an attack the defender decides which defense to use. Although Elude, Guard, and Shield defense must be used if an attack would affect you, it is possible, for example, to use a skill that provides a Resist defense when an appropriate attack strikes you to "protect" and Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Elude, Guard, Shield

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by "to" and the modified effect such as "Reduce to Maim" or "Absorb to Heal 2." You must role play the new effect appropriately.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense then the ability must use the Self trait and character must role play that effect as if they had been struck by it.

For example, a Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

For example, a strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect.

For example, a character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

For example, a creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage.

For example, Travis is wearing a 2 point of suit of armor. He role plays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

In Lost Eidolons, characters receive 2 points of armor for being in costume. More armor is available only when characters obtain appropriate items or skills in game, and some such items will have to be represented by armor props. Armor can be repaired at the forge area by those with the repair skill.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins,

items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off and you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in. Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process. An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one of verbal modifier.

Lesser

Someone precedes an attack verbal with "Lesser" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Greater

Someone precedes an attack verbal with "Greater" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Greater effects may not be removed by resting, but may still be removed by the Cure effect.

In Lost Eidolons, if you end the event with a Greater effect submit to plot a description of the effect and how you received it.

Double and Triple

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

For example, a spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

For example, a wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

Numeric Modifiers

Any skill or ability that boosts the numeric value of another skill such as damage or armor is called a numeric modifier. Numeric modifiers that come from skills and boost static values such as armor or vitality are called permanent modifiers.

Numeric modifiers that come from Grant effects or Imbue effects are called temporary modifiers. No numeric value can be modified by more than one permanent modifier and one temporary modifier. If you receive an additional modifier when you already have a modifier in place you choose which numeric modifier to keep and the other modifier effect ends. Only skills that specifically say "This modifier stacks with..." are exceptions to this rule.

For example, Travis is wearing 3 points of armor and has a skill that increases his armor by 1. His armor is currently 4. He receives a Grant Armor effect and since this is a temporary modifier it can be used with his skill. His armor increases to 5. Later he gains a Imbue effect that increases his armor by 2. He cannot use both the

Imbue effect and the Grant effect so he chooses to keep the higher Imbue effect and end the Grant effect. His armor is 6.

Characters

Please note that this section is included as part of the core Accelerant rules and for completeness. Some portions of this section have been altered to account for the unique requirements of Lost Eidolons. Please see the relevant section of the Lost Eidolons-specific rules above for relevant character creation rules.

As you build your character, you will assign character points to build up your attributes and your skills. You have six attributes that determine your capabilities and limitations, and your skills measure the knowledge you have amassed that affects the play of the game. You start with 30 character points to build a character, and you will gain more character points as you play the game and your character progresses.

Traits

Each character has traits that they automatically gain. You have the Living trait unless you are dead. Your race is also a trait you possess. If your race has variety then you have both your general race as a trait and your specific race as well. Each skill header that you purchase is also a trait. A character who has purchased the Rogue header, for example, has the Rogue trait. A character who has not yet spent 50 character points to improve gains the Initiate trait. A character who has spent at least 50 character points gains the Experienced trait. A character who has spent at least 100 character points gains both the Experienced and the Accomplished trait.

Attributes

Each character has five attributes. These attributes are not meant to measure the capabilities of you as the player, nor will they limit your natural abilities. These are only a limit to the game skills you can use. If you do not purchase a high Water, which represents your mobility, it in no way decreases your chance to actually jump out of the way of an attack, but it does limit how many game skills you could use before that resource was exhausted. The five attributes are Air, Earth, Fire, Water, and Void.

◊   Air represents your mind and cognizance.

◊   Earth represents your physique and stamina.

◊   Fire represents the strength of your passion.

◊ Water represents your mobility.

◊ Void is your ability to focus your inner resources.

Each attribute begins at 2. You may raise any attribute by spending character points. You will exhaust attribute points to use certain skills. Certain game effects can refresh exhausted attribute points, and these points are refreshed at the beginning of each event you attend.

Void is a unique attribute in that you can exhaust a Void point to refresh your Air, Earth, Fire, and Water. This makes Void the most important attribute for maintaining a high level of power over the course of an event. Using Void to refresh your attributes does not refresh your Vitality. Refreshing your attributes with Void takes 5 minutes of role playing. You cannot use game skills or leave the general area during this time. If this procedure is interrupted, the Void remains unspent, the attributes are not refreshed, and you must start again. Each character should have their own personal way of refreshing their attributes with Void. You might meditate, stretch, practice drills or maneuvers, pray or chant, or a variety of other activities. You might do a combination of these things.

Spending Void to use skills, use abilities, or cast spells does not take 5 minutes and does not refresh your other attributes. You can spend character points to raise Attributes. You must spend a number of character points equal to the new attribute value to raise it one point. If an attribute is 3, you can raise it to 4 by spending 4 character points. If an attribute is 4, it would cost 5 character points to raise it to 5 and another 6 character points to raise it by another point to 6.

Skills

The measure of your knowledge and training are defined by skills. To simulate various levels of skills, there are certain activities that the game does not allow you to attempt if you do not have the skill for it. If a skill exists for a certain type of activity or to manipulate a certain type of prop, then you may not attempt that action unless you have that skill or a specific ability that allows you to do so.

Skills are divided under headers. These headers represent basic training necessary to use the skills that fall under that header. Each header gives you the name of the skill set as a trait. A character with the "Warrior Skills" header would have the Warrior trait. You cannot purchase a skill under a header unless you have purchased the header first. Open skills are all the skills that do not have a header. Anyone may purchase open skills. You cannot purchase a skill or spell twice, even if you have access to that skill in multiple headers. The exceptions: Templar and Warlock spells are considered the "Weapon Delivered" version and are treated as separate spells from the "Packet Delivered" version of the other spell casting headers. Divine spells are considered separate spells from Arcane spells.

Some skills have additional requirements that must be met before the skill is purchased, and these are described in the description of the skill. Some skills can be purchased multiple times, with each additional purchase increasing the effectiveness of the skill. These skills are marked with an asterisk. You must pay the cost of the skill each time you purchase it. Some skills will limit the number of times you may purchase that skill. This limit will be in the description.

Once you have begun to play a character, you will accumulate more character points and may attempt to gain additional skills. You can purchase any skill from this book, but skills that are not listed in this book are called hidden skills. You cannot purchase hidden skills unless you have received training in that skill by someone who has already purchased the skill. If you are purchasing another level of a hidden skill you already know you still need a teacher and that teacher must have purchased the hidden skill a number of times no less than the level you are trying to obtain.

Using some skills will exhaust a one or more points from one of your attributes If you cannot exhaust these points because you do not have enough points left then you cannot use that skill. These points are removed temporarily from the attribute in question.

Certain skills are refreshed when you rest, and certain skills also require role playing as part of this resting process. You may stack resting to refresh multiple skills or effects, but you can only role play for one skill at a time. In addition, effects that prevent you from role playing or using game skills prevent you from refreshing those skills that require role playing. So you could role play fixing your armor while waiting for a Slow effect to wear off, but you could not use First Aid at the same time as you refresh your armor points. You could not reset your armor while Paralyzed since that effect prevents role play.

Information Skills

Some skills allow you to pursue answers to questions between events. These skills are called information skills. Each information skill has a number of in game sources that research the question and provide what answers they can. Your question is answered from their perspective and in the best manner they can pursue it. In order to use an information skill you must maintain a good relation with these sources. Using your sources you make a request for knowledge. You submit the question you are pursuing among your sources to the staff between events. The question must be appropriate for your sources and one that your sources could pursue. The best way to submit questions is to email the question as plain text in the body of the message to the staff. Give the staff at least two weeks before an event or your answer will likely be delayed. The use of some information skills costs money which is submitted at check in of the next event.

The description of the information skill will tell you if it requires this payment to use it.

You are not guaranteed an answer, and it may take more than one event to receive a response. Submitting a question that is not appropriate for your sources dramatically reduces your chance to get an answer that is meaningful.

If you submit a new question before you get an answer, then the old question will be forgotten and the sources will begin to instead pursue the new question. Asking certain questions to inappropriate sources might cause trouble for you. Your answer will come in one of three ways; you might get a written response between events, you might get a verbal or written response at the opening of an event before it starts, or a contact might come to find you in game to deliver some piece of knowledge related to your question. If you are seeking answers to difficult or obscure questions you may have to use the skill more than once to pursue the answers.

Weapon Construction

Choose Your Weapon

First, determine the type of weapon you wish to create, and read below for length and construction requirements. Two handed weapons are marked with a "*" in the length table. Each type requires its own skill, but anyone can use small weapons under 24" in length.

Blades:

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross-guard or hand-guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Type	Minimum Length	Maximum Length
Dagger	18"	24"
Short Sword	25"	36"
Long Sword	37"	46"
* Great Sword	50"	64"

Axes:

These weapons represent hatchets and all types of axes. An axe requires padding which covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 8" in length, which extends at least 4" from the shaft, and looks like an axe blade.

Weapon Type	Minimum Length	Maximum Length
Hatchet	18"	24"
Short Axe	25"	36"
Long Axe	37"	46"
* Great Axe	50"	64"

Hammers:

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer requires padding that covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 6" long which extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

Weapon Type	Minimum Length	Maximum Length
Blackjack	18"	24"
Short Hammer	25"	36"
Long Hammer	37"	46"
* Maul	50"	64"

Staves:

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 of the entire length. The middle section of the staff must also be padded, though you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces. Because both ends of the staff are striking surfaces, the middle of the staff must be made from aluminum, and each end must be made from PVC or CPVC. The staff must have a thrusting tip on both ends.

Weapon Type	Minimum Length	Maximum Length
* Staff	48"	64"

Spears:

The spear is the only long weapon that may be used one-handed. A spear can only be used to stab an opponent - it cannot be used to slash or swing. A spear must have padding that covers the striking end at least 1/2 of its entire length. You cannot fight with a spear and another weapon if that weapon is longer than 36".

Weapon Type	Minimum Length	Maximum Length
* Spear	48"	64"

Polearms:

This category encompasses all types of longer pole weapons. Polearms have the advantage of reach. A polearm must have padding which covers the striking end to at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open-cell foam which extends at least 1" from the shaft or another layer of pipe foam cut in half.

Weapon Type	Minimum Length	Maximum Length
* Polearm	60"	72"

Clubs:

Clubs represent weapons made entirely from wood. A club must have padding which covers at least 1/2 of its entire length. The striking surface must be at least 6" long - this may be either open-cell foam which extends at least 1" from the shaft, or an additional layer of pipe foam.

Weapon Type	Minimum Length	Maximum Length
Blackjack	18"	24"
Short Club	25"	36"
Long Club	37"	46"
* Great Club	50"	64"

Claws:

These weapons represent some kind of natural weaponry. A claw must have padding which covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip. If you are able to use claws, you may use one short claw and one

long claw. Claws are not affected by Fumble effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Type	Minimum Length	Maximum Length
Short Claw	25"	36"
Long Claw	37"	42"

Thrown Weapons:

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if game staff deems them to be safe. Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

Weapon Type	Minimum Length	Maximum Length
Dart	2"	12"
Dagger	4"	12"
Javelin	8"	36"

Bows:

These weapons use thrown projectiles and a prop for the bow made from padded PVC. The "arrows" should be standard spell packets (see below for packet construction rules), with 3 or 4 ribbons attached as streamers - the colors of the ribbons represents your fletching. You must draw the arrow prop, touch it to the bow, and draw it back to your ear. You may then throw it to represent the arrow.

Weapon Type	Minimum Length	Maximum Length
Bow	36"	48"
Arrow	2" + 8"	2" + 8"

Crossbows:

These weapons use thrown projectiles and a prop for the crossbow made from padded PVC. The "arrows" should be standard spell packets (see below for packet construction rules), with 3 or 4 ribbons attached as streamers - the colors of the ribbons represents your fletching. You must draw the arrow prop, touch it to the crossbow, and draw it back to your ear. You may then throw it to represent the arrow. The crossbow must have a length between 18" and 36", and a bow width between 18" and 24". We also allow NERF

type crossbows if they meet the size requirements and the crossbow and bolts are painted so they are not brightly colored.

Weapon Type	Minimum Length	Maximum Length
Crossbow	18" x 18"	36" x 24"
Arrow	2" + 8"	2" + 8"

Create the Core

Next, you must create the weapon core (for thrown weapons you skip this step).

Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be 4" shorter than the overall length of the finished weapon. Each end must be capped with a coin or strapping tape, so there is no hole at the end (this is to prevent the cut end of the core from slicing through the foam padding). Each pipe insulation overlap will need to be 1" in length, and the foam thrusting tips must be 2" in length.

The permissable core materials are described below:

3/4" PVC:

This common core may be used for one-handed weapons, and must used with aluminum to make two-handed weapons. Look for Schedule 20 PVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by applying either very hot water, or softening it with the heat of a stove or gas burner (be careful).

1/2" PVC:

This core is too "whippy" to use for longer weapons, howeverm, weapons up to 36" long may be safe with a 1/2" core. This material is not permitted for any other type of weapon.

3/4" CPVC:

This core may be used for one-handed weapons, and must used with aluminum to make two-handed weapons. Look for Schedule 20 CPVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by applying very hot water, or softening with the heat of a stove or gas burner (be careful). CPVC has more "whip" than PVC, but it may be used for weapons up to 42" in length. Some types of CPVC might theoretically be stiff enough for slightly longer weapons, but you must be aware of the level of "whip" closely, or the weapon will fail inspection.

Aluminum:

This material has no give whatsoever, so it cannot be used for one-handed weapons. The purpose of aluminum is to give two-handed weapons more stability, and less "whip". Two-handed weapons should use a combination of 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be chosen so the CPVC fits snugly into the aluminum. They should overlap by approximately three inches, and be secured together with a strong adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam. We would suggest a combination of both the adhesive and a small amount of strapping tape, for extra security. Suggested lengths for long weapons are as follows:

- 72" weapons should have 48" of aluminum and 23" of PVC: with 3" of overlap, this results in a core that is a total of 68" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.

- Since 64" weapons are a little shorter, you can use slightly more PVC. Use 36" of aluminum and 27" of PVC: with 3" of overlap, this results in a core that is a total of 60" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.

- Two-handed weapons of different lengths should use similar ratios to those listed above so they are not too "whippy", but have give at the striking surface.

- Staves should have aluminum in the middle of the weapon, with PVC on either side (where the striking sufraces will be). You must cut the cores a full 6" shorter to give room for 1" of overlap and 2" of thrusting tip on both sides. The staff should use the ratio of half its length as aluminum in the middle, and one fourth as PVC on each side.

.505 Ultralight:

The core this refers to is actually called "spiral-wound fiberglass tubing". Intended to be used as a kite pole, the core is light, durable, and has an acceptable amount of give. One-handed weapons use the .505 diameter pole which sells for under $10.00. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

.610 Ultralight:

This core can be used for one-handed weapons and is used with aluminum to make two-handed weapons (in combination with the Schedule 20 CPVC pipe with a thin wall). This core is a thicker version of the .505 spiral wound fiberglass tubing. Note that it is almost twice as expensive as .505, but is needed if you intend to make ultralight two handed weapons. Ultralight two handed weapons will require extra padding down one side of the blade, consisting of either 1" of open-cell foam or an extra layer of 5/8" pipe foam. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

Because ultralight weapons are so light, we are especially careful to ensure that those using these weapons roleplay their swings properly. Though we allow the use of these cores, this is considered a privilege and players who perpetually swing from the wrist and machine gun will lose this privilege. Roleplay your swings.

Pad the Striking Area

Now, add the padding to the striking surface of the weapon.

Padding should be 5/8" pipe insulation. The green Climatube 80 pipe insulation works fine, but some people have found insulation that fits over the ultralight cores without needing to be cut. Pipe foam varies wildly in consistency, so make sure the foam you are buying is really 5/8" thickness. The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core, or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we will permit a wedge to be removed from the pipe foam so long as the diameter of the weapon is no less than 1 3/4". We reserve the right to restrict such weapons if this proves to be problematic.

The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

Once the basic padding is added, you may add extra padding to two-handed weapons using either another layer of pipe insulation (cut in half to fit over the foam) or a narrow strip of open-cell foam. Weapon heads must also be made from open-cell foam. Attach the extra padding with strapping tape to secure it for the final layer of duct or kite tape.

It is suggested that two-handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin-walled pipe insulation to protect against accidental contact with the grip. This is not required unless a player is reported to hit opponents frequently with the grip of the weapon.

Add Cross-Guards

Cross-guards and hand-guards may be added to blades using pipe insulation or similar materials. All guards must have give, and be deemed safe by game staff. We discourage cross-guards on other types of weapons, but if the player can show us an example of a medieval weapon with a similar feature we might consider it if the cross-guard is deemed safe. Other weapons may have a small hand guard if it only protects that hand.

Add the Pommel

If the weapon is a blade, it will need a pommel. The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

Add a Thrusting Tip

The tip of the striking surface must have a thrusting tip. The tip should be constucted of 2" of open-cell foam (longer thrusting tips tend to bend).

- Cut the foam to size to cover the tip of the pipe insulation.

- Use duct tape or kite tape to secure and cover the tip: place a length of tape over the tip so that the center of the tape covers the end of the tip and extends down both sides, attaching the tip to the weapon. (If the tip is round, use a razor to cut the corners so the tape conforms to the tip.)

- Add a second piece of tape in the same manner, so it goes across the end and down the other two exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip.

- Finally, poke many tiny holes all over the tip, so that air can escape and the tip can contract and expand freely.

- If the weapon uses other open-cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage before taping over the foam.

Cover with Tape

You may now cover the entire weapon with duct tape. Kite tape is also allowed. The tape should run down the length of the weapon, and overlap slightly so that no foam is exposed. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, lighter tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Bright colors are not allowed as the primary color of the weapon, though decorations are allowed.

Packets

Packets are small bean bags which are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds - packets with any other material inside will not be allowed. A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with strapping tape. You may also sew a packet shut. Sealing the packet with rubber bands or other types of tape will be allowed on a case by case basis, and the packet should have give in any case.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

Appendix i: Headers and Skills

Header	Skill	CP	Effect	Atr.
Academic **3 CP**	Craft Chemical	3/L	3 tiered production skill. Allows creation of compounds/poisons.	-
	Rationalize	4	RP 5 Minutes to "Refresh 1 Sanity to Self."	A
	Read/Speak Language	2 per	Allows user to read strange texts and speak with odd creatures.	-
	Research	1/L	2 tier information skill. Spend money and ask 1 or 2 questions between events.	-
	Study	2	Spend 10 minutes studying , learn things about examined objects.	-
	Use Artifact	2	You may expend the relevant attribute cost to activate an artifact.	Sp.
	Well Read	3 per	Spend a point in place of an attribute point when using Tomes. Max of 5.	-
Aeronaut **3 CP**	Airlegs	1	You may Resist a Slam effect.	W
	Brass Goggles	2	You may Reduce a Stun effect to a Lesser Stun effect.	E
	Dodgy	3	You may Avoid a firearm attack (pistol or rifle only). This skill has no effect against other ranged attacks.	AA
	Harpoon	2	Fire a Longarm and call "Root"	E
	Longarm Training	3	Prereq: Pistol Training. Allows use of rifles/shotguns. Standard longarm attacks cost F and deal 6 damage. Must use two hands to wield a longarm.	-
	No Quarter	3	You may choose to call 1 Damage when attacking with a melee weapon.	-
	Patch Job	3	RP 1 Minute to touch cast repair to 1 armor, or act as first aid to automata.	-
	Powder Monkey	1	You may touch cast for "Refresh 1 Marksmanship."	F
	Thousand Yard Stare	2	Resist a Fear effect.	E
Bladesman **5 CP**	Cold Dead Fingers	2	Call 'Resist' to a Disarm effect	E
	Disarm	3	Call 'Disarm' and strike an opponent's weapon or arm.	W
	Dueling Steels	4	Prereq: Main Gauche. You may dual wield 1 handed blade/1 short weapon	-
	Main Gauche	2	You may dual wield 1 handed blade/1 small weapon.	-
	Parry	3	Call 'Parry' to a melee attack that hits you (e.g., called damage).	W
	Riposte	4	Call 'Parry' to a melee attack that hits you, then strike for X damage against that opponent, where X is equal to your maximum Void.	FF
	Slice	3	Strike an opponent's limb and call 'Maim.'	E
	Squirrely	3	Call 'Avoid' to a melee attack that hits you.	AA
	Stop Thrust	4	Deal 3 damage with your next one-handed blade attack.	E
Bodyguard **5 CP**	Crowd Control	2	Swing a weapon in an arc and call 'Disengage.'	W
	Duty Calls	2	After 3 seconds of roleplaying Purge a Root or Maim effect.	E
	Intimidation	2	Meet someone's gaze for 3 seconds and call 'By My Gaze, Repel by Fear.'	F
	Make Way	3	Strike with a Melee Weapon and call 'Slam by Strength.'	WW
	Meat Shield	3	Usable once per Reset. Lose 1 point of Vitality. This point cannot be healed	E

			until after your next Reset. Use a packet to touch another character (not yourself) and say "Grant defense by Bodyguard, Avoid." A target character may only benefit from this ability once per Reset.	
	Second Wind	3	If you are unstable you may "Heal 2 Vitality to Self."	A
	Thousand Yard Stare	2	Resist a Fear effect.	E
	Tough as Nails	2	Resist an Agony effect.	E
Doctor 3 CP	Anatomical Knowledge	2	Deal an Agony by Pain effect with your next small or short weapon strike.	F
	Diagnosis	1	Roleplay 5 seconds, touch cast "Diagnose X by Medicine," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
	Field Medic 1-2	1	Prereq: First Aid. Reduce the time to perform first aid by 15 seconds per rank.	-
	It's Only Dislocated	1	Touch cast "Cure Maim and Agony by Medicine" as you pop the joint back into place.	A
	Pharmacology 1-3	3/L	3 tier production skill that allows production of medicines and drugs.	-
	Surgery	2	With a doctor's bag prop the character may perform surgery on patients. Performing surgery freezes a patients "bleed out" count down. You may call "Heals 1 by Medicine" to the patient per minute of surgical roleplaying. Any actions by the patient or doctor during surgery will reset the count.	-
	Surgical Precision	3	Perform a melee strike and call Maim by Pain or Weakness by Pain.	W
Everyone 0 CP	First Aid	1	1 Minute Roleplay to touch cast "Cure Maim by Medicine" or "Stabilize by Medicine".	-
	Marksmanship	1	Spend a point of marksmanship instead of F to use a firearm. Max 5 points.	-
	One Hand Weapon	1	You may wield a one-handed weapon such as a sword or club.	-
	Pistol Training	3	You may wield a pistol. Pistol attacks cost F and deal 4 points of damage.	F
	Small Weapon Use	-	You may wield a small weapon.	-
Faithful 2 CP	Beacon	2	Gesture in an arc and call "Disengage by Faith"	F
	Belief	1	Resist a Fear effect.	W
	Devotions	3	Roleplay 5 minutes of praying. Until your next reset, cast Faith spells with no incant.	-
	Faith	5	Grants access to the Faith branch of miracles.	-
	Piety	3 per	Spend a point of Piety instead of an attribute when casting a Faith spell. Max 2	-
	Preach	2	RP preaching for at least 1 minute and call "By my Voice, Imbue Blessed." Until you move, you may touch cast for "Grant Defense to Blessed: Resist Fear by Faith, and Cure Blessed."	AF
	Purpose	2	Purge a Paralyze effect.	EE
	Unswerving	2	Resist a Horror effect.	A

		Aim	3	Kneel and roleplay aiming at a single target for 10 seconds. You may then make a longarm attack against that target at +2 damage. Normal attribute costs of the longarm attack apply.	-
Hunter 4 CP		Bolos	2	Call "Imbue to Self by Hunter." You may throw two thrown weapons, each for a Root effect. This skill does not let you wield standard throwing weapons per se—you may only throw the two root-effect thrown weapons.	E
		Crack shot	3	You may make a longarm attack and call "Maim."	A
		Indomitable Spirit	2	You may Resist a Drain effect.	WW
		Longarm Training	3	Prerequisite: Pistol Use. Allows the use of rifles and shotguns. Standard longarm attacks cost F and deal 6 damage. Players must use two hands to wield a longarm.	-
		Shadow	1	Between sessions, ask a question about a person you could follow.	-
		Slug	4	Make a longarm attack and call "X Damage and Slam," where X is your standard longarm damage.	WW
		Tempered Round	4	Make a longarm attack and call "Waste 5 Vitality."	FF
		Tracking	2	Allows you to follow tracks.	-
Investigator 3 CP		Diagnosis	1	Roleplay 5 seconds, touch cast "Diagnose X by Medicine," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	-
		Grit	2	While bleeding out you may "Stabilize Self." You must still recover from unconsciousness normally.	E
		Grounded	2	Resist a Fear or Horror effect.	E
		Investigate	1	Ask a barkeep a question during a session. Costs and results may vary.	-
		Practical Knowledge	1 per	You may have some knowledge in Alchemy, Chemistry, or Device Construction at the cost of 1 CP per. You may read and understand relevant documents and items as though you had 1 rank in the relevant skill. This skill does NOT allow you to craft items.	-
		Rationalize	4	RP 5 Minutes to "Refresh 1 Sanity to Self."	A
		Shadow	1	Between sessions, ask a question about a person you could follow.	-
		Tracking	2	You may follow and learn much from tracks.	-
Mage 4 CP		Alchemy 1-3	3/L	3 tier production skill that allows the creation of alchemical items	-
		Arcane Resonance	4	Grants Access to Arcane Resonance spell school.	-
		Feedback	2 per	You may waste 1 vitality and use a point of Feedback in place of a point of an attribute when casting a Resonance spell. Max 3 points.	-
		Resonant Soul	3 per	You may use a point of Resonant Soul in place of a point of an attribute when casting a Resonance spell. Max 2 points.	-
		Staff	3	Allows use of a staff (you must use two hands to wield it). You may use one hand to block with a staff while casting Resonance spells with the other.	-

Mechanic **4 CP**	Device Construction 1-3	3/L	3 tier production skill that allows the creation of devices and weapons	-
	Jury Rig	2	RP 1 minute to grant a non-one-use Destroyed device 1 more use (then it is Destroyed again.). Bring "Jury Rigged" tags for this purpose.	-
	Periodically Detonated	1	You may Resist an Explosion effect.	E
	Percussive Maintenance	2	Gently but theatrically strike a Destroyed device or firearm and call "Repair Device" or "Repair Firearm"	F
	Repair	3	With a tool kit a) spend 1 minute roleplaying to Cure a steamborg or automaton maim or Heal 1 to an automaton or freeze an automaton Bleed Out and stabilize at 1 minute or b) at forge repair armor /5 minutes	-
	Sabotage	2	Strike target's limb with melee weapon and call "Destroy Device"	F
	Simple Diagnostic	1	Roleplay 5 seconds, touch cast "Diagnose X to Automata," where X is an effect, trait, or damage. If the target responds they must do so by truthfully answering Yes or No. Only the following traits may diagnosed Metabolic Traits (Aging, Air, Cold, Disease, Poison, Radiation, and Sleep), Physical Traits (Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind), Racial Traits (Human, Dhampir, Resurrected, Thek, Royal, Pariah, Myrmidon, Dorr, Domestic, Feral, and Halfbreed), and Stable, Damaged, Unstable, Unconscious, Dead.	
	Tinker	2	With funds and parts, attempt to invent between sessions.	-
Scofflaw **4 CP**	Arm/Disarm Trap	3	You may try to arm or disarm traps. Traps must be purchased in-game.	-
	Backstab	2	Strike an opponent from behind with a melee weapon and call "5 Damage."	W
	Black Marketeer	2	You have access to the black market and may obtain questionable materials.	-
	Dirty Tricks	2	You may attack an opponent with a melee or thrown weapon and call Agony.	A
	Knife in a Gun Fight	2	Prereq: Thrown Weapon. You may throw a non-grenade thrown weapon for 3 Damage.	W
	Kosh	2	You may strike an opponent from behind with a melee weapon and call Stun.	W
	Parliament of Rooks	2	Being "connected," you will receive a variety of rumors from shady sources. You may also spend time and money to ask a question between sessions	-
	Pick Lock	2/L	3 tier skill. With 1 minute of roleplaying and a prop, you may pick a lock with a level equal to or lower than your Pick Lock skill.	-
	Poison Use	3	You may use poisons on weapons or in consumables.	-
	Shadow's Luck	3	Resist a module specific effect.	AA
	Thrown Weapon	2	You may carry and wield up to 5 non-grenade thrown weapons.	-
Soldier **5 CP**	Both Barrels	2	Attack with a longarm and call "Double X Damage," where X is the normal damage for the weapon.	WW
	Called Shot	3	Strike with a melee weapon and call 5 Damage.	EE
	Cold Dead Fingers	2	Resist a Disarm effect.	E
	Duck and Cover	4	When hit with a non-magical ranged attack you may call Avoid.	AA
	Grenade Training 1-3	1 per	Allows the use of grenades. You may carry up to 1 per rank at a time.	-
	Longarm Training	3	Prereq: Pistol Training. Allows use of rifles/shotguns. Standard longarm attacks cost F and deal 6 damage. Must use two hands to wield a longarm.	-
	Rock Salt Shell	2	Attack with a firearm and call Agony.	F

		Thousand Yard Stare	2	Resist a Fear effect.	E
Warlock 4 CP		Blood Rites	5	Perform a 5 minute ritual and cast a Dark Truth. The ritual should involve spooky chanting and various somatic components (cannot be performed while bound), and does not count as Resting. Reduce the attribute cost of the Dark Truth by 1, to a minimum of 1. You may be under the effects of only 1 Blood Rite at a time.	-
		Craft Talisman	2/L	3 tier skill that allows the creation of magical talismans with various effects.	-
		Dark Truths	3	You have access to the Dark Truths. You need only purchase this skill once, though you may learn many Dark Truths.	-
		Eldritch Power	3 per	You may expend a point of Eldritch Power in place of an attribute point when casting a spell (Dark Truths only). Max 5 points.	-
		Method to the Madness	3	Resist a Fear or Horror effect	E
		Use Artifact	2	You may pay the relevant cost to activate an artifact.	Sp.

Appendix ii: Spells, Miracles, and Dark Truths

A NOTE ON THE COST OF DARK TRUTHS: The *spell school* Dark Truths costs 3CP. Each of the Dark Truths you learn—the individual spells—do not cost any CP, but you do lose a Sanity for each. For example, if Pembroke has 10 CP and 3 Sanity, and decides to learn Dark Truths and then Wicked Barbs and Wail of Oblivion, Pembroke ends up with 7 CP and 1 Sanity. Characters *cannot* have a maximum Sanity of less than 1—at that point they are thoroughly and likely irretrievably insane.

DARK TRUTHS AND WEAKNESS: Any Dark Truth that uses the Imbue mechanic grants the Weakness effect to the user until the Imbue is used up or expires. For example: Wicked Barbs Imbues the user with the ability to throw 5 packets for "2 Damage and Slow by Eldritch." The user will be under a weakness effect until either the user resets or the user throws all 5 packets.

Skill Set	Skill	CP	Effect	Atr.
Arcane Resonance	Arcane Confusion	4	Throw a packet for "Lesser Paralyze by Resonance"	FF
	Eye of Fury	3	Make a mystic sign, point at target for "By my Gaze, Frenzy by Resonance"	AAA
	Resonant Shield	3	Call "Imbue to Self by Resonance." You must call "Shield by Resonance" to the next packet or weapon-based attack that hits you. NOTE: Does not block bullets. Resettable with 1m of rest. Expires at Reset.	EW
	Spectral Chains	3	Throw a packet for "Paralyze by Resonance"	EEE
	Spectral Leash	2	Throw a packet for "Root by Resonance"	E
	Spectral Strike	3	Throw a packet for "5 Damage by Resonance."	W
	Resonant Blast 1-2	2/L	Throw a packet for "Double X Damage by Resonance", where X equals rank + 1	F
	Resonant Armor 1-2	2/L	Touch cast "Grant X Protection by Resonance", where X equals rank	W
Dark Truths *Please Read Notes Above*	Blistering Spheres	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 3 packets for "Agony by Horror." Expires at Reset.	FF
	The Shriveling	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 3 packets for "Maim by Fear." Expires at Reset.	EE
	The Sign of the King	*	Make a non-Euclidean gesture that ends with you pointing at a target and call "By my Gesture, Paralyze by Fear."	EW
	Wail of Oblivion	*	Call "By my Voice, Slam by Fear." This does not affect you.	AA
	Wicked Barbs	*	Call "Imbue to self by Eldritch." You suffer Weakness and may throw 5 packets for "2 Damage and Slow by Horror." Expires at Reset.	WW
	Withering Gaze	*	Call "Imbue to self by Eldritch." You suffer Weakness. Twice you may use "By my Gaze, Agony by Horror." Expires at Reset.	FF

Faith	Blaze of Glory	2	Waste 1 Vitality to Self. You may strike with a melee weapon for "2 Damage by Faith and Fire" 3 times.	F
	Miraculous Healing	1	You may throw a packet or touch cast for "Heal 2 by Faith."	W
	Respite	2	Call "Imbue to Self by Faith." You may throw 3 packets for "Lesser Repel by Faith." Expires at Reset.	FF
	Sanctify	2	Touch cast "Grant Melee Attack by Faith, 3 Damage by Faith"	A
	Stigmatic Cures	3	Touch cast "Cure X Effect, X Effect to Self." E.g., "Cure Drain, Drain to Self."	E
	Stigmatic Ministrations	1	Touch cast for "Waste X Vitality to Self, Heal X by Faith," where X cannot be greater than your current Vitality.	E

Appendix iii: Inspirational Materials

Books:

Anything by H. P. Lovercraft

Anything by Jay Lake

Anything by China Mieville, especially *The Scar* and *Iron Council*

Shadows Over Baker Street edited by Michael Reaves and John Pelan

Dead Man's Hand by Nancy Collins

Role Playing Games:

Unhallowed Metropolis, Eos Press

World of Darkness, White Wolf (Particularly *Promethean*)

Call of Cthulhu, Chaosium/Wizards of the Coast

Videogames:

Bioshock

American McGee's Alice

Silent Hill (the first one)

Movies:

City of Lost Children

Comics:

The League of Extraordinary Gentlemen

Hellboy

Music:

The Donnie Darko soundtrack

Most anything by NiN, particularly "Capital G."

Most anything by Abney Park, esp "The Secret Life of Dr. Calgori" and "Airhsip Pirates"

Rob Zombie, "Death of it All," "Ride," and "Living Dead Girl"

Morcheeba, "Hemphasis"

The Knife, "Marble House"