

Chapter one, the Core's Crusade

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THE SYSTEM

First of all, we would like to thank the creators of three games: Vampire, Earthdawn and Deadlands, both for the way they inspired our own system and for the sheer enjoyment we had playing their games. A nostalgic mention to Dungeons and Dragons and Shadowrun, who brought us the wonders of RPGs, and to which, in the very beginning, we owe much for all the hours we spent in their reality.

In some places you will see the word "optional" being used before a rule. For these rules remain as essential as all the other rules. We marked them that way because the degree of realism they imply may not suit everybody. In any case and like in any RPG, feel free to use, change, discard and do whatever you like with any of these rules, you are in control of them now.

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Ground rules

The roll

All rolls are made up of the combination of one attribute and one skill (or power), plus certain bonuses, against a certain difficulty. Unless otherwise noted, the best die score, plus the bonuses, will be your roll result.

Basic Summary

Roll: Attribute (Type of die) + Skill (Number of dice) + Mastery (of Attribute & perhaps Gift).

Roll result: The best die result only, open die.

Difficulty: Preset, AJ or Resisted. Determines the score needed to succeed.

Success: One each time the roll result is five points over the difficulty, cumulative.

Detailing the roll

Attribute: The attribute sets the type of die to be used for the roll (ex: D8).

Skill, knowledge or power: This sets the number of dice to be used in the roll. (Ex: 3D).

Masteries: They represent “static” modifiers and are directly added to the roll (ex: +2). There are two kinds of masteries: mastery related to an attribute and mastery related to a power. When one summons a power, he combines the masteries of both attribute and power (ex: +2 and +3 would mean + 5 to the roll). Some masteries may be negative, representing a lack of something. Mastery can also help to prevent botches: a - 2 botch could be prevented with a + 4 mastery because the final result would be 2.

For the example above, with a +2 mastery, the roll would read like this: 3D8 + 2

Cumulative dice: If at any time you have to cumulate more than one die for your success, it would read like this: 3(2) D8 + 2 (it could be 3(3) D8 + 2), meaning you would add two dices together for your roll result. The “+ 2” applies to the final result only, not to each cumulated die.

Open die: Marked with a big “D” when active (which is most of the time), the open die allow for greater, often incredible results, representing an excellent opportunity, heroic feat or the benefits of great luck. Rolls represented by a small “d” are closed, and do not use the open die rule. Whenever you get the highest score possible on a die, prior to adding or removing anything, you get to roll that die a second time and add the two scores. If you roll the maximum again, keep rolling and adding the scores until you roll under the maximum.

Let's say you roll 3D8 (three eight sided dice) and you hit an 8 on one of them, you roll the die again and add the new result. If the result is 5, you get 8 + 5 = 13. If the result is 8 again, you roll again and keep on adding the result to your total score - as long as you get the maximum (8 on a eight sided die, 10 on a ten sided die and so on) on that die, you keep on rolling and adding to the score. If you happen to roll 8, 8, 8 and 3, you would get 35 as your roll result, which is the kind of incredible, heroic results mentioned above.

Note: the open die rule also applies downward for botches, meaning you can get - x as a botch result (botching, p.26)

Difficulty: Difficulty numbers (Dn) are preset (fixed numbers), determined by the AJ (difficulty numbers adapted to the situation) or resisted (where someone else's will or body can actively resist the effect). Fixed numbers are given in this book (like many powers for Gifts), representing one's own chance when attempting an action. The AJ can also determine the difficulty (when you attempt to do something a skill roll is often needed). This is called a “blind roll” because the Dn won't be given, which represents the inherent lack of evaluation when facing the unknown. Finally, resisted rolls are the most thrilling ones because they always depend on both your roll and the opponent's (or “resistant”) roll (almost all combat related rolls are resisted rolls).

Difficulty numbers (Dn)

Here is a scale of difficulty associated with some of the problems the usual folks will have to deal with.

Common difficulties

These are some examples of the difficulties that you'll find on a common scale, the ones where non-specialists and non-Echo dwell.

- 4: **Banal tasks:** Requires some degree of attention, little competence and soon becomes automatic. Repetitive, factory jobs for minimalist folks.
- 6: **Normal tasks:** Clerk jobs, information kiosks, miners with some responsibilities, etc. These tasks include specific knowledge with a lot of repetition: these tasks become easier as the basics are mastered.
- 8: **Difficult tasks:** A merchant trying to evaluate his new merchandise, a miner stuck in front of an unexpectedly solid wall, a Judge carefully reading the notice he has just received to make sure no subtlety escapes his glance. These tasks always require either personal initiative, or advanced knowledge in a particular field. When they're not the result of such events, they simply represent difficult tasks, like bending a metal bar, solving a complex riddle, etc.
- 10: **Very difficult tasks:** Either a specialist or someone with a lot of wits and initiative will get over these tasks, capable of intuitively dealing with surprising situations. If the difficulty is natural (riddle, math problem, etc.) these tasks start to become very complex, difficult for normal minds and incomprehensible for the common people. Engineers, lawyers and such characters are all susceptible to encounter this level of difficulty once in a while such as, a complex lawsuit or physics problem (i.e. trying to make an engine fit in its chassis). These difficulties do not represent unimaginable or impossible tasks, but rather exceptions to the rule and unusual yet solvable situations.

Uncommon difficulties

This is mostly for specialists and Echoes, both new and intermediate. Most individuals can't even access these possibilities (mechanically, since they start at 12) without the open die or/and some masteries. Although this level of difficulty is a challenge for common folks, and may even be difficult (initially) for specialized people, it often becomes the norm once you get used to the game (possess many masteries I the related attribute).

- 12: **The day-to-day difficulties** for the scientists, for the Echoes trying to solve the flaws in their new patterns, for the psychologist trying to figure out what the person in front of him is really thinking. Often, when the Echoes come to this point, they need a while to adjust and find out that, however easily they dealt with situations before, these new problems are better matched to their strengths and require additional efforts.
- 15: **This degree of difficulty** entails a degree of risk, and is only usually achieved by individuals of exceptional skill in a particular domains, or Echoes of some experience. Taming some very dangerous creature, understanding the equations of complex biochemical schemas (and so on) are possible domains in which the Dn "15" will rule.

18: Success at this step is almost exceptional: the requirements are almost always as complex as the situation itself (since without the open die, it will usually be impossible to succeed). One trying to “beat” this Dn must put everything he has into it, finding ways of adding positive modifiers to his roll. At this level, new discoveries of some importance can be found: scientists working on long term projects will sometimes have to face such difficulties during the crucial periods of the creative process.

21: Often, these difficulties appear like the Safe in front of a Mind that must get through it... perhaps the intended action of a character was even tougher than he imagined at first, perhaps new elements arose, adding some weight to the situation. As we use it, this Dn represents the unexpected within the unknown...

Rare difficulties

24: Since even someone exceptional (D12) with maximum mastery (+ 6) won't even get close to achieving this, you can easily picture the kind of monstrous folks who deal with such difficulties. For now, raise to this level anything that you see fit: that is something which is almost impossible for someone normal, hardly dreamed off for someone tough, scarcely possible for someone really potent and perhaps, with a lot of luck, possible for someone really exceptional. These difficulties can be applied to things like: “Through my chemistry talents I'm trying to create a potion which will then allow my body to absorb twice the normal amount of Eflow for a certain period of time.” Then again, someone can dream...

27, 30 and 35... this goes as far as you want it to – unless it is plain impossible.

Successes

Your roll succeeds as soon as you equal or surpass the Dn. If your roll result is under the difficulty number, your attempt fails. Every time you roll five points or more over the difficulty, you accumulate one more success. For example, against a Dn of 7, you'd get two successes at 12, three at 17 and so on. There's no limit on the number of successes you can get on a roll. Successes are used to give an approximation of how good the attempt was at the task in question. A scale could look like this:

1 success:	Normal achievement
2 successes:	Good achievement
3 successes:	Excellent achievement
4 successes:	Exceptional achievement
5 successes:	Outstanding, amazing
6 successes:	It never ends

Sometimes it won't be possible or necessary to apply successes, although whenever you need it, additional successes will help to give a much clearer interpretation of what is going on. Other uses for successes are related to powers (Gif & Powers, p.202).

Joshua wishes to make an Observation roll to detect something he saw moving behind the dense foliage twenty yards in front of him. As his gaze slowly sweeps from left to right, scanning for some hidden detail that would give away the presence of an enemy, he makes his roll against a difficulty of 9 and gets a huge 21 on his roll (he had 4D10 + 4 and got an open dice as he rolled a 10). Since he got 3 successes (9 = 1 success, 14 = 2, 19 = 3 successes), the AJ decides that he notes three things, one per success. Fairly, if Joshua had achieved only one success he would have only given out one detail.

Automatic successes

When your Attribute mastery + skill rank exceeds the difficulty, you get an automatic success on your roll. The roll then becomes optional but it counts for additional successes (one success on your roll will mean you get two successes). And finally, if you ever come to exceed the difficulty by five points or more by combining both masteries and skill levels, you get an additional success.

Skill rolls nuances

Some skill rolls diverge from the conventional and are noted here. If none of them fit your situation, then improvise! (It's good for the brain).

Required skill: If you don't possess the skill required for the roll, use a single die of the type required by the attribute and subtract 4 from the result.

No required skill: If there isn't any required skill or knowledge ("noticing" something with your senses is something basic which you don't necessarily have to master to use properly, although the Observation skill will help a lot), roll only one die without any penalties.

Comparable/compatible: If the character does not have the proper skill or knowledge but has a comparable or similar skill or knowledge (for example, when one doesn't have the melee weapon skill but has the 2h melee weapon skill) use half the number of dice required by the character's skill or knowledge. One thing's for certain, the AJ decides what goes and what doesn't with this rule.

Multiple attribute requirements: If more than one attribute is required for a specific roll (which happens once in a while with Social skills), add every required Attribute score, then divide it by the same number to get your "Circumstantial attribute" score and die type.

You want to tell a very subtle and sarcastic joke, but your AJ is unsure of which attribute to apply. You could ask to use your Expression (for fluidity), M.Agility (to organize your thoughts properly) and M.Quickness (for the speed of thought) all at once. For this roll you would have to add up all three attributes and then divide them by 3 (if the number is, for example, 17, well, you get a D10 type of die). So you're in court and you want to tell that joke of yours, you'd have to use your Etiquette for the number of dice to roll.

Botches

Botches work exactly like a dark mirror image of successes but still, here are the complete explanations. If you get a majority of 1s on your roll, you botch (ex: if you get 1, 1 and 10). Once you botch, you get to roll again for every "1" you got (in the example above, you would roll again yours two "1"s again. The calculation for this "Botch roll" is made downward (any result on a die is $-x$; i.e.: -5 , -7 , etc.). As usual, you keep only the lowest die and the open die rule still applies (so rolling three "10"s in a row would mean -30). In the opposite way as for successes, every five points under adds one more degree to your failure.

Thus, if you would get -15, you would have 4 failures: one at 0, a second one at -5 and so on, which would mean that your botch was "exceptional". Please treat it accordingly. Also, never forget to add the mastery after the roll: this can really help you, even reducing a botch to a normal failure: if you get -3 on your roll and have a +5 to your mastery, the result of the die is 2, so you're safe.

Extended rolls

Some rolls may require that you get more than one success and allow you to maintain a sustained effort (bending a bar). In that case, you would have to roll a strength test each round until you accumulate enough successes (maybe five). It wouldn't restart at zero each round you would fail to achieve the required number, though. You'd just have to keep on trying until you get those dirty five successes (note that these rolls often take a lot out of you, so you may end up exhausted before you succeed (endurance drain). In that case, you might have to start back from the beginning, but it all depends on the circumstances (the bar could be left alone for a while - it won't

straighten itself back... - while a wild beast you tried to tame in order to mount it might have forgotten all about your efforts an hour ago...).

System

Chapter 2

Resisted rolls

Resisted rolls are those in which there are no difficulties as such. Instead, you and your opponent, whatever it, he or she is, roll and compare results: the one with the highest result "wins" and, as usual, every five points over the opponent's roll gives the winner another success. The most common application for this is in a fight, where both the attacker and the defender roll against each other (but in that case there are no successes as such).

Teamwork

If a teamwork roll is attempted, check if the whole team can assist at the task at hand. Say a large door needs to be broken down. If all the characters fit (can actively help out in breaking down the door), add their scores together. If confronted to a smaller door, the entire group at once won't be able to help; you would then need to determine a primary roller and secondary rollers (assistants). The assistants' score would be divided in half. If a third assistant is needed, divide his score by three and so on...

For example: The group needs to break down a door 15-feet in width. There's enough room for all of

them to charge it. You would then add all of their scores together (the whole team has access to the door, so they're all primary rollers)

Another Example: The group is confronted with a smaller door (this one's only 5 feet wide). Since not all of them (lets imagine there's 6 of them) can help at once, only two attempt at breaking it down. After deciding who are the primary and the secondary roller are, add their scores accordingly.

(Primary Roller + (Secondary Roller / 2)) = x

Trying again

Failing at something implies – quite possibly – a lack of aptitude. To represent this, when in face of a problem, you get +1 to the difficulty for every try past the first (note that this is not applicable to extended rolls). This increase in difficulty doesn't mean the thing gets harder to achieve (although mathematically that looks exactly like it) but instead, it means that you are particularly helpless, for some reason or another... The maximum possible increase of difficulty is twice the basic difficulty (thus a Dn of 6 would max at 12).

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Physical rules

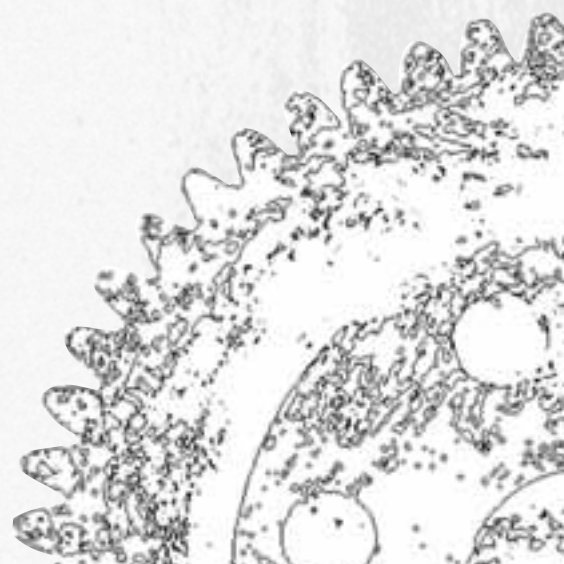
Endurance

Endurance, although a very secondary attribute, helps you find out how long the character can sustain a physically demanding challenge before collapsing. Your Toughness (Endurance) value is the number of minutes (six rounds) you can endure a "strenuous

activity". Since every physical activity demands a different degree of effort, a different "strain value" will be assigned to each of them, which you will then use to multiply or divide the length of time you can last at this task.

Endurance exemple task modifiers

Fighting	x 1
Climbing	x 10
Lifting at maximum capacity	/ 20
Carrying at half the maximum carrying capacity	x 15
Carrying at maximum capacity	x 10
Overloaded (more than maximum carrying capacity)	x 5
Painstaking (twice than maximum carrying capacity)	x 1
Hard work	x 10
Very strenuous work	x 5





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System

Chapter 2

COMBAT SYSTEM

The Combat pool (Cp)

The Combat pool represents the overall, practical ability of someone during a combat round, and thus mostly represents an individual's potency at combat (quantity of actions accomplished), his speed, efficiency and how he processes and uses his knowledge of combat. The Combat pool represents the total number of dice that you get to use within a round.

If you have 10 in your Combat pool, then you can use 10 dice within a round. Apart for damage and balance rolls, which are "Cp free", everything within a combat round costs Cps (which are Combat pool dice). Every die you take to make your melee attack is one less action die in your Combat pool. Powers, skills, movements, changes of heart, everything costs a fighter Cp dice. The ratio is 1 = 1, thus if you take 3 dice for your melee attack, 3 for your dodge, 3 for a shield maneuver and 1 for a combat move, it will take you all 10 Cp dice.

The Combat pool was designed to give fighters maximum versatility and freedom to use both their combat skills and tactics. After we tried it out (a lot) we also figured that the system was very realistic. For each combat round, you'll have to choose how you divide your Combat pool between all of your skills, powers and other casual details (swinging a two handed sword costs one CP, etc.). This will allow you to act and react differently over the course of actions, and differently against each enemy. As your Cp increases, you get more and more choice within a combat round, acquiring tactical suppleness and becoming less and less predictable. This adaptability, as you'll soon see, is essential to any warrior who wishes to become more than a sword swinger. An opponent with a Cp of 4 or 5 does not have many options, and a deep wound will reduce him to almost nothing (2 or 3), blowing away most of his chances at survival. As you'll soon see, combats are often violent, quick and deadly.

Combat skills

It may happen that even if you have 6 in a tactic, you won't be able to use all of it since you only have 4 in your Combat pool. This usually means that your studies brought you further than you can apply in this particular field. Over-trained young fighters are sometimes stuck in this situation: they got possess plenty of skills; they know how to dodge, parry, feint, strike, take the initiative, etc., but since they never entered the field, risking their life in a fight, they can't use all of this at one time: they'll have to weather numerous fights and wars: the psychological factors are overpowering in an all-out battle. So, for this reason, combat skills are different than other skills, as you may often come to use only part of them (you've got 5 in melee weapon, but you'll only use 2 because the enemy seems very dangerous and you prefer to concentrate on defense).

From now on, don't look at your combat skills and say: "but I've got 6 in shield maneuver!! Why can't I...?" but, instead, consider these six points as the total number of CP points you can use within a round with your Shield maneuver, within the limits of your Combat pool. On the other hand, you may have a stronger Combat pool than your Combat skills allows you to use. This represents an enormous raw potential and a lack of technical knowledge: you probably fought in a lot of fights, you unconsciously learned a great deal... but it will require more time to learn what a real killer you are deep inside.

A character possesses 5 in his Combat pool. His Combat skills are 3 in melee weapon, 2 in combat sense, 3 in dodge and 2 in feint. That character could go for a very aggressive stance and use his 2 combat sense dice to add to his initiative in the hope of striking first, and his 3 melee weapon dice for a powerful attack,

hoping to wound his opponent enough to take him off his feet (near foolish behavior). He could also be more conservative and use 2 melee weapon dice and 3 dodge dice (remember that you always have one "free" combat sense die).

Combat pool costs

Change of heart: Every time you change your mind (ex: want to skip from a dodge to a brawl): 1d

Combat movement (Cm): Every combat move is a two yards "safe" move: 1d

Combat skills: Variable: the number of Combat skills dice you use is the number you receive to roll.

Dodging missiles: Variable: 1d (bows), 2d (firearms), 3d (radius)

First aid: 11d – 1d per first aid skill level.

Grabbing an object: 1d.

Powers: Variable to each power: see technical note p.201

Recovering from a fall: Should you lose your balance, you'll get up after you spend 1d.

Searching for something (on a body, in someone's backpack): from 1d to 5d (AJ)

Shouting something clear and precise (short sentence): 1d

Shouting a warning: free

Swinging weapons: For two-handed weapons: range from 1d to 3d, see weapons p.127

Turning around: first 180-degree movement is free, each other 180-degree: 1d.

Willpower actions: such as resisting fear effects, from 1d to 5d (AJ)

High Combat pool costs

Some actions, powers and other such things might require more than your actual Combat pool can offer. If that happens, and whenever it is applicable, let the task be continued for as long (in rounds) as necessary, until enough dice are accumulated.

For example if someone has a CP of 3 and needs to apply first aid (he has not got the skill, so it will take him four rounds: 3, 3, 3 and 1, which would mean he would have a leftover of 2 CP on the fourth round.

Combat (Combat rounds are 10 seconds long; turns are 6 rounds long)

In a fight, you have to first establish a strategy at every round. As soon as you know where you're going, things go a lot better. If you don't know where you'll be striking, or you're moving and dodging erratically... Here are the steps to follow in all combat rounds.

1. **Strategy** (Deployment of the Combat pool)
2. **Initiative** (Who goes first)
3. **Actions** (Who kills who)

Strategy

Every round, before doing anything else, every player distributes his points (dice) however he wishes, to the maximum limit of his CP. This is the strategic part, the moment where the character decides if he's going to charge his opponent(s) head on, if he is going to need some wits, if he needs time and so must go on the defensive, etc. The greater variety combat skills one possesses, the more versatile he becomes, able to take a full round in a completely defensive stance (putting everything in dodge, tactics and parry) and then the next round in full charge with combat sense, melee weapon, shield maneuver and even unarmed combat, foreseeing he'll be kicking his opponent to the ground. Of course, there are the intermediates...

A good solution, if you have the required dice already, is to differentiate your skills into "color package". If your Melee weapons dice are red, your Dodge dice are blue, your Combat sense dice are white and so on, the representation is even easier. But without the "color package", you can always create your packages differently (circles on a sheet, over which are written the corresponding Combat skill, into which you place the appropriate dice; simply aligning your dice beside the corresponding Combat skill right on your sheet; etc.) Of course, visualization is vital: as long as you know where each dice is placed, everything's all right. Not doing so, as we learned, soon becomes confusing when you reach near or over a Cp of 10. Besides, when you are wounded, to remove two dice of your Combat pool really is painful – much more than if you simply know you have two less Cp dice.

Once everyone has placed his CP dice, everyone rolls for the initiative, which will determine the order of action for the fighters on both sides.

Initiative

You always have one basic, free die to determine your initiative. If you choose to add dice to your initiative, you do so with "Combat sense" and these dice all add to your initiative in the normal way (pick the best one). You count them within your Combat pool limit this time (they represent the focus and effort you make to strike first). Once everyone has rolled their initiative, the Order of actions takes place. This is the "countdown", which starts with the highest initiative and drops until everyone used all his or her Cp. As such, you can count the first action as happening within the first second of the round and the last action as happening at the end of the tenth second of the round. Once the first action is made, it's the turn of character with the next highest initiative. When a character wants to make more than one action, he can do so every five points under his initiative roll number. Note that the initiative countdown will often go below zero, which is normal: the countdown is simply an abstract measurement of the Order of action.

Should one roll 13, he could act at 8, 3, - 2 and so on. Thus it can happen that someone very quick acts twice or even thrice before anyone else acts in a round. When no more actions can or will take place, the round ends.

Attacking and defending

Attacks and defenses are resisted rolls where the opponent, with his dodge, parry, counterstrike, etc. tries to resist the attack or dodges to save his life. If you or your opponent can't (or don't want to...) dodge or parry, use the reflexes plus any shield bonus – if appropriate – as a dodge score of an equal number.

Damage

Four things are to be considered when dealing with damage:

1. **The strength of the character** (type of die)
2. **How lethal is the weapon used** (weapon type and quality) (number of dice and damage bonus)
3. **The size difference** (gives a bonus or penalty equal to the size difference)
4. **The degree of success scored with the hit** (gives a bonus equal to the score difference)

1. The strength of the character counts for the vigor of the strike, the energetic impact given. Firearms and crossbows possess their own strength that you use instead of your own.

2. A weapon's lethal potential isn't an assurance of damage alone. Thus it mostly represents a potential for damage which, when in skilled hands, can do "wonders"... To represent that, each weapon has a number of damage dice. Also, weapons of higher quality materials may add direct damage bonuses (i.e.: Sastak weapons: +6) .

3. Size difference represents the inert strength, the impact of a bigger mass on a smaller one and vice versa. The difference of size between two opponents gives a bonus equal to the size difference to the biggest character and an equivalent penalty to the smaller character (Against a size 5 character, a size 7 character would gain +2 to his damage rolls, while the other would have - 2 to his damage rolls). For ranged attack, there are no sizes: the warrior must compensate with precision and quality.

4. The degree of success represents how well you hit the target: the bonus amount of damage inflicted on the target. For example, someone who rolled an attack roll of 14 against a dodge roll of 5 would get + 9 to his damage roll. Strong characters will only need to "connect": their strength will usually do the rest. Should they place a critical hit well... that only means more pain for the victim. Not-so-strong fighters like Gnaths and Frilins might use cunning and dexterity instead of raw strength, and this is where this helps: by placing a carefully aimed blow, they can more than compensate for the strength of their opponent. Someone who can't dodge or parry will usually suffer some lethal wounds on the first hit: immobile, overwhelmed or vulnerable targets are in for a very bad time in this world.

Let's say your character is a Volkoï and you want to harm a Frilin. He has 19 in Strength, which means he uses D10 as his type of damage dice. He uses a steel sword (3D+3). The Volkoï basic damage are 3D10 + 3 (Strength + Weapon). His impressive bulk (size 7) works his way against the Frilin (size 4), which means that the

Volkoi gets + 3 to all of his damage rolls against the Frilin (the Frilin would be at - 3 against the Volkoi). So against the Frilin the Volkoi's basic damage is 3D10 + 6. Then the Attack roll result (Arr): The Volkoi rolls 9 on his Melee weapon roll and the Frilin rolls 5 on his dodge roll, so the Volkoi adds 4 to his damage roll, making it 3D10 + 10. He then rolls his 3D10 and gets 4, 9 and 6. He takes the 9 and adds the 10 for a total of 19 points of damage.

Resisting damage: The only way of resisting damage is through armor, otherwise you take the full damage. There are two kinds of armor: soft and hard, which can be worn separately or one over the other (soft under hard), but never two of the same kind. Soft armors directly reduce the number of damage points taken by your character, while hard armor divides the damage taken. Many can't afford hard armors, so only soft armors are worn, while those who wear hard armors will rarely be without soft armors underneath: concussion damage is always a risk.

The Frilin in our example above, is wearing hard armor with a divider of 2 and underneath, a soft armor that has a reducer of 2. The 19 points of damage he receives are first divided by 2 (rounded up – always) and then reduced the leftover points by 2 ((19 ÷ 2) - 2 = 8 points of damage). He's in for a deep wound and ready for more...

Wound Threshold (Wt)

The Wt represents the number that has to be reached before being wounded. Thus, should you have a Wt of 5 (like half of the races), you'd be wounded every 5 points of damage you receive (See below for full rules on wounds).

Wounds

There are three types of wounds: superficial, deep and pure violence wounds. A superficial wound occurs when you accumulate damage up to your Wt. A deep wound occurs when your Wt is reached in a single damage roll. A pure violence wound occurs when the damage received in one roll is twice your Wt. Should you receive even more damage (ex: 15 with a Wt of 5), you'd get both a deep and a pure violence wound in one hit. Should it be 20 point of damage, this would mean a double pure violence wound (very, very ugly).

Thus, the Wt is something very important: the higher your Wt, the longer you'll stand in a battle. As long as you don't have at least a superficial wound, you are not considered wounded. Whenever you are wounded, you must make a balance roll against the difficulty of the damage received.

In any way the wound applies, we strongly recommend identifying them ("- 5 to CP" is quite vague if no reason for it is apparent: knowing that your character has an open wound in the abdomen, which nearly folds him in two from pain every time he makes an effort, helps a lot in visualizing the reason for this "- 5" and can even leave good memories...).

Wounds

Superficial	Cumulate damage up to your Wt
Deep	Damage up to your Wt in one roll
Pure violence	Damage is twice your Wt in one roll

A character receives no penalty for being hurt as long as he is not wounded. Once wounded, things quickly get ugly. A superficial wound reduces your CP by one and makes you lose one Eflow point. A deep wound reduces it by two and makes you lose three Eflow point. A pure violence one bears its name well: you lose 5 CP and 10 Eflow points. Deep wounds are broken arms, impalements, crushed bones, muscles torn apart by a strong axe swing, etc. Pure violence wounds will squash you, rip you to shreds, tear your arms right off and spill your guts everywhere. Note: When the CP is down to zero, the fighter collapses.

Wounds effects

	Cp/ Eflow loss
Superficial	- 1/ - 1
Deep	- 2/ - 3
Pure violence	- 5/ - 10



Fighting multiple opponents

Since you need to actively dodge or parry attacks if you don't want to be hit (shields and reflexes are the only other solution), you'll soon see that fighting multiple opponents really isn't an option unless you're extremely skilled (at 10 CP, you can take two opponents who'd each have 5 Cps or three that have only 3 Cp). Would you face your equals or superior enemies? You'd better be lucky, well equipped or suicidal because if you can dodge the first, second and possibly third hit, the fourth hit will find you defenseless and a good attack roll adds a lot of damage... Forget the hundreds of goons you were shoveling from all sides until you finally got to their boss - unless you're a third or fourth Sphere Echo...

Combat modifiers

Attack modifiers

Many things might occur during a fight that will enhance or hinder the actions of your character. Below are some examples of combat modifiers:

Wounded	- x to combat pool (see wound effects p.39)
Blind	- 6 to all rolls normally requiring sight.
Paralyzed target	Considered as a "0" dodge — no reflexes (if any).
Low light level	From - 1 (dusk and dawn) to - 5 (almost complete darkness).
Back attack	Reflexes as only dodge result.
Moving target	- 1 per combat movement done this round.

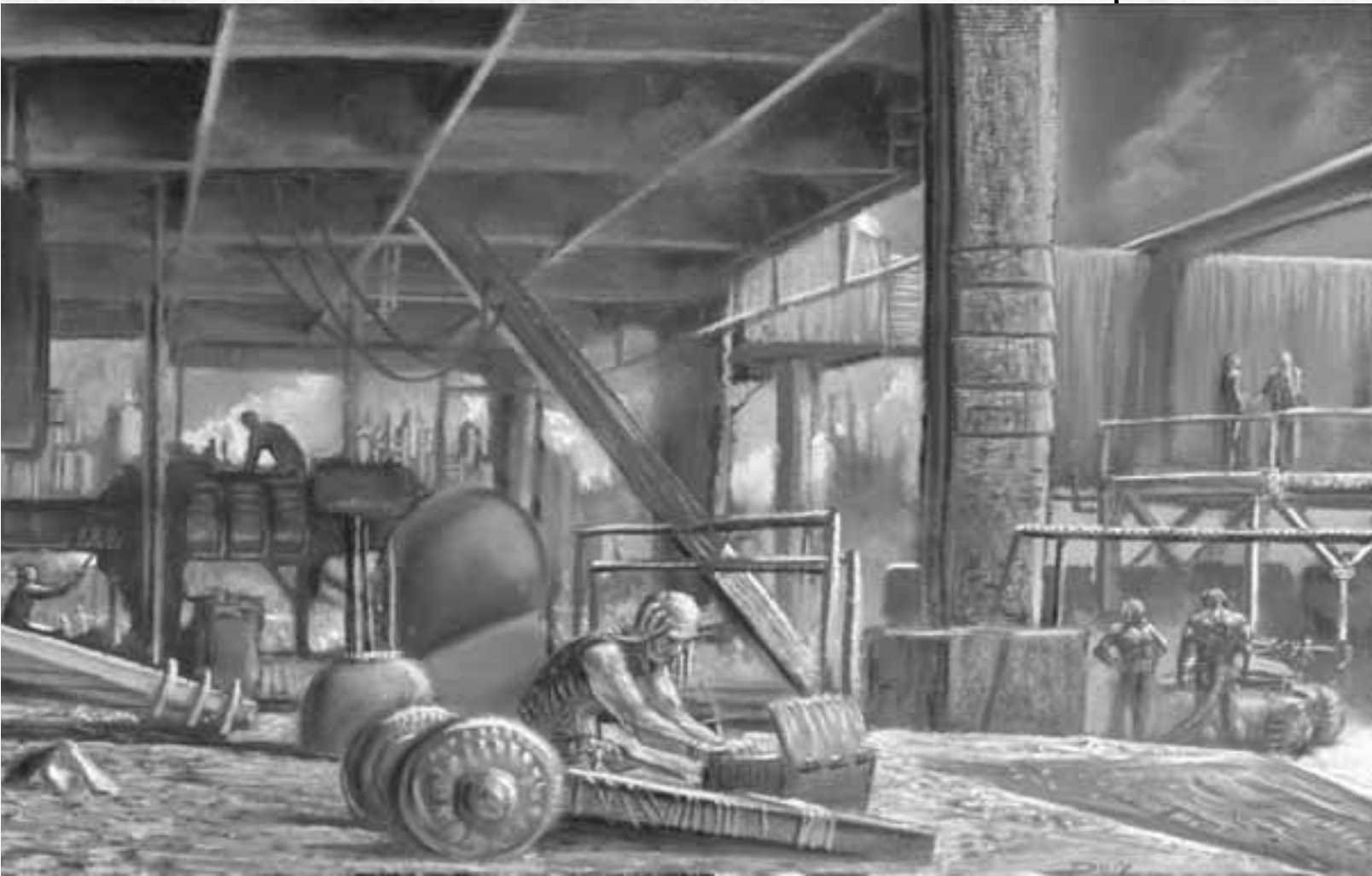


Ranged modifiers

- Hitting a moving target - 1 per combat movement done this round.
- Shooting while engaged in close combat - 2 per opponent within 2 yards of you.
- Shooting while moving - 1 per combat movement made.

Range	Target behind cover	Reduced visibility
Point blank + 2	Partial cover - 3	soft Dream - 2
Normal 0	Almost complete cover - 6	Dense foliage - 3
Long - 2		hard Dream - 4
Extreme - 5		

Target within a crowd, surrounded by foliage, etc. are considered as cover

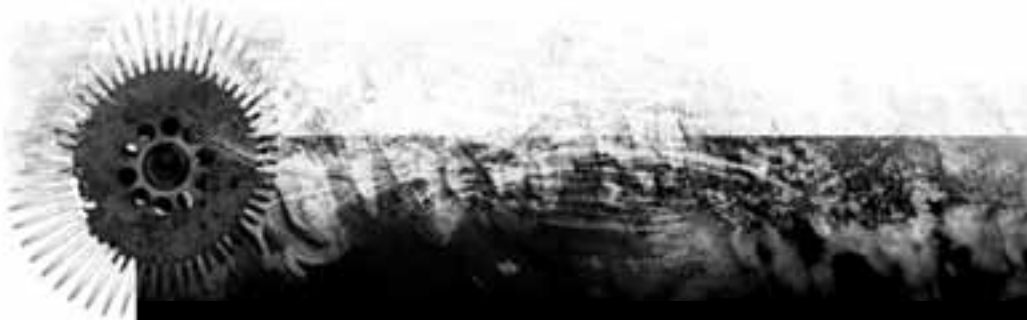




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CREATION

Third Chapter

Character creation



At the beginning of the game, each player is given a certain number of points to generate a character. Follow each step, allotting the points in each category. When you have finished allocating points, calculate how many points have left over; these will be your characters' freebie points.

- Choose a race p.61
- Choose your attributes p.72
- Choose your Skills and Knowledge p.76
- Choose a Vocation p.77
- Spend your freebies p.78
- Choose your past p.79
- Choose your equipment p.112
- Choose your Job p.144
- Character Sheet p.159

RACES

Choose a race (50 pts)

Races

Emovan	(5 pts)
Frlin	(20 pts)
Gnath	(20 pts)
Inaïs	(25 pts)
Nayan	(25 pts)
Odwoane	(5 pts)
Solek	(35 pts)
Volkoï	(30 pts)
Yaki	(40 pts)
Zin	(50 pts)

The general format for all races

Name: Every race on Kaïnas has a name and it costs a number of points to play one. This number is listed beside the race's name. Following this is also a short description of the race.

Characteristics: The details and characteristics of the race, include: a) height, b) weight, c) lifespan, d) skin colour, e) size and f) wound threshold (For size and wound threshold, the number after the coma represents the race's mental size and mental weight). Following this are the edges and flaws inherent in the race.

Note 1: If there is no mention of sexual difference (i.e. male and female), assume there are none.

Attribute modifiers: These are the racial modifiers for every attribute.

Every race has the following minimum skills:

- Unarmed combat (1)
- Combat sense (1)
- Balance (1)
- Dodge (1)
- Melee weapon (1)
- Climbing (1)
- Swimming(1), Emovans only

And unless they began with the flaw amnesia, all characters have the following minimum knowledge pertaining to the culture they were raised in:

- Culture(1)
- History(1)
- Race(1)



62 Emovan (5 pts)

These quiet folk live within the depths of the Kainas's waters. Here, far from the Pendulum, the Dream and Aran are always present. The Emovan are considered by some to be the best crafters on Kainas.

They are also among the humblest of peoples; from birth they are raised surrounded by hundreds of other Emovans. For the vast majority of this race, being part of a community is the only way of living. Often, they create bonds out of love and respect with the other beings and races who share their social view of the world. For instance, they have a deep and unbreakable friendship with the Inaïs. The social nature of this race makes them extremely strong politically – they have quite a few allies. Unfortunately, their fear of the “Dryworld” assures that most Emovan remain underwater. A few – the rare, the brave, the outcast and the foolhearty – will occasionally dare to venture outside their underwater world. As the only producers of Sastak, their trade with the Inaïs and Gnath makes them very, very rich...



Body

Height / Weight	Male and Female: 5'4-5'9 / 115-145 lbs
Average lifespan	120 years
Skin	grey, green, silver (in deep tones)
Sizes	5 / 4
Wound Threshold	5 / 5

Amphibian: Although most Emovans live underwater, they are amphibians and can, if they wish, live on the surface. However, on the surface they prefer wet, damp places, over dry ones. In some cities that are large enough to have tiny communities of Emovans, their section of town will either be near the water supply or in the dampest (perhaps artificially) part of the city. There is even rumoured to be one Gnath city with a tiny population of Emovan who live in a river they brought running through the town, only coming out to trade and socialize.

Crafter: Emovans are natural Crafters. In early childhood, they learn a specific craft, which grants them a special Skill mastery (starting at + 1). Although they may learn other crafts during their lifetime, they will always excel at this first craft over any others they may learn later.

Attribute modifiers

	Physical / Mental	Social
Strength	+1 / 0	Appearance 0
Toughness	+1 / 0	Charisma +2
Agility	+2 / 0	Expression -1
Quickness	+1 / 0	Presence 0
Perception	0	




Frilin (20 pts)

Frilin are geniuses whose intellect is unequalled anywhere on Kāinas. But in society Frilin are a strange and rare sight. Their vegetal bodies grow through a condensation of eflow, and they possess the unique talent of Mind Walking. When together, Frilin will often grow, body entwined with body, into one large communal Mind. When they are alone, sometimes they will

venture out among the other races, seeking knowledge. However due to their slow, almost meditative nature, it is rare that they become dangerous power-mongers. The Frilin are devout believers in Naakinis.

Meditation: By meditating for one hour every day, the Frilin can keep their eflow balanced (3 points/ hour).



Body (Frilin, being plant-like, are asexual)

Height / Weight	5' - 5,5' / 70 - 100 lbs
Average lifespan	1000 years
Skin	every vegetal color depends of the birth place
Sizes	4 / 12
Wound Threshold	5 / 6




Attribute modifiers

Physical / Mental		Social	
Strength	-2 / +1	Appearance	-1
Toughness	-1 / +3	Charisma	0
Agility	0 / +7	Expression	+3
Quickness	-1 / 0	Presence	0
Perception	+3		

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64 Gnath (20 pts)

The Gnath live in pain. Their bodies do not absorb Eflow as it should, and a Gnath will spend its entire life learning to bear the pain - or even seeking out a way to escape it. It is they, with their extremely efficient, fast-paced brains, who brought the "Gnath Rhythm" into being, two millennia ago. The Gnath still control the current rhythm. Their birthright of pain and suffering has transformed them into the most able politicians and business people; their only care is their objective, and they are willing to sacrifice anyone, including themselves, to reach this objective (any pain or suffering their political or economic manoeuvring may cause is seen as only part of the regular burden of living). For this reason, and some others, they are the dominant species on Kainas.

Body

Height / Weight	Male: 5'2 - 5'8 / 120 - 150 lbs Female: 5' - 5'5 / 100 - 120 lbs
Average lifespan	60 years
Skin	ochre, brown, yellow
Sizes	5 / 5
Wound Threshold	6 / 6

Burning eflow: When eflow courses through the body of a Gnath, it is painful. As a Gnath reaches adulthood, practised use of eflow no longer causes wounds. However, the path to reach this stage is long and many young Gnath die from eflow intake. In adulthood, even though normal eflow does not result in any damage, it is still painful. Excess eflow damages the Gnath at a rate of points equal to the quantity of abnormal eflow entering or exiting the body (excesses of orpee, unnatural eflow feeding (Echoes), etc.).

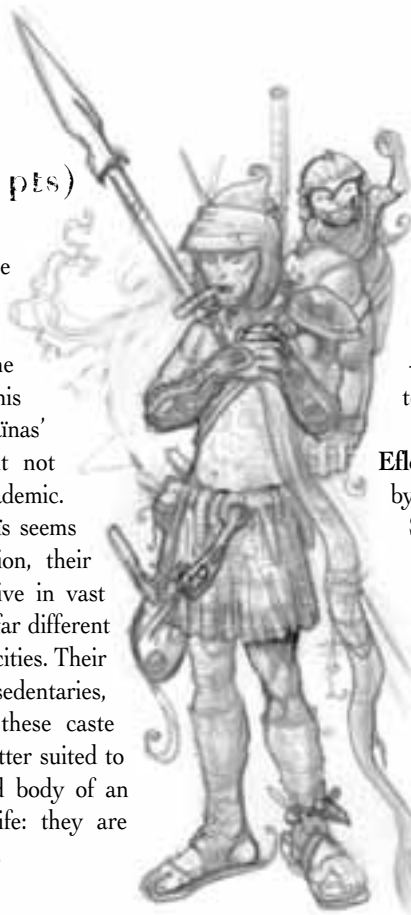


Attribute modifiers

Physical / Mental		Social	
Strength	+1 / +1	Appearance	0
Toughness	+2 / +2	Charisma	-3
Agility	+1 / +2	Expression	+2
Quickness	+3 / +5	Presence	+2
Perception	+2		

Inaïs (25 pts)

The Inaïs are the sole gatherers of orpee on Kaínas. Strangely enough, although they have a monopoly on orpee, they do not abuse this privileged position. The Inaïs are profoundly generous and this trait makes them beloved by most of Kaínas' other races. They are confident but not arrogant, intelligent but not obtusely academic. To the non-Inaïs, the Mind of an Inaïs seems unshakable. Because of this disposition, their culture is lively and colorful. They live in vast underground communities, which are far different from the above-ground Gnath-rhythm cities. Their culture is divided into three castes; the sedentaries, nomads and impassioned. Each of these caste possess particular bodies which are better suited to their eflow receptivity. The mind and body of an Inaïs will change a lot during its life: they are incredibly adaptive to the environment.



“Children of the eflow”:

The polar opposite of the Gnath, the Inaïs seem to have evolved into perfect conduits for eflow. Their natural affinity with eflow allows them to gather orpee deep in mines where no other race could. Inaïs will hardly be damaged – mentally or physically – by too much eflow. (x2 to eflow limit)

Eflow receptivity: Inaïs are greatly influenced by the eflow streaming through their body. Since the eflow of every region contains different information, the Inaïs tend to change according to their environment and their task: thus a miner will become greyer and stronger, a dancer may become lighter and more supple and other forms of performers will acquire colours reflecting their passions and personality, etc. There is even record of a chaos black Inaïs, back out from the Sofe. It usually takes around one year for this change to occur. For this reason, “+2” can be added to two attributes of the Inaïs' choice, related to their current job and environment. Both these +2's can be changed to another attribute if the Inaïs ever changes location, job, etc.

Body

Height / Weight	Male: 5'10– 6'10 / 150 – 250 lbs Female: 5'6 – 6'2 / 115 – 160 lbs
Average lifespan	125 years
Skin	Extremely variable possibly any color and mixes of hues
Sizes	6 / 5
Wound Threshold	5 / 8

Attribute modifiers

Physical / Mental		Social	
Strength	0 / +2	Appearance	+4
Toughness	0 / +2	Charisma	+6
Agility	+2 / +1	Expression	+1
Quickness	0 / 0	Presence	+2
Perception	+1		



66

Nayan (25 pts)

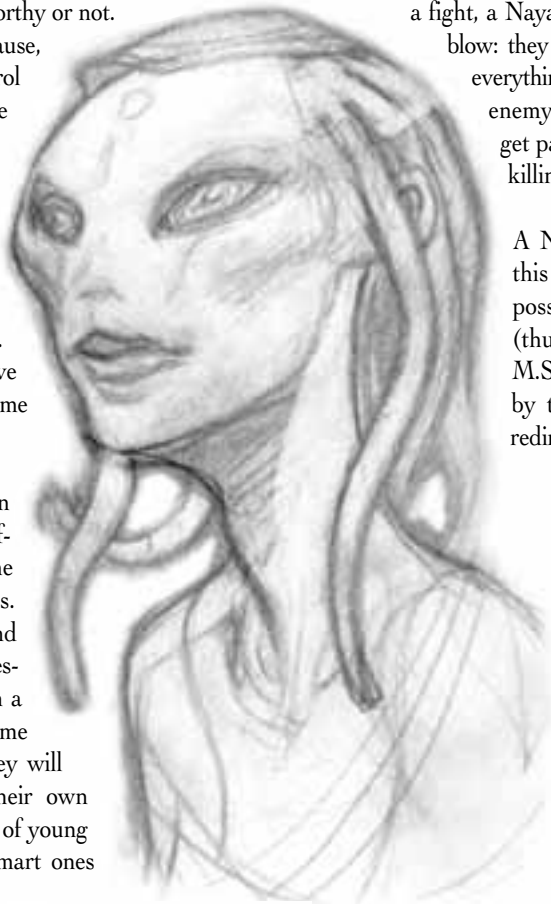
Nayans are as charismatic and soothing as they are self-sacrificing. From a very young age, Nayans feel the urge to sacrifice themselves for others – whether the other's cause is worthy or not.

Even if they don't agree with the cause, they face a difficult struggle for control not to perform it. As some of these causes can become quite idiotic and suicidal, most Nayan, instead of giving in, fight their racial impulse. Others learn to redirect the species' urge to "help out" into something else that is more productive, allowing them to avoid their own fatalism. However, those few Nayan who have been manipulated once too often become as cynical as the Gnath.

Sacrifice: Every Nayan – for unknown reasons – possesses an instinct for self-sacrifice which is as strong as the instinct to survive is in other races. Whenever someone is in trouble and they can help out, they will, no questions asked. Whenever someone is in a fight or in danger, they will try to come to the rescue. In these situations they will display absolutely no regard for their own lives. This sometimes makes the lives of young and naïve Nayan very short. The smart ones

tend to aim towards professions such as doctors, diplomats and suchlike, where their flaw, redirected or sublimated, can be an asset. Whenever a Nayan does not wish to throw themselves in front of oncoming danger, they must make a M.Strength roll versus a difficulty determined by the AJ. The difficulty may never be lower than 4 (saving the life of a bitter enemy) and is sometimes higher than 10 (if loved one is involved.). Of course, within a fight, a Nayan won't spring in front of every given blow: they will protect the ones they love before everything else. Should survivors remain on the enemy side, however, no one will be able to get past the Nayan to kill them without first killing the Nayan himself...

A Nayan who can redirect or sublimate this self-sacrificial impulse will always possess more control over him or herself (thus effectively reducing the difficulty of M.Strength rolls by a number determined by the AJ, relative to the nature of the redirection and/or sublimation).



Body

Height / Weight	Male: 6'6 – 7'0 / 200 – 300 lbs (slightly less for the female)
Average lifespan	160 years
Skin	Any hues of blue, often deep at young age and gray-white once old
Sizes	7 / 9
Wound Threshold	5 / 5

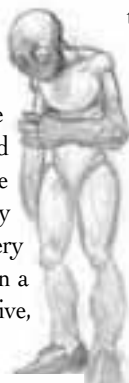
Attribute modifiers

Physical / Mental		Social	
Strength	0 / +2	Appearance	+2
Toughness	0 / +2	Charisma	+5
Agility	+3 / +1	Expression	+2
Quickness	0 / +2	Presence	+6
Perception	+2		

ODWOANE

Odwoane (5 pts)

The Odwoane are the workers who keep Gnath society going. Rarely do they ask for more than they have, and it seems that they actually enjoy their work. The Odwoane are the cement that is the foundation of Gnath society, and they have been for more than a millennia now. It is a rare event that an Odwoane will pack up and leave his job. They are generally contented where they are. However, every once and a while when the Dream calls them, they begin a rampage and tear through the town or city where they live, killing every Gnath they can find...



together, the individual with the highest skill who takes the lead (even if that person is not an Odwoane), slowly imparts that knowledge to the rest of the group. This is the reason why the Gnath lead military is so potent: a Gnath with a high melee weapon skill leads a troop of Odwoanes who quickly gain experience.

Solidarity: Odwoanes attract one another like magnets.

If a single Odwoane leaves an area and starts – for whatever the reason – to build something anywhere out there, another one will eventually drop in, settle-down and help-out. Then as the two of them continue building, two more will come.

Then four, then eight... when there are enough Odwoanes there to form a new community or finish the task, no more will come. This applies to all situations where the more Odwoanes there are, the better, including defence, attack, etc. This phenomena is especially applicable during a Frenzy; where a single Frenzying Odwoane gathers a band of Odwoanes in similar Frenzyed conditions. And if the Dream lasts a very, very long time (once every four or five hundred

Body

Height / Weight	Male and Female: 4' – 4'5" / 140 – 160 lbs
Average lifespan	70 years
Skin	wooden hues from light brown to dark ebony
Sizes	4 / 4
Wound Threshold	5 / 5

Frenzy: When the Dream's Reality factor becomes critical – that is 10 or more – Odwoanes become frenzyed killers who go out to hunt Gnaths; banding together and killing them by whatever means possible. During these times, wise Gnaths usually hide. However, some Gnaths use these occasions for organized Odwoane hunting – a dangerous, thrilling, and soothing exercise of the Gnath desire for revenge. Also, many Odwoanes, to avoid this frenzy, lock themselves up in their homes. To resist the primal killing urge, the Odwoanes character must make a M.Strength roll above the Reality factor of the night.

Attribute modifiers

Physical / Mental		Social	
Strength	0 / -1	Appearance	0
Toughness	+1 / -1	Charisma	0
Agility	+2 / -2	Expression	-1
Quickness	+2 / -2	Presence	-2
Perception	-1		

Mimetism: Odwoanes are incredible followers (even of each other) and most people know it. Without being dumb, they are easily manipulated by others. Of course, if an Odwoane discovers it is being tricked, there is a very good chance that it will become angry and call for friends. However, this also means that whenever an Odwoane learns something through being manipulated by another, he divides the learning time and the experience cost by 2. When a group of more than two Odwoanes are working

years), this band may become an army of Frenzyed Odwoanes, which led, in the past, to many atrocities.



68 Solek (35 pts)

The Thousand Tribes, who emerged from the Sofe 250 years ago, are now almost fully integrated into society. When they first came out of the Sofe, they divided themselves into these tribes, and now they wander the known surface of Kāinas. In many ways they have— in their own Solek way — emulated the tribal pattern of the Yaki. Their reasons for leaving the Sofe are unknown. Only the children of the children of those who made the journey out of the Sofe have any chance of being aware of the reasons why they left. And now these children have become tribal elders, and are the only ones who know how to survive in the Sofe, it is very possible that the knowledge will die out in a generation or two. The Solek are famous for their resistance and their well-being which seems to only have developed in recent years. In addition the Solek have something known as an impenetrable Mind — a form of mental barrier so tough it keeps everyone out (which did not help to



delve out the secrets buried deep within them regarding the Sofe — secrets they often don't even remember themselves).

Body

Height / Weight	Male: 6' – 6'5 / 180 – 210 lbs Female: 6'5 – 6'10 / 200 – 240 lbs
Average lifespan	130 years
Skin	Black — or any very deep tone
Sizes	Male 6 / 8 ; Female 7 / 8
Wound Threshold	6 / 6 (both)

Impermeable Mind: Nothing can ever enter the Mind of a Solek; not a Mind Walker, not a Mind Chemist, not even the Solek characters themselves.

Attribute modifiers

Physical / Mental	Social
Strength +2 / +5	Appearance -1
Toughness +5 / +6	Charisma -2
Agility +2 / 0	Expression -2
Quickness +2 / +1	Presence +3
Perception +4	



Volköi (30 pts)

Created for war, these muscle-bound people have astonishing strength and energy. This same skill at war is the doom of their race, as they are only able stay healthy by spending high dose of adrenalin. Recently, they have organised themselves in ways which enable them to expend their energies constructively. And if this sometimes means devoting their time to pursuits other than their favourite pastime, combat, then so be it. The Volköi are a very young race, and so are not held back by the traditions and habits of the past. They seem to fit in perfectly with the ideals of the Core and are in almost all aspects a reflection of the current modernity, which of course creates a strong contrast with their inner violence.

Sometimes unscrupulous Volköi (when they know they can't get caught) who are outside the range of modern civilization, will not take the calming



Attribute modifiers

Physical / Mental		Social	
Strength	+5 / +2	Appearance	0
Toughness	+4 / +1	Charisma	+1
Agility	+2 / +1	Expression	-2
Quickness	+1 / +2	Presence	+4
Perception	+1		

Body (Volköi are cloned and so there are neither males nor females)

Height / Weight	6' - 6'5 / 250 - 350 lbs
Average lifespan	50 years (born mature)
Skin	Dark shades and hues of red, blue or green
Sizes	7 / 6
Wound Threshold	6 / 5

drug and let their urge to fight loose on whoever passes by... Of course, even though every Volköi needs to satisfy this urge, not all of them are proud of it, and some of them do all they can to avoid letting themselves loose.

Tail: Volköis have a tail which they can use as an unarmed attack (2D of damage).

Adrenal fighters: Volköi are almost always hyper-active; always on the fringe of an adrenal over-burn. Every time a Volköi suffers fear damage, its adrenalin sky-rockets, effectively increasing its fighting potential and reflexes: +2 to Cp and Reflexes.

Adrenal craving: This adrenalin rush is like a drug which they cannot live without. In order to combat this addiction, there is a drug (free for the Volköis) which they can take to relax themselves. Without the drug, a Volköi is unable to relax. They will go out, pick fights with other Volköis or with people at random if no other volköis are "available". And they will continue doing this until they become so exhausted they can no longer fight, just so that they can feed their craving. Often Volköi will stick with a group so that they can indulge the need for adrenaline and beat each other up.



70 Yaki (40 pts)

The Yaki are tribal nomads. They move across Kaïnas as a tribe, living on their huoras – immense Naakinisian beasts - seeking trade and exploration. Yaki are warriors, traders and survivors from birth – either as a race, a tribe or an individual. Their traditions and cultures are as strong as they are ancient and important to them. Every Yaki wears a coat of bio-armor which he gains as part of a ritual when that Yaki reaches maturity. This armor is incredibly powerful, and a Yaki who masters their armor will often equal or even surpass in strength and power first and second Sphere Echoes! They also have a unique way of dealing with the Dream: they learn to tame it – sometimes even going as far as becoming Dream tribes...

Body

Height / Weight	Male: 5'10 – 6'4 / 160 – 220 lbs Female: 5'5 – 6' / 120 – 160 lbs
Average lifespan	175 years
Skin	sunburnt, sandy shades, leathers like, tanned red, nothing soft
Sizes	6 / 7
Wound Threshold	5 / 5

Birth armor: All Yakis are given a personal suit of armor during a secret ritual when they reach maturity. This armor becomes a living, growing part of their body. In some ways this armor is similar to the weapon used by a Judicator, in that it is an extremely potent ally and exists as part of the Yaki's will. For the armor's specifics, see p.223, Yakis' Armor.



Attribute modifiers

	Physical / Mental	Social
Strength	+2 / +1	Appearance +1
Toughness	+2 / +1	Charisma +2
Agility	+2 / +2	Expression +2
Quickness	+2 / +2	Presence +1
Perception	+2	

Tribe: Every Yaki – unless something has gone terribly wrong – is part of a tribe. There are three archetypes of tribes: Fundamentalists, Progressive and Techno-Tribes. All Yaki are rooted in the beliefs and rituals of the tribe they belong to, and those tribes will in turn exist as part of their greater tribal archetype. Because of this tribal interconnectivity, there is a bond of support and allegiance felt by every Yaki with similar allegiances. Everyone on Kaïnas knows that behind every Yaki stands a tribe, invisibly linked with them. This support comes with a price: a Yaki is their tribe; and should a Yaki become separated from its tribe, it will try to find a way back to it, or try to get news of it at any price. Even if a Yaki does leave their tribe (which happens to most Echoes), he will try to evolve and act in manners that could somehow - now or later – be useful to it. A Yaki's dedication to its tribe is complete.



Zin

(50 pts)

The Zin are living legends and the rarest of all races of Kāinas. Within themselves, they carry an Aran entity, which lives in their Mind and into which they can transform. They are aggressive, fierce and iron-willed predators who roam the wilderness of Kāinas, even extending their domains to Naakinis once they are old and powerful. They prefer a solitary existence, although every once and a while they will join up with members of the other races for some purpose of their own. Otherwise, they spend their lives in solitude, continuously honing their abilities and mastering their skills. There is one odd facet of being a Zin: they hate members of their own species more than they seem to dislike anything or anybody else. It is only during the rare situations when two Zin feel the urge to mate, or some other calamity, that a Zin will tolerate the presence of another Zin. Also, no Zin will ever sink to the level of controlling or dominating someone else – they seek self mastery, not the mastery of others.



Body (Zin males and females are hardly differentiable)

Height / Weight	4' / 200 lbs of density, not obesity.
Average lifespan	Perhaps immortal, at least more than 3k years
Skin	Dirty shades of white
Sizes	8 / 8 (the result of their density)
Wound Threshold	6 / 5

Instinct: A Zin's instincts are one of their most powerful tools. Because the Zin are so xenophobic, their young are left to fend for themselves as soon as they are born. Right after birth the female Zin will abandon the child in the wilderness and move on alone. In order to survive without skills or talents, a Zin must develop some powerful instincts. Due to this, a Zin is granted 2 dice in all normal skills that can be considered instinctive.

E.g. reading is not instinctive while dodging and hiding are.

Attribute modifiers

Physical / Mental		Social	
Strength	+3 / +3	Appearance	+1
Toughness	+5 / +2	Charisma	0
Agility	+2 / +2	Expression	-3
Quickness	+6 / +3	Presence	+4
Perception	+4		

Metamorphosis: A Zin can summon the creature within his Mind, transforming into it. For detailed rules, see p.234, Zins' Creature

Choose a vocation (free)

Optional - Choose as Echo Vocation and one Gift at level one (free). For more information see chapter 5.

Awakener: "What is it that makes us conscious?" This simple question is the main concern of an Awakener. They are as interested in healing and consciousness as they are intrigued by trying to animate the inanimate. Many an Awakener live a life of seclusion where they can study what exactly life is and what exactly death is, becoming, in the process, surrounded by familiars, wondering how to conquer this final question. Of course, there are also those who, too young, hearty or simply energetic, will try to Awaken others, who they find are asleep even in the waking.

Guardian: Sky warriors and Iron poets. Guardians are the perfect embodiment of a fierce joie-de-vivre, independence, and brutal toughness. Originally guardians were the protectors of Kaïnas, however in the contemporary society their rolls have evolved far past that. They are legendary markspeople, being able hit undreamable targets from unimaginable distances.

Judge: These are the people who uphold the law. They wander through towns and cities seeking out disorder and rooting out chaos. Truth, responsibility and justice, these are not just concepts for a judge, they are a way of life. They are fierce warriors and powerful protectors of the weak. Sometimes a wandering Judge is the only outlet the poor and the meek have for mercy and justice. And it is very possible that without the Judges, this world of Kaïnas would have long-ago been overrun by brigands, warlords (and the occasional rogue Volkoï). Of course there are the rare Judges, who have lost faith in order and mercy but still retain their gifts...

Judicator: Known as the Lords of Death, these people dedicate their lives – and their deaths – to policing the Echoes.

They are both the right-arm of the Judges and their surveillant. Their particular birth (born from the very sacrifice of their Judicator Father or Mother). The power they wield is in some ways more fearsome than any other. The Blades which they wield – sentient and powerful – is unlike any other weapon. A Judicator wanders the world looking for the death which will resurrect them. Along the way they hone their skills, enact the will of Judges and kill passionlessly. But where a Judge might show mercy and clemency, seeing the many shades of grey in an issue, a Judicator is ruthless and relentless in their pursuit of a perceived right.

Mind Chemist: Mind Chemists are some of the most feared individuals on Kaïnasian and of the Naakisian beasts. The reason for their terrible reputation is that the main interest of these Mind walker is to enter the Minds of the people they meet, root out their secrets and learn every thing they can about the inner (some say darker) nature of existence. While they can be helpful in destroying mental illness and compulsions, the Mind is a fearsome place and most people wish that theirs remain un-molested. This is a new Vocation, they do not have the clear-cut paths that other vocations have. The young Mind Chemist must still find their own path towards mastery, just as they must find their own way of understanding the still misunderstood Mind.

Nightmare: The Nightmares are the most violent manifestation of both

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the Dream and Reality: they are individuals born from "the World", like all Echoes, but who fades to the other side, the Dream, as their Echo Whisper pervades their Mind, transforming it into a Dream Mind. This radical change makes most of them crazy hunters, supreme predators roaming Kaïnas in search of adrenalin, blood and fear.

Those who learn to control and know their new self – something that often happens when a Nightmare reaches the second or third Sphere – become true masters of themselves, possessing a new kind of look on the world around...

Overlord: The Vocation best suited for the megalomaniac. Overlords seek control. Whether that control is over people, beasts, machines or societies is the choice of the individual Overlord. However this Vocation is not one to mince with shallow morality; the people they manipulate are just a mean to an end. However members of this Vocation are tolerated because they can also be good at creating social structure and getting people to work together and, with time, few would doubt their absolute necessity: orpee distribution, construction of cities, raising or armies are all organized by them.

Truth Crafter: The lore-masters, history-makers and knowledge repositories of Kaïnas. Truth Crafters are potent illusionists who conjure their creations out of words, lessons and the very fabric of reality. They are as loved as they are

feared. Their songs and tales make heroic their friends and allies and bring scorn and dishonour upon their enemies. Because a Truth Crafter's mastery of illusion forcibly makes them question the reality of the world around them, they are often strong social critics. And this questioning also gives them an ability to look at the root causes and meanings behind actions and structure.

Walker: There is a saying "The journey of a thousand miles, begins with a single step" This is the ultimate statement of what it is to be a Walker. Whether the journey is simply a road of a thousand miles, or a journey towards personal enlightenment, the Walker is ready. They drift and travel across the length of the world; almost indestructible and knowing no boundaries as they explore wherever they go.

War Engines: These are the people who stand at the front of the battle formations to inspire the troops. They are the people who are at the back leading and giving orders. A War Engine is a master of all things military. They are both the best fighters on Kaïnas and the best tacticians. And unlike Overlords, the directions they impose is not forced, but are part inspiration and all leadership. Also, modern War Engines seem to thrive more and more on the "Engine" aspect of themselves, that is motion, speed, engineering and organization. This as led many War Engines to find new fields of war in which they exert their fierceness and leadership, like economy and politics...

Spending your freebies (freebies pts)

Add up all of the points you have left and this is the amount of freebies. You have a list of how much it costs to raise each aspect of your character. For example, if you want to raise your combat pool by +2 then it will cost you 12 freebee points.

Note: you can't buy more than 3 increases in the same thing (e.g. 3 in combat pool, 3 in Melee weapon, etc.) nor can you increase a skill or knowledge that you have received from a job. This number represents every character's introductory learning in that skill or knowledge.

Freebies

COST (freebies pts)

8 ATTRIBUTE MASTERY, + 1

6 COMBAT POOL, + 1

* EDGE: Edge cost (see p.101 to 109)

* EQUIPMENT: Each freebie spent here gives you 500 BPs.
See p.112 for full equipment list.

6 REFLEXES, + 1

SKILL OR KNOWLEDGE
either new or next level (see p.80)

2 Normal

4 Complex

6 Exceptionnal

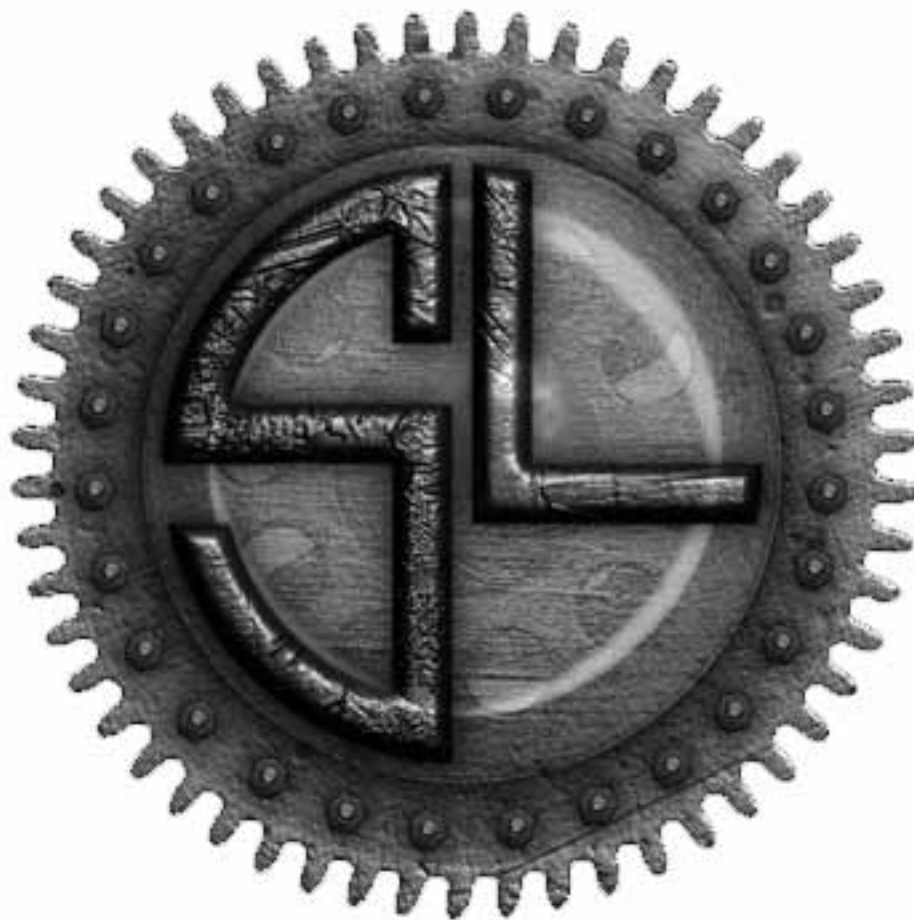
GIFT (if Echo)

6 # Die, + 1

10 New Gift

5 Next power level

4 Power Mastery



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Kaïnas Equipment



This is a listing of some of the better known weaponry, armor, shields, utilitarian and vehicles that are commonly found on Kaïnas. Many of these items could be considered strange to a newcomer to Kaïnas, so where pertinent, there is a short description following of the item.

- Kaïnas' materials p.113
- Useful Equipments p.115
- Exotic weapons p.121
- Weapons p.127
- Armors p.131
- Shields p.133
- Vehicles p.134
- Warmors p.141

Equipments

The price listed for any piece of equipment is considered to be the average price. Inflation and distance from the source of the items crafting may make these prices fluctuate wildly, in addition to the crafter's reputation and its craft's quality (a uniquely crafted sword, although of the same steel as another "rough" steel sword, might be ten times its normal price). The average is a 15% difference in price. However, in extreme cases, there may be as much as a 300% price increase (or decrease – much rarer).

Weirdsmiths: They are a variety of Echo that have a knack for manipulating materials, using "Formulae" to alter matter and give it new property. Weirdsmiths use their Gifts to create new and strange inventions which run off orpee. In times past, Weirdsmiths used to live in solitude, working on their creations out of some inner madness. However times have changed, and now Weirdsmiths occupy a very important part in society's political structure. Merchant, enterprises, governments and

fringe groups fund the work of these Echoes; supplying them with materials and tools, and generally allowing them to putter around in their workshop exploring whatever device they choose to create. In exchange, the Weirdsmith is expected to provide a certain amount of equipment, vehicles, weaponry, buildings or armaments that is usable by the investor.

Every time there is an eflow or straight orpee cost to use an item, consider it to function on Weirdsmith technology (Weird.tech). These equipments all possess sockets into which you place one (sometimes more) orpee at a time, which the equipment, be it a weapon, vehicle, tool, etc. consumes either immediately or when triggered (vehicles, for examples, can store many orpee and only use them when their engine is on).

Useful Equipments

Reality Compass

(2,000 TO 12,000 BPS); WEIRD.TECH

Holding a Reality Compass will not automatically allow someone to find himself in the Dream and the Aran. However, by using this tool, a general sense of "where the #@\$ am I?" can be achieved.

A reality compass is constructed to allow someone to find himself inside the Dream and the Aran. The compass is constructed with three scales with a rating of 1-10. Each scale measures one of

three factors – Primal Reality, The Dream and The Aran. The height any measurement is on any particular scale, indicates how much the character is in that area. For example, if the scale reads 7 on Prime Reality, and reads 3 on the Dream scale, the character is in a very high Reality area, with just a bit of Dream. If you think of this tool like a thermometer that measures the reality factor instead of temperature you will probably have a very good idea of what it does. The tool is also equipped with a rotating hand – this hand will always point in the direction in which the Prime Reality is strongest.

Quality is a big factor in these tools. Medium quality Reality Compasses may only tell what is going on a few hundred yards around the character. The best ones currently produced by the Solek can measure reality up to three miles away, with an accuracy of about three degrees. It costs one orpee every time this object is used (one orpee can be inserted in an orpee-socket, because eflow is the real tool to it.



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Geotask

(80,000 TO 100,000 BPS); WEIRD.TECH

A Geotask is a very strange and expensive tool. It is used by Engineers and Surveyors to find underground caves and springs. Someone wishing to use a Geotask must hold it up and focus one point of Orpee into the device. Then they point this example of Weirdsmith technology at the ground and the meter tells in how many miles in the specific direction there is a cave or a spring.



Gourd

(5 TO 20 BPS)

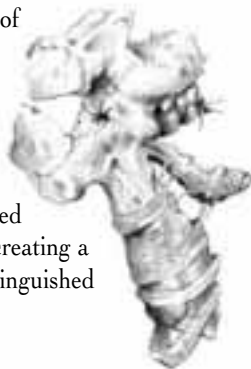
The Yakis create gourds by combining several different plants into one. When it is full, a gourd will hold about a weeks worth of drinking water. Because the plants are still alive, as long as the gourd is kept reasonably wet, it will live for around a year and a half.



Vegetal lighter

(15 TO 25 BPS)

A vegetal lighter is a strange plant mechanism. The outside of the lighter is a thick, round, hollow and flexible root which grows in symbiosis around a living fungus within it. When someone wishes to use the lighter they must squeeze the root which in turn squeezes the fungus. When the fungus is squeezed it shoots out a stream of spores. These spores are highly flammable. Normally they would not be able to ignite, trapped as they are inside the root. But because a small hole has been bored into the root, the spores can escape into the air. When the claws are snapped together, the friction ignites the spores, creating a constant stream of flame. The flame is extinguished when the lighter stops being squeezed.



Dream spectacles

(200 TO 500 BPS)

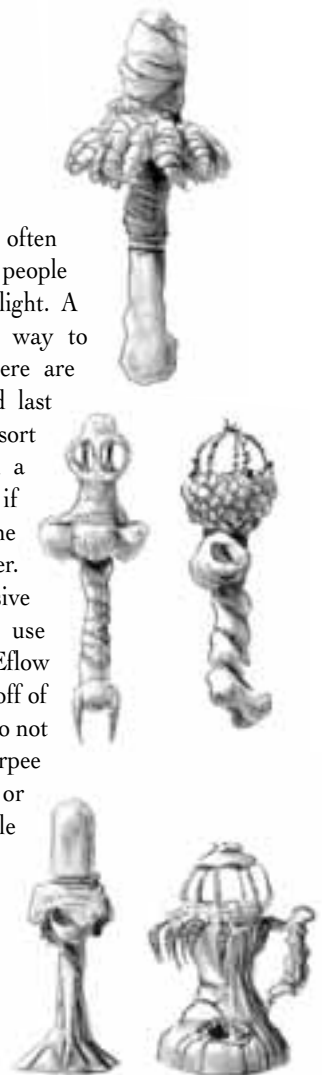
A form of slum-technology. Dream spectacles are useful when the Dream is at its peak and it seems as if nothing looks like it should. When someone puts a pair of these glasses on, and looks at the world during a time of Dream, some of the blurriness that is a result of the Dream goes away. To achieve this, a transparent layer of a plant that resist well the Dream's effects is used.



**Zol'gahio torch,
E.torch and
E.lantern**

(5, 80, 175 BPS)

It doesn't get very dark very often on Kaïnas. But when it does, people still need a good source of light. A good fire remains the best way to generate light. However, there are other options that burn and last longer. Zol'gahio is the same sort of symbiotic plant found in a vegetal lighter. However if Zol'gahio is used as a torch, the root must be quite a bit bigger. These torches are inexpensive but most people prefer to use Eflow torches and lanterns". Eflow torches and lanterns operate off of Orpee – they are safer, and do not smell as bad. One unit of orpee will cause an E.torch or E.lantern to burn for a whole year.



EXOTIC WEAPONS

Exotic weapons

All exotic weaponry requires a special skill to use. i.e. you must possess a skill in Double-sledge to use a Double-sledge. But due to the amount of carnage these weapons can accomplish, learning them is well worth the effort.

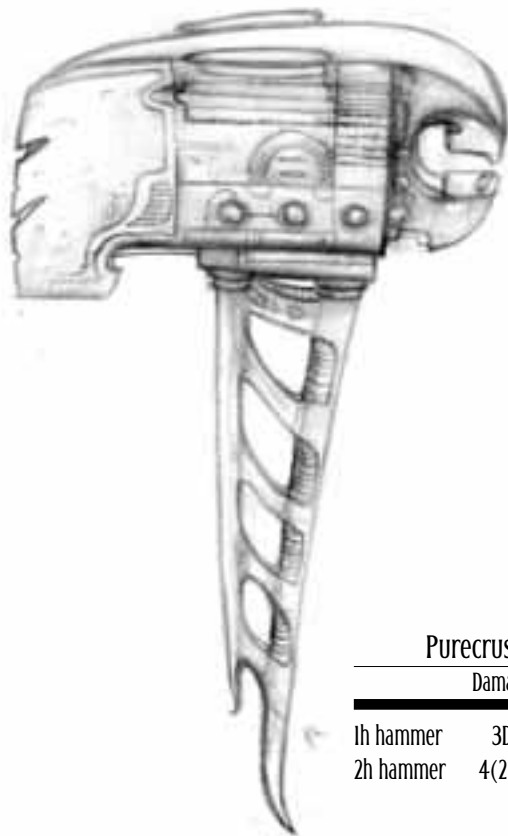
Double-sledge

(WEIRD.TECH)

Double-sledge					
Damage	Req.Str.	St	Weight	Special	Cost
4(2)d+2	d10	15	15	2 attacks,	170,000

The Double-sledge is an awesome piece of weaponry. It has a propulsion mechanism inside the hammer end, which automatically turns-on as it strikes – increasing the impact. And it has a

second propulsion mechanism, used to automatically drive the weapon backwards, providing the weapon's user with the opportunity for a second swing as the other side of the sledgehammer is propelled forward. The opponent can always attempt to avoid the second blow (as they may have done the first) but if the Double-sledge got past their shield (i.e. the opponent used a shield parry) then the weapon is considered to be operating behind the shield, and their opponent cannot perform a second shield parry. This second attack is considered "free" (it has been initiated by the weapon), and so is "Cp free". This second attack is done with the same number of dice as for the first attack. Two orpee can be stored in the Double-sledge, and each use of its propellers cost 5 eflow.



Purecrusher

(WEIRD.TECH)

A Purecrusher is a huge hammer that runs off of eflow. The more eflow the person holding the hammer supplies the hammer with, the more damage the hammer does as the hammer augments in weight and density, possibly reaching over a few hundred pounds. Once the impact occurs though, the hammer takes back its initial weight. This hammer comes in one handed and two handed varieties. Because of the extreme amount of eflow required to use this weapon, it is very rare that a warrior entering a battle will be able to use it for the entire combat. The weapon can hold up to six orpee, and each eflow cost paid, as usual, is effective for a single attack.

* **Formulae:** Once the 15 eflow cost is paid, the effect triggers and the number of damage dice is doubled (1h = 6D and 2h = 8(2)D). Each 5 more eflow paid adds one more cumulated die on the damage roll, so by spending 15 more eflow, the strike of a 1h hammer would do the whole 6(6)D of damage...

Purecrusher

	Damage	Req. Str.	S	Weight	E.cost	Special	Cost
1h hammer	3D	D8	25	5	15/5	*	1,500,000
2h hammer	4(2)D	D10	30	10	15/	*	2,000,000

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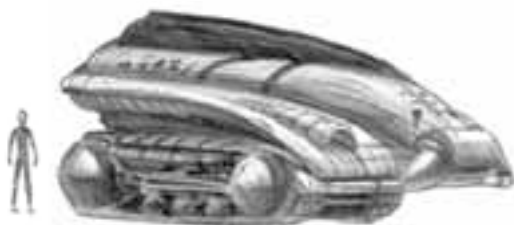
Techvans

These are very useful vehicles that come in two varieties for two different purposes; scouts or transporters.

The scout model is much smaller. To use it effectively, the driver will try to position this vehicle at least a half a mile, sometimes even a full mile ahead of the other vehicles. The purpose of this is to find and eliminate danger for the rest of the caravan before they reach the caravan. The Scout is usually filled with warriors who are capable of dealing with danger. Some Scouts will include Telepathic Familiars that have been created by Awakeners. These Familiars (one in the scout, the other with the main caravan) constantly monitor the situation of the other one, allowing instantaneous knowledge if either scout or caravan is under attack.

Scout								
Size	Sp	M	T	S	C/P	C	Tank	Cost
20ft	70/150	+5	All ground	90	2/20	none	250	620,000

Machinery: Orpee engine, e.cost: 15/h at cruise speed, each 10 mph over requires 1 e./minute.



Transporter								
Size	Sp	M	T	S	C/P	C	Tank	Cost
100ft	50/100	+1	All ground	150	6/62	300	1,000	6,200,000

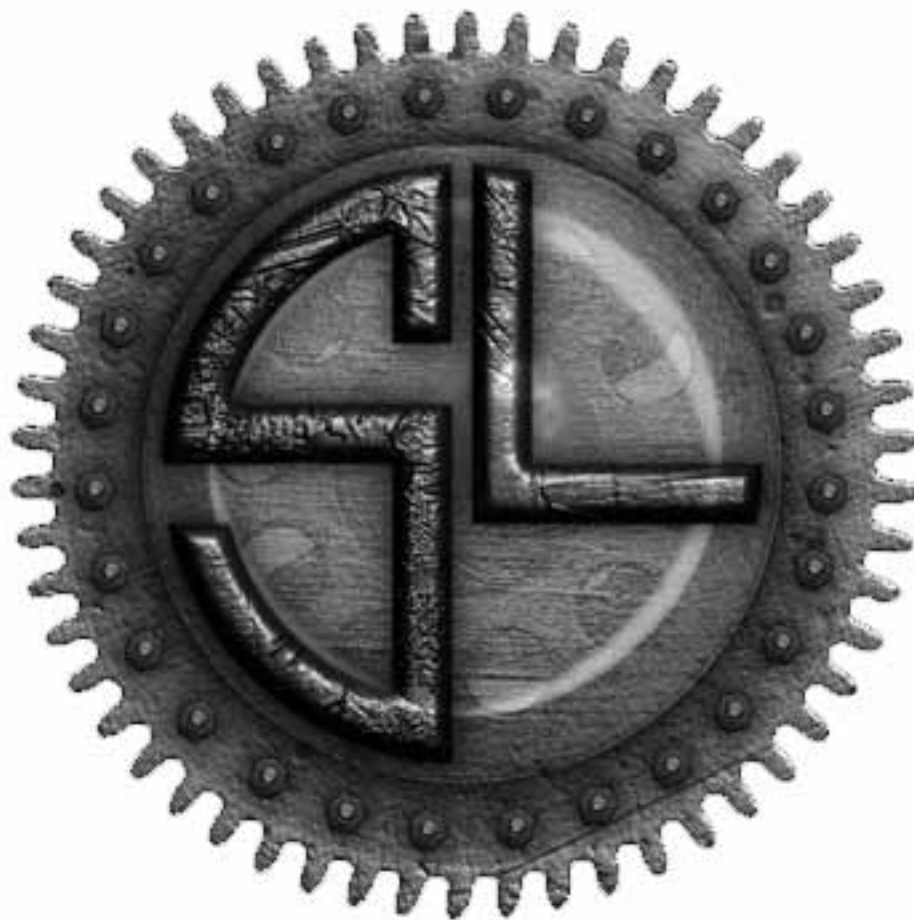
Gears: Lance nose: Pilot roll for charging. Success difference + 2 x size in damage.

Machinery: Orpee engine, e.cost: 60/h at cruise speed, each 10 mph over requires 1 e./minute.



The transporter model is actually often used as an orpee carrier. It is a caterpillar vehicle that has a huge load capacity. Because of its reinforced "blood" tip. This carrier can load big creatures and loads that are too heavy for conventional transports.

Because these machines are extremely durable, they both can go off the conventional road or path. In order to do this, they must destroy small obstacles (such as small trees or boulders.) It is possible for these machines to create their own path or road, and sometimes when travelling too difficult areas, there are many scouts which move ahead of the convoy, forging a path ahead.



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Jobs

As always, workers are the centerpieces of any system. From the poorest of the poor ones up to the most fortunate, every single one of them does his part, out of sympathy, personal interest or necessity. Dependence on orpee forces everyone to become part of the machine: no one can simply leave their town or city and begin a life alone in the wilderness. They will simply die from the claws of dangerous beasts or from orpee starvation... Even the radical ones, the terrorists, the anarchists and such individuals, are forced to do their share of the work on a daily basis like everybody else— unless they are strong enough to gang together and become rogues or bandits, which doesn't exactly suit their aspirations either.

- | | | | |
|----------------------------|--------------|-------------------------|--------------|
| - Maximum Runner | p.145 | - Air lumberjack | p.152 |
| - Water Worker | p.145 | - Extractor | p.153 |
| - Water Plumber | p.146 | - Merchant | p.154 |
| - City Builder | p.146 | - Blacksmith | p.154 |
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| - C.A Soldier (CAS) | p.150 | - Appraiser | p.158 |
| - Business Lord | p.151 | - Harvester | p.158 |
| - Clerk | p.151 | | |



Extractor

Many see miners as strange folks, similar to Dreamworkers but with a lower reputation. Since they often work far away from the Pendulum's light, they have to face Dream "problems" quite regularly, although not as much as the Dreamworkers (which, for some, is better than the uncertainty faced by the miners). Miners are usually in gangs, living in tightly knit groups. They will often work together for twenty, thirty or even fifty years in the same mine before transferring to another one. Since these jobs are both physically and mentally exhausting, Volkois and Soleks are often found working the mines in small but inseparable communities. Rarely will a miner enter a community and leave it: those who choose this lifestyle will probably spend the rest of their lives: the solidarity found in mining communities is second only to groups of Echoes. The fact that they are often cut out from civilization gives them another reason to stay together: a village of miners rarely has true barriers, and attacks must be discouraged by other means: that's when the Volkois and Soleks mere stature comes in. As for wages, miners are rarely paid individually: they annually receive a pay for the entire group, which is then divided equally in the community. Their orpee and food is delivered to them monthly. Anyway, many of them never really use the money they earn during their lives as miners.

Grade	Cost	Income	Skills
1. Kioux bark gatherer	15	50/1	<i>Extraction</i> L.2, Kioux(K) L.3, Persistence L.1, Survivalism-Wilderness L.2
2. Kioux Flesh miner	45	80/1	Resilience L.2, Chainsaw(techno-weapon) L.2, <i>Extraction</i> L.3, Kioux (K) L.4, Persistence L.3, Edges : Weapon-chainsaw
3. Sap extractor	55	200/1	Crafting-sap L.3, <i>Extraction</i> L.4, Kioux(K) L.5
4. Mineral finder	75	400/2	<i>Extraction</i> L.5, Crafting-minerals L.3, Kioux(K) L.6, Observation L.4
5. Miner Lord	1,000	700/3	Construction-mine L.4, Economy L.3, Investigation L.4, Mathematics L.2, Organization L.4

A black and white illustration of a mechanical skull, possibly a character's head, with various gears and mechanical parts visible. The skull is positioned at the top of the image. Below it, the text "FINAL CHAPTER" is written in a stylized, gothic font. The word "FINAL" is in a smaller, all-caps font, and "CHAPTER" is in a larger, all-caps font. A large, ornate, stylized letter "D" is integrated into the text, appearing to be part of the word "CHAPTER". The background is dark and textured, with some mechanical elements visible.

FINAL
CHAPTER

ECHOES

Being an Echo isn't as simple as it seems. When your Vocation comes, your perception of the world around you will change. The consequences are immediate and ever growing: your whole life, you will plunge deeper into the web your Vocation will weave around you, and it is a web that you too will help weave, consciously and unconsciously... It is us who control all on Kainas/Naakinis and everybody knows it. We represent Hope as well as Injustice. We are the incarnation of Courage, Devotion and Faith; at the same time we are the bearers of Fear, Jealousy and Hatred. The way non-Echo people answer to us is nearly always visceral and emotional in nature, for we touch the fundamental roots of reality. Closing our eyes on these facts would be the worst thing being: irresponsibility. Echoes are Chosen - be it by a Goddess or randomness - it is we who create the sense in our lives and even if there is none, we must create it. Only by our sheer will can we accomplish this magisterial feat.

Prepare yourself to be cast aside from the social routine you knew before. You can no longer be part of the mass unless you're a Walker — they are a special case. People will see, talk to and act different with you. Leader of companies will try to grab you, group of adventurers and such will come to you, career opportunities will open in numbers and varieties you couldn't even imagine before... Choose carefully for the terrain is well known to them and the neophyte, while having a great potential, is still a prey for those who tracked them for centuries. Don't hastily jump in their machine or you'll be crushed. They will try you on your youth's arrogance... which is often a good bet. Go away. Go in the wilderness. Tame yourself before taming others. Know your new self before "experimenting" on others. It is the best advise I can give. The wilderness will make you tough, as much as the yakis, and you'll need this strength soon enough. Be you a yaki; go away with only a small group, or alone even. Risk death but not foolishly. Be brave but not stupid. If you end your first year with some scars but no permanent wound, you got it right. Another advice you won't need until later: Never concentrate too much on your powers: they'll engulf and control you.

Lessons from Ekoya, Frilin

Vocations

There are, in all, fifteen known Vocations – three of them are very recent. Each of them seems to be driven, more or less, toward goals that are specific to their Vocation: perhaps they are born from a certain need. For example, War Engines will, inevitably, follow the path of War and/or social Engineering, becoming war leaders with faithful followers, while Walkers will become great explorers and discoverers, etc. Not every Echo of the same Vocation shares the same powers and masteries over them. Although a limited range of powers exist in each Sphere, a choice (inaccurately called Gifts) must be made, often reflecting the Echo race and personality. Every Vocation has particular types of Whispers, which seem to influence the Echo. Of these Vocations as a whole not much can be said. Each of them being so particular and different – both from one another and from itself at its different Sphere - makes generalizations quite hard. Without doubt though, those who become Echo – however the mean – can be considered favored: the potency they attain as they reach the higher Spheres are completely incredible, and one who, at the first Sphere, wonders why Echoes are so popular is either very short sighted or hampered by something that prevents him from fully seeing his future capacities. Besides, their increase of longevity that enhances each time they progress to a new Sphere, leaving them able to learn things in number and concentration we never could, should be more than enough a reward.

Gifts & Powers

Awakener

First Sphere

Awaken the Lifeflow

Awaken the Lifeflow uses the vitality -- the Lifeflow and Deathflow, of someone or something -- to manipulate the health of the Gift's recipient. For the most part, this Gift is used by physical Awakeners, however because of its usefulness other Awakeners will use it too.

1. Life Sense

REQ. ATTRIBUTE: Perception

RANGE: Touch

DURATION: Instant

SYSTEM: Grants the knowledge of one physical characteristic of target per success (hp, ddps, fatigue, etc.) (If res.: M.Strength).

When I looked at Sharea, I knew something was wrong. She stared at me, afraid now - probably seeing my fear. As I stretched my senses out toward her, I perceived a disease, silent and creeping, festering in her chest. By luck, it was not too late to heal her.

2. Soothing

REQ. ATTRIBUTE: Strength

RANGE: Touch

DURATION: Permanent

SYSTEM: Allows the treatment of one of the target's wound per success (Difficulty: Total hp loss) (extra cost: 1 eflow per hp healed).

In the minutes to come, I knew that I would surely die. Then she came. She carried with her a smile so tender that I knew I was completely safe. When she put her small hands on my shoulder, the bleeding stopped, the wound closed and I could almost feel my muscles

3. Rhythm Of The Healthy Heart

REQ. ATTRIBUTE: Toughness

RANGE: Touch

DURATION: 1 day

SYSTEM: Regenerate health at a faster pace: 1 hp/4 hours/success (costs 1 eflow to the user per hp gained).

As we walked home, half a day away, I saw her getting stronger and stronger. Slowly, as I watched, her wounds closed and her fatigue slipped away. When we arrived at our haven, I was half-dead and exhausted, while she was as vibrant as if she had just awoken from a long sleep - without a scar or a bruise.

4. Vitality

REQ. ATTRIBUTE: Toughness

RANGE: Touch

DURATION: 1 minute

SYSTEM: Each success allows the target to ignore one Cp die penalty due to wounds.

It was a bad start of to the day. We encountered a zharast. Knowing that I was hurt she attacked it without a thought... and got impaled when she slipped on something on the grass... Stupid accident. I saw her take the horn with both hands and pull it out of her body. After falling back to grab the weapon she had dropped, she charged again like she had never slipped, a hole as big as a Volko's fist in her right hip... she didn't slip twice.

Crafter

The usefulness of this Gift makes it a good choice for beginners. Also, eventually, Awakeners who wish to craft their Familiars better can't afford to ignore it.

1. Natural weapon smith

REQ. ATTRIBUTE: Agility

RANGE: Touch

DURATION: Until weapon or armor is repaired (Permanent).

SYSTEM: Repair weapon and armor quality with your bare hands. Each success repairs three structure points per hour.

The fighting had been terrible. Those of us left were sitting around the fire, glad to be alive. Then, calmly, as if unaffected by the carnage around her, Maeano unsheathed her sword and began sharpening it with the palm of her hand. As she worked, the blade began to gleam with a terrible white light. "Better get ready, tomorrow will be even bloodier..."

2. Mold matter

REQ. ATTRIBUTE: Strength

RANGE: Touch

DURATION: 1 hour

SYSTEM: Allows the Awakener to mold 1 yard (cubic) of matter/success (Difficulty is matter's structure) as if it were clay.

In order to craft a new Familiar that is stronger than wood,, it is necessary to understand the shape and substance of metal. The way the metal feels, its texture, its strengths. And then you have to know that if you touch it in just the right way, the metal's strength becomes pliability and the metal's resistance becomes like clay under the disciplined hand. Then, will you truly begin to craft.

FINAL CHAPTER

3. Carve the puppet

REQ. ATTRIBUTE: Agility

RANGE: Touch

DURATION: One hour long ritual; effect is permanent.

SYSTEM: Each success increases the capacity of whatever Familiar it is used onto to absorb Rituals by 1 (Costs 1 xp per additional slot).

After you have found, within the metal, the shape of your desires, be warned: the task is not yet complete. Just as a Gnath is not a Gnath without the features that make him an individual, your new Familiar is not yet complete until it has a shape and character of its own. Slow, careful, manipulations cause bodily joints and wings of need or necessity to be added, bringing it even further than it would normally have.

4. Size Manipulation

REQ. ATTRIBUTE: M.Strength

RANGE: Touch

DURATION: 1 minute or 1 round

SYSTEM: Enlarge or reduce an object by 3 size points per success (Res.: Toughness. Damage is roll's difference, no armor). No negative possible.

I never saw someone suffer like that. Khe'vera used his power, and the

plate mail began to change; tightening, shrinking and constricting itself around its terrified wearer. Crushed where once he had been safe. He died in an explosion of blood and intestines...

Toy matter

Toy matter is one of the most frequently used Gifts. It has a broad range of uses and is so easy to comprehend that it is a quick choice for novices and a favorite one for masters (amongst the First Sphere Gifts...).

I. Knowledge of matter

REQ. ATTRIBUTE: Perception

RANGE: Touch

DURATION: Instant

SYSTEM: Each success allows the Awakener to learn one element in the composition of an object.

What's this? Wait a moment... hum... I sense that it is made from an arah tree, herei tree and Kioux resin on the surface... below is... It is more difficult to sense... but I believe that it has a shaft of steel dipped in Sastak. It seems stranger than usual... What is it? That knowledge is obscured... keep this staff... I shall try again later.





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