

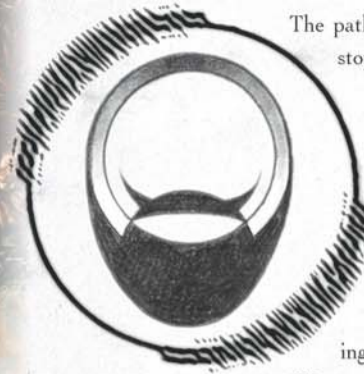
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Mechanical Boxed Set

Mechanical Boxed Set
Coffret
Mécanique

Aj Book

R e d e m p t o r s (Awakener)



The paths of my brothers and sisters merit that we stop and take notice of them, and that we pay our respects to them. However, these are not the only paths that one may tread, and they certainly are not our paths. We are Redemptors of Consciences.

We believe that consciousness has gone too far. Look at the Gnaths, for instance, who are always complaining, always spreading out, seeking more control over everything.

We are against the kind of excess that is created by this endless quest to always acquire more. We are aware of the dangers of saying such things, but we are also aware that every great cause needs its Symbols - and its Martyrs.

We are all of the above and we are ready to accept the consequences. We do not wish to crush the system, especially after what we have seen during the Years of Chaos. We have all seen the effects of anarchy. Nevertheless, we seek change. We have the means to implement change, and we have already done so. We will continue to affect the course of events. So come together, natural brothers! Death is nothing but another transformation.

Ureke, Gnath

Mechanical Dream

SHAMAN HISTORY

There is a story that scholars have been teaching everyone for a few centuries. The academies convey, that many Truth Crafters teach, and that many Dreamers tell. It is a true and just story, but a story from the other side. Our world teaches us to know and understand the duality of a thing and its opposite. From the double perspective, the accepted paradox (in Frilin, horikel: ho = double, rikel = dream). It was the first word the Gnaths erased from the Frilin language. What else was erased, you know. Almost. A whole aspect that is still invisible, but that lives among us at night. The past was "controlled". It still isn't the right time, but the other story will soon be revealed. The story of the Dream.

The popular belief is that the Yakis are the only ones who possess "real" shamans. People believe that Inaïs, Yakis and Emovans who become urbane shamans are all educated by Yakis shamans. It is a myth. People don't notice that, agglomerated in the Slums, one on top of the other in villages and refuse, they form urbane tribes identical to those that were around millenaries earlier.

The Yakis are not the first shamans. Nor are they the only shamans. The Frilins, the first to live with the Dream. Some of them studied it in order to find a way to tame it. They were the first shamans. When the other races were born, they might have received their knowledge. Of course, they might not have. The result, however, is the same either way: the learning of the Dream and the Reality. One has to learn to live with the Dream, and everyone knows that is not a means of doing so. One has to understand it. One needs empathy, and one must give it to the other while remaining himself. This is lucid osmosis, *Steam Logic*... So don't seek to understand why all shamans are female, why Gnaths, Soleks or Zins are never shamans, and why Volkois. Don't seek to understand why an Inaïs, an Emovan or a Nayan will almost always make a shaman. It's in our nature.

To become a shaman, the individual must be ready for his world to change radically. He must be ready to live at night, and must accept that his relation with time, space and people will change. Most importantly, he must accept the loss of the little rational control he used to hold over his life. All this simply to gain a bit on the Dream, to slide from one side to the other. A humble neophyte, persevering and strong, could become a shaman after a long training, by silently following in a master's footsteps, and by observing the Keys he will let slip out from time to time.

All the races of all era have had their own shamans, rituals, rules, and passions. Since the dawn of time we have had to learn to think by day, and by Solve'qan (sol: backwards, ve'qan: thinking), thinking backwards, backwards thinking, the Dream. It is only in the last milleniums that the Gnaths divided the world in two. They were incapable of supporting this world of duality, this double world where they remained simple. Since then, we have lived not only in their rhythm, but also in their world. But this world also belongs to the Zins, the Volkois, and the Soleks. This is the world of the males of all races except for the Emovans and the Inaïs. And the Frilins, always outside, always somewhere else, observe more than they seem to. They start observing in their sleep. It is their sleeping eye that we misjudge; it doesn't look at what we look at.

Keys that we press against our palm to feel and experience the mild and gnarled wood, or the cold and smooth metal. And the Yakis, as is their habit, have found many of these keys by looking hard, paying attention, listening, and respecting... But here are a few of these Keys:

Yonæssu, Nightmare, Inaïs Poetess

AJB Rolla

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...ip from one job to the next are usually people nary ability due to their talent, their luck or status.

of seem to be able to easily sustain having two same time. It is difficult to imagine a Mind arriving in such organized chaos. Work-life on utal and alienating, and coordinating two jobs ic. As for the possibility of changing jobs

will serve only as a reference representation than something limited to one platform.
NOTE: For the cities without platforms, the divisions presented below will be segmented by neighborhood.

Players Book

Slums

Factory worker P.13 Urban farmer P.11

First Platforms

Bureaucrats of the C*RM P.11 I.E.S. Production supervisor P.12

Intermediate Platforms

Chief of Police P.11 Development Technician in Aerodynamics P.12

Upper Platforms

A.E.S. Cadre P.13 The Commissioners of the Second Division of the CPRM P.13

Job: Dream Shaman

Dream Warrior

Media Heroes

Peddler

Road Guardian

peddler

Mechanic



Engrenages

DAMAGE	REQ. STR.	WEIGHT	SPECIAL	COST
3D-4-4	25	4kg	Flow use	120 000Bps

Flow Blade
 For an activation cost of 3 flow, the blade can store its damage bonus as the flow flows along the edge of the blade and inflict damage if by dealing an activation of it. This activation lasts for one round. For an activation cost of 10 flow, the blade can be reversed, adding five to all the user's rolls involving the blade (parrying, attacking, controlling, etc. like these).
 into the E slash blade takes one round, and the blade can store up to three Orbes.
 hour. The flow is wasted if it is not used within the hour. If it is not used a relic. The infusion of one Orbe can consume Orbes and use its flow within an

Many are judicial adversaries who, when faced with this crazy blade with such vivid and nearly autonomous movements, preferred to flee the carrier so adorned. On the battlefield at times we see Circles of Echoes all armed with this blade, and their mortal dance is doubled by the lethal nature of this blade.
 whom strategy is based on brute force. The movements of the warriors wielding these blades are imitable. maximum in flow and ability while at the same time imitable, and this blade is perfect for all warriors for representing a

DAMAGE	REQ. STR.	WEIGHT	COST
3D+2*	40	5kg	30 000

Terrific Spiked Mace
 *The Terrific Spiked Mace reduces soft armor's effectiveness by 3 (thus making a soft armor of -4 to damage, a -1 soft armor to damage). -11 deg or pure violence wound raises the weapon may get stuck in the body because of its spikes. Roll a strength test versus the damage level. If the damage is superior, the weapon remains stuck. For each round that it remains stuck, it will deal half the damage that it did upon striking.

The Terrific Spiked Mace is one of the "contusive" weapons, the most appreciated by companies, utilitarian as well as the blood-thirsty. Although the advertising that declares that "no points could have been added to the Terrific Spiked Mace" appears exaggerated when we first look at the mace any veteran will tell you that in order to conserve its piercing effect at the maximum level, this is indeed the maximum number of weapons climbed 30000. The company clearly can't complain. To the surprise of all the pie companies, Terrific maintained its high level of quality, augmenting production by hiring new personnel. At the moment, Terrific is on the verge of becoming an i.e.s. and its Terrific Spiked Mace in Kionx, a real truncheon capable of beating up a Grandator or of smashing open a too, is used by a great number of renowned warriors. Some people believe that this mass could be Terrific's entrance into the league of the Dreams of War...



Book
Players: Engrenages

First Sphere

Technical Engineer

Contrary to other Vocations, it is quite common for Engineers to develop only one or two Gifts at each Sphere. Engineers concentrate on the subtleties of each Gift, learning and studying it intricately rather than developing a broad, superficial knowledge of many Gifts. Moreover, to the regular Engineer, Screeches of Reality is practically useless. This contrasts sharply with several Vocations that would almost always be able to combine the effects of their various Gifts. In this respect, the three branches; The Engineer, The Conductor and The Orchestrator, are very divided and can be compared only in certain instances.

Mechanisms

As the basis of the pure Engineer, Mechanisms allows the Engineer to familiarize himself with mechanisms. It is sometimes possible for an Engineer who studies this Gift to become extremely intimate with the workings of mechanisms, reminiscent of the connection Awakeners have with material things. Through Mechanisms, an Engineer can bring about incredible transformations which make him a powerful magician or illusionist.

1. Comprehension

MeCh REQ. ATTRIBUTE: M. Agility

RANGE: Touch

DURATION: Instant

SYSTEM: The user can only use this Gift once per day to understand one of the mechanisms of a device or machine.

Gifts First Sphere

3. Repair

REQ. ATTRIBUTE: Agility

RANGE: Touch

DURATION: Instant

SYSTEM: Each success adds +3 to the Engineer's Repair roll (both rolls are made simultaneously)

Look who's having fun with their Cuckoo Clock. It is all discombobulated, but in a few hours, it will be able to tell time again. In just a few moments, with a few adjustments, the endless Cuckooing will stop.

4. Mind Touch

REQ. ATTRIBUTE: M. Agility

RANGE: 10 yards

DURATION: 1 minute

SYSTEM: Allows the Engineer to control mechanisms mentally (with M. Agility) fulfilling the requirement for "Touch" range for a power's usage. Mechanisms are irrelevant

It's much better this way, and besides, one doesn't get covered in axle grease!

It is rumored that First Sphere powers are merely at the embryonic stage, and increase in strength and consciousness the more they are used. And although it has not been documented, it is likely that an Echo who uses a specific power frequently in the First Sphere can continue to use it (as it grows at its own pace) in higher Spheres. Those who neglect their powers from the First Sphere, once they attain a higher level, are often among the most unhappy Echoes. Their Gifts from the Second Sphere are rendered almost completely useless because Echoes who do not hone their First Sphere Gifts first are "less experienced" and therefore less able to control the more difficult powers of the Second Sphere. There is no proof these hypotheses are true and several suspect that they may just be rumors generated to calm the raging spirits and ambitions of young Echoes incapable of focusing their attention on the step-by-step process of moving from Sphere to Sphere.

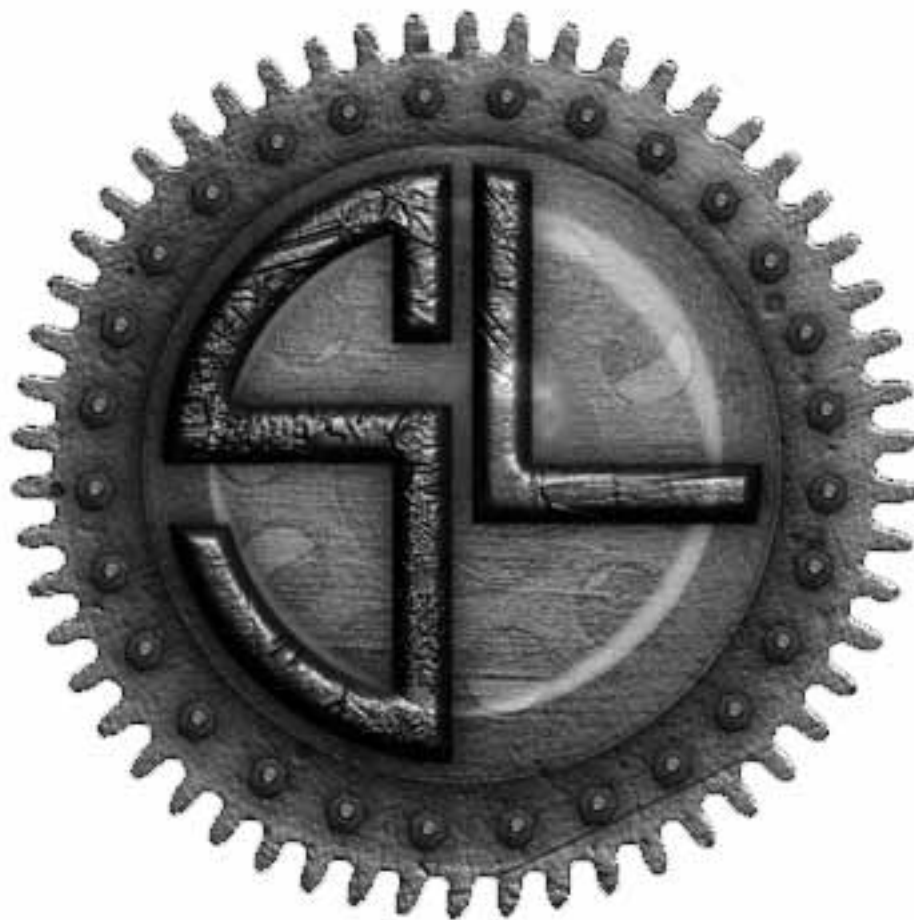
Engineer

Specter

p. 13

p. 16

Pièces Détachées



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