

BLACKWOOD & NASH

WEAPON EMPORIUM

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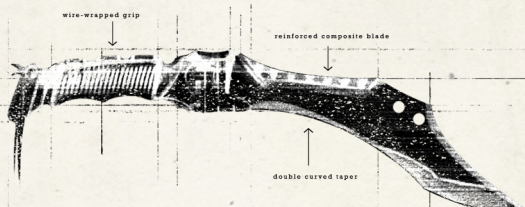
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QUARTERLY CATALOG

SAVE NOW ON ALL CRAFTING MATERIALS WHILE SUPPLIES LAST!

KUKRI

N205



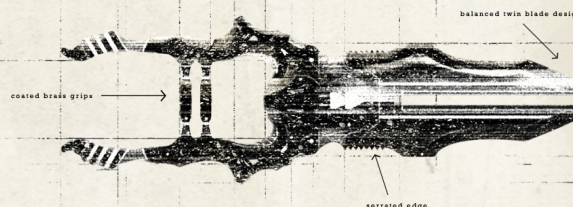
A kukri is a blade with an inward curved edge that has a different center of gravity when swinging the blade, making it easier to clear brush, cut food, and chop limbs.

One-Handed Grade: 1 Dmg: 1d6+2 UC: 6 Hours: 6

Enhancements: Light

KATAR

N235



The katar is commonly known as a punching dagger. It has a hand grip which places the blade above the knuckles making it easier to place more force behind the blade.

One-Handed Grade: 1 Dmg: 1d6+2 UC: 6 Hours: 6

Enhancements: Balanced

BRASS KNUCKLES

N120

A brass knuckle is a common weapon of intimidation used by thieves, thugs, and other less reputable characters. They fit over a person's fist, allowing them to punch with lethal force.

One-Handed Grade: 1 Dmg: 1d6 UC: 4 Hours: 4

Enhancements: Light

DAGGER

N175

A dagger is a double-edged knife with the blades extending fully on both sides. This is usually seen with a full guard to protect the user's hand. The design allows for much easier slashing and piercing attacks than a knife's single edge.

One-Handed Grade: 1 Dmg: 1d6+1 UC: 6 Hours: 6

Enhancements: Light, Thrown

TOMAHAWK

N265

A hand-held axe, tomahawks are fantastic close quarters axes that can also be thrown.

One-Handed Grade: 1 Dmg: 1d6+2 UC: 6 Hours: 6

Enhancements: Thrown +3

Defects: Unwieldy

THROWING KNIFE

N445

Throwing knives are small daggers, balanced for throwing at a range and piercing a target's armor.

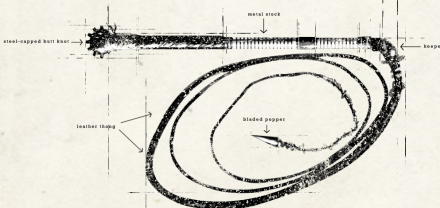
One-Handed Grade: 1 Dmg: 1d6+2 UC: 8 Hours: 6

Enhancements: Thrown +5

Defects: Unwieldy

WHIP

N120



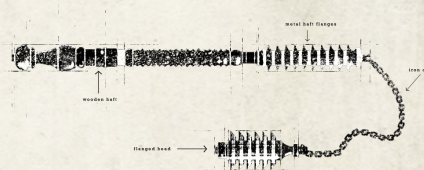
A whip is a piece of flexible cord with either flayed ends traditionally used to exert control over beasts or slaves, literally whipping them into submission. Outside of combat this can be used to make sound, or to reach a previously unreachable item.

One-Handed Grade: 1 Dmg: 1d6 UC: 7 Hours: 6

Enhancements: Reach

FLAIL

N305



The flail has many variations, but the most common have a wooden handle with a varying length of chain and a ball attached. The metal ball is weighted to crush through enemy armor and shields, sometimes even sporting spikes.

One-Handed Grade: 1 Dmg: 2d6+2 UC: 9 Hours: 6

Enhancements: Reach

Defects: Unwieldy

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MACE

#135

A one-handed weapon that could be likened to a steel club. The head of the weapon is typically adorned with a number of flanges to focus the force of a swing.

One-Handed Grade: 1 Dmg: 1d6+2 UC: 3 Hours: 4
Defects: Unwieldy

MORNING STAR

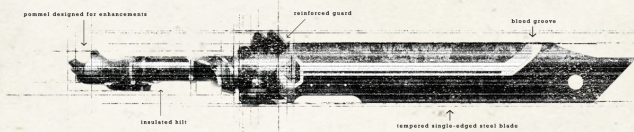
#135

A popular derivative of the mace, the head of the weapon is a large, heavy ball which is equipped with numerous spikes protruding in all directions.

One-Handed Grade: 1 Dmg: 1d6+2 UC: 3 Hours: 4
Enhancements: None

SWORD

#365



Possibly the most symbolic weapon in times of war, swords have long been the staple of all people across Feneryss. Single-edged or double-edged, the sword comes in a variety of styles and are the standard when it comes to fighting.

One-Handed Grade: 2 Dmg: 2d6+2 UC: 10 Hours: 8
Enhancements: Balanced

CLUB

#210

A thick piece of wood often seen with metal spikes or similar brutal additions. Clubs are generally less useful with the advancements of technology but are still seen wielded by brutes.

One-Handed Grade: 1 Dmg: 2d6-2 UC: 6 Hours: 6
Enhancements: Defensive

STAFF

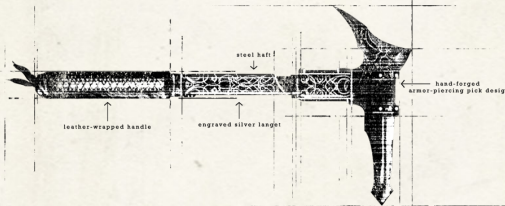
#305

A staff is typically a cylindrical rod, made out of wood or metal. They range from 6 to 9 feet long and are blunt objects.

Two-Handed Grade: 2 Dmg: 2d6 UC: 8 Hours: 6
Enhancements: Balanced

WAR HAMMER

#340

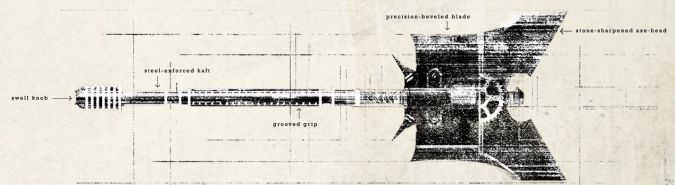


War hammers are usually used while being mounted or for close combat action. It resembles a hammer with a much longer handle, and can be used for bludgeoning or piercing armor.

Two-Handed Grade: 1 Dmg: 2d6+2 UC: 7 Hours: 6
Enhancements: Heavy
Defects: Unwieldy

WAR AXE

#440



War axes are large two-handed weapons, usually double sided, created for one thing: chopping through legions of enemies in the way. War axes are so large that they have the heavy and unwieldy enhancements.

Two-Handed Grade: 1 Dmg: 3d6+2 UC: 13 Hours: 8
Enhancements: Heavy
Defects: Unwieldy

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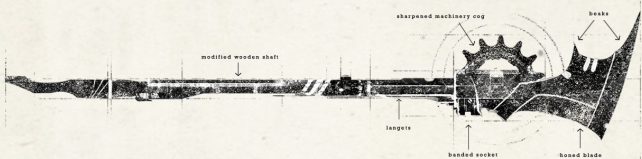
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HALBERD

N420



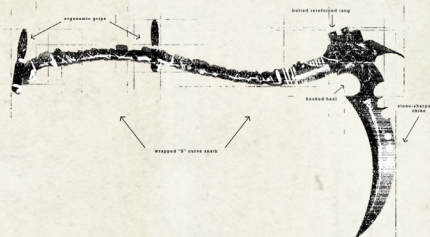
The halberd is a wooden shaft as long as a person with an axe head, a pike, and sometimes a hook or spike on the end of the shaft. This makes it easy catch an opponent off-guard by pulling their legs out from under them.

Two-Handed Grade: 2 Dmg: 2d6+2 UC: 14 Hours: 8

Enhancements: Heavy, Reach

SCYTHE

N340



Commonly used by farmers, the scythe bears a long curved blade mounted on a tall staff. It was quickly adopted as a signature weapon for the marshals of Death who occasionally refer to death as a "reaping" or "harvesting."

Two-Handed Grade: 1 Dmg: 1d6+2 UC: 10 Hours: 8

Enhancements: Heavy

SPEAR

N275

A spear is a pole that either has a sharpened end or a fixed metallic end piece that comes to a point. Made for piercing as well as throwing, the spear is a sturdy weapon that has been used as both a hunting tool and a weapon.

Two-Handed Grade: 1 Dmg: 2d6 UC: 9 Hours: 6

Enhancements: Reach, Thrown

JAVELIN

N540

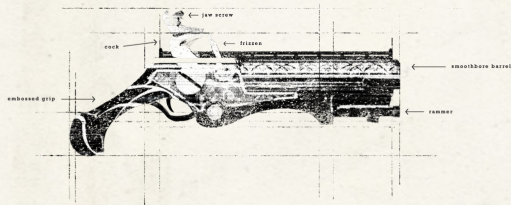
A javelin is a close relative of the spear. Its design is shorter than the average spear and lighter as it is intended to be thrown, or hurled from a device such as atlatl. Balance is also a key feature; improper balance can ruin an even throw.

Two-Handed Grade: 1 Dmg: 1d6+2 UC: 12 Hours: 8

Enhancements: Reach, Thrown +5

FLINTLOCK PISTOL

N65



Flintlock technology was an early precursor to the new casing technology that has begun to gain popularity over the last decade. A flintlock pistol was typically a single shot weapon. Due to its ammunition capacity, the flintlock pistol has been used primarily as a last resort weapon.

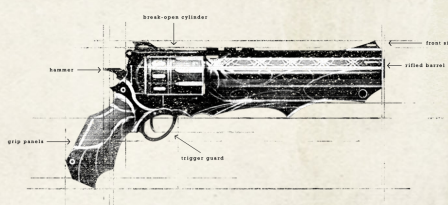
One-Handed Grade: 1 Dmg: 1d6 UC: 2 Hours: 4

Range: 5 yds. Magazine: 1 Reload: 1 Action

Defects: Inaccurate

REVOLVER

N470



The revolver is the descendant of the flintlock pistol. It commonly is more concealable and more reliable. In addition, the revolver holds bullets instead of lead balls, typically between 5-7, in a cylinder which is rotated as the gun is fired to line up the next shot.

One-Handed Grade: 1 Dmg: 2d6+2 UC: 15 Hours: 10

Range: 10 yds. Magazine: 5 Reload: 1 Action

Enhancements: Accurate

SALE SALE SALE

IT'S DANGEROUS OUT THERE SO DON'T GO OUT UNARMED! CARRY A WEAPON!

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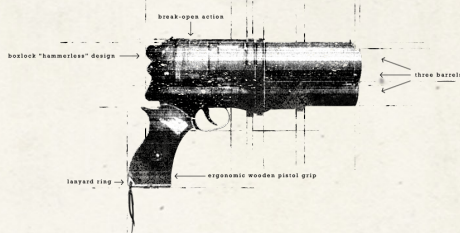
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TRIGUN

N305

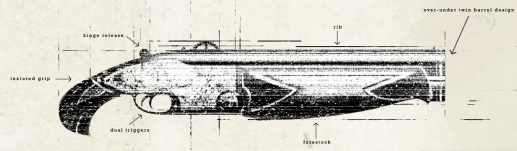


The trigun was created after the revolver as a cheap alternative. Without the reliability or ammunition capacity of the revolver, this was seen as a more common weapon among the poor. These three-barreled handguns were very popular among those requiring inexpensive firepower.

One-Handed Grade: 1 **Dmg:** 2d6 **UC:** 10 **Hours:** 8
Range: 5 yds. **Magazine:** 3 **Reload:** 1 Action
Enhancements: Scatter

DOUBLE BARREL SHOTGUN

N375



A hefty sawed-off shotgun with two barrels. It provides plenty of kick for the size and is commonly used by motorists and people who often work or travel in tight spaces.

One-Handed Grade: 1 **Dmg:** 2d6 **UC:** 12 **Hours:** 8
Range: 5 yds. **Magazine:** 2 **Reload:** 1 Action
Enhancements: Balanced, Scatter
Defects: Inaccurate

FLARE GUN

N200

The flare gun is a small, single shot pistol that fires a tiny cartridge of flammable material. It can be used to illuminate a large area with ambient light when shot in the air. The area stays lit for 1 minute.

One-Handed Grade: 1 **Dmg:** 1d6+1 **UC:** 7 **Hours:** 6
Range: 10 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Flare

HAND CROSSBOW

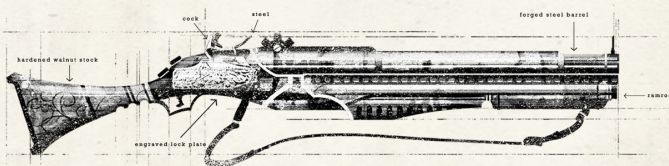
N265

A handheld version of the crossbow. This weapon can be compact enough to sneak it past guards. This is the primary reason for its continued circulation, especially among assassins and thieves.

One-Handed Grade: 1 **Dmg:** 2d6 **UC:** 8 **Hours:** 6
Range: 5 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Accurate

MUSKET

N385

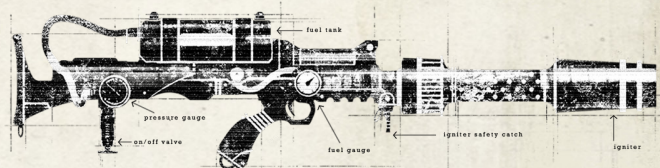


The musket is one of the earliest forms of firearms and works in exactly the same way as the flintlock pistol, however, its heavy frame and ability to equip a bayonet make it more useful in combat after the first shot is fired.

Two-Handed Grade: 1 **Dmg:** 2d6+2 **UC:** 12 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Defects: Inaccurate

FLAMETHROWER

N545



This relatively new and extraordinarily sadistic invention is designed to inflict severe pain on its victims. Liquid fuel is sprayed from its nozzle and then ignited by a Pilot flame located, creating a stream of fire that can be sprayed in large arcs.

Two-Handed Grade: 1 **Dmg:** 1d6+1 **UC:** 13 **Hours:** 8
Range: 6 yds. **Magazine:** 6 **Reload:** 2 Actions
Enhancements: Spray, Superheated Coil

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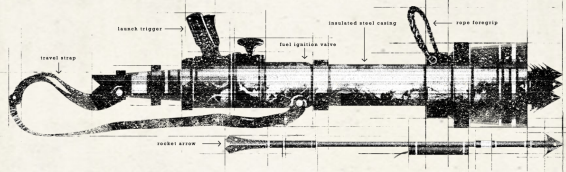
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NEST OF BEES

N310



When fired, the nest of bees launches 32 crude, rocket-propelled arrows in a large area. After firing a nest of bees, restocking the arrows costs half of the normal cost and takes an hour to properly position.

Two-Handed Grade: 1 **Dmg:** 2d6 **UC:** 10 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Defects: Inaccurate

SHOTGUN

N580

A powerful close range weapon, the shotgun is a symbol of fear, protection, and power, all in one. Originally used for hunting, the shotgun gained use in combat as it frequently reduced its victims to a ruined, bloody mess.

Two-Handed Grade: 2 **Dmg:** 2d6+3 **UC:** 17 **Hours:** 10
Range: 10 yds. **Magazine:** 2 **Reload:** 1 Action
Enhancements: Balanced, Scatter

RIFLE

N745

The gentleman's weapon. Used for sportsmanship for nobles, and animal farming for the common folk, this weapon is wondrous in its many places of use.

Two-Handed Grade: 1 **Dmg:** 2d6+2 **UC:** 19 **Hours:** 10
Range: 50 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Accurate

CORPSE GNASHER

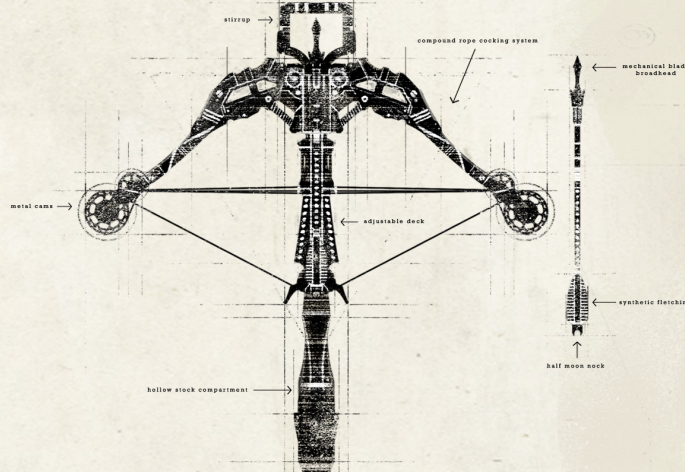
N3750

The pinnacle of Human ingenuity in the weapons field, the corpse gnasher is a one stop shop for defending the homestead against the undead. Not only does it chew them up and spit them out with a nearly endless hail of bullets, it disposes of the corpses too!

Two-Handed Grade: 4 **Dmg:** 7d6 **UC:** 44 **Hours:** 20
Range: 10 yds. **Magazine:** 10 **Reload:** 3 Actions
Enhancements: Flare, Full-Auto, Molded Grip

CROSSBOW

N230



Bow styled weapons are relics in this modern age, relics that have been redesigned and reinvented to the point of unfailing perfection. The crossbow, which is a descendant of the original bow design, uses highly tensile wood or metal and a rope or wire to launch bolts moderate distances.

Two-Handed Grade: 1 **Dmg:** 2d6+2 **UC:** 8 **Hours:** 6
Range: 20 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: None

LONGBOW

N975

The long bow can be considered the grandfather of all bow styled weapons and uses a tensile piece of wood or metal and a piece of wire or string to launch an arrow at moderate to short distances.

Two-Handed Grade: 1 **Dmg:** 1d6+2 **UC:** 17 **Hours:** 10
Range: 70 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Balanced

SHORTBOW

N375

The sneaks' bow. Able to fire in an almost prone position in a corridor no wider than a person can squeeze into, the mobility of this weapon coupled with the silence and range it brings is almost invaluable to those who wish to take advantage of it.

Two-Handed Grade: 1 **Dmg:** 1d6+2 **UC:** 12 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Balanced

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MEEKSTAVE

#305

This seemingly benign walking staff is at best improvised club except for those with arkane knowledge. This staff grants a considerable increase in their potential. This grants an additional 1 spellpower and adds the wielder's Intelligence ranks as bonus damage to any damage-dealing spell which causes direct damage. As a melee weapon, follow the rules regarding a 10 lb. improvised weapon.

Two-Handed Grade: 1 UC: 9 Hours: 6

Enhancements: Arkane Empowerment

EXALTED OPUS

#180

The pages of this tome begin unaligned. A simple one hour process will attune its contents to the wielder's Aspect. Thereafter it grants an attuned user +1 to CP recovery when resting. While on their person it also boosts their CP by +2, and enhances their range of influence by 1 yard. As a melee weapon, follow the rules regarding a 5 lb. improvised weapon.

One-Handed Grade: 1 UC: 6 Hours: 6

Enhancements: Invigorate

THURIBLE OF REBUKE

#1330

A simple trinket known in religions of old, the smoke emitted from this will negate all effects of an opposing aspect's aura for 2 rounds. After use, it takes 4 consecutive hours to recharge this ability. While equipped, it grants the marshal +2 to their CP and increases their range of influence by 1 yard. It is considered a 5 lb. improvised weapon when used in melee combat.

One-Handed Grade: 2 UC: 22 Hours: 12

Enhancements: Resistance 3

MIND'S MAGUFFIN

#380

To the unaware, this merely appears as a child's toy designed to keep them occupied, yet for those who have awakened their Psykic potential it is a tool by which they focus their power. While wielding this a psykic's range of influence is increased by 1 yard and strain for all Psy checks of the chosen discipline is decreased by 1. As a melee weapon, follow the rules regarding a 5 lb. improvised weapon.

One-Handed Grade: 1 UC: 9 Hours: 6

Enhancements: Boost

SCION'S ACUMEN

#1230

A mere twig to the untrained eye, this slim wand provides considerable benefits to an arkänist. It grants a wielder +1 SP, reduces spell UC by 2, and adds bonus damage equal to the caster's Intelligence to any damage-dealing spells. When used in melee it is treated as 5 lb. improvised weapon.

One-Handed Grade: 2 UC: 21 Hours: 12

Enhancements: Arkane Empowerment, Boost 2

ASPECT'S TAPESTRY

#180

A simple cloth embroidered with the image of an Aspect's Omen, such as a pair of wings for air, or a crown of iron thorns for hate. It grants a marshal of the appropriate Aspect +3 CP.

One-Handed Grade: 1 UC: 7 Hours: 6

Enhancements: Miraculous Empowerment

GEOSOUGHT

#2280

A trinket that fits comfortably in the palm of a caster's hand and is shaped like the steering wheel of an airship. Symbols reminiscent of a sigil or ark-drive are carved or inlaid with metals. It grants the wielder +3 SP to a particular school of arkana and reduces the UC to cast by 1.

One-Handed Grade: 3 UC: 32 Hours: 16

Enhancements: Arkane Empowerment 3, Boost 2

PSYKISCOPE

#1970

A potent psykic focus that resembles a small telescope. A psykic wielder gains a 3-yard bonus to their range of influence and their strain checks are reduced by 1 in the psykiscope's attuned discipline.

One-Handed Grade: 3 UC: 26 Hours: 14

Enhancements: Augment 3, Boost 2

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ARM YOURSELF TODAY

WEAPON CRAFTING

If there is anything in which Humanity excels, it is finding new ways to kill each other. Armaments on Feneryss began as crude, blunt force objects and dull-edged weapons. Slowly, along with the machinations of Humanity, they began to evolve. First iron and steel, then gunpowder. The advent of firearms radically changed the face of combat around the same time the Arkanic drive revolutionized travel.

Swordsmen and close-quarter assassins gave way to musketeers and snipers. Swords and knives became last resort weapons, and while there were still a variety of folk heroes that fought with such items, many could not keep up with the advancement of guns and the destruction that only they could unleash.

That said, both melee and ballistic weapons see heavy use to this day for private firms and individuals seeking protection, or perhaps, for the thrill of adventure.

BROKEN WEAPONS & REPAIRS

Weapons can be *broken* in a number of ways, such as the sunder combat action or long exposure to acid rain. *Broken* weapons roll half their damage dice and reduce their static damage bonuses by half. In the case of a negative damage modifier, it remains unchanged. Additionally, enhancements do not grant their effects to *broken* weapons. The UC to repair a weapon is half its crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

IMPROVISED WEAPONS

Situations may arise when a character's preferred weapons are not at hand. In certain cases, they may need to utilize improvised weapons. This includes objects not intended for combat, such as whiskey bottles, loose stones, and even *unconscious* bodies, but also includes non-melee weapons used in melee combat (i.e. ballistic weapons or foci).

A character may wield an improvised weapon effectively if its weight is less than **5lbs × Strength**. Wielding weapons that exceed this limit imposes 1 point of *fatigue* at the start of every round except the first. All improvised weapons possess the unbalanced defect (treat all 6's on damage dice as 5's) and any improvised weapon weighing 1 pound or less also has the light enhancement (can be used one-handed in a grapple).

At any point a character may choose to wield these weapons with one or two hands and gain the appropriate damage bonuses from strength as if it were a one- or two-handed weapon. Psykics who use improvised weapons through telekinesis substitute their ranks in Willpower for Strength, and are considered to be wielding them one-handed for damage bonus purposes. If an improvised weapon becomes broken, it is useless and is no longer capable of damage.

STRENGTH WEIGHT LIMIT (LBS.) DAMAGE

STRENGTH	WEIGHT LIMIT (LBS.)	DAMAGE
1	5	1d6-2
2	10	1d6-1
3	15	1d6
4	20	2d6-2
5	25	2d6-1
6	30	2d6
7	35	3d6-2
8	40	3d6-1
9	45	3d6
10	50	4d6-2

"Do you see master? My first!" The journeyman held his creation aloft for the master to inspect, who swept the weapon from unsuspecting hands. "Do not pause now, apprentice. Another!"

—Weaponsmith Jun Pak and his Apprentice

From the apprentice's first dagger to the legendary Jun Pak's renowned blades, weapons come in a wide array of designs and purposes. Crafting such things can go down a number of paths, but at the very least all weapons start at grade 1 with a grip and weapon type.

The difficulty to craft a weapon is based on its various parts: grade, grip, type, and enhancements all add to the UC. This process takes 4 hours, plus another 2 hours for every 5 points of the UC. This does not have to be consecutive. The crafter may take their time with the weapon. Every additional hour reduces the UC by 1, to a minimum of half the original UC. Conversely, the process can be sped up, reducing the craft time by 1 hour and increasing the UC by 1. Failure means that the crafter must pay only half the material cost, but the weapon is scrap.

Any enhancements with an infinity symbol (∞) can be applied to a weapon multiple times, provided the cost and UC can be achieved. The cost increases incrementally (i.e. the first damage die enhancement costs 100nt., the second costs 200nt., third costs 300nt., and so on). A red exclamation mark (!) indicates prerequisites or restrictions to adding the enhancement.

Jun Pak's apprentice is attempting to craft a dagger. It will be basic: only grade 1 (0 UC, ₳10); it will be small, requiring only a one-handed grip (0 UC, ₳25); and it is a melee weapon (1 UC, ₳5). The apprentice intends to sharpen the blade, which will add 1d6 damage (3 UC, ₳100). He also wants to keep it light, for close-quarters fighting (3 UC, ₳60).

This brings the UC to 7 and the cost to ₳200. Jun Pak will pay for the materials and the apprentice's Craft (Armaments) rating is 4 (1d10). This will be difficult for him. He rolls a 5. Success! If he had rolled one less, Jun Pak would have paid ₳100 instead of the full cost, but the wasted materials would have left him angry with his apprentice.

EXAMPLE

GRADE

Grade indicates the weapon's overall quality and determines its maximum damage enhancements. Grade must be increased via crafting upgrades in order to increase a weapon's features beyond their current grade's maximum. Total dice and damage (or focus enhancements) cannot exceed twice the weapon's grade if the grade is less than 5. Grades must be crafted and purchased in sequential order. A weapon can even be upgraded multiple grades at one time, but grades cannot be skipped.

GRADE	UC	COST
1	0	₳10
2	1	₳20
3	2	₳30
4	3	₳40
5	4	₳50

WEAPON GRIPS

Grips come in two styles: one- and two-handed.

ONE-HANDED

UC: 0

Cost: ₺25

A short grip designed to be held in a single hand, allowing users to wield additional weapons or shields. A one-handed grip will provide a damage bonus equal to the weapon type's primary stat (i.e. one-handed melee weapons gain a damage bonus equal to the wielder's Strength).

TWO-HANDED

UC: 1

Cost: ₺50

A longer haft designed for larger, heavier weapons that require two hands to manipulate effectively. The damage bonus for two-handed weapons is equal to one and a half times the wielder's relevant stat.

WEAPON TYPES

There are 3 types of weapons: melee, ballistic, and focus. Non-melee weapons are considered improvised weapons when used to make a melee attack. Weapons may only gain enhancements of their respective type.

MELEE

UC: 1

Cost: ₺5

Melee weapons have a range of 1 yard and deal **1d6 + Strength damage**.

BALLISTIC

UC: 2

Cost: ₺10

Ballistic weapons start with a capacity for 1 round of ammunition, a reload AP cost of 1, and have a range increment of 5 yards for one-handed and 10 yards for two-handed. They deal **1d6 + Perception damage**.

FOCUS

UC: 3

Cost: ₺15

These weapons serve to enhance its wielder's power in one of three categories (arkane, psy, or blessed), which must be specified at creation. Their shape and appearance vary drastically, but are often foot-long scepters held in one hand. They are adorned with intricate designs of power, and other fetishes symbolic of their following. Depending on the selection, the weapon may carry with it innate abilities that are inherited by the user. They are as follows:

- **Arkane Focus:** When a spell would deal direct damage, the user adds their Intelligence rank as bonus damage.
- **Blessed Focus:** The user of this type of focus gains +2 CP and has their range of influence increased by 1 yard.
- **Psy Focus:** These foci increase a psychic's range of influence by 1 yard.

MELEE WEAPON ENHANCEMENTS

BALANCED

UC: 3

Cost: ₺60

The weapon's design was skillfully weighted for excellent balance. Whenever a 1 is rolled on attacks, treat that roll as a 2.



DAMAGE DICE

UC: 3

Cost: ₺100

Increase a melee weapon's damage dice by 1d6. Total dice cannot exceed twice the weapon's grade if the grade is less than 5.



DAMAGE POINTS

UC: 1

Cost: ₺25

Add a +1 bonus to a melee weapon's damage. Total bonuses cannot exceed twice the weapon's grade if the grade is less than 5.

DEFENSIVE

UC: 2

Cost: ₺40

! No thrown.

This weapon possesses a broader design and greater heft to make it an effective blocking tool. Blocking with a defensive weapon provides DR equal to the total number of damage dice. To accomplish this, these weapons sacrifice damage potential, imposing a -1 penalty to damage per damage die.

DERRINGER

UC: 3

Cost: ₺60

A low-caliber chamber is concealed in the weapon, usually in the handle or hilt. It can never hold more than 1 round, and attacks with it are ballistic basic attacks that deal 1d6 damage per the weapon's grade (i.e. a grade 4 weapon deals 4d6 damage with a derringer). Reloading the derringer requires 3 AP.

GUARD

UC: 1

Cost: ₺20

! No hidden.

The weapon has a handguard, which grants a +2 bonus to oppose disarm checks. However, the bulk of the handguard impedes concealment of the weapon, imposing a -2 penalty to Sleight of Hand checks.

HEAVY

UC: 3

Cost: ₺60

! Two-handed only.

These massive weapons require two hands and 4 ranks in Strength to wield. Instead of providing a damage bonus equal to the wielder's Strength, heavy weapons provide bonus damage dice equal to half the wielder's Strength. Wielding a heavy weapon without the requisite Strength incurs 1 point of *fatigue* with each attack and block made with the weapon, and adds 4 to the UC of Athletics and Acrobatics checks while carrying it.

HIDDEN

UC: 1

Cost: ₺20

! No guard.

The weapon is more compact than its average counterparts and/or possesses a design that helps it blend in (i.e. unique coloring or design). This enhancement grants a +2 bonus to Sleight of Hand checks to hide the weapon. As a result of this construction, these weapons are more easily disarmed, imposing a -2 penalty to oppose disarm checks.

LIGHT

UC: 3

Cost: ₺60

! One-handed only.

These weapons are light and small enough that they may be used in a grapple. Additionally, the wielder may use these weapons in conjunction with Hand-to-Hand and Martial Arts talents.

MOLDED GRIP

UC: 2

Cost: ₺40

The grip of a weapon has been crafted to increase accuracy and stability while attacking. Grants a +1 per Grade when using *precision focus*.

POISON INJECTOR

UC: 5

Cost: ₺100

Poison veins are fashioned into the weapon to prevent poison from dripping off the weapon until it is injected into the victim. Only potions with the injection delivery method can be applied to weapons with poison injectors. Only one potion can be applied per poison injector and it takes 2 AP to load. After the potion is loaded, the first successful attack with this weapon will activate the injector. The injector contains enough poison to apply to all successful attacks in a single round. After that round, the well runs dry.

REACH

UC: 3 Cost: ₦60

! No light.

These weapons have a long shaft, handle, or the end of a chain, which allows the user to make melee attacks against targets that are 2 yards away.

∞ **REND**

UC: 3 Cost: ₦60

This weapon causes bleed for 1d4 rounds per purchase.

SUPERHEATED COIL

UC: 3 Cost: ₦60

Arkäniks in the hilt of the weapon heat the blade or Ammo to high temperatures, capable of leaving heavy burns on the victim. This enhancement sets targets *ablaze* on successful attacks.

∞ **THROWN (X)**

UC: 1 Cost: ₦20

The maximum range to throw a melee weapon is equal to the thrower's Strength. This enhancement turns the maximum range into a range increment, and increases it by 1. Therefore, a weapon with thrown 2 has a range increment of Strength + 2. Unless otherwise specified, thrown weapons do not return to their owner.

UNWIELDY

UC: 2 Cost: ₦40

! No defensive.

Immense weapons are given extra weight and size to increase their destructive force, but the added weight makes them slow to block with. This enhancement grants a +3 bonus to damage and a -3 penalty to Block checks.

BALLISTIC WEAPON ENHANCEMENTS**ACCURATE**

UC: 3 Cost: ₦90

! No full-auto, inaccurate, rapidfire, scatter, or spray.

Spiral grooves have been molded into the barrel of the weapon allowing greater range and accuracy granting a +2 bonus to attack rolls and a +5 yard bonus to the weapon's range increment.

AUTOCOCKER

UC: 1 Cost: ₦30

A faster loading mechanism for ballistic weapons that reduces the reload AP cost by 1, to a minimum of 1.

BALANCED

UC: 3 Cost: ₦90

The weapon's design was skillfully weighted for excellent balance. Whenever a 1 is rolled on attacks, treat that roll as a 2.

BAYONET

UC: 3 Cost: ₦90

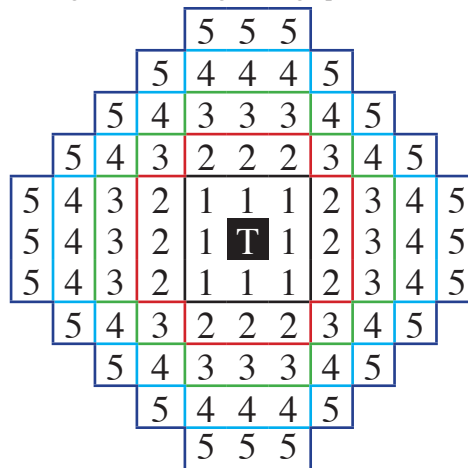
A short blade is affixed to the weapon so that it can be used in melee as a last resort. Attacking with a bayonet is a melee basic attack that deals 1d6 damage per the weapon's grade (i.e. a grade 4 weapon deals 4d6 damage with a bayonet). Blocking with this weapon still incurs the standard penalty of -4.

∞ **BURST**

UC: 3 Cost: ₦300

! No full-auto, rapidfire, scatter, or spray.

These weapons fire projectiles under high pressure that explode on impact to deal damage to all characters in a 1-yard radius from its target. Successfully dodging a burst attack reduces the damage dice result by half instead of negating damage entirely. Taking this enhancement multiple times increases the radius by 1 yard each time. Its area of effect grows according to the graphic below.

∞ **DAMAGE DICE**

UC: 3 Cost: ₦100

Increase a ballistic weapon's damage dice by 1d6. Total dice cannot exceed twice the weapon's grade if the grade is less than 5.

∞ **DAMAGE POINTS**

UC: 1 Cost: ₦25

Add a +1 bonus to a ballistic weapon's damage. Total bonuses cannot exceed twice the weapon's grade if the grade is less than 5.

DEFENSIVE

UC: 2 Cost: ₦60

This weapon possesses a broader design and greater heft to make it an effective blocking tool. Blocking with a defensive weapon provides DR equal to the total number of damage dice. To accomplish this, these weapons sacrifice damage potential, imposing a -1 penalty to damage per damage die.

FLARE

UC: 3 Cost: ₦90

! No burst, scatter, or spray.

Can fire rounds that illuminate a ten-yard radius with Normal light for 1 minute or 5 rounds. Striking a target with a flare round sets them *ablaze*, the area illuminated is reduced to a 6-yard radius.

FULL-AUTO

UC: 3 Cost: ₦90

! At least 10 projectiles loaded. No burst, rapidfire, scatter, or spray.

This weapon has a firing mechanism that allows for extremely rapid delivery of indiscriminate justice its projectiles. This weapon can expend 10 rounds of ammunition to triple its damage dice.

GUARD

UC: 1 Cost: ₦30

! No hidden.

The weapon has a handguard, which grants a +2 bonus to oppose disarm checks. However, the bulk of the handguard impedes concealment of the weapon, imposing a -2 penalty to Sleight of Hand checks.

HIDDEN

UC: 1 Cost: ₳30

! No guard.

The weapon is more compact than its average counterparts and/or possesses a design that helps it blend in (i.e. unique coloring or design). This enhancement grants a +2 bonus to Sleight of Hand checks to hide the weapon. As a result of this construction, these weapons are more easily disarmed, imposing a -2 penalty to oppose disarm checks.

∞ INCREASE AMMO

Reload: 1 AP per 5 Total Rounds. UC: 1 Cost: ₳10

Increases the weapon's projectile capacity by 1.

∞ INCREASE RANGE

Improved rifling and barrel design can increase the distance to which a firearm maintains its accuracy by 5 yards.

MOLDED GRIP

UC: 2 Cost: ₳60

The grip of a weapon has been crafted to increase accuracy and stability while attacking. Grants a +1 per Grade when using *precision focus*.

RAPIDFIRE

UC: 2 Cost: ₳60

! At least 5 projectiles loaded. No burst, full-auto, scatter, or spray.

The weapon has been fitted with firing mechanisms that can rapidly cycle and fire its projectiles. Using this weapon on rapidfire expends 5 projectiles and doubles the damage dice.

SCATTER

UC: 3 Cost: ₳90

! No burst, full-auto, rapidfire, or spray.

This weapon uses 2 ammunition per use to roll one-and-a-half times damage dice, but loses 1 damage die for every yard between the user and their target.

SCOPE

UC: 2 Cost: ₳60

This optical device has a number of magnifying lenses to allow the user greater accuracy at long ranges. Treat each range increment beyond the first, as if it were one lower. However, any attack rolls made in the weapon's first range increment suffer a -3 penalty.

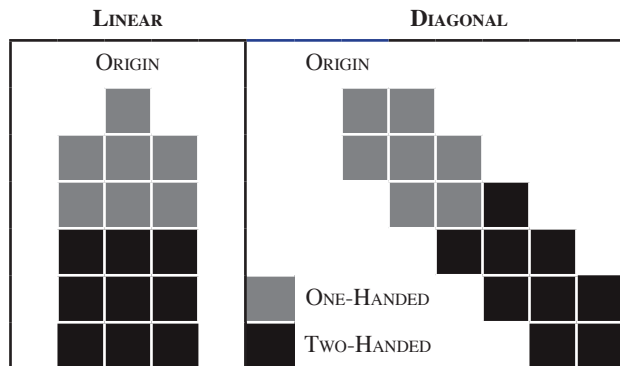
SPRAY

UC: 2 Cost: ₳200

! No accurate, burst, full-auto, rapidfire, or scatter.

Any actions in which these weapons are used require 2 additional AP.

- **1 Handed Weapons:** The weapon has a range of 3 yards and after the first yard, the width also expands to 3 yards.
- **2 Handed Weapons:** The weapon has a range of 6 yards and after the first yard, has a width of 3 yards.



SUPERHEATED COIL

UC: 2 Cost: ₳60

Arkäniks in the hilt of the weapon heat the blade or Ammo to high temperatures, capable of leaving heavy burns on the victim. This enhancement sets targets *ablaze* on successful attacks.

SUPPRESSOR

UC: 3 Cost: ₳90

Allows surprise attacks with firearms without revealing your location, but treats every range increment past the first as 1 higher.

VENOM HOLLOW

UC: 5 Cost: ₳150

Poison veins are fashioned into the weapon to prevent poison from dripping off the weapon until it is injected into the victim. Only potions with the injection delivery method can be applied to weapons with poison injectors. Only one potion can be applied per venom hollow and it takes 2 AP to load. After the potion is loaded, the first successful attack with this weapon will activate the hollow. After this attack, the well runs dry.

FOCUS WEAPON ENHANCEMENTS

∞ ARKÄNE EMPOWERMENT

UC: 5 Cost: ₳200

! Arkäne focus only.

Increases the wielder's spell power by 1 while wielding this weapon. A focus can only be empowered a number of times equal to its grade.

∞ AUGMENT

UC: 3 Cost: ₳150

A sacrificial ritual performed in accordance with the chosen foci increases the wielder's range of influence by 1 yard.

∞ BOOST

UC: 6 Cost: ₳300

! Arkäne or psy focus only.

Reduces the UC to cast or channel by 1 when wielding this focus. A focus can only be boosted a number of times equal to its grade.

∞ INVIGORATE

UC: 3 Cost: ₳100

! Blessed focus only.

Properly attuning a trinket can increase the rate at which a devotee regains their conviction points. When resting for at least 4 consecutive hours, increase CP recovery by 1 for that day.

∞ MIRACULOUS EMPOWERMENT

UC: 4 Cost: ₳100

! Blessed focus only.

With the proper treatment, rites, and symbols, a crafter can call upon an aspect to imbue the trinket with even more of their power. This grants +1 CP.



RESISTANCE

UC: 6

Cost: ₺200

Blessed focus only.

More enlightened individuals have learned how to store the power of their conviction within the trinket and later release it to counteract an opposing aspect's aura for 1 round. This negates all of the aura's effects for the duration. At least 4 consecutive hours are required to recharge this modification's effects.

WEAPON DEFECTS

When upgrading weapons, mistakes are bound to happen. Whenever an upgrade check is failed, the weapon gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The weapon gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the weapon multiple defects. To determine which defect is acquired, roll a 3d6. If the roll results with an 18, or a defect that does not apply to the weapon's type, re-roll.

The difficulty to remove defects is equal to the weapon's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

CLINKING

Result: 3

A loose element in the weapon now makes noticeable noises when moving. This imposes a -1 penalty to the user when making stealth checks.

FAULTY

Result: 4

Another enhancement (other than damage die/bonus) is maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step.

FLIMSY

Result: 5

The loose composition of the weapon adds a -1 penalty to trip attempts against opponents, or when blocking trip attempts with this weapon.

FRAGILE

Result: 6

Poor design or improper forgework has left the materials in a brittle state and easy to break. This weapon suffers a -1 penalty to perform and resist sundering.

INACCURATE

Result: 7

Imperfections in the weapon's design reduce accuracy and provide a -2 penalty to attack rolls. Inaccurate scatter weapons now strike one character adjacent to their target, if any, but split the damage evenly between them.

IRREPARABLE

Result: 8

If this weapon gains the *broken* condition, it is utterly destroyed and cannot be repaired.

JAMMED

Result: 9

The firing mechanism of the ballistic weapon is dysfunctional. The weapon can no longer fire in bursts or full-auto.

LOPSIDED

Result: 10

Weight distribution of the weapon is skewed, which reduces its thrown range increment by 1 (or maximum range by 1 if it does not possess the thrown enhancement).

RELINQUISHING

Result: 11

The grip is not ergonomic, lacking the appropriate textures and/or shape to be held comfortably and confidently. Imposes a -1 penalty to perform and resist disarms. This penalty is cumulative if this defect presents more than once on a weapon. Additionally, if this weapon is used in an attempt to disarm and the check fails, the character wielding this weapon is instead disarmed.

SHODDY

Result: 12

Poor workmanship has produced an ineffective weapon. All attack rolls suffer a -1 penalty.

SNAG

Result: 13

Burrs or chips along the weapon's length make it difficult to draw and stow. The AP required to perform either action is increased by 1.

THIN

Result: 14

Not enough material was used in the crafting process. Blocking attacks with this weapon suffers a -1 penalty.

UNBALANCED

Result: 15

This weapon's construction amplifies the imperfections in attacks. During attack rolls, anytime a die is at its maximum value, treat it as 1 less.

UNSTABLE

Result: 16

If this ballistic weapon is used and the attack roll fails with the lowest possible die value, the weapon becomes *broken*, and deals 1d6 damage to the user that bypasses all but natural damage reduction. This damage is cumulative if this defect presents more than once on the weapon.

UNWIELDY

Result: 17

Poor materials or workmanship imposes a -1 to all melee damage rolls.

ARMOR

Personal protection is available in a variety of forms, from tightly woven fibers of the izhahbe leaves and dell leather to steel plates and highly coveted dragon scales. While military and police units can be expected to have matching ensembles, Feneryan culture has placed an emphasis on form over function.

Never ones to surrender their pride, Lanisian forgehouses that deal in armor have bent to the task of finding clever ways to conceal armor and reinforcements in scholars' robes and politicians' stately garb. It means members of Skryst can keep up with coven fashion while preserving their peace of mind and that mercenaries can walk the streets of Lokoran without drawing unwanted attention. In the Arkänik Era it is safest to assume everyone you meet is armed and armored, from the dirty boys scabbling in Pulse's alleys to the merchants on the Basin's main street.

AIRSHIP TROOPER'S REGALIA

Cost: ₦675

Toughness Requirement: 1	UC: 14	Hours: 8	DR: 5
Enhancements: Light Materials			

ARK SUIT

Cost: ₦240

Toughness Requirement: 2	UC: 8	Hours: 6	DR: 3
Enhancements: Ark Protection			

CHAMPION'S PLATE

Cost: ₦3375

Toughness Requirement: 6	UC: 39	Hours: 18	DR: 15
Enhancements: Ark Resistance, Field Medicine Assembly, Flame Suppressant, Pressure Band, Reinforced			

COMBAT MEDIC'S SMOCK

Cost: ₦240

Toughness Requirement: 2	UC: 12	Hours: 8	DR: 3
Enhancements: Field Medicine Assembly			

THICK CLOTH

Cost: ₦55

Toughness Requirement: 2	UC: 2	Hours: 4	DR: 1
Enhancements: None			

TOWERFALL JUMPSUIT

Cost: ₦1285

Toughness Requirement: 4	UC: 13	Hours: 8	DR: 9
Enhancements: Advanced Parachute			

TRAVELING LEATHERS

Cost: ₦180

Toughness Requirement: 2	UC: 4	Hours: 4	DR: 3
Enhancements: None			

VETERAN SOLDIER'S VESTMENTS

Cost: ₦1035

Toughness Requirement: 4	UC: 11	Hours: 8	DR: 8
Enhancements: Reinforced			

BROKEN ARMOR & REPAIRS

Broken armor only grants half its DR to the wearer and any enhancements are defunct. The UC to repair armor is half its crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

ARMOR CRAFTING

Keeping up with the demands of Feneryan culture can be taxing. Although armorcrafting dynasties are called forgehouses, they must learn more than metal: the greatest armorers are also tailors and tanners. Regardless of the material, however, all armor begins at grade 1.

Grade determines the armor's maximum damage reduction (DR), and Toughness required to wear it. Grade must be increased sequentially (i.e. a crafter must improve an armor set to grade 3 before 4 and 5), but a crafter may increase the grade multiple tiers during a single effort (see the chart below).

Enhancements are any significant improvements to armor. This includes damage reduction, or resistance to arkäne sources. An armor set's maximum DR is equal to 5 times its grade if the grade is less than 5. Toughness required to wear armor is equal to twice that armor's grade, unless it has the light materials enhancement.

Any enhancements shown in this section with the infinity symbol means that they can be added to a piece of armor an unlimited number of times; each time increasing in cost incrementally by the base cost shown. For Example, +1 DR costs 25 Notes and increases the UC by 1. To add a second point afterwards, would cost 50 Notes, and increase the UC by 1. The third point will cost 75 Notes and 1 more to the UC, for a total of 150 Notes and 3 UC for +3 DR.

GRADE	UC	COST	TOUGHNESS REQUIREMENT
1	1	₦10	2
2	2	₦20	4
3	3	₦30	6
4	4	₦40	8
5	5	₦50	10

Rashe is the only member of the team that has Craft (Armaments), so Lorelei enlists her help in improving her armor. She wants to increase the DR from 3 to 4. The current armor's grade is 1 with a UC of 5 (1 for grade + 3 for DR + 1 for Reinforced). Increasing DR by 1 brings the UC to 6, and will cost ₦100. Rashe's Craft (Armaments) rating is 6 (3 + 3), which gives her 1d10+1d6. Her roll is a 14: success! The materials are paid for, and the lining of Lorelei's gear is reinforced. She thanks her friend while admiring the feel of the added weight.

EXAMPLE

ARMOR ENHANCEMENTS

☉ +1 DAMAGE REDUCTION UC: 1 Cost: ₦25

Increases DR by 1. Can be take multiple times, but DR cannot be greater than 5 times the armor's grade if the grade is less than 5.

☉ ARK RESISTANCE UC: 4 Cost: ₦50

This layer of synthetic materials is the best known substance for resisting arkanik radiation (arks for short). Multiple layers may be applied to a set of armor, and each layer delays ark radiation effects by an hour. The stiff nature of these materials also impose -1 penalty to stride per layer added.

CLIMBING SPIKES UC: 4 Cost: ₦25

Typically applied to the soles of boots or the palms of gloves, these spikes grant a +5 bonus to climb checks. Alternatively, a user may exploit climbing spikes to double their carry capacity when dragging objects across the ground.

☉ FIELD MEDICINE ASSEMBLY UC: 8 Cost: ₦40

This reservoir is a clever little design that can be activated through pressure or certain movements, depending on the creator's intent. When triggered it will immediately inject the wearer with its contents, usually a potion. This requires 1 AP, but does not require a free hand to activate: an elbow or forearm is sufficient to activate the pressure release. Multiple assemblies can be added to a single set of armor, and each one holds a single potion or other liquid.

☉ FLAME SUPPRESSANT UC: 4 Cost: ₦50

There are many naturally occurring fire suppressants, such as erminsul sap and miltbrade fibers found in the Mortemwoods. More rarely, dragon hide and scales can be used. This enhancement is most common among airship engineers and experimenting primalists. It delays damage from being set *ablaze* by 1 round, with multiple layers increasing the effect. However, activating the suppressant will consume it: erminsul sap and miltbrade fibers cook off, and dead dragon scales and skin deteriorate under prolonged heat. Reapplying a suppressant will cost 10 Nts. per round the character was *ablaze*.

GHILLIE SUIT UC: 4 Cost: ₦50

By applying a variety of local vegetation to the armor's exterior, the wearer can be come incredibly difficult to detect. They wearer gains a +2 to Stealth checks if they did not move last round, and another +2 if they do not move this round (total +4). However, this enhancement makes the armor heavy and hot. The wearer becomes *dehydrated* twice as fast.

HAZARD SUIT UC: 4 Cost: ₦75

This enhancement comes in a variety of forms, each designed to resist a specific natural hazard (page 93). This can grant a +4 bonus against any natural hazard, except earthquakes and arkanik radiation.

☉ LIGHT MATERIALS UC: 8 Cost: ₦250

Craftsmen on the bleeding edge of metallurgy and chemistry are constantly seeking new alloys and material combinations to provide stronger, lighter defenses. Each investment in lighter materials reduces the armor's Toughness requirement by 1.

PARACHUTE, BASIC UC: 1 Cost: ₦70

A simple cloth or fiber balloon can be deployed midfall (or jump) with 2 AP in combat. Deploying at an altitude of 20 yards or greater limits fall damage to 3d6. Deploying under 20 yards will incur fall damage normally as there is not enough time to brake.

PARACHUTE, ADVANCED UC: 2 Cost: ₦100

This parachute's improved design limits fall damage to 2d6. It still requires 2 AP in combat and an altitude of 20 yards or greater.

PRESSURE BAND UC: 4 Cost: ₦40

The lowest layer of this armor is a skin-tight weave of [insert material] that is typically used in bandages. Worn in this way, it grants the wearer a +4 bonus to natural Stabilization checks. Its restrictive nature also detracts from physical endeavors with a -2 penalty to Athletics and Acrobatics checks.

REBREATHER UC: 1 Cost: ₦50

Attaching this small cannister of air and breathing tube will allow the user to function normally in areas with airborne toxins for 5 rounds of combat, or 5 minutes. Using the rebreather after this limit will inflict a point of *fatigue* at the end of each round or minute from breathing the carbon dioxide that the user has exhaled into the device. Multiple purchases will increase the duration by 5 rounds/minutes.

REINFORCED UC: 1 Cost: ₦75

A metal mesh was inserted into the armor to help disperse the energy of a heavy impact. Sunder attacks made against this armor are less effective, and the wearer gains a +4 to block sunder attempts against this armor.

STABILIZED UC: 4 Cost: ₦70

Stabilized armor has a stiff middle layer that is designed to compensate for the tiny movements a person might make while lining up long-distance shots. The wearer can spend 1 AP to reduce their range increment penalties by 2 for the rest of the round.

ARMOR DEFECTS

When upgrading armor, mistakes are bound to happen. Whenever an upgrade check is failed, the armor gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The armor gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the armor multiple defects. To determine which defect is acquired, roll a 1d8. If the roll results with an 8 re-roll.

The difficulty to remove defects is equal to the armor's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

BULKY Result: 1

Excess raw material has left this armor with noticeable extra weight. Increase Toughness requirement by 1.

CLINKING Result: 2

A loose element in the armor now makes noticeable noise when the wearer moves. This imposes a -1 penalty to the character when making stealth checks.

COATTAILS**Result: 3**

This armor has loose articles that make it easier to trip up the wearer. The wearer incurs a -1 penalty when reacting to trip attempts.

FAULTY**Result: 4**

An enhancement on the armor (other than DR) was maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step. This also reduces the armor's craft UC.

FRAGILE**Result: 5**

Poor design or improper forgework has left the materials in a brittle state and easy to break. This armor suffers a -1 penalty to resist sundering.

IRREPARABLE**Result: 6**

If this armor is *broken*, it is utterly destroyed and cannot be repaired.

RUSTED**Result: 7**

Time and weather have worn away some of the armor's fortitude. Decrease DR by 1.

SHIELDS

While melee combat is subsiding in modern military action, poorer areas and individuals on Feneryss are still more likely to wield a long knife than a pistol; not to mention Wretched culture, which touts physical might as the ultimate measure of a person; and melee still retains popularity as a form of entertainment, from Pulse's death pits to the Banner fights of Wretched clans. The combination arkäniks and shields has introduced a new host of possibilities for these otherwise mundane tools. For these reasons shields persist on the battlefield, and are likely to do so until firearms, gunpowder, and their ilk become more readily available to the common man.

BROKEN SHIELDS & REPAIRS

Broken shields only grant half their DR to the wielder and any attributes are defunct. The UC to repair shields is half their crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

ARKÄNE REFLECTOR**Cost: ₳5255**

Strength Requirement: 10	UC: 47	Hours: 22	DR: 25
Enhancements: Arkäne Resonator, Reinforced, Tower			

BUCKLER**Cost: ₳180**

Strength Requirement: None	UC: 4	Hours: 4	DR: 3
Enhancements: None			

GLIDE SHIELD**Cost: ₳2165**

Strength Requirement: 6	UC: 23	Hours: 12	DR: 12
Enhancements: Mini-Chute, Reinforced			

HEATER**Cost: ₳575**

Strength Requirement: 4	UC: 8	Hours: 6	DR: 6
Enhancements: None			

KITE SHIELD**Cost: ₳1365**

Strength Requirement: 6	UC: 20	Hours: 12	DR: 9
Enhancements: Kite			

TOWER SHIELD**Cost: ₳3345**

Strength Requirement: 8	UC: 31	Hours: 16	DR: 15
Enhancements: Superior Form, Tower			

SHIELD CRAFTING

All shields begin at grade 1, and grade determines their maximum DR, and the Strength required to wield them. A shield's grade must be increased incrementally (i.e. a grade 1 shield must be upgraded to 2 before it can be upgraded to 3), but a crafter may increase the shield's grade multiple times in a single effort. Consult chart below for difficulties and costs. Shields are allowed a maximum of 5 DR per grade if the grade is less than 5. The Strength required to wield a shield is twice its grade.

Any enhancements with the infinity symbol (∞) may be applied multiple times, so long as the cost and UC can be achieved. The cost increases incrementally (i.e. the first purchase of DR costs 25nts., the second purchase costs 50nts., the third costs 75 nts., and so on). A red exclamation mark (!) indicates prerequisites or restrictions to adding the enhancement.

GRADE	UC	COST	STRENGTH REQUIREMENT
1	1	₳10	-
2	2	₳20	4
3	3	₳30	6
4	4	₳40	8
5	5	₳50	10

Rashe is crafting a new Shield. She wants it to have 5 DR and the cover enhancement. Because of this DR requirement, she must craft a grade 1 shield and then upgrade it to grade 2. For her to wield the shield effectively, she must have a Strength of at least 4. Thus her starting UC is 3 and her starting cost is ₦30. Adding the kite enhancement increases the UC by 8 and the cost by ₦150. Finally, her 5 DR is 1 UC per DR point (5 UC) and the cumulative cost is ₦375 (+1 DR, ₦25; +2 DR, ₦50; +3 DR, ₦75; +4 DR, ₦100; +5 DR, ₦125). Rashe's final totals are 16 UC and ₦555.

SHIELD DEFECTS

When upgrading shield, mistakes are bound to happen. Whenever an upgrade check is failed, the shield gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The shield gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the shield multiple defects. To determine which defect is acquired, roll a 1d10.

The difficulty to remove defects is equal to the armor's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

SHIELD ENHANCEMENTS

☉ +1 DAMAGE REDUCTION UC: 1 Cost: ₦25

Increases DR by 1. Can be take multiple times, but DR cannot be greater than 5 times the shield's grade if the grade is less than 5

ARKÄNE RESONATOR UC: 5 Cost: ₦120

Successfully blocking spells absorbs up to 2SP which is applied as 2d6 bonus damage to the defender's next shield bash. If unused, the absorbed spell dissipates at the end of the round.

KITE UC: 8 Cost: ₦150

! No tower.

This shield now provides major cover to the wielder from a single direction, however this increases the Strength requirement by 1.

☉ LIGHT MATERIALS UC: 8 Cost: ₦100

Craftsmen on the bleeding edge of metallurgy and chemistry are constantly seeking new alloys and material combinations to provide stronger, lighter defenses. Each investment in lighter materials reduces the shield's Strength requirement by 1.

MINI-CHUTE UC: 4 Cost: ₦50

A simple cloth or fiber balloon can be deployed mid-fall (or jump) with 2 AP in combat. Deploying at an altitude of 20 yards or greater limits fall damage to 4d6. Deploying under 20 yards will incur fall damage normally as there is not enough time to brake.

REINFORCED UC: 4 Cost: ₦75

A hardened metal mesh has been interwoven into the shield giving it increased durability. Sunder attacks made against the shield are less effective and confer a +4 bonus to blocking against the attack.

SUPERIOR FORM UC: 4 Cost: ₦75

Changing the angles and planes of the shield make it easier to deflect incoming attacks. Grants a +1 bonus to block attempts with this shield.

TOWER UC: 8 Cost: ₦150

! No kite.

Can provide full cover from attacks from a single direction. For 1 AP, this shield can also be planted in the ground so others can use as full cover. It requires 2 AP to retrieve the shield. This enhancement also increases the Strength requirement by 2.

BULKY Result: 1

Excess raw material has left this shield with noticeable extra weight. Increase Strength requirement by 1.

CLINKING Result: 2

A loose element in the shield now makes noticeable noise when the wielder moves. This imposes a -1 penalty to the character when making stealth checks.

FAULTY Result: 3

An enhancement on the shield (other than DR) was maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step. This also reduces the shield's craft UC.

FLIMSY Result: 4

This shield is loosely composed and suffers a -1 penalty when used to trip opponents or block a trip.

FRAGILE Result: 5

Poor design or improper forgework has left the materials in a brittle state and easy to break. This shield suffers a -1 penalty to resist sundering.

IRREPARABLE Result: 6

If this shield is *broken*, it is utterly destroyed and cannot be repaired.

RELINQUISHING Result: 7

This shield suffers a -1 penalty when blocking disarm attempts, or when used to attempt a disarm.

RUSTED Result: 8

Time and weather have worn away some of the shield's fortitude, decreasing its DR by 1.

SNAG Result: 9

An inconvenient burr or similar imperfection makes drawing or stowing this shield require 1 additional AP.

THIN Result: 10

Insufficient materials making the shield less effective; Blocks with this shield suffer a -1 penalty.

PROSTHETICS

It's hard to say when the first prosthetic was developed: Feneryans have been strapping peg legs to dismembered friends for as long as anyone can remember. However, most will agree that the term prosthetist sprang up around 10AE with the "mother of mechanical man," Jolla Dirus. She applied her dynasty's mechanical aptitude to aiding people who had been irreparably disfigured by Feneryss. Having ventured from her family's pride in architectural engineering, she was shunned, so Jolla left for Lokoran. There she quickly amassed apprentices and a satisfied customer base. When someone informed the master prosthetist of a mineral-rich location on the far side of the Snapspines, she immediately packed up shop and drove north.

Shortly after settling in with her apprentices, a host of hangels took a liking to the warmth of nearby hot springs and contested the settlement. Now known as Caelhelm, the settlement persists thanks to a healthy supply of amputee customers and mercenary monster hunters, but conflict with the hangels is frequent.

Prosthetics can be fitted to perform a great number of tasks, but they are not only for those that find themselves missing limbs. Many people willing elect to have their functioning limbs amputated (page 78) to gain the flexibility and utility afforded by prosthetics. These replacements' complexity ranges from iron hooks and peg legs to fully articulated limbs with hidden compartments and weapons. Note that characters may not have more prosthetics or biomods (page 162) than their Physical Resolve.

Prosthetics that have not been fully articulated have a tendency to be clumsy, yet functional for all but the most dexterous of tasks. As such, prosthetic arms impose a -3 penalty to Agility based skills with the exception of Stealth and Dodge. Prosthetic legs, on the other hand, remove their user's Strength bonus to Melee and Hand-to-Hand damage, while also cutting stride in half, and imposing a -3 penalty to the Athletics and Dodge skill.

PROSTHETICS & DAMAGE

Each time a character sustains damage as a result of an opponent's critical success, their prosthetic limb(s) begins to fall into disrepair and gains 1 point of wear. The amount of wear that a prosthetic can withstand is directly related to its grade. This is referred to as the **Wear Limit**.

Once the Wear Limit has been reached, the prosthetic is *broken*, and the user loses any abilities the prosthetic granted them. If it was an arm, the character may also no longer use two handed weapons until the limb is repaired or replaced. Alternatively, if it was a leg, the character's stride is reduced by half, and they may not use the *jump*, *run* or charge actions until the limb has been repaired. Rules on repairing prosthetics can be found on the next page.

Regardless of the prosthetic's condition, they may be used normally while outside of combat. To remove all wear from a prosthetic, the user may attempt a repair check as described on the next page.

REMOVING PROSTHETICS

To remove a prosthetic, a player must again visit a surgeon or perform surgery on themselves, pay half the Note cost, and roll a Physical Resolve check of half of the prosthetic's UC. Failure still the prosthetic is removed, but the character becomes infected with shadowburn (page 87).

PROSTHETIC ARMS

BLOOD BANK

Grade: 3	Wear Limit: 6	UC: 26	Hours: 12	Cost: ₦660
Enhancements: Articulated, Blood Subtractor, Meat Grinder, Reinforced				

DEBONAIR

Grade: 2	Wear Limit: 5	UC: 16	Hours: 8	Cost: ₦255
Enhancements: Articulated, Reinforced				

INFILTRATOR

Grade: 3	Wear Limit: 5	UC: 28	Hours: 12	Cost: ₦630
Enhancements: Articulated, Climbing Spikes, Grappling Hook, Potion Well				

THE POOR MAN'S LIMB

Grade: 1	Wear Limit: 3	UC: 2	Hours: 4	Cost: ₦90
Enhancements: None				

RIOT GUARD

Grade: 3	Wear Limit: 5	UC: 26	Hours: 14	Cost: ₦330
Enhancements: Arc Circuitry, Collapsible Shield, Reinforced				

PROSTHETIC LEGS

BOLT

Grade: 2	Wear Limit: 4	UC: 15	Hours: 8	Cost: ₦335
Enhancements: Articulated, Gearshift				

THE CASUAL

Grade: 1	Wear Limit: 4	UC: 7	Hours: 6	Cost: ₦110
Enhancements: Reinforced				

DESCENT

Grade: 2	Wear Limit: 5	UC: 21	Hours: 10	Cost: ₦425
Enhancements: Articulated, Reinforced, Suspension				

PROSTHETIC CRAFTING

When crafting a prosthetic limb, there are 3 elements to consider: Location, grade, and enhancements.

Location is simple: it simply identifies the prosthesis as a replacement for either an arm or leg.

The **grade** indicates the general quality of the artificial limb; higher grade prosthetics have a higher Wear Limit and determines how many enhancements it can support.

Enhancements encompass a variety of modifications one can make that include increased durability and additional functionality. These can be installed at creation or added later on.

EXAMPLE

In order to gather some important intel about a spy in Lokoran, Rashe needs to craft a prosthetic leg as payment for her source's information. She has limited funds, so she decides to craft a grade 2 leg with gearshift giving the Craft (Armaments) check of 8 (4 UC for Grade 2, 4 UC for Gearshift) and pays ₺35 for the parts.

PROSTHETIC GRADES

GRADE	UC	COST	WEAR LIMIT	ENHANCEMENTS
1	2	₺50	3	1
2	4	₺100	4	2
3	6	₺200	5	3
4	8	₺400	6	4
5	10	₺800	7	5

GENERAL ENHANCEMENTS

ARTICULATED

UC: 5 Cost: ₺75

! No prosthetic weapon.

While they cannot perfectly replicate all of the minute movements a natural limb can produce, articulated prosthetics are the closest thing to regrowing a limb. They eliminate the penalties that come from lesser prosthetics, but cannot house a prosthetic weapon.

CLIMBING SPIKES

UC: 3 Cost: ₺40

A collection of angled spikes grants a +4 bonus to Athletics checks to climb.

POTION WELL

UC: 5 Cost: ₺100

A combination reservoir and injector that allows a user to store one alchemical potion. The first successful hand-to-hand attack with this limb will inject and expend a single potion. Subsequent purchases of this enhancement increases the number of potions stored by 1. When expended, the potion well may be refilled for 2 AP per stored potion.

PROSTHETIC WEAPON

UC: 5 Cost: ₺80

This enhancement installs a prosthetic with a weapon hardpoint that can support a weapon of equal or lesser grade. The enhancement itself does not pay for a weapon: that must be crafted or purchased, and then attached to this prosthesis. For arms, this replaces the hand or other manipulators. It cannot be used to hold any items. For legs, it imposes a -4 penalty to any applicable skill checks, such as stealth attempts or acrobatics. This is an upgradable weapon (page 150).

Once the wear limit is reached, the weapon also breaks and must be repaired (page 150). This weapon cannot be disarmed and successful sunder attacks against the prosthetic increase its wear by 2 instead of breaking it.



REINFORCED

UC: 5 Cost: ₺30

Increases wear limit by 1.

ARM ENHANCEMENTS



ARC CIRCUITRY

UC: 4 Cost: ₺40

A power cell that charges as the limb is used and allows a user to release a single large arc of electricity while *grappling* or in hand to hand. If used with a successful grapple or hand-to-hand check the opponent suffers the *stunned* condition.

COLLAPSIBLE SHIELD

UC: 5 Cost: ₺40

A small grade 1 shield is attached to the arm prosthetic that can be deployed or retracted for 1 AP. It can be upgraded via Craft (Armaments) rules for shields to a maximum of grade 3. All enhancements are prohibited, except +1 DR.

DOUBLE-JOINTED

UC: 6 Cost: ₺120

This enhancement extends the reach of the prosthetic for melee and hand-to-hand attacks by 1 yard.

GRAPPLING HOOK

UC: 3 Cost: ₺30

The grappling hook includes 10 yards of rope and gives anyone using it a +2 to any Athletics check when used for climbing.

GRAVNETS

UC: 6 Cost: ₺60

A small, but powerful arkānik "magnet" is attached to the prosthesis. The arkāne element within it imprints a small magical signature on anything it holds, which lasts for a very brief time after release. When activated, it will recall the item marked most recently. It can recall items up to 10 yards away and weighing up to 10 lbs. Marks fade quickly. In combat, the gravnet must be used on the same or following turn an item left the character's hand or the mark will be too weak to use. Using this function requires 1 AP.

MEAT GRINDER

UC: 7 Cost: ₺120

A cacophony of blades and grinding bits that can "process" an opponent's limbs. The user suffers a -2 penalty to Grapple checks. On a critical success roll, while *grappling*, the meat grinder will rend an opponent's arm, inflicting the Lose Arm effect from *critical health*.

STABILIZER

UC: 4 Cost: ₳80

Decreases the penalty from full-auto and rapidfire by 1.

SYRINGE

UC: 3 Cost: ₳40

Dealing damage with this prosthetic via a hand-to-hand attack deals 1 additional point of damage and extracts 1 vial of blood from the foe. The size of the vial is sufficient to grant a Vampire the racial bonus for drinking it, but too little to grant any healing effect. Swapping vials requires 1 AP, and drinking it is the same as drinking a potion, 1 AP.

LEG ENHANCEMENTS**GEARSHIFT**

UC: 4 Cost: ₳60

Increases stride by 1 yard.

REVERSE-JOINTED

UC: 6 Cost: ₳110

This form of limb brings with it increased mobility. Characters with this enhancement increase their stride by 1 yard and gain a +1 bonus to Athletics and Acrobatics checks. They also suffer a -1 penalty to Stealth and Disguise checks thanks to their unique structure and silhouette.

SUSPENSION

UC: 5 Cost: ₳160

Coils within the prosthetic absorb heavy impacts. Fall damage is ignored for the first 10 yards.

TERRAMETER

UC: 4 Cost: ₳50

The prosthetic now functions as if the character had *Tremorsense*.



BIOGENICS

Bio-modifications, or **biomod**s, are the first entry into the new field of biogenics, where people willingly alter their bodies to gain added abilities. It sprang up when Wretched necromancers were first introduced to the concept of stitches. In an effort to improve their own clans, they applied their studies to living creatures. After much trial and error, and the infamous Horror of the Dunes, the end result was biogenics. Skilled surgeons attach entirely new parts, like additional arms, or modify existing characteristics, such one's skin to help them blend into the environment.

BIOMOD ACQUISITION & LIMITS

Characters may have a total number of biomods and prosthetics equal to their Physical Resolve. To add a biomod, a character must pay for a surgeon to perform the grafting procedure, and must pass the Physical Resolve check against the UC of the biomod itself. If unsuccessful, the character becomes afflicted with a deformity which is determined by rolling 1d10 on the deformity list below. A red exclamation mark (!) indicates prerequisites or restrictions to acquiring the biomod.

REMOVING BIOMODS & DEFORMITIES

To remove a biomod, the player must again visit a surgeon or perform Surgery on themselves, pay half the Note cost, and roll a Physical Resolve check of half of the installation UC. To remove a deformity, the full Note cost must be paid and the full UC must be beaten by the Physical Resolve check. If the check is failed, the surgeon removes the biomod or deformity, but the player gains *shadowburn* (page 88).

HORROR OF THE DUNES

The creature known as the Horror of the Dunes is considered by most non-Wretched as a mere folktale: a warning against the dangers of meddling in arkane matters without the proper knowledge. It is treated as fact among Wretched clans of the Ashlands, many of whom lost kin during that tragedy.

None know of its creator, or if the Horror and creator are one and the same, but it emerged suddenly. A thousand legs shuffled through the sands, carrying a thousand cloying hands desperate to feed a thousand ravenous mouths. There was no rhyme or reason to its assembly; none could make heads or tails of it. It was an amalgamation of parts, some incomplete, but all desperate to feed and acquire more.

According to the story, it was slain by a clan of six who intercepted it before it could arrive at Solus Refuge and terrorize its populace. They led it far from the rest of civilization, bleeding it dry over five days before it collapsed on the sixth. The countless gallons of blood spilled stained its path a rusty red. Though time and wind have long since dispersed the crimson trail, a western portion of the Ashlands is still referred to as the Red Dunes. It was granted to the clan of six, aptly dubbed the Red Dunes Clan, as a gift for their heroism.

BIOMODS

I AESTHETIC CHANGES

UC: 3 Cost: ₺15

Hair, skin, eyes, and other aesthetic physical changes may be applied to the character. Only one element of a character's appearance may be modified on each purchase.

I BIOREACTOR

UC: 10 Cost: ₺50

Bioreactors are a type of chemically active tumor that can further mutate into several variations. When acquired, a bioreactor begins to grow at a location of the player's choice. It provides a boost to the host's immunities, granting a +2 bonus against all diseases and banes. It also produces ambient light up to 2 yards away. Additionally, bioreactors can interface with machine by the way of special cables normally fitted to a device. Often, those with bioreactors carry around their own conversion cables.

II ③ BARRIER

UC: 20 Cost: ₺200

! Bioreactor

Combining magic with the magnetic field has created a field strong enough to physically repel attacks. This barrier lasts until the beginning of the character's next turn. It manifests in a 2-yard radius around the mutant, and moves with them at its center. It deflects all attacks from both sides, and can endure damage equal to twice the character's maximum health. Any characters lacking the AP to move with the barrier are forcibly moved 1 yard and suffer **1d6 + Toughness** damage. This can be manually deactivated for 1 AP. Whenever deactivated or destroyed, it cannot be reactivated for 5 rounds.

II BIOFUEL

UC: 20 Cost: ₺200

! Bioreactor

The character's bioreactor is capable of powering all kinds of mechanical equipment, even smaller vehicles. Doing this requires physical contact with the vehicle's power system and uninterrupted focus. One bioreactor is sufficient to power most land vehicles, or a Scout-class airship. Multiple bioreactors are frequently used to power larger vessels.

II ② BIOPLASMA

UC: 20 Cost: ₺200

! Bioreactor

Superheated plasma can be expelled from the bioreactor. This is a Ballistics check with the spray weapon enhancement and a range increment of 3 yards. Successful attacks set the target *ablaze* and deal 2d6 damage.

III FIRE EATER

UC: 30 Cost: ₺450

! Bioplasma

The bioreactor mutant can now consume weak sources of fire, such as torches or small fire pits, instead of rations. This biogenic enhancement also builds a resistance to fire. Whenever struck by fire, this negates 2 points of damage, and charges the next bioplasma attack, adding 1d6 to damage. Taking this multiple times increases the fire resistance bonus and bioplasma bonus damage.

IV INFERNO

UC: 40 Cost: ₺800

! Fire Eater

Every time the mutant successfully uses their Bioplasma attack on a target, it creates a *firestorm* that also affects everyone around the target in a 1-yard radius. The *firestorm* lasts 1d4 rounds, or until the target is extinguished.

II ③ BIOSPARK

UC: 20 Cost: ₺200

! Bioreactor

The bioreactor can now produce bolts of electricity. This is a Ballistics check with a range increment of 6 yards that deals **2d6 + Toughness** damage.

III CHAIN LIGHTNING

UC: 30 Cost: ₺450

! Biospark

Biospark now strikes up to 3 additional targets. Targets must be within 2 yards of one another for Biospark to proceed. If multiple opponents are equidistant, roll randomly to determine which is struck first. Foes may not be struck more than once by a single Chain Lightning strike. This may be purchased multiple times to increase the maximum number of targets by 3.

II ③ MELTDOWN

UC: 20 Cost: ₺200

! Bioreactor

The character's bioreactor can emit microwaves over a short distance, cooking and warping anyone within range. All creatures within a 3-yard radius of the bioreactor take 3 points of damage that bypass all forms of DR. This damage increases by 3 points for each consecutive round spent within the area of effect.

The character using this ability suffers 1 point of *fatigue* for each round it is active. If the mutant is rendered *unconscious* while meltdown is active, the bioreactor hemorrhages and explodes. Friend and foe alike within a 5-yard radius of the blast are caught in the meltdown and must roll either block or dodge against the character's Physical Resolve. Damage is equal to the character's Physical Resolve rating times two. After it explodes, the bioreactor, and the body part it was attached to, are lost and the character is now at *critical health* (page 87). If it was the character's head or torso, they are killed.

I ② BLACK PLUME

UC: 8 Cost: ₺40

Glands develop along the character's skin that excrete a thick, black smoke. They can disperse this smoke in a 1-yard radius. Anyone without this biomod suffers 1 *fatigue* each round that ends with them standing in the cloud. The cloud also imposes a -2 penalty to any attacks taken while within the cloud, or targeting someone within the cloud. The attack penalty also affects characters with this biomod. This cloud can be cleared by a light wind in 3 rounds, or in 1 round with a strong gust. Infrared vision can detect characters in the cloud and overcome the attack penalty.

II FLAMMABLE

UC: 16 Cost: ₺160

! Black Plume

The noxious cloud is now flammable as well. If it comes into contact with a fire source, all characters within the cloud suffer 2d6 damage and are set *ablaze*. All characters within 1 yard of the cloud can reduce the damage to 1d6 and avoid being set *ablaze* by succeeding on a UC 10 Dodge check.

II	SMOKESCREEN	UC: 16	Cost: ₦160
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❗ Black Plume

Venting the particles now also releases some body heat, which masks body heat signatures within the cloud. Infrared no longer overcomes the attack penalties of Black Plume.

I	CALLUSED ARM	UC: 4	Cost: ₦20
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One arm has skin so thick and tough that it can serve as a shield with 3 DR.

II	ARMGUARD	UC: 8	Cost: ₦80
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❗ Callused Arm

The skin has thickened further, increasing durability, but decreasing manual articulation. The arm provides 6 DR as a shield, but grants a -2 penalty to attack rolls with weapons held in this hand, including two-handed weapons.

III	LIVING SHIELD	UC: 12	Cost: ₦180
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❗ Armguard

A grossly enlarged radius and ulna increase the coverage of the shield-like limb and a new layer of high-density fat supplements the defensive properties at the cost of dexterity. The arm now serves as a 9 DR shield, but attacks with weapons held in this hand, including two-handed weapons, suffer a -4 on attack rolls.

I	☞ CHAMELEON SKIN	UC: 4	Cost: ₦20
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The character's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks and -1 to social encounters thanks to their unsettling, constantly shifting pigment. This biomod may be purchased multiple times to increase the bonus by +1 and the penalty by -1.

I	② CHEST BURSTER	UC: 15	Cost: ₦75
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The character's chest bursts open, and their rib cage becomes a secondary mouth. Characters may devour any creature that has perished within the last hour and regain half their missing health. The creature must be the character's size category or smaller. Consuming a creature that has been dead longer than an hour will satisfy hunger, but will not heal the character.

II	HUNGER	UC: 25	Cost: ₦250
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❗ Chest Burster

The Chest Burster gains the ability to consume their opponents after three consecutive successful offensive Grapple checks (initiate, move, tackle, and attack. Disengage does not count) as long as the opponent is size category small or less.

II	RESTORE	UC: 30	Cost: ₦300
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❗ Chest Burster

Eating a creature of small size or larger through the character's chest cavity removes 4 *fatigue* and any banes currently ailing the character.

II	TONGUE LASH	UC: 30	Cost: ₦450
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❗ Chest Burster

A powerful whip-like tongue grows out of the mouth in the character's chest. This tongue can be used to attack and grapple opponents 2 yards away. Attacks and Grapple checks made with the tongue are Hand-to-Hand checks that deal 4d6 + Toughness damage. *Grappling* with the tongue leaves the arms free, meaning the mutant can grapple 2 opponents simultaneously.

II	VOMIT	UC: 30	Cost: ₦450
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❗ Chest Burster

Characters gain a secondary digestive system that they can vomit up a powerful acid contained within the secondary stomach. This attack has a range of 3 yards and deals damage equal to **4d6 + Toughness**.

I	CLAWS	UC: 4	Cost: ₦20
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The character's hands or arms now possess a set of retractable blades. These can be in the form of nails, talons, or bone protrusions. Gain a claw attack dealing **1d6+2+Strength** for damage.

I	CROTALINE PIT	UC: 10	Cost: ₦50
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The character has had specially attuned glands added near their eyes that can detect thermal radiation. Heat signatures on the other side of objects other than metal and concrete are clearly visible to the character up to 4 yards away. This allows the character to ignore penalties to attack and spot the character imposed by things such as lighting conditions.

II	PENETRATING GAZE	UC: 20	Cost: ₦200
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❗ Crotaline Pit

Adaptive crotaline pits have developed that can now be focused, much like how a pupil adjusts. They can detect heat signatures up to 4 additional yards away, even through objects (with the exception of metal and concrete).

I	DARK EYES	UC: 4	Cost: ₦20
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The character's eyes have been modified to see better in darker environments. Their eyes now possess vertical pupils that have a reflective quality. Characters that had Daysight now had Dusksight, those that had Dusksight now have Darksight, and characters that had Darksight now have Dusksight. For rules on vision see page 93.

I	② DEADLY SPIT	UC: 10	Cost: ₦50
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The character gains the ability to spit natural toxins on an enemy. This is a ballistics check that deals **1d6 + Toughness** damage with a range increment of 2 yards.

II	☞ BREATH WEAPON	UC: 20	Cost: ₦200
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❗ Deadly Spit

The mutant's control of their toxic glands has matured, increasing the damage by 1d6.

I	DOMINANT ARM	UC: 9	Cost: ₦45
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The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accele The mutant's control of their toxic glands has matured. The damage is increased by 1d6 and the range increment is increased to 4 yards. Purchasing this biomod again will increase the damage by 1d6. rated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod.

I	ENVIRONMENTAL ADAPTATION	UC: 9	Cost: ₦45
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The character's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks and -1 to social encounters thanks to their unsettling, constantly shifting pigment. This biomod may be purchased multiple times to increase the bonus by +1 and the penalty by -1.

I	EXTRA HEART	UC: 10	Cost: ₦50
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A character now has a pair of hearts pumping blood throughout their body. It grants a +2 bonus to all unopposed Athletics checks and increases the distance multipliers for run and sprint checks to 325 and 125 yards respectively. Once per week, this biomod allows a character to automatically succeed on their first failed Stabilization check.

II	ENGORGED HEART	UC: 20	Cost: ₦200
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❗ Extra Heart

If a character with this biomod would be killed, they can choose to sacrifice the heart and stabilize at 0 health. The extra heart and its engorged improvement are lost permanently.

II	REGENERATION	UC: 20	Cost: ₦200
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❗ Extra Heart

An improved metabolism and genetic alterations allow the character to regenerate lost body parts. Any lost limb requires 3d4 days to regenerate. Reattached limbs require 3d4 hours to regain function. Prosthetics will prevent limb regrowth. Additionally, *bleed* effects last half as long.

I	EXTRA LUNG	UC: 3	Cost: ₦15
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The body grows a third lung, allowing for an increased intake of oxygen with each breath. The character can perform athletic activities, such as running and swimming, twice as long before suffering fatigue, but suffer a -2 to resist airborne banes or toxins.

I	FLEXIBLE SKELETON	UC: 12	Cost: ₦60
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The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accelerated mutant's control of their toxic glands has matured. The damage is increased by 1d6 and the range increment is increased to 4 yards. Purchasing this biomod again will increase the damage by 1d6. rated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod.

I	GILLS	UC: 4	Cost: ₦20
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The character acquires a set of gills. They cannot suffocate by being submerged in water, and can swim twice as long before suffering fatigue.

I	HORNS	UC: 4	Cost: ₦20
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Calcium or keratin protrusions are attached to the character's skull. They may be used as a natural weapon with a Hand-to-Hand check that deals **1d6 + Strength** damage. Their bestial or demonic countenance also grants a +1 bonus to Intimidate checks.

II	ARRONDI	UC: 8	Cost: ₦80
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❗ Horns

The character may make a bullrush as a free action after successfully attacking with their horns.

II	SHARPENED POINTS	UC: 8	Cost: ₦80
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❗ Horns

Opponents struck by the character's horns also take *bleed* damage (1d6 for 1d4 rounds, bypasses all DR).

I	3 HOWLER	UC: 9	Cost: ₦45
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A second, reinforced larynx capable of producing much more powerful sound. A side effect is that the character now speaks in two voices simultaneously. These extra-strength vocal cords can be used to affect all characters in a 3-yard line with *stun 2* for 1d4 rounds. This is a Physical Resolve check that can only be opposed by Physical Resolve or Dodge.

II	4 AMPLIFIED LARYNX	UC: 18	Cost: ₦180
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❗ Howler

Once per encounter, a mutant may perform an amplified version of their scream. It inflicts *stun 2* on all characters in a 3-yard cone for 1d4 rounds.

III	4 POWER WAVE	UC: 27	Cost: ₦405
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❗ Amplified Larynx

Once per encounter, a mutant may perform an ear-splitting shriek. It inflicts *stun 2* on all characters in a 6-yard cone for 1d4 rounds.

III	PRESSURE WAVE	UC: 27	Cost: ₦405
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❗ Amplified Larynx

The character's scream now also acts as a bullrush on success, displacing any unsecured objects or characters that are equal to or smaller than the character's size.

III	RAVINGS OF A MADMAN	UC: 27	Cost: ₦405
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❗ Amplified Larynx

The character's additional larynxes now scream in unknowable dialects, driving their victims mad and causing them to scream in tongues not known. Victims must also succeed on a Mental Resolve check against Howler attacks or suffer 2 *paranoia*.

II	5 SUSTAINED HOWL	UC: 18	Cost: ₦180
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❗ Howler

The howler can now sustain their scream. Victims also suffer 1d4 *fatigue* should they fail to react. This does not work with Amplified Larynx or its enhancements.

III	ACOUSTIC RESONANCE	UC: 27	Cost: ₦405
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❗ Sustained Howl

The character's Sustained Howl can now destroy objects by resonating with their natural frequency of vibration. Medium objects require 4 consecutive rounds. The time required decreases by 1 round per size category reduction. The inverse holds true for larger size category objects.

I	LESSER APPENDAGE	UC: 3	Cost: ₦15
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An extra, smaller limb is attached to the character in any location. This limb lacks the fine motor skills to manipulate a weapon, but may grasp items that weigh up to the character's Strength x 2 pounds.

I	MUSCLE MASS	UC: 4	Cost: ₦20
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Preternaturally massive muscles increase the character's lifting, carrying, and pushing limits by two times.

II	HULKING	UC: 8	Cost: ₦80
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! Horns

Rampant growth of muscle tissue has turned the character into an absolute brute. Their carry capacity is now three times the normal limit, and they gain 1 effective bonus rank to Strength.

I	RAPID COAGULANT	UC: 10	Cost: ₦50
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The character's blood rapidly coagulates, making wounds easier to recover from. When the character would be reduced to *critical health*, reduce the damage by 2. If the character suffers 1 *critical health*, this ability keeps them at 0.

II	HYPER COAGULANT	UC: 20	Cost: ₦200
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! Rapid Coagulant

The character's superlative healing qualities make all wounds less severe. The bonus from Rapid Coagulant is increased to 4. If the character would suffer from 3 *critical health* or less, this ability preserves their health at 0.

II	CLOT	UC: 30	Cost: ₦450
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! Hyper Coagulant

The body has developed a rapid response to open wounds, building clots quicker. This reduces damage from *bleed* by 1 each round.

I	RAZORBACK	UC: 6	Cost: ₦30
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Tiny barbs or quills grow along the character's body that deter foes. Every time the character succeeds in an opposed Grapple check (initiate, move, tackle, disengage) this biomod deals 1d6 damage. This occurs regardless of whether they are the offender or defender.

II	RAMPANT GROWTH	UC: 12	Cost: ₦120
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! Razorback

The spines grow in size and turgidity, increasing damage inflicted by Grapple checks by 1d6. This may be taken multiple times.

I	SECONDARY ARMS	UC: 3	Cost: ₦15
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This secondary arm can wield one-handed weapons and even receive any biomods that apply to arms. If using two/multi-weapon attack, this arm can also be used for an additional 1 AP, and suffers the multi-weapon attack penalty.

I	SKIN CHUTES	UC: 6	Cost: ₦30
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Membranes are implanted between skeletal protrusions behind the shoulder blades that can slow one's fall. For every 15 yards fallen, treat it as 5 yards less for the purposes of calculating fall damage.

II	GLIDE FLAPS	UC: 12	Cost: ₦120
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! Skin Chutes

For each yard of descent, the character may move up to 2 yards laterally. They take no fall damage, unless their flight is disrupted.

III	WINGS	UC: 18	Cost: ₦270
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! Glide Flaps

The bones have matured and the membranes have taken on a leathery strength, or sprouted feathers. The wings are now strong enough to initiate takeoff. The character may move their stride in any direction, vertically or laterally, and hover indefinitely. Every 5 consecutive rounds spend airborne will incur 1 point of *fatigue*. If the character possesses Rank 9 (Hurricane) Air Aspect in conjunction to the Wings Biomod, they can sacrifice 1 CP instead of gaining 1 point of fatigue.

I	TAIL	UC: 6	Cost: ₦30
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A tail is affixed to the character. Any attacks made with the tail are considered a Hand-to-Hand check and deal 1d6+Strength for damage.

II	TAIL SPIKE	UC: 12	Cost: ₦120
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! Tail

The character's tail grows deadly spikes that are large enough to embed themselves in their victims. When the character successfully strikes a target with their spiked tail, they may initiate a grapple as a free action.

III	POISON SAC	UC: 18	Cost: ₦270
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! Tail Spike

Upon gaining this biogenic enhancement, choose an injectable bane from alchemy (page 166). Successful attacks with the tail now require opponents to succeed on a UC 12 Physical Resolve check, or suffer the effects of the bane. Duration of the bane is equal to half the character's Toughness. If this biomod is acquired a second time, the character may choose a new bane.

I	THIRD EYE	UC: 5	Cost: ₦25
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Gain an extra eye. This gives a +1 to visual based Perception such as Awareness tests, but an additional -1 when afflicted by a visual penalty such as bright light.

DEFORMITIES

Deformities are often the result of botched biomod surgery, though they can be attained through environmental means such as ultraviolet lightning or ark-radiation. If a player rolls a deformity that can only be acquired once, they must re-roll.

BRITTLE BONES	Result: 1
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The character's bones have become more brittle reducing their ability to shrug off damage. Their DR is treated at 1 lower.

CANCEROUS TUMOR

Result: 2

This is cancer, which spreads across the body capable of killing any victim absent serious medical attention. A tumor begins with a UC of 3 to remove with a Medicine check. The UC increases by 1 for each day it is not removed. Additionally, every week after acquiring the tumor the player must roll a Physical Resolve check against the UC of the Cancerous Tumor or die.

GRAVE SWEAT

Result: 3

Those with grave sweat glands “glow” more brightly when seen by a creature with soulsight. This glow often makes the character the primary target of attack, even forgoing easier targets.

INFUSED

Result: 4

Their bodies acquire a faint, unnatural aura, their hair usually falls out, and their eyes glow with mysterious energies. They suffer a 1 UC difficulty increase for attaching Biomods as the magical energies in their bodies are less accepting of foreign biologic material.

MONSTROSITY

Result: 5

The character’s mere presence is frightening to others. All Charisma-based social checks suffer a -1 penalty.

POLYPHYRIC FLESH

Result: 6

The character’s skin mimics that of a Vampire’s hide and blisters in the UV. They take damage as if they had Bloodburn (page 69) taking 4 damage that bypasses DR for every minute or round exposed to UV radiation. However, they do not gain the fatigue of Bloodburn nor must they feed. Vampires take this damage in addition to their Bloodburn damage and becoming a Marquis or Draculesti Ascendant does not reduce or negate damage from this deformity.

SHAMBLER’S SKIN

Result: 7

The character’s skin become brittle making it harder to move quickly, imposing a -1 penalty their Agility-based skill checks.

SENTIENT TUMOR

Result: 8

These growths have developed a mind of their own along with functioning vocal cords or telepathy. At the GM’s discretion, these hitchhikers may attempt to control their host’s body. The character must make a Mental Resolve check versus their Physical Resolve rank. If unsuccessful, the GM determines the outcome of the player’s next action. These tumors often have mouths or are telepathic.

SURGICAL RESISTANCE

Result: 9

A botched surgery can do terrible things to the physiology of a person. When attempting to add or remove biomods or prosthetics, permanently increase the UC by 2.

UNSPEAKABLE HORROR

Result: 10

The character’s lips fuse together and leave the character unable to eat or breathe through their mouth. They may make a Resolve check at the GM’s discretion to determine how the character reacts to extended periods without food. Characters may eat again by either cutting their lips apart or by finding a less intrusive alternative. If the character cuts their lips apart they take 1d6 damage that ignores damage reduction and may find that their lips begin to heal back together by the end of the week. Players take an additional 1d6 damage to cut their lips apart for each time they acquired Unspeakable Horror after the first.

ALCHEMY

ALCHEMY CHECKS & BREWING TIME

Alchemy is the art of crafting potions. These are special creations, capable of imbuing a person or object with the properties of their ingredients. When cooking up a palatable potion, an alchemist needs to meet or surpass the UC. This UC is determined by the grade, delivery method, and reagents. The base time to brew a potion is 2 hours and requires an additional hour for every 5 UC. The UC can be reduced by 2 for each additional hour dedicated to the process, but it cannot be reduced to less than half the original UC.

EXAMPLE

Jahneftin wishes to brew a potion before the party leaves town. She decides it will be an ingestible potion (1 UC) to add in Erbala (10 parts) to restore fatigue as well as Caelesti Blood (4 parts) to restore health. Jahneftin must make an Alchemy check to beat a 15 UC and it will cost ₳29, if she has no spare alchemical parts.

Failing to brew a potion may still result in a completed item, albeit lacking some of the desired impact. If the **Alchemy check** fails, the final reagent in the mixture provides the opposite of its intended effect. For every 3 additional points of failure below the UC, the previous reagent is likewise reversed. For example, if a player attempts a potion and fails anywhere from 4 to 6 below the UC, the last two reagents are now the opposite of the desired effect on the potion—banes instead of boons, or vice versa. This adverse effect may be intentional, and players may take advantage of them as they like. If the Alchemy check fails completely, so that each of its reagents would have been reversed, the potion is instead rendered impotent. Potions cannot be upgraded once crafted.

APPRAISING POTIONS

Any player may attempt to identify an unknown potion. The methods vary, from wafting the potion carefully, to ingesting a small drop. Only characters with ranks in the Alchemy skill can identify potions without suffering the effects, for better or worse. When rolling Alchemy to appraise, one reagent is identified for every 5 points on the dice rolled. This may only be attempted once per potion. If the character discovers all of its reagents, they can immediately identify potions of that particular mixture in the future.

EXAMPLE

If appraising a potion comprised of Adrenaline and Antidote, a 8 would recognize the Adrenaline reagent, but not the Antidote, whereas a 10 or higher would mean the alchemist recognizes both, and will always be able to identify a potion that contains only Adrenaline and Antidote.

USE & CONSUMPTION

In combat, drinking a potion will require 1 AP. Alternatively, they can be lobbed like a grenade, which behaves like a thrown weapon. It is also important to be wary of excessive exposure to these unusual compounds. Characters can be subjected to a number of potions per day equal to their Physical Resolve. Each potion beyond this will cause the Nauseous condition. This lasts 1 round of combat, or one minute outside combat, per potion, applied beyond their Toughness.

EXAMPLE

Risk has a Physical Resolve of 5 and has consumed 5 potions today. Consuming a 6th potion will cause the Nauseous condition for 1 min while out of combat or 1 round if in combat. Nauseous will last 2 rounds of combat, or 2 minutes after a 7th potion is hurled at them by an attacker.

DURATION & REAPPLYING EFFECTS

Unless otherwise stated, all potions last a number of rounds or minutes equal to half the creator's ranks in Craft (Alchemy). Using multiple potions with the same effect does not stack the effect, but will renew the duration. Applying the same reagent to a potion multiple times will increase its effect. These more powerful potions will supersede weaker versions. Finally, some reagent effects can apply to terrain and/or inanimate objects, such as drakewurm blood.

RESISTING A POTION

Resisting a potion is a physical resolve check against the potion's creation UC. Success negates all reagents in the potion, and failure means the character suffers all effects.

PRE-MADE POTIONS

CHAMPSIDORA TEA

Cost: ₦41

A hearty tea best served hot. Flushes the bowels, clears the sinuses, and warms the belly. The drinker recovers from a single disease currently afflicting them.

DISTILLED RED RUM

Cost: ₦38

This foreign red substance is best consumed with a pinched nose and desperate need. The drinker heals 2d6 + 4 health.

DRAKE BOMB

Cost: ₦124

This Lokori special is a popular tool for ambushes. It explodes, dealing 1d6 + 2 damage to anyone in its blast radius as well as illuminating them and any surfaces. The light level within a 4-yard radius is increased by 1 step.

FIREBOMB

Cost: ₦94

A concoction that explodes into a fiery fluid and sets the unfortunate soul it touched ablaze. In addition, the sound of the explosion leaves everyone within a 1-yard radius deafened.

HERBAL REMEDY

Cost: ₦32

A hot brew popular among working class Feneryans, it eases 1 point of fatigue.

OBELISK'S GIFT

Cost: ₦166

Embued with the finest of ingredients to ensure the embiber's survival, they gain +1 to natural armor, +1 Toughness for 1 hour, +1 on attack rolls, reduces their fear check failures by 1 step for 1 hour, and their fatigue threshold is increased by 1 for 1 hour

RED RUM

Cost: ₦28

A mild liquid with an iron tang. The drinker heals for 1d6 + 2 health.

QATT

Cost: ₦49

A drug designed to enhance a warrior's skills. The most common variant increases the melee skill by 2 ranks for 3 rounds of combat. Other flavors enhance other combat skills.

POTION COMPOSITION

All Potions have: a grade, **alchemical parts**, at least 1 delivery method, and reagents.

GRADE

This determines the quality of the basic binding agent that allows an alchemist to mix reagents. These binding agents can support a number of reagents equal to their grade (i.e. grade 1 can support 1, grade 3 can support 3, etc).

GRADE	UC	COST	MAXIMUM REAGENTS
1	1	₦5	1
2	1	₦5	2
3	1	₦5	3
4	1	₦5	4
5	1	₦5	5

ALCHEMICAL PARTS

This is a generic term to refer to any ingredients used as reagents in alchemy. They can be purchased anywhere for 2 Notes, although availability may vary. Otherwise characters can scrounge them up on their own with a Survival check (page 78). The number of parts required per reagent is indicated by the number inside the vial next to each reagent's name. Each alchemical part used in a potion increases the UC by 1.

DELIVERY METHOD

This determines how the potion takes effect. Potions may have multiple delivery methods.

Contact (UC 7): Direct contact with a target's skin will apply the potion's effects. This can range from throwing the potion at an opponent to successfully striking them with a weapon coated in it. Applying a contact potion to an object, such as a weapon, requires a Craft (Alchemy) check equal to half the potion's creation UC.

Ingestion (UC 1): The potion must be consumed. This can be by itself, or mixed with food and drink.

Airborne (UC 5): One breath is all it takes to feel the effects. When the potion's vial is smashed open or uncorked, the potion affects everyone within a 1-yard radius.

Injection (UC 2): It will have no effect unless introduced directly to the bloodstream. This requires a special device to introduce it into a bloodstream, such as the venom hollow weapon modification.

REAGENTS

These are substances found across Feneryss that have unique properties. A certain quantity of each is required to achieve the desired effect, which is indicated by the alchemical parts cost. Each reagent can apply one of two effects whenever it is brewed in a potion: a boon or a bane. Boons are generally positive effects while banes are their opposite. The creator chooses which effect they would like before rolling the Craft: Alchemy check to create the potion.

ADRENALINE



Boon: Instantly Recover 1 AP that has been lost due to a condition or effect.

Bane: Lose 1 AP due to sudden onset lethargy.

AMBROSE LICHENS



Boon: Gain a bonus rank to a single Combat Skill. The skill must be chosen at creation.

Bane: Reduce a Combat Skill by 1 rank, which is chosen at creation.

ANTIDOTE



Boon: Immediately remove the effects of 1 active bane.

Bane: Immediately remove the effects of 1 active boon.

BONEHEAD MARROW



Boon: Gain 1 bonus rank to a Non-Combat Skill (excluding Craft skills) for 1 hour.

Bane: Reduce 1 Non-Combat Skill (excluding Craft skills) for 1 hour.

CAELESTI BLOOD



Boon: Instantly restores 1d6 + creator's Intelligence in health. This effect occurs once, even if the potion has an extended duration. The bonus from the creator's Intelligence is only added once, even if multiple Caelesti Blood reagents are used.

Bane: Instantly deals 1d6 damage + creator's Intelligence. This effect occurs once, even if the potion has an extended duration. The bonus from the creator's Intelligence is only added once, even if multiple Caelesti Blood reagents are used.

CHAMPSIDORA



Boon: Remove one disease currently afflicting the target.

Bane: If the target is suffering from a disease, the disease's (page 87) progression is increased by one step.

DRAKEWORM BLOOD



! No airborne

Boon: This blood drawn from benign cavedwelling creatures has an iridescent glow, which increases illumination by 1 step in a 1-yard radius. This effect moves with the target (i.e. if a person were doused with the potion).

Bane: Mitigates light, decreasing illumination by 1 step in a 1-yard radius. This radius moves with the target (i.e. if a person were doused with the potion).

ERBALA



! Ingested or Injected Only

Boon: Instantly remove 1 point of *fatigue*.

Bane: Instantly add 1 point of *fatigue*.

EMBERWREATH



! Contact Only

Boon: Natural weapons deal additional 1d6 fire damage.

Bane: Sets the target *ablaze*.

FROST THISTLE



! Contact Only

Boon: Increases target's stride by 1 yard.

Bane: Target is *stuck* to the ground.

HEARTWOOD EXTRACT



Boon: Gain a +1 bonus to natural armor.

Bane: Take a -1 penalty to natural armor.

IRISMUTH



Boon: Gain Darksight with a radius of 30 feet for 1 hour.

Bane: Lose Darksight and/or Dusksight for 1 hour.

LIQUID COURAGE



Boon: Results of failed Fear checks are reduced by 1 step for 1 hour.

Bane: Results of failed Fear checks are increased by 1 step for 1 hour.

LYLOBENTEN



Boon: The target can ignore 1 eccentricity or neuroses for 1 hour.

Bane: Victim gains the *confused* condition.

OXIDANT



! Contact or airborne only.

Boon: The chemicals are fueled by oxygen in the air, increasing the duration of the potion's effects by 1 round.

Bane: These additional chemicals react violently on contact with the air, dispersing the potion's effects. Increase the radius of the potion's effects by 1 yard.