Legacy System Playtest Rulebook

Version 2.4

By Lucas Kotowski

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Thank you to my incredible friends for their opinions, time and constant support.
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Join the list of Playtesters! Submit your playtest review to be included on the Playtester’s Credits

What is the Legacy System?

The Legacy System is a table-top roleplaying game about struggle and stories. It is a game about the marks you make on the world and the story you forge into the life of your character. The Legacy System gives tools for building dramatic, exciting and meaningful stories about life, death, choice, consequence and struggle.

In this game, you will create a character who will form part of the main cast of a story that the Players will tell together. You will roll dice to determine the outcome of dangerous moments, act and speak in the voice of your character, solve problems and make a mark on your character's Legacy.

Principally, the Legacy System is to be used to tell stories about struggle and consequences. It is made for a story that is unafraid to drown its players in adversity that they may fight and twist themselves to get out from. It allows the players to overcome adversity, making themselves into heroes, champions, rebels, mavericks and saviors. The mechanics of the Legacy System enable the players and the Archivist to craft characters with flaws, foils and narrative beats to create engaging moments and allow for characters to change.

This focus on struggle and consequence carries over into the dice rolling, with the ability to chart how much a person fails or succeeds by and tying in game mechanics so that you can feel the weight of your role-playing and decisions compounding in each dice roll. You will experience the consequences of your decisions, your Legacy will be told through them.

Players & The Archivist

There are two roles when playing a game with The Legacy System, the role of Player and Archivist. The Players are going to be taking on the roles of the main characters of the adventure, the people around whom the story is told. They will make decisions based on what their character can and might do in any situation and will speak with their voice, role playing as that character throughout the story.

The Archivist has a similar, but distinct role. The Archivist plays the role of each other character that the Players do not play as. They are the arbiter of the rules, keeping the records and history of the adventure and guiding the story to its conclusion. As the Archivist your first and only responsibility is to the Players and having the story be interesting and engaging for them (and yourself!). A good

Archivist is not interested in taking the spotlight or controlling the story, they are a guide and create the opposing forces that will help the Players define their story.

This book includes a continuing story that is meant to provide examples of the gameplay and rules of the Legacy System. It includes the characters Voltaire, Shae and Kellin. These stories are meant to guide players in how the game works, but are not meant to define exactly how a game should be run. Each Archivist and Player will play the game slightly differently and your unique way of playing is encouraged!

Using the Legacy System

The Legacy System is made to be a universal or general system in the style of other TTRPGs such as GURPS, Cypher System and Savage Worlds. Its rules do not pen it into any specific setting or genre. Instead, the Legacy system is created to enable storytelling motifs of choice and consequence and allows the Archivist and Players to create complex and varied themes to explore in an adventure.

Many games and systems will provide a genre to fit within, however the Legacy system provides a guideline for mechanics and storytelling instead of a guide to fit in a genre. Legacy games can be in any setting and in whichever genre can fit to make the style and motifs of the adventure work. The Archivist is encouraged to think beyond genre, mix the concepts that work and make a story that exists outside of it.

The mechanics of the Legacy system are important to consider when deciding the themes and style of the story. It is a system with harsh mechanics; stress, dying, injuries, trauma and much more. These are game systems with an extremely specific affect on the player, they create dramatic, meaningful and intense scenes. Adventures told in the Legacy System will work best when you have an adventure that can address and play into these mechanics to further its themes.

When choosing to use the Legacy System for your adventure, consider asking yourself the following questions;

“Is this story interested in what happens after the main plot?”
“Is this a story where getting stabbed by a knife *should* be a considerable problem?”
“Will this story benefit from making injuries potentially debilitating and permanent?”
“Is this a story where tracking the stress of the characters will be appropriate?”
“Is the story improved by having players track their impacts on the world?”

To put it simply, the Legacy System works with games that work *with* the harsh and dramatic gameplay. Lean into the conflict, exploit the game systems to create excitement and drama!

Archivist Note:

This book also has several notes for the Archivist. The Archivist has a big role in making the game move and these notes are to make special focus on how the mechanics will work for the Archivist and how they can use them.

How to Play

Playing the Legacy system is straightforward, but unique. At its core, it works like most tabletop roleplaying games. It asks the players and Archivist to roleplay, roll dice and tell stories together. This section will describe the rote mechanical systems of determining how players can take actions, work together and what failure and success look like.

Goals and Actions

The Legacy System is a roleplaying game, meaning that the "game" is really just a storytelling device. There is no winning the Legacy System and your fellow players and Archivist are not your opponents. You are all on the same side trying to achieve the same goal; making an engaging story.

The game plays similarly to a parent reading a storybook while the children interrupt with their own additions and questions. They are collaboratively engaging with a single story, adding their own pieces to it and making up new and exciting elements of the story. Playing the Legacy system is as easy as listening to narration and then proposing something new.

The standard form of gameplay back and forth works as follows; The Archivist describes a scene. They make mention of *where* the players are, *what* is happening around them and possibly even *why* it is happening and to *whom*. The players then respond to the scene, either by speaking as their characters or saying that they take some sort of action. The Archivist responds to what their characters say and creates a back and forth conversation or else resolve the action taken and describe the new scene. Play goes like this, in a back and forth of action, consequence, action, consequence until some kind of conclusion is reached or the players run out of time and have to go to bed.

Narrative Pacing

The narrative flow of the Legacy system is broken up into a few pieces, a Chronicle, a Struggle, Session and a Scene.

A chronicle represents the entirety of a game, stretching over many play sessions and possibly involving different characters but focused on a single plot. A chronicle is similar in length to a season of TV or a long book. It has its own themes and plots that will play out to a narrative end, though there may be an open nature to them to allow for a sequel. A chronicle can involve many struggles, though on average it will be between 3 and 6.

A Struggle is a shorter story, akin to a quest or a movie. They are defined by their antagonistic force, the thing that is causing problems or preventing the players from achieving their goals. A Struggle should take between 2-5 sessions to resolve. When a struggle is brought to its end, it should almost always be significant enough to leave a Mark on each player's Legacy.

A session is a measure of time in the real world. It encompasses a single day of gameplay that often occurs over 2-4 hours of real world time. A session can vary heavily in its length, but if it is anticipated to go beyond 6 hours, consider breaking up the session into two sessions in the same day. Certain game mechanics will start to cause problems in a particularly long session.

Sessions are composed of Scenes, narrative beats that highlight the movement between points in the story. Many game mechanics rely on Scenes as a time keeping device. The Archivist should announce when a Scene is over, though it should be obvious to the players anyway. A scene is meant to help the players and the Archivist to get a more defined feel for the story's movement. A scene may be a sequence of months-long travel or a combat that happens over 30 seconds. The time frame is highly variable, the point of a scene is to track what the narrative is doing. When nothing much is happening, call it a single scene and then move on. When lots of things are happening you may have many scenes happen relatively quickly in game time but from the player perspective are of normal length.

Roleplaying

The Legacy System is a role-playing game, what this means is that you as a player will be speaking as your character and making decisions as they would. Roleplaying is similar to acting or improv or playing “House” when you were a kid. It’s about being in a game of make-believe and letting yourself be there. Speaking and acting as you believe your character should.

Roleplaying is the core component of Table Top Role-playing Games. It's in the name after all and the Legacy System is no different. Roleplaying is the most engaging part of playing, it is where the story and its *real* choices lie. What a person says to another and what they feel about it. Roleplaying is how we experience the great beauty of a human heart in conflict with itself.

At its most simple, roleplaying is letting your fellow players know what your character says, thinks, feels and does during the course of the game. This can be done as easily as saying "My character says that we should go down the left alleyway" and can be as complex as physically acting, emoting and speaking in the voice of your character.

The level to which you may be comfortable with role-playing is entirely up to you. Many players enjoy speaking as their character, with some adopting voices or accents to better distinguish their dialogue, but not all do and it's far from unusual to see players who *never* speak in character and instead just say outright what the character says or does. The Legacy system doesn't require any specific type of roleplaying, so talk with your other players and your Archivist to figure out how in-depth and in-character everyone likes to be with their roleplaying.

Archivists Note:

Roleplaying can be extremely uncomfortable for players who have never encountered it before. It's a strange thing to do and takes a big leap of faith to engage with other people in a make-believe space (especially if they've never done acting or performance before!). Pressuring players to roleplay never goes well. Instead, leave the option open for roleplaying and encourage your players to engage with it as it happens. You shouldn't force anything, but leave the door open for them to approach it at their comfort level.

Tests & Rolling the Dice

When you want to do something in the Legacy System, you tell the Archivist the action you wish to take and they will potentially tell you to make a Test using an Attribute and a Skill. A player can also prompt a specific dice roll if they're familiar with the situation and ask the Archivist for confirmation. Not all actions require a Test, in fact most actions a player takes will require no additional input at all. The only time a Test is necessary is when the potential of failure carries some risk and there

would be some benefit to success. You cannot reasonably be expected to fail walking down the street, even if regular people can fall and sprain their ankles during mundane activities, this is a story. It should not be hobbled by mundanity unless that is the point you are trying to make.

A test is prompted by your Archivist asking you to make an Attribute(skill) test. They will specify with Attribute and which Skill you will apply to the test in an attempt to match the action you wanted to take as closely as possible.

For all tests you make, you are going to roll two six sided dice and try to get them to add up to at least an 8. If you get an 8 after all the modifiers have been applied then you succeed! Some tests are naturally harder or easier than others and so the Archivist may apply a modifier based on this. Determining the result of your action will require rolling your dice, adding the relevant modifiers and checking to see the sum total.

Test Result = 2d6 + Attribute + Skill + Difficulty

You roll your two six sided dice, add the result of the dice and the relevant attribute (Force, Finesse, Reason, ect.). Then take a -1 to the roll if you don't have the skill, take no penalty if you are trained and a +1 if you are Specialized in the skill.

Difficulty	Modifier
Trivial	+6
Simple	+4
Easy	+2
Average	0
Tricky	-2
Difficult	-4
Impossible	-6

Finally, add the difficulty modifier. After totalling everything you check to see if you've gotten at least an 8 on the check. If you did; congratulations, you've done it! If you got under, then unfortunately you failed to generate any successes and will likely not succeed. take a grit token as a consolation prize.

Failures and successes

Sometimes it is important to determine how much you succeeded or failed by. In these cases you count rolling an 8 as a success and for every 2 points higher than 8 you gain an additional success. Similarly, if you fail to roll an 8, you generate one failure for each two points under 8.

Voltaire just made a Force(Might) test to try and leap over a gap. His test totalled 11! A roll of an 11 will generate two successes, one for reaching 8, another for reaching 10. Voltaire leaps over the gap with little issue and is able to hold fast to the cliff of the other side. Their two successes may carry over to provide some assistance to the next person who jumps over.

After Voltaire's jump, his friend and fellow traveller Shae is going to try and jump over. Unfortunately, even with Voltaire's assistance, she rolls a total of a 4. This roll generates 2 failures, one for each two lower than 8. This is a bad situation for her as she jumps and her hand fails to reach her friend, sending her plummeting to the ground.

Failures and successes are used by the Archivist and players to determine the outcome of a particular test. A player who earned 3 successes has done a phenomenal job, their task was completed with skill, speed and flair that few can hope to achieve. A player who has earned 3 failures has botched their test as bad as it is possible to do, there may even be additional unintended consequences for how poorly they did.

Archivist Note:

No matter what, making a test should always push the story forward in a meaningful way. If there is no risk to failure and no value to success, do not do a test. Simply move them forward when there would be no point in failure or success. Making this clear will help your players understand that when they do fail, they are always going to be failing forward and should be encouraged and rewarded for trying difficult or complex tasks that have a high possibility of failure.

Example Test Results

# of Failures	Result of test	# of Successes	Result of test
1	The attempt doesn't work and cannot be re-attempted without assistance.	1	Simple success, you do the thing you set out to do but it may be short lived or temporary
2	You also get hurt or	2	Your success is straightforward,

# of Failures	Result of test	# of Successes	Result of test
	complicate the situation in a reasonable way.		effective and without any conditions.
3+	The situation gets dramatically worse for everyone involved, instantly. The Archivist immediately applies an Escalation to the player who made this test.	3+	The task has been so thoroughly completed that it is finished with flair, ease and style. It likely has lingering beneficial effects.

Archivist Note:

A helpful way to consider the scaling of success and failure is like this; when a player asks "Can I do a thing?" Your response is based on the number of successes they get.

1 success; yes but it's limited.

2 Successes; yes.

3 successes; yes and you get something.

1 failure; no but there's still options.

2 failures; no.

3 failures; no and it gets worse.

Rolling a 7

When a player rolls a 7 on a test, the Archivist may decide that in this situation they will offer the player a success if they also accept a consequence. The Archivist must be extremely explicit about what the consequence is and the immediate effects of it. This is not meant to be a way for the Archivist to "Monkey's Paw" the players, but instead the opportunity to offer the players a choice between failure and consequences.

Rolling a 7 can be the most tense time for a character, especially when the result of the roll can involve characters, plots or story moments that the players are invested in. The Archivist should seek to make the choice between accepting failure or gaining a difficult success as compelling as possible. It should not be an easy choice

for the players, but it should be at least equitable in what you offer as a penalty vs the rewards of a success.

Voltaire lets go of their hold on the cliff to try to catch Shae as she falls. He makes his Finesse(Initiative) test to react quick enough but only rolls a 7. With the potential consequence being so dire, the Archivist offers Voltaire a choice. The Archivist offers Voltaire a success at the price of taking penetrating damage to his arm as he tries to hold onto the sharp rock wall. Voltaire takes the price and manages to barely grab hold of Shae's hand, keeping her from falling and cutting up his hand.

Assisting & Group Rolls

When attempting to work together on a task, the players may choose to assist each other. To assist someone you must choose an Attribute and Skill that make sense to use in helping them complete their task. Your Archivist will tell you if the Attribute and Skill will work, or else tell you to make the same kind of test the character you are assisting is making. Make the test and for each success you generate, add a +1 to the assisted character's test and apply a -1 for each failure you generate. Generally, you will need to choose whether to assist or not before the test is rolled. **Assisting ONLY generates a grit token if the assisted character fails their role despite your help.**

Any number of characters can assist someone, however the Archivist may impose restrictions based on the nature of the test. Only so many people can help you pick a lock, too many cooks in the kitchen can certainly apply here.

Group Tests are done by setting a number of successes required to accomplish a task. Everyone in the group then defines how they will assist in accomplishing their goal, characters can make any roll they like as long as it makes sense for the moment. Then you add up all the successes gained and subtract that from the failures gained. If the Group as a whole was unable to generate enough successes then the group fails the test, everyone involved gains a Grit Token and you narrate the new situation. If they generate enough successes to pass, then describe their success as a team and apply additional benefits based on how many more successes they gained over the required amount.

From their place hanging on the side of the cliff, Voltaire and Shae decide to work together to get up. Thankfully, Kellin is still at the top of the cliff and they drop down a rope to help the other two climb back up. The Archivist lets them know that they will need to make a group test to have everyone climb back up. The Archivist decides that the group test will have a normal difficulty level, requiring 4 successes total. Voltaire decides to use his brute force to climb up and makes a Force(climbing) test, Shae tries to keep the two balanced and avoid the sharp walls with a Finesse(Deft) test while Kellin uses their Force(Might) to just heave them up. Shae and Voltaire both manage to get a single success, but Kellin (with her high quality rope as an asset) manages to get two successes! The party pulls themselves from the bottom of the pit, well done team!

Group test difficulty

Determine the difficulty of the group test by the number of players and how difficult it should be to overcome. Generally, the difficulty should be at or slightly above the number of contributing characters. You can also simplify this in a pinch by just requiring the players to generate more successes than there are failures, though these are generally very easy to overcome.

# of Players	Test difficulty (Successes required)		
	Easy	Normal	Hard
2	2	3	4
3	3	4	5
4	4	5	6
5	5	6	7
6	6	7	8

Boons and Banes

Some beneficial conditions may grant you a **boon** while some may be detrimental and grant you a **bane**. When rolling with a **boon**, you instead roll 3 six

sided dice and take the highest two results, discarding and not counting the smallest result. Similarly when you roll with a **bane** you instead roll 3 six sided dice and take the lowest two results, discarding and ignoring the highest result..

If you gain both a **Boon** and a **Bane**, they cancel each other out at a 1 to 1 rate. So if you have two sources of **Banes** and one **Boon** then you will have a **Bane** on the roll. Having multiple **Boons** will not grant any additional effect, neither with having a great number of **Banes**.

Critical Success & Critical Failure

When a player rolls double sixes on the dice, they generate a critical success. Regardless of the modifiers applied to the test, whenever a player rolls a critical success that test generates a minimum of three successes. The test will always result in something incredibly fortuitous, exciting or just cool.

When a player or npc rolls double ones on the dice, they generate a critical failure. Regardless of the modifiers applied to the test, whenever a character rolls a critical failure that test generates a minimum of three failures. Critical failures cannot be rerolled with luck points or other effects.

Kellin gets into a drinking contest with a troll. Given Kellin's scrawny form, they're unlikely to make it through. However, with a little bit of luck on their side, Kellin rolls a natural 12! Their penalty to being untrained in Stamina and having a -1 to Fortitude don't matter and they gain 3 successes, fully trumping the Troll and making a fool of him, much to the chagrin of his companions who watch as Kellin takes their winnings in gold and trinkets.

Archivist Note:

When you see the symbol d66, it indicates that you will need to roll two d6's and instead of adding them up, you will treat one as the 1's and the other as the 10's to create a number. Rolling a 4 on the 1's die and a 3 on the 10's die creates the number 43. This will almost always be used when rolling on a table, such as generating random items or Origins for NPCs.

Size

Every object and creature in the Legacy System has a Size rating. The size rating defines how big you are in comparison to the objects and creatures around you. The value can scale from a -5 to a +5, anything beyond this scale is either so small or so large that interacting with it cannot be defined through dice rolls (what is the modifier for trying to pick up a mountain? How do I make a test to spot a hidden microbe? Answer: you can't)

Most of the time, this size rating is unimportant and does not need to be applied to a test. When talking to a goblin who has a size rating of -2, it does not matter that you have a size rating of 0 to determine whether you can sell the goblin something. Size comes into play when the size difference between the two things interacting becomes important.

What size affects

- Add your size rating to your limb HP (subtract if less than 0)
- Apply the difference in size when trying to Grapple another creature. Apply as a bonus if you are larger and a negative if you are smaller. (ex; a normal human grabbing a goat applies a +2 to their grapple check. A Chihuahua trying to grab a horse takes a -4.).
- Add your size rating to your Max Heft

Shae is in the average size range for a character; size 0. She wants to try and lift an icebox onto the back of her carriage. Since the icebox is one size larger than her, she applies the difference (1) as a penalty to her Force(Might) test.

Size rating	Heft	Example
-5	-	Insect, pebble
-4	L	Rodent, baseball
-3	1	Chicken, chihuahua, Bread Box
-2	3-5	Goat, Goblin, Semi truck tire,

Size rating	Heft	Example
-1	5-10	Grey Kangaroo, Dwarf, wide screen TV
0	10-20	Your average human, donkey, black bear
1	20-40	An orc, a refrigerator, motorcycle, Horse
2	40-80	Camel, car
3	80-100	Giraffe, Pickup truck
4	100-800	Elephant, Bus
5	800-1000	T-Rex

Luck

Luck is the primary way that players can manipulate the odds and force certain events to transpire in the best possible way for them. Luck is a resource that the players and the Archivist both have access to, using it to get the leg up on the competition, avoid catastrophic consequences or in the use of certain abilities. It is measured with Luck Points, which are a resource determined by your character's Luck attribute.

The luck attribute is a bit different from the others, it generates you a number of luck points at the start of each Struggle. You gain a number of Luck points equal to 1 + your Luck attribute + 1 per trained Luck skill and +2 per Specialized Luck skill. If at the start of a session you have 0 luck points, you regain 1 (Unless your maximum luck is 1 or less, in which case you regain nothing).

Luck points can also be given as a reward by the Archivist for any number of reasons, but are commonly given out for solving puzzles, interesting roleplay, good jokes and progressing the plot. The Archivist is encouraged to give Luck points to players who engage with their hindrances as well. Players should be rewarded for interacting with their character and the world.

Luck points can be spent by a player at any time to gain one of the benefits listed below.

Luck Ability	Effect
Lucky Break	Reroll a test you just made (including your stress die), you must take the new result. (cannot be used on a test that generated 3 or more failures)
But First-	Take your turn in combat immediately, potentially interrupting someone else's turn.
Rush down	Gain 1 action in combat.
Consider this	Add a detail to the current scene. Such as a ladder, convenient wall, underworld dealer, or other detail of the world that is temporary and mundane but convenient (with Archivist approval)
Opportunity strikes	For your next test, make a Luck(fortune) test instead.
Lucky Find!	Test Luck(fate) to gain an item that you did not have. Item value is equal to the number of successes rolled. (with Archivist approval)

Archivist's Luck

Players are not the only ones who can have luck points! At the start of a Session, the Archivist gains Luck Points equal to half the number of players (rounded up). The Archivist can use the luck points on any of the NPC's that they control, including Minions who do not have luck points of their own. These Luck Points do not carry over to new sessions. They reset at the start of each session.

In the rare case that a character has negative luck points the Archivist gains an additional Luck point for each negative luck point the character would have.

In a tense conversation with her estranged mother, Shea makes a Social(argument) test in an effort to get her mother to leave the city before an invading army comes. Unfortunately, her mother is stubborn and she only gets a 6 on the test. Using one of her Luck Points, Shea rerolls the test and manages to barely snatch a success with a roll of a 9. Her mother agrees to the plan to be smuggled out but is likely to make a fuss and possibly cause more trouble…

Character Creation

A dashing gunslinger drawing his last bullet from his belt, he stares down his fated enemy as he loads his final round. In a messy lab, a mad scientist with dreams bigger than the world can know, struggles to put the pieces of his mind back together. A strange and powerful spirit, possessing the body of their dearest friend in the hopes that they could carry them to safety.

These are all characters that can be made within the Legacy System. As a system with no predefined setting or genre, the rules for character creation have been made to allow a vast array of different styles of character. You can create a sci-fi spacer, a fantasy knight, a cyberpunk hacker or a mythological hero. Almost anything can be made within the Legacy System.

Character Sheet

Everything you need to play as your character will be tracked using your character sheet. Their name, backstory, appearance, skills, abilities and magical powers will all be kept on the sheet and will change as the story occurs.

The sheet that is defined below is an example of a completed character sheet with a few advancements under their belt. It shows not only what your sheet should look like after you finish building it here, but also what it will grow into and how it will change. The character sheet is a living document, it tracks the character as they are, flaws, triumphs and all.

Archivist Note:

When helping a player make a character, place your focus on what their character feels *like and what they want to be able to* do. *Most players will get lost or be uninterested in numbers flying all over the place. Help your players by prompting them with questions like the ones below;*

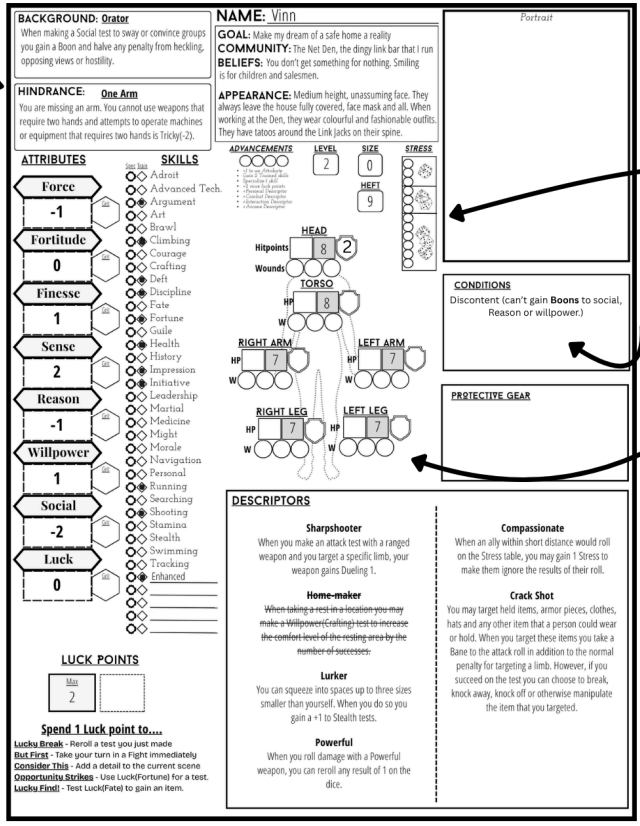
- *Does your character tend toward confrontation or avoidance?*
- *What's something cool that your character can do?*
- *What makes your character behave how they do?*
- *Is your character Lucky?*

Foundations

This section has all of the information that makes the basic groundwork of your character. Their Background and hinderance as well as their attributes and skills. Grit tokes are also tracked here!

Character Details

This section is where you keep the details about your character's name, goals, community, beliefs and appearance. There's also a spot to draw them if you like! This area tracks your Level, size and advancements.



Health

Track your health and wellbeing with wounds, conditions, stress, hp and protective gear!

Luck

All the uses of Luck points are tracked here alongside your max and current luck points

Descriptors

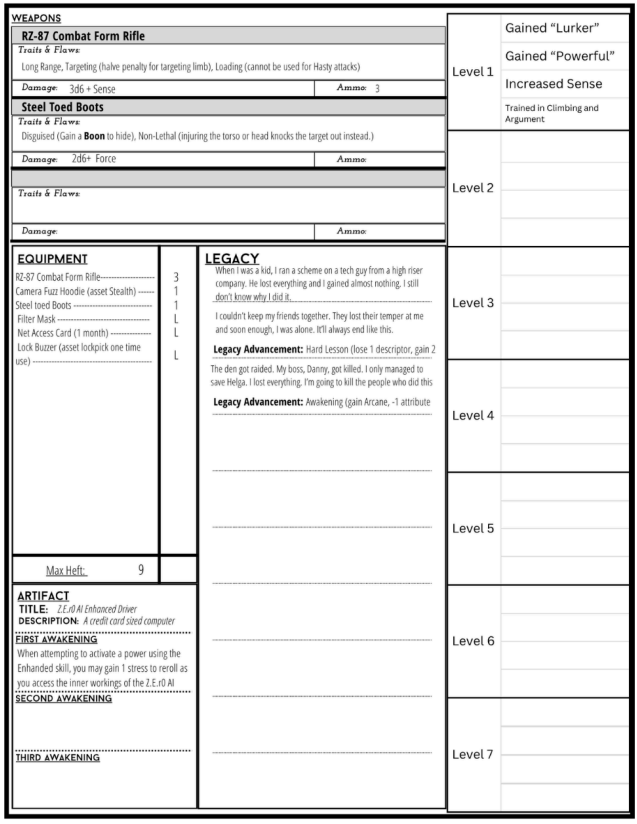
This is where all of the Descriptors you gain from advancement will be tracked. These are all used to define the kind of person your character is alongside any additional abilities they prossess.

Weapons/Attacks

This section allows you to track a small number of weapons or attacks that your character has access to. This includes space to record the weapon traits and flaws as well as the damage.

Advancements

This list allows you to track exactly what you've done to advance your character. What they learned and when!



WEAPONS

RZ-87 Combat Form Rifle

Traits & Flaws:

Long Range, Targeting (halve penalty for targeting limb), Loading (cannot be used for Hasty attacks)

Damage: 3d6 + Sense | *Ammo:* 3

Steel Toed Boots

Traits & Flaws:

Disguised (Gain a **Boon** to hide), Non-Lethal (injuring the torso or head knocks the target out instead.)

Damage: 2d6+ Force | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

RZ-87 Combat Form Rifle	3
Camera Fuzz Hoodie (asset Stealth)	1
Steel toed Boots	1
Filter Mask	L
Net Access Card (1 month)	L
Lock Buzzer (asset lockpick one time use)	L

Max Heft: 9

ARTIFACT

TITLE: *Z.E.r.O AI Enhanced Driver*

DESCRIPTION: *A credit card sized computer*

FIRST AWAKENING

When attempting to activate a power using the Enhanded skill, you may gain 1 stress to reroll as you access the inner workings of the Z.E.r.O AI

SECOND AWAKENING

THIRD AWAKENING

LEGACY

When I was a kid, I ran a scheme on a tech guy from a high riser company. He lost everything and I gained almost nothing. I still don't know why I did it.

I couldn't keep my friends together. They lost their temper at me and soon enough, I was alone. It'll always end like this.

Legacy Advancement: Hard Lesson (lose 1 descriptor, gain 2

The den got raided. My boss, Danny, got killed. I only managed to save Helga. I lost everything. I'm going to kill the people who did this

Legacy Advancement: Awakening (gain Arcane, -1 attribute

Level 1	Gained "Lurker" Gained "Powerful" Increased Sense Trained in Climbing and Argument
Level 2	
Level 3	
Level 4	
Level 5	
Level 6	
Level 7	

Equipment

This area is for all of your stuff. Food, books, weapons, clothes, ect. All of it goes here, as does your Maximum Heft. This space also has an area for an Artifact if/when you get one!

Legacy

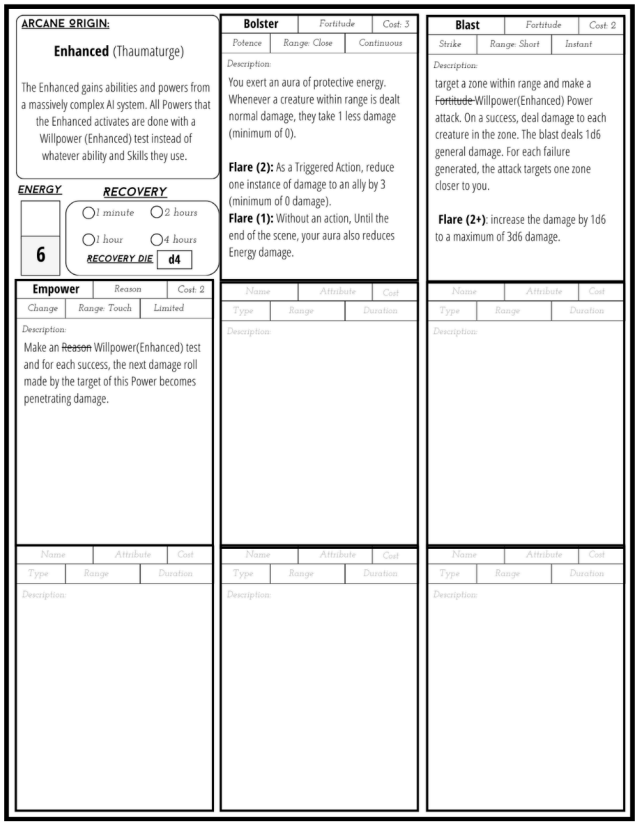
The backbone of your character. This is where you record a Mark on your Legacy. Write down your Legacy alongside the advancment you gained from it.

Arcane Origin

This is where you keep track of the Origin benefit, your maximum and current energy as well as your Recovery dice. The Recovery section has check boxes for you to track which rests you've done.

Power Details

The header on the top of each Power allows you to quickly track the details of each Power. This includes the power name, attribute for activation, energy cost, power type (Strike, Change, Potence), Range and duration.



Power Description

This section lets you write down what the power does. This gives you the space to apply your modifiers and keep track of the **Flares** and **Variants** that each power has.

Making Your Character, Step-By-Step

This section describes the 8 easy steps for making your character. This is where the fun stuff happens. You get to choose what your character is good at, how they got their powers, what kind of person they are and what flaws you hope to overcome or fall to.

Before determining any statistical benefits, it is useful to have an idea of the character you want to make. It can be as simple as “Gunslinger with something to prove” or as complex as you desire. Having a concept will help cut away the options you don’t want and will make the whole process much faster.

Be sure to confer with your Archivist before starting to make sure you are aware of the setting and game concept so that you don’t end up with a character that just doesn’t fit.

Before putting pencil to paper, one of the players comes up with the idea for a character who is “Like a linebacker who’s haunted by his past self and has a bunch of kids to take care of”. The concept is enough to get started with and they jot down the name “Voltaire” on the top of their character sheet.

1- Choose Origin

Players start character creation by selecting a Origin. Origins represent your job, home life or duties before the beginning of the game. They will color what your character’s past was like as a foundational element. Each Origin comes with a beneficial effect that represents the way your history will affect your present.

A character’s Origin can also be determined randomly from the table below.

d66	Origin	d66	Origin
11, 12	**Artisan**	41, 42	**Inheritor**
13,14	**Scholar**	43, 44	**Orator**
15,16	**Faithful**	45, 46	**Doctor**
21,22	**Friend**	51, 52	**Pauper**

d66	Origin	d66	Origin
23, 24	**Lawman**	53, 54	**Settler**
25, 26	**Noble**	55, 56	**Soldier**
31, 32	**Student**	61, 62	**Trader**
33, 34	**Athlete**	63, 64	**Wanderer**
35, 36	**Worker**	65, 66	**Mechanic**

Voltaire's Origin is easy enough to determine, he was already described as a Linebacker which makes him an Athlete. The player defines the combative sport that he used to play, similar to Lacrosse but with multiple balls and a sloped arena. The player writes down the benefits gained from the Athlete Origin on the character sheet.

2- Select one Hinderance

Hindrances represent fatal flaws for your character and are an integral part of the game experience. Each character has something that holds them back or defines them in a way that will cause conflict.

Each character selects one Hindrance from the list provided. Consider the kind of challenges you want your character to overcome. What would be difficult for them? What would they struggle with?

A character Hindrance can also be determined randomly from the list below.

d66	Hindrance	d66	Hindrance
11	**Absent Minded**	36	**Hard of Hearing**
12	**Addict**	41	**Fanatic**
13	**Altruist**	42	**Fragile**
14	**Antagonistic**	43	**Bleeder**

d66	Hindrance	d66	Hindrance
15	**Amorous**	44	**Impulsive**
16	**Anxious**	45	**Liar**
21	**Big Family**	46	**Manic**
22	**Boring**	51	**Melancholy**
23	**Broke**	52	**One Arm**
24	**Criminal**	53	**One Leg**
25	**One Eye**	54	**Stiff**
26	**Short Tempered**	55	**Strange**
31	**Small**	56	**Unlucky**
32	**Trauma**	61	**Amorous**
34	**Yellow-belly**	62-66	Reroll
35	**Empathetic**		

The player creating Voltaire has a lot more options here. He was described as having a lot of kids, so Big Family is a good slot in. However, he also mentioned that he is haunted by his past. A Trauma could work, as could Criminal or Melancholy. In this case, the player decides that they want the Big Family to be the thing that influences more of his decisions. His dark past will help characterize him, but not define him. The player writes down the Big Family hindrance and with the Archivist will define who Voltaire's kids are and what their issues are.

Choose a Debilitation (Optional)

For those characters that are defined by their chronic and alarmingly present hindrances, a player could instead choose to give their character a Debilitation. These are very similar to Hindrances, however they are cranked up to the extreme. Debilitations are so restrictive as to be almost crippling to your character's ability to function normally within the world. They cannot easily be sidestepped or overcome.

A player should only take a Debilitation with the approval of the Archivist. If a player takes a Debilitation, they do not need to take a Hindrance. As a reward for taking such a significant downside, you gain a free Gritty Descriptor.

The player creating Shea wanted to make a character grappling with her own mortality through a rare and incurable disease called The Malignance. They decided to give Shea the debilitation Doomed. As compensation for taking on such a burden, Shea takes the Gritty Descriptor "Intrepid". She may be doomed, but she won't fall so easily to blade and bullet.

3- Distribute attribute Points

Attributes are how you define the core competencies of your character. They will define how muscular and tough, how clever or lucky or just how good their sense of hearing is. They provide a baseline for determining what your character is naturally skilled at and what they will be ill-equipped to handle.

Each attribute has a value between -3 to +3. This value is added to rolls to determine how successful you are. Therefore, characters with higher values in their attributes will be naturally skilled or talented at actions using those attributes. A character with a +3 in an attribute can be considered a savant, exceptionally gifted or else masterfully trained at using that attribute. When those attributes are in the negatives, they represent weaknesses, health conditions or poor luck. A negative attribute will be a constant downside until you can train it up.

When determining your character's attributes, your Archivist will direct you to use one of the following attribute generation options. Every character in a game should generally be using the same type of generation rules for Attributes.

Force is a *character's physicality, how much they can lift, push, drag and how hard they can hit. A character with a high force will be muscled and powerful, a character with a low force will be wiry and weak.*
Linked Skills: Martial, Brawl, Might, Climbing

Fortitude, *this attribute determines their resistance to the cold, heat, poison, disease and their ability to keep moving. A high fortitude character is thick, hardy and large while a character with low fortitude will be thin, scrawny and sickly.*
Linked Skills: Stamina, Running, Health

Finesse is a measure of a character's swiftness, nimbleness and their hand-eye coordination. A character with high Finesse will be fast and sure footed, while a low Finesse character will be clumsy and slow.
Linked Skills: Adroit, Stealth, Deft, Initiative

Sense is the combination of all perceptive abilities, seeing, touch, smell, taste and feel. A high sense will give you a character with an acute sense of hearing and *may be quite capable at reading facial expressions*, whereas a low sense will give you a character who needs glasses.
Linked Skills: Searching, Impression, Navigation, Tracking, Shooting

Reason is the attribute that measures a character's book learning, their mental acuity and proficiency at problem solving. A high Reason character is adept at logic puzzles and mathematics, while a low Reason character may never read.
Linked Skills: Craft, History, Advanced Technology, Medicine

Willpower, *This attribute is a test of the resiliency of the mind and a character's common sense and reasoning. A character with a high willpower will be unlikely to give in to despair. A low willpower character is easily deceived.*
Linked Skills: Morale, Discipline, Courage

Social is a measure of both a character's charisma and their social standing. A character with high social will be a leader and an important figure in the community, where a low social character will be an outcast or a loner.
Linked Skills: Art, Argument, Guile, Leadership

Luck, *this attribute measures how much fate favors you. A high luck character has things go their way with such frequency it's astounding, while a low luck character may stub their toe every single morning without fail.*
Linked Skills: Fortune, Fate, Personal

Standard Array

When determining your character attributes you will use the standard Array of attribute scores. You may apply the scores depicted to your attributes in any order.
Standard Array: ***+1, +1, +1, 0, 0, -1, -1, -1***

Attribute Modification

When you start making your character you first set all of your attributes to 0. You may then choose to reduce any Attribute to raise another by the same amount. You can increase an attribute to +3 and reduce an attribute to -3 at maximum. Any combination of attributes is acceptable as long as all the scores can add up to 0.

This method is best used for characters who are veterans, experts or more experienced than your average character.

Iron man rules

Roll two six sided dice for each Attribute. The result of the dice will determine your score for that attribute. This method grants wildly different attributes and can be incredibly crippling to a character build or it can make a character extremely powerful. It is not recommended for long campaigns or anything outside of one-shots.

2d6 result	Attribute score
2	-3
3	-2
4-5	-1
6-8	0
9-10	+1
11	+2
12	+3

Voltaire is a particularly sturdy and athletic individual and chooses to make Force, Fortitude and Luck at +1. Finesse and Willpower are set to 0 and the Voltaire is saddled with a -1 to Reason, Sense and Social. Voltaire isn't terribly clever or well spoken, but he's got the means to weather whatever comes or force his way through.

4- Choose Skills

Now that you've assigned your attribute points, you can select Skills. You may select eight Skills to become trained in. Each skill covers a specific kind of action and is not tied to any one attribute. Becoming trained will grant you a +0 to tests with that skill, but it also removes the untrained penalty. They are also important for determining which descriptors you will have access to as many descriptors will require training in specific skills.

Skills
Adroit - lockpicking and other nimble uses of the hand. **Advanced Technology -** the cutting edge of sciences, machines and technology. **Argument-** being convincing, striking deals and working with others. **Art -** Acting, Music, sculpting and other art forms **Brawl -** used for unarmed combat, improvised weapons and grappling. **Climbing -** climbing up walls, cliffs, ice and rocks. **Courage -** facing the terrors of the world with strength. **Crafting -** building useful tools and machines. **Deft -** acrobatics, balancing and dodging **Discipline -** keeping your emotions, reactions and temperament in check. ***Fate -** luck of the future, destiny and doom ***Fortune -** luck of the present and luck you make for yourself **Guile -** Lies, clever word-play and exploiting fallacies and misinformation. **Health -** resisting the effects of poison or disease and increases the Max hp of torso and head **History -** the knowledge of the world's cultures, wars and societies. **Impression -** seeing the subtleties of body language. **Initiative -** your ability to think fast and react quickly to danger. **Leadership -** Encouraging, inspiring and leading others. **Martial -** used for combat with melee weapons. **Medicine -** putting people back together with drugs, bandages and thread. **Might -** Using your physical strength to push, pull or lift objects. Increases Max carry capacity. **Morale -** maintaining hope when things are at their worst.

Skills
Navigation - determining where you are and where you're going, with or without a map. ***Personal -** the luck of your past, luck as a result of others choices **Running -** sprinting, long distance or cross country. **Searching -** noticing hidden things. **Shooting -** Using for combat with bows, laser guns and firearms. **Stamina-** the ability to resist fatigue from continual work and activity. **Stealth -** being unnoticed, neither seen nor heard. **Swimming -** keeping yourself afloat and diving underwater. **Tracking -** recognizing and following the tracks of animals and people.

*Luck Skills

As a former athlete and family man, Voltaire is going to get skills that fit with this initial concept. Taking climbing, brawl, running and stamina to represent their time in the sport. He also takes courage and leadership, representing his personal aspirations. Finally, he takes initiative and impression to represent his emotional awareness and quick reflexes.

5- Fill in your Details

You have a number of stats that are determined by your attribute, skills and descriptors. They include the hitpoints of your limbs, the maximum heft that you can carry and the amount of luck points you begin each session with. Anytime that you would raise an attribute that is tied to a derived stat you can modify the value to be equal to the new total. This includes temporary adjustments to attributes from spells, cyber mods and Magyk effects.

Level = A character has a starting level of 1. Every 4 advancements increases your level by 1.

Size = **all characters start with a size of 0.**

Limb Hitpoints = **7 + Fortitude + Size (+1 to your torso and head if you are Trained in Health and +2 if you are Specialized in Health).**

Maximum Heft = **10 + Force Attribute + Size Modifier (+2 if you are trained in Might, +4 if you are Specialized in Might)**.

Luck Points = **1 + Luck Attribute +1 per trained Luck skill and Specialization**

Voltaire is created as level 1 and at size 0. His fortitude is +1 which makes all of his limbs have 8 hp. His maximum heft is 11 because of his +1 to Force and while his Luck isn't terrible, he didn't take any Luck skills so his maximum Luck Points is only 1.

6- Select Descriptors/Arcane Source

Descriptors form the basis for your character's ability to interact with the world and represent unique and defining characteristics. As you play and your character grows they will gain access to new descriptors that will allow them new ways to change the world around them.

You begin play with two descriptors. You will choose from among the Combat, Interaction or personal Descriptors and cannot select two descriptors from the same category. You may choose to replace one of your descriptors with an Arcane Source.

Voltaire is a pretty normal person, not having any special bloodline, magical power or arcane teaching so the player decides to pass on taking an Arcane Source. Instead, they get two descriptors to work with.

Out the gate, they pick up Adventurous. They wanted to give Voltaire the feeling of being a bold explorer, ready to try anything to succeed. This will give him the ability to attempt wild feats of athleticism that others wouldn't dare attempt. This is an Interaction descriptor, so they will have to take a Combat or Personal descriptor next.

To fill in his personality a bit, the player chooses to give Voltaire the Agreeable descriptor. This is a Personal Descriptor which gives him benefits when doing jobs for free, donating money and much needed supplies, or when going out of his way to help people without expecting a reward. The player wants to highlight that he's trying to do his best, but this desire might cause conflict with his need to support his large family.

Arcane Source

If you choose to take an Arcane Source instead of one of your descriptors, you will need to first select which Source you wish to take. Each one is unique and will provide a number of Powers, maximum energy, recovery die and an Source which defines their gameplay statistics.

When you select your Arcane Source you also select your Powers. You will have a number of Powers equal to the Powers Known value. Each Power can be modified when you learn it, however once you have applied modifiers and restrictions to a Power, they cannot be undone. Specifics of Powers and Arcane Sources can be found in the chapter on Arcane Sources (p.70).

Select one of the Arcane Sources below and discuss with your Archivist the nature of your powers.

Thaumaturge *- power fueled by belief, organizations and culture*
Spellwright *- power from learning, skills and understanding*
Haunted *- power from other entities, deals and the unknown*
Artificer *- power from machines, potions and objects*
Gifted *- power from the self, a bloodline or a mutation*

The player creating Shea is deciding on which Arcane Source to take. They wanted Shea to have ice magic that she learned while imprisoned in the far north. This could work as either a Thaumaturge or Spellwright, depending on who she learned it from and why. The player decides that it would be cool if a resistance fighter from the north broke her out of prison and taught her the ancestral forms of ice magic.

Considering that it has a historical or cultural past, the Archivist recommends making Shea a Thaumaturge. The player agrees and writes down Shea's Thaumaturge skill and marks her trained in it, jots down the Source ability and the maximum energy and recovery die of the Thaumaturge. Then the player gets to pick out some powers that fit her Source and the character concept.

7- Starting Equipment

Players begin play with one item of Value level 3, two items of value level 2 and three items of value level 1. These items can be weapons, armor, tools, equipment, books, food or basically anything you believe would make sense for your character to have.

If you are trained in fate, you gain an additional value level 3 item.

Voltaire is heading out into the world with scarce resources. He chooses to make his value level 3 item a particularly useful good luck charm. This is an asset that will apply only to Fate tests. He also chooses to take his two level 2 items as an old shield and a sturdy metal helmet. His kids insist that he has *to wear a helmet. For his 3 value level 1 items he chooses a simple cloth backpack, a pack of rations and a bedroll.*

8- Mark Your Legacy

At the start of this game, every character is just beginning to forge their Legacy. The story of them that they will leave behind when they are gone, the effect their choices had on the world. Consider the parts of the character that have been made so far and make a Mark on your Legacy.

This mark should be something similar to an inciting incident. An event that drove you to the world or informed your personal reasons for getting mixed up in whatever adventure awaits you. You are encouraged to discuss with your Archivist what kind of Mark you would like to make.

Note: You will NOT *be offered a Legacy Advancement for making this Mark on your Legacy. Those advancements are only offered for marks made during the course of the game.*

The player chooses to make a mark on Voltaire's legacy that relates to his dark and haunting past. He talks with the Archivist and decides that he wants it to be related to his brother and writes; "We were only kids when I stabbed my brother in the back. Only kids, but I was old enough to understand what I took from him. I regret it every day."

This mark leaves several unanswered questions, but creates a clear mark on the world, Voltaire's past and on the life of his brother. This provides a fun hook that the Archivist is sure to take advantage of down the line.

Hindrances

Hindrances are the lifeblood of making compelling characters in the Legacy System. They define what your character struggles with or what they are bad at. They often will provide your character significant limitations that the player will need to work with and the Archivist will exploit. Hindrances can also be gained or lost as the game progresses.

Absent Minded

You're just a little forgetful is all…

Once per Struggle the Archivist can give you an Escalation that you cannot refuse and you do not gain Grit Tokens from. This escalation causes you to have misplaced an important item (but not permanently lost).

Addict

You have an addiction to a substance or some kind of habit that you cannot stop doing.

Every day you must acquire, consume or perform some action that you are addicted to. For each day that you do not, you become **Distracted** until you can sate your addiction.

Altruist

You can't help but to help others.

You can't leave a poor soul in need and will always consider the plights of those less fortunate, no matter the personal cost.

Amorous

You fall in love quickly, become infatuated or are easily swayed by the beautiful and charismatic.

At the start of a Struggle, choose a player character or a prominent character in the story. That character gains a **Boon** to all Social tests to influence you and you have a **Bane** to all tests to resist their influence or on any Social tests where you lie about your affection for them.

Antagonistic
You can't help but to twist the knife whenever the opportunity presents itself.
The Archivist may present you a Escalation where you antagonize another individual, you must spend a grit token to refuse this Escalation but do not gain any for taking it.

Anxious
You have a harder time dealing with stress than others.
You roll one stress die for each two points of stress.

Big Family
You are the breadwinner and primary caregiver of a family of prodigious size. Love em or hate em, you gotta take care of them.
You have a large family to take care of. Your family will require food, medicine and money regularly and are more likely to be at the receiving end of any problems in their city.

Bleeder
When the blood starts coming, it doesn't stop coming.
When you are **Bleeding**, you take +1 damage when it triggers.

Boring
You just aren't that interesting.
You cannot become trained or specialized in the Social(leadership) Skill and have a **Bane** on Social tests to charm or draw the attention of someone.

Broke
By rotten luck or poor decision making, you never hold onto your money for long.
When you create your character you do not gain a spendy item. The GM may offer an Escalation to you where you will lose most/all of your currency once a session.

Criminal
Whether a former criminal or a current ne'er-do-well, you have a history of criminal acts within the city and folks recognize you as such.

You were a former or still acting criminal. Others will always suspect you first of crimes regardless of your guilt, you have a **Bane** on all Social tests with members of a community who have recently experienced a crime.

Hard of Hearing
You have extremely limited hearing and have trouble hearing soft or far away noises.
Your poor hearing makes all Sense tests related to hearing Tricky(-2). The GM can introduce an Escalation related to you not hearing something important.

Empathetic
You feel what others feel, an incredibly useful trait that defines humanity but also brings us considerable anxiety.
When you see an Ally or friend get an Injured Limb you gain one point of stress.

Fanatic
Your devotion to the ideals of your community are admirable. Mostly.
You must choose a community or faction to be a part of for which you are a resolute supporter. You gain a +1 to Social tests with members of your in-group, but you take a -1 to all other Social tests. Your dogmatic and intense opinions on your chosen ideals make others that don't share them uncomfortable.

Fragile
Not everyone is built with ice in their veins.
Your maximum hit points for your head and torso are reduced by 1.

Impulsive
You don't have any inhibitions to speak of
You are more likely to rush into situations or "follow your gut" than you are to be cautious, take a **Bane** to every Willpower(discipline) test that you make.

Liar
Whether by choice or compulsion, you find the truth to be a rare choice.
Your first instinct is always to lie, about the important and the mundane. Your lies might accidentally put others and yourself into trouble, but you do not have to tell lies that will get you killed or are unbelievably stupid.

Manic
You have a bit of an active mind and body. You react poorly to most positive stimuli.
You and others have a **Bane** when trying to remove your stress.

Melancholy
A deep malaise has settled over you and is difficult to overcome.
After resting, roll a Willpower(Morale) test with a negative equal to your number of Stress points. For each failure you gain a level of Hopeless.

One Arm
Through birth or accident, you now have one good arm.
You are missing an arm. Any attempt to operate machines, equipment or weapons that requires two hands is Tricky(-2).

One Eye
As the pirates of old, you've got a missing eye. I hear eyepatches are all the rage now.
You are missing one of your eyes. When making a ranged attack you take a -1 to your test per range beyond short. You also take a -1 to all other Sense tests that rely entirely on sight.

One Leg
Through an accident or battle, you have lost your leg.
You have only one leg. You require two actions to take the move action in combat. Your overland speed is reduced to one quarter. A wooden prosthetic removes the move penalty but you cannot run and your overland speed is only reduced to a half.

Short Tempered
You're exceptionally quick to anger.
Whenever you fail an opposed test you must make a Willpower(Discipline) test or else become Discontented.

Stiff
Your body is inflexible in the best of situations.
When you take the **Dodge** triggered action you always fall prone. In addition, you trigger an Escalation when generating two failures on a Finesse test.

Small
You're very short or very slight.
Reduce your size by one level. Your size score is applied to your limb Hitpoints. It is also applied to certain tests based on the difference between sizes.

Strange
Whether by appearance, personality of vibes, folks find you unsettling at first.
Your first Social test made on any character has a **Bane**.

Trauma
Painful memories, horrible experiences and grief can all leave a lasting impact upon the mind.
When you gain this hindrance you must choose a specific situation that your Trauma originates from or is triggered by. When this Trauma reappears in the story you automatically gain 1 stress. Work with your Archivist to choose one that fits the themes of the story.
Examples: Alone in the Dark, Thalassophobia, being abandoned, forgetting people, being forgotten.

Unlucky
Someone seems to have it out for you.
When you spend a Luck point, the effect of the luck point always causes you to be put in a disadvantageous situation or it harms you in strange and unpredictable ways. This does not prevent the luck points from achieving its intended effect.

Yellow-belly
Describing you as cowardly is maybe a bit generous.
You take a -2 to all tests to resist becoming **frightened**.

Debilitations

An optional increase in severity to Hindrances, Debilitations are profoundly impactful in how you play your character and how they operate in the story. They are NOT to be taken lightly and can only be taken with the express permission of the Archivist. As a reward for your bravery in taking a Debilitation you are granted a Gritty Descriptor of your choice.

Armless

You have lost both of your arms or they are non-functional.

You can no longer hold or manipulate objects with your hands. You cannot use any weapons not custom built for you and you take a -4 to any opposed tests to Grapple.

Blind

Your eyes no longer function. Whether removed or damaged, you are left in a world of darkness.

You do not generate successes on any Sense test that relies entirely on sight. Any ranged attack you make is difficult(-4). The GM may introduce escalations related to not seeing things.

Doomed

You are nearing your end, whether by disease or fate, it will reach you before long.

At the start of each session roll two d6. If the total of the test is less than or equal to your level, your doom has arrived and by the end of the session you will die. Get your last words in.

Legless

You have no legs or else lack the ability to move them in any way.

You cannot take the Move or Run action. Other characters gain a **Boon** to attacks against you in combat. You can take the Crawl action while in combat. A wheelchair or similar mobility device can enable you to move more freely, though each mobility device will have some restriction or limitation..

Crawl (2 Actions)

Move to anywhere within the same zone. You must have both hands free. Using the Crawl action twice in a row will allow you to move to anywhere within an adjacent zone.

Trapped

Trapped and held inside an object, you have no way to interact with the world around you. Only capable of speaking, seeing and hearing.

You are trapped inside an object of some kind. Your physical body is gone. You have no limbs and instead have a base hitpoints of 14+Fortitude, this is treated as your Torso. Your size is -3 and your size does not apply to your Hitpoints. You can speak, read, see and otherwise perceive the world around you.

Young

You are a young teenager, no more than 16 years old (or the equivalent for your species).

Being a child is particularly difficult and comes with heavy social pressures and downsides. Your Force cannot be raised higher than 0 and you start the game with 2 less trained Skills. Take a **Bane** to all Social rolls on adults

Origins

Origins indicate a character's history, the person they were and what they did before the beginning of the story. Each Origin provides three benefits; Influence, Experience and Aspiration. Your influence is the unique way that your origin enables you to socially connect with others and how you influence others. Experience is the skills and abilities that your origin has taught you. Aspiration is what you strive for and how you get better at what you do. Your Origin provides you a guide to creating your past, roleplaying in the present and planning for the future.

Remember; Tying your Origin, attributes, skills and hindrances together to make a cohesive concept can be satisfying and is encouraged.

Artisan

A painter, cobbler, woodworker, blacksmith or Potter. An artisan works with their hands to create.

Influence - Once per struggle you can create a friendly npc with whom you have worked with, made goods for or learned from as part of your history as an Artisan.

Experience - You may choose to take twice the required time when crafting an item to gain a **Boon** to the test.

Aspiration - When something you created receives unequivocal praise by a large group, sells for a significant sum or ends up being exactly what someone needed to solve a problem, you gain a Reason, Finesse or Sense Grit Token.

Athlete

A sportsman, diver, runner, swimmer or olympian. You spent your life honing your physicality.

Influence - Make a sports team or other competitive group that you were a part of. People are likely to recognize you from that team and will have a largely favorable view of you for it.

Experience - Once per scene you may gain a **boon** to a Climbing, Running or Might test made while unencumbered.

Aspiration - Gaining the Personal Improvement advancement to Force, Fortitude or Finesse *always* costs 4 Grit tokens.

Created

You were brought into life as a unique being or the first of your kind. Your nature is not as mutable as others.

Influence - Something or someone made you and this person may be called upon or avoided. When a Struggle begins you can choose to call upon them or avoid them. If you call upon

them, they will come to your aid, demand something of you but otherwise help you as an ally. If you avoid them, nothing else happens.
Experience - When you make a test with either of the two chosen Attributes, once per session per attribute you can give yourself a **Boon** on that test.
Aspiration - Choose two attributes, you can never increase those attributes with the Personal Improvement advancement. However, you can take any advancement twice per level instead of only once.

Doctor
A physician, surgeon, nurse or other practitioner of medicine.
Influence - You are respected for your medical knowledge, you will be sought out by those who need medical assistance regularly and any help you give will cause them to be favorable towards you.
Experience - Become trained in the Medicine skill. You may choose to gain 1 point of stress to gain a **Boon** on a Medicine test.
Aspiration - When you save a life you gain a Reason, Sense or Social Grit token.

Faithful
You were a devout member of a religious or cultural group. It has left you with a mind steeled against opposing influence.
Influence - You are a major part of a religious or cultural group. Members of this group will always come to your aid or treat you favorably. Once per Ttruggle you can call upon them to provide you financial or material assistance in line with their capabilities.
Experience - When you make an opposed Willpower, Reason or Social Test you may choose to gain a Stress to gain a **Boon** on the test.
Aspiration - When you bring a person or group into your religious or cultural group, gain a Social, Willpower or Luck grit token

Fixer
Your history is one of solving problems for powerful people. You charmed and planned and quick-talked your way into the deep pockets of your benefactors.
Influence - You are known by powerful individuals. Once per Struggle you may create a rich or influential person that you have worked with before. Make a Luck(Personal) test to determine how good your relationship is.
Experience - You do not take a penalty for being Untrained in Social skills.
Aspiration - When you do a job for a rich or influential character, you gain a Social, Luck or Finesse Grit Token.

Charitable

Everywhere you go, you've offered a helping hand. People see your kindness and return it tenfold

Influence - You have a town, community or people that will help you when you ask. Once per struggle you can call on them for aid. They will shelter you from authorities, provide you food, clothing and necessities or information.

Experience - When you help people out, they return it. Gain a **Boon** on all Social tests with people that you have done significant favors or free work for.

Aspiration - If you refuse a reward for completing a job or other similar task, you gain a Social, Willpower or Fortitude Grit token

Lawman

You were a part of the legal bureaucracy of society. A police officer, investigator, judge or lawyer. You knew the law and executed it in some fashion.

Influence - You have authority from your legal history that most respect. You can enter legal groups and organizations without any questioning. Once per struggle you can bring a formal legal case to the local authorities.

Experience - When you generate two or more successes on an Impression test, you remove 1 stress point.

Aspiration - When you bring someone to justice or solve a crime, gain a Force, Sense or Reason grit token.

Mechanic

You worked with machines. Car repair, industrial factory machining, mech building, gun smithing or anything that involves the repair, creation and upkeep of machines.

Influence - Once per Struggle, you can take a side job to fix or build a machine for someone. Work with the Archivist to figure out what this job is.

Experience - You can build and repair machines with ease and flair. When you succeed in a test to build or repair a machine, you may add a unique, but simple, additional function to the machine.

Aspiration - When you get the Synchronize Bonus from an advancement, gain a grit token.

Noble

You are a part of the upper class of society, rich and affluent and with easy access to all the nicest things money can buy.

Influence - You can move through the high classes with flair and skill. You are accepted in high class areas, restaurants, parties and all of “polite society”. Once per Struggle, you can use your high status to overcome some kind of Social hurdle that relies upon wealth, class or status.

Experience - Others see you as an authority figure. You can choose to flex your position to gain a **Boon** to a Leadership test. However this will also bring attention to you.
Aspiration - When you generate three successes or more on a Social test, gain a Social, Willpower or Luck Grit token.

Inheritor
You have inherited a great responsibility. A family lineage, royal duties or social expectation. It frames everything you do.
Influence - Create a set of beliefs or actions that your inheritance demands of you. This inheritance will be well known in certain groups and Once per Struggle you may use the knowledge of your inheritance to sway groups to your ends, either by promising to rebel against it or to embody it. Failing to uphold your word will have significant consequences.
Experience - You can rebel or resist your inheritance. When you take action against the beliefs or actions of your inheritance, you gain a Luck point.
Aspiration - When you take significant steps to embody your inheritance, you gain a Grit token.

Orator
Whether by natural charisma or hard fought confidence, you espouse your beliefs for all to hear and can stand by them just as well. A crier, governor, rebel and priest all share this trait.
Influence - People tend to believe that you know what you are talking about. Once per Struggle you can have a person who trusts your words come to you with useful or actionable information.
Experience - When making a Social test to sway or convince groups, you gain a **Boon** and halve any penalty from heckling, opposing views or hostility.
Aspiration - When you spread news or information that saves peoples lives or wellbeing, gain a Willpower, Social or Sense Grit token.

Outworlder
You are from somewhere beyond, the depths of space, the pits of hell or some strange alternate universe. You are uncertain and unfamiliar with these lands, these people and their customs.
Influence - Your strange origins leave people at a loss of what to think of you. You do not gain **Boons** or **Banes** for Social tests to interact with people who are not from the same place as you.
Experience - One of your attributes is reduced by 1. Another attribute is increased by 1 and can be raised to a max of 4.
Aspiration - When you gain acceptance or are included into the workings of these new lands, gain 1 Grit token in either of the attributes affected by your Experience feature.

Pauper

Your life has been a miserable trial of hunger, homelessness and dreary work. Such profound suffering at least breeds resiliency to it.

Influence - The poor and destitute often stick together with fierce camaraderie. Other paupers will ask for help regularly, each time you assist them, they will offer to assist you in return. Once per Struggle you can come up with a fellow poor sap who needs your help.

Experience - After failing a Fortitude test, you may choose to instead roll 2d6 without any bonuses, negatives or stress die. If you roll an 8 or higher on those dice you gain 1 success on your Fortitude test instead of failing.

Aspiration - When you manage to survive a fight or dangerous, life threatening encounter without gaining an Injury, you get a Fortitude, Finesse or Willpower Grit token.

Scholar

Your life has been in the pursuit of scholarly studies. Scientific, medical, technical or religious research and knowledge are your purview.

Influence - Academics will welcome you into the fold no questions asked. Once per Struggle you can make up a fellow scholar with whom you have an existing rapport who may be willing to assist you.

Experience - When you succeed on a test to recall knowledge, you may spend a Luck point to ask the Archivist a specific question regarding the test that they must answer truthfully. The Archivist may decide that the question is outside of scope and request a new question.

Aspiration - When you learn a critically important piece of information you gain a Reason, Luck or Sense Grit token.

Settler

You lived on the outskirts of society, settling wild lands and doing the hard labor required to bring people to a new place they have never been.

Influence - You were part of building a new town. Work with your Archivist to determine the location, features and a couple people of interest in that town. They are your resolute allies, but are not likely to leave their new home.

Experience - You are well versed in bringing a homestead to life. With 1 hour of work you can create a campsite of standard comfort level that can house up to 6 people and will protect its dwellers from inclement weather, keeping them warm and dry.

Aspiration - When you do something that will significantly benefit and improve the wellbeing of your town, gain a Fortitude, Social or Reason Grit token.

Soldier

You are a trained weapon in service to a power greater than yourself, your strength of will more powerful than the steel you wield. You carry yourself with pride, and command respect wherever you march.

Influence - As an old soldier, people look to you when it comes to the demands of battle. When a group of people with whom you are in good standing forms a group in preparation for a fight, you can take command of that group without any test required. They will see you as their commander and will follow your lead.

Experience - You do not gain a Stress point after a combat scene ends.

Aspiration - When you lead a group of people to victory against a superior foe, gain a Force, Fortitude or Finesse Grit token.

Student

An apprentice, intern or undergrad. A student is a learner and is defined by their desire to learn and the effort they go through to find the knowledge they are looking for.

Influence - You have an important teacher or mentor figure that you rely on for instruction and aid. Work with your Archivist to come up with this teacher. They will provide you resources and assistance with the express intention of helping you learn. They will not fight your battles or do your work for you.

Experience - The realities of student life set you up well for handling stress. When you roll 2 or less Stress Die and the total is not 6 or 12, you may reduce the total on the stress die by 1.

Aspiration - Every time you gain a level, you gain three Grit tokens.

Trader

A merchant who sells goods or perhaps a sailor working on a trade vessel. Traders work within the economy, from the highest level of stock trading to smugglers on the fringes.

Influence - You are part of a trade guild. Work with your Archivist to determine the details of this guild and your specific trade. The guild will provide you special access to other markets, traders, housing and information. All that it will cost you is money.

Experience - When buying or selling goods you may make a Reason(argument) test to raise the value of your goods or lower the value of the goods you are buying by 10% per success. Allies will receive the same discount as long as the Trader is present.

Aspiration - When you finish a Struggle you gain 1 Grit token if you gained wealth equal to a spendy item and an additional Grit token for each value level above that (maximum of 3)

Wanderer

Never having a place to call home, you have traveled to most corners of the world and have seen much. Puff out your chest in pride as you have lived and seen more than most!

Influence - You have been everywhere! When you arrive in a new town, you can determine that you've been there before. If you do, Ask the Archivist a single question about the town which they must answer. However, Folks may recognize you when you arrive, for good or ill.

Experience - Years of sleeping on the ground has given you a keen understanding of comfort and quality. When taking a rest you are always treated as having at least adequate comfort as long as there is no inclement weather.

Aspiration - When you find a new wonder or completely unique location, gain a Fortitude, Sense or Luck Grit token.

Worker

Labor is your skill. You were a member of the rank and file of society, from farmers to cleaners to miners to ranchers.

Influence - Workers stand together. If you are accosted or attacked in the presence of fellow workers, they will rise to assist you in whatever way they can without unduly endangering themselves. They won't stick around for long after and will expect you to help them in turn if it comes to it.

Experience - You gain a **Boon** on all tests to recover from a **Wound.**

Aspiration - When your labor changes the lives of the people around you, gain a Force, Fortitude or Willpower Grit token.

Advancement

Progression in the Legacy System is done through the acquisition and spending of Grit Tokens and making a mark on your legacy. The Legacy System uses a gradual advancement system, where each advancement is a fairly small or specific benefit to your character, however you gain them faster than you would in a class-based game. The purpose of this is to make advancement a personal experience that reflects the actual learning and struggles of the character.

Grit Tokens

Grit tokens are the main form of advancement in the Legacy System, they allow players to gain Advancements and grow their character in strength. Grit tokens are tracked by each Attribute, allowing the player to generate Force Grit tokens, Reason Grit tokens, Luck grit tokens, ect. Grit tokens represent resilience, adaptability and the progression of those who face an inhospitable world and survive. It is a measure of the adversity a character has faced and weathered.

There are three main ways that players generate grit tokens; failing rolls, finishing a session and Escalations. When a player generates any amount of failures on a test, they gain 1 grit token that matches the attribute that was used for the test. In addition, players gain 1 grit token for the attribute of their choice at the end of each session, though the Archivist may decide to withhold the grit token if nothing was done in the session or award one additional Grit token if the players made significant progress. Players can also gain grit tokens from Escalations (which are further defined later in this section). The grit tokens gained from Escalations can be added to an attribute of their choice.

The Archivist may also decide to award Grit Tokens as a reward for completing quests, overcoming obstacles and progressing the plot. It is expected that on average a player should get 1 Grit token per hour of gameplay. Some sessions may generate more or less, but most of the time it should balance out to get a player enough Grit Tokens for an advancement every other session if you play ~4 hours a session.

Generally speaking, a character cannot gain grit tokens for re-trying the same action. A character who makes 6 rolls to try and find their friend and fails 5 of them, will still only gain 1 Grit Token. This limit also applies to combat, if you attack someone you're only going to get 1 Grit Token for failing to attack them, no matter how many times you try. This is meant to encourage players to try different avenues for attempting to complete objectives and tasks. Jumping the gap didn't work, so maybe it's time to try building a bridge?

Gaining Grit Tokens

- Fail a test
- Finish a session
- Accept an Escalation
- Complete a significant objective

Advancements

Grit tokens can be spent to grant the character an advancement, however if the player is using Grit tokens for particular abilities, they will have to spend less Grit tokens than they would otherwise need. This is called a Synchronize Bonus and is indicated on each advancement. Each advancement costs 5 grit tokens from any attributes, however if you spend grit tokens from a single attribute the cost is only 4 grit tokens but your advancement must be tied to that attribute.

When you choose an advancement, you cannot choose that same advancement again until you gain a level. Once you have taken 4 advancements you gain a level.

- **Personal Improvement** - increase any attribute by 1, to a maximum of 3
    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to increase that attribute by 1.
- **Skill Training** - gain two new Trained Skills
    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to gain two new trained skills linked to that attribute
- **Specialist Work** - make a Trained skill Specialized

    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to specialize in a skill linked to that attribute
- **Personal Training** - gain a Personal Descriptor
    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to gain a Personal Descriptor with that attribute tag.
- **Arcane Training*** - gain an Arcane Descriptor
    - *Synchronize Bonus** - Spend 4 grit tokens from one attribute to gain an Arcane Descriptor with that attribute tag.
- **Combat Training** - gain a combat Descriptor
    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to gain a Combat Descriptor with that attribute tag.
- **Interaction Training** - gain an Interaction Descriptor
    - *Synchronize Bonus* - Spend 4 grit tokens from one attribute to gain an Interaction Descriptor with that attribute tag.
- **Lucky** - your Maximum Luck pool increases by 2.
    - *Synchronize Bonus* - Spend 3 Luck grit tokens to increase your maximum Luck by 2.

* can only be taken if you have an Arcane Source

Escalations

During a scene a character can be offered an Escalation by the Archivist. An escalation involves the Archivist offering to grant the player a Grit Token if they accept a significant problem or increase in tension about the current scene. If the player accepts, they immediately gain a Grit Token. That player may also choose to involve up to one other player in the Escalation, that player also gains a Grit Token. If the player refuses the escalation they lose one Grit Token.

Escalations are not meant to be a ‘gotcha’ moment. The Archivist should be clear about the intention of the rising stakes and try to only directly involve the two players who received Grit Tokens. The Archivist does not have to describe the specifics of the escalation, just the nature of the rising tensions.

If a player ever rolls 3 or more failures, the Archivist may immediately force an Escalation upon the player that they cannot refuse and gain no Grit Tokens from.

Examples of Escalations:

- *A character's family member works at the bank they are robbing*
- *A miner left a barrel of dynamite in the character's runaway minecart*
- *The Noble the character is trying to charm was present at their embarrassing public speech and remembers them.*
- *The ghost haunting the house is now enamored with the character and spends all their time haunting them.*

Archivist's Note:

Escalations should be offered to players who have yet to acquire Grit tokens in a session or to give focus to players who have not had the opportunity to act or roleplay much. Use Escalations as a way to equalize the table.

Legacy

Each character has a Legacy, a record of their deeds, accomplishments and influences on the world. This is a focal point for the Legacy System, to track and reward players for leaving active marks on the world and determining the things they will leave behind when their character is finished. Either through death, or ending the story. Every character must eventually go and your Legacy is how you remember them.

During the game there will be times when the players irrevocably change the nature of people's lives or of the world. When this happens, the Archivist can instruct the player or players to leave a Mark on their Legacy.

A Mark is a one to two sentence description of the result of their actions. It can be for good, for ill or simply some kind of change. But no matter what, it should not be frivolous. A Mark on your Legacy is something to be remembered, for all who know of it. It will sit in the soul of that character until the end of their days.

Example Marks

- *I left the gunman dead on the ground for all to see, the town of Arroyo will never fear another outlaw.*
- *My father gave his life to give me the chance to save my sister, I hope I made him proud. We will live all the years he left us behind.*
- *I did it. I found my mother's killer and I strung him up along the rafters of the church. The town and my mother paid the price for his greed, I just wish I had been strong enough to save them then.*
- *We formed an agreement, a pact with the casino owner, she grants us freedom and wealth and we give her power in the city. I have no regrets, though the people of Corvin may wish that I did.*
- *I failed to stop her. She took the heart of the people and each perished in agony. The town has gone quiet and I carry the guilt of failure evermore.*

When instructed to make a Mark on their Legacy, the player also gains access to an appropriate Legacy Advancement that is offered by the Archivist. Generally, the Archivist should offer one or two specific Legacy Advancements that

the player may choose from. These should be tailored to reflect the changes that the character has gone through and the impact they have had on the story. A character who has spent the last struggle overcoming their Addiction should get a chance to take the “Growing” advancement to remove that hindrance.

- **Forever Changed**: Raise your lowest Attribute by 2 and lower your highest by 1
- **Growing:** Remove a Hindrance. Become specialized in a skill
- **Sacrifice**: Remove 1 Max HP from all of your arms and legs, Increase your Luck Points by 3.
- **Hard Lesson:** Loose one Descriptor, you cannot re-learn this descriptor. Gain two Descriptors.
- **Farewell to Fantasy:** Remove all Powers you know and Remove your Arcane Source. Gain two Descriptors. Replace any Arcane Descriptors with new descriptors.
- **Arcane Uncertainty**: Change your Arcane Source. Alter your energy, recovery die and Powers to match your new Source. Any Arcane Descriptors that are no longer valid can be replaced with new Arcane Descriptors.
- **Awakening:** Gain an Arcane Source of your choice and lower an attribute by 1.
- **Bent but not Broken:** Increase the amount of stress you need to roll an extra stress die by 1 (Maximum of 6), lose 1 Max HP to your Torso and Head.
- **Potent Grit**: Gain a Gritty Descriptor.
- **Remembering:** Change your Origin. Gain two skills.
- **Piece of History:** Gain an Artifact or reach the next Awakening with one you have.

Descriptors

Descriptors are the main method by which a player will be able to determine the abilities of their character. Each descriptor will provide a unique way for a character to engage with themselves and others. Characters begin play with two, but will acquire many more throughout the story. The names of each descriptor can be taken as suggestions and not hard labels to stamp on the soul of their character.

Name - **Descriptor Name**
Tag - *Attribute*
Requirements - *Req: Attribute #, Trained-Skill, Specialized-Skill, Descriptor*
Description - This describes the effect that the descriptor has in gameplay.

Combat Descriptors

These descriptors represent the defining traits that would aid a character in combat. Each of these descriptors focuses on how to get more effective in battle, whether by surviving harsh blows, dealing lethal attacks, disarming, tripping or manipulating the battlefield.

Adamant
Willpower
Req: Trained-Discipline
At the end of a scene with combat you may make a Willpower(discipline) test to avoid gaining stress.

Assassin
Finesse
Req: Quiescent
When you make an attack on a creature who you are **Hidden** from, your attack ignores 1 armor per success.

Furtive
Finesse
Req: Assassin, Specialized - Stealth
You gain a Triggered Action
Retreating Strike - when you make an attack while **Hidden**, you may attempt a difficult(-4) Stealth test to maintain the **Hidden** condition from those you just attacked. Gain a +1 to the test for each zone you are away from them.

Armor Acclimated
Force
Req: Force 1+
Once per session, you may ignore the skill banes applied by your outfit and halve its Heft until the end of the scene.

Armored
Force
Req: Level 3, Armor Acclimated
When wearing a Medium or Heavy outfit, you gain access to a Triggered Action.
Weather - When dealt damage that would reduce an armored, uninjured limb below 0 Hitpoints, you can instead reduce the limb to 0 Hitpoints.

Breacher
Force
Req: Trained-Martial
At the start of combat, increase the armor values of all your limbs by 3 until the end of the round.

Brutal
Force
Req: Force 2+
When you deal damage using the **Harm the Grappler** action, you deal additional damage equal to the level of grappled that the target has; +1d6 to **Grappled**, +2d6 to **Restrained** and +3d6 to **Pinned**.

Close Quarters Combatant
Finesse
Req: Trained-Adroit
When making a ranged attack with a Close or Short range weapon, you ignore the penalty applied to ranged attacks when **engaged**.

Clutch Hitter
Luck
Req: Trained-fortune
When you deal damage to a single creature in combat, you may spend a number of Luck points to increase the damage dealt by 1d6 per point spent (maximum of 3 luck points).

Blaster
Sense
Req: Sense 1+
When you deal general damage with a weapon, instead of letting the target apply the damage to whichever limbs they choose, you randomly choose two different limbs and split the damage between them.

Demolitionist
Sense
Req: Demolitionist
When dealing damage with a weapon with the Blast and Expendable traits, your weapon gains Puncturing 2.

Defensive
Fortitude
Req: Trained-Martial
Once per round, when you use the Triggered Action from a shield, you gain another Triggered Action.

Bodyguard
Fortitude
Req: Defensive, Fortitude 2+
When you use the **Get Down!** Triggered Action, you can instead apply all the damage that would be dealt to the target to a limb of your choice.

Dervish
Finesse
Req: Finesse 2+, Trained - deft
You can now take the Dervish Attack Action.
Dervish Attack (2 Actions): You may make three attacks with light weapons, each attack takes a -4 Hasty penalty.

Disarmer
Finesse
Req: Finesse 1+
When you make an attack with a finesse weapon you can spend two successes to knock the enemies weapon out of their hand, dealing only your Finesse attribute and successes in damage. The weapon falls onto the ground at their feet.

Duelist
Finesse/Sense
Req: Finesse 1+ & Sense 1+
When using a weapon with the Dueling trait you trigger your extra damage from dueling for every success over two.

Fencer
Finesse/Sense
Req: Duelist, Finesse 2+ and Sense 2+

You gain a Triggered Action
Riposte - When an opponent misses a melee attack against you, you may make a Hasty melee attack against them with a weapon that has the Dueling trait. This triggered action can be used against an attack that was affected by your own Parry triggered action, ignoring the normal limit on Triggered Actions.

Dual Wielder
Finesse
Req: Trained-deft
If you make two Hasty Attacks with two different light weapons on your turn you may reduce the Hasty penalty by 1 (reduces to a minimum penalty of 0)

Evasive
Finesse
Req: Finesse 1+
When you take the Dodge Triggered Action you gain another triggered action but it must be used on the Dodge Triggered Action.

En Passant
Sense
Req: Trained-Initiative
You gain a Triggered Action -
En Passant - When a creature moves within melee range of you, you may make a Hasty attack against them with a light weapon. You and that creature become **Engaged**.

Ferocious
Fortitude
Req: Fortitude 1+
When you make a melee attack you may take a point of damage to one of your limbs to deal two additional points of damage on your attack.

Terrifyingly Ferocious
Fortitude/Force
Req: Ferocious
You gain a Trigger Action -
Ferocious Counterattack - when you are dealt damage by a Melee attack you may make a Willpower(Discipline) test, if you succeed you may make a Hasty melee attack against the person who damaged you. Gain a bonus to the damage of your attack equal to the successes from your Discipline test.

Heavy Handed
Force
Req: Trained-Brawling
Your unarmed and improvised weapon attacks gain the Staggering weapon trait.

Limb breaker
Force
Req: Force 2+
Your unarmed and improvised weapon attacks gain the Crippling weapon trait.

Martial artist
Force
Req: Trained-Brawling
Your unarmed attacks are treated as light, non-lethal weapons.

Black belt
Force
Req: Level 3, Martial Artist
Your unarmed attacks are treated as Heavy, Non-lethal weapons.

Lethal
Force
Req: Level 5, Specialized-Brawling, Black Belt
Your unarmed attacks are treated as Powerful, non-lethal weapons

Master of Finesse
Finesse
Req: Finesse 3
Any light weapon you wield is treated as having the Finesse weapon trait.

On Guard
Sense
Req: Trained-Initiative
During the first round of combat, apply a **Bane** to attacks made against you

Persistent
Sense
Req: Trained-Martial
You gain a Triggered Action -
Chase - When a creature you are **Engaged** in Melee combat with takes the move or run action, you may take a free move action to follow them.

Planner
Reason
Req: Specialized-Initiative
When you use the Hold action you may choose to determine a specific and narrow trigger for the Exit Hold triggered action. If you do, you gain a **Boon** to the action.

Powerful
Force
When you roll damage with a Powerful weapon, you can reroll any result of 1 on the dice.

> **Forceful**
> *Force*
> *Req: Level 3*
> When you roll damage with a Powerful weapon, you can reroll any result of 1 or 2.

Quick Draw
Finesse
Req: Trained-Initiative
You can draw and stow a weapon or item with heft once on your turn without using an action. In addition, when initiative is rolled you gain one additional triggered action during the first round of combat if you weren't last in the order.

> **Very Quick**
> *Finesse*
> *Req: Quick Draw*
> When initiative is rolled you may reroll it once and must take the new roll. In addition you can move up to one zone away when initiative is rolled

Master of Rage
Force
Req: Rageful with 5 marks on it, level 3
For each level of **Discontent** you gain a +1 to all melee damage rolls. When **Raging**, you can make a free Move action on your turn to move closer to the object of your rage.

Sharpshooter
Sense
Req: Trained-Shooting
When you make an attack test with a ranged weapon and you target a specific limb, your weapon gains Dueling 1.

> **Crack Shot**
> *Sense*
> *Req: Sharpshooter, Specialized-Shooting*
> When you make a ranged attack, you may target held items, armor pieces, clothes, hats and any other item that a person could wear or hold. When you target these items you take an additional -2 to the attack roll in addition to the normal penalty for targeting a limb. However, if you succeed on the test you can choose to break, knock away, knock off or otherwise manipulate the item that you targeted.

Skirmisher
Finesse
Req: Finesse 1+

Gain a Triggered Action -
Skirmish - when dealing damage with a weapon attack, you may move the target to any space within the zone it is in.

Slinger
Finesse
Req: Finesse 1+
When you make an attack with a weapon with the Throwing trait, you may draw another weapon with the Throwing trait for free. Take no penalty for throwing weapons at short range.

Dead-on
Finesse
Req: Slinger, Level 5
When you target a limb with an attack with a Throwing weapon, you may choose to reduce the damage dealt to 0 to reduce the limb Hp to 0 + its current armor value.

Slippery
Finesse
Req: Trained-Stealth
When **engaged** in Melee or **grappled** you can take two actions to stop being **Engaged** to all creatures, remove the **grappled** condition and move up to one zone away.

Swift Shooter
Finesse
Req: Trained - Shooting
When you make an attack with a weapon that has the Rapid weapon trait, you may double the amount of Rapid the weapon has and double the amount of ammo consumed in the attack.

Undeniable
Social/Willpower
Req: Willpower 1+
As an action, make an opposed Willpower(Leadership) vs Willpower(Discipline) test against a single creature within close range. On a success, the target takes a **Bane** to make attacks against targets other than your for rounds equal to your successes.

Tenacious
Fortitude
Req: Trained-Stamina
Gain a Triggered Action -
Resist - When you are struck by a weapon, you may negate a random weapon trait for this attack.

Unerring
Willpower
Gain a Triggered Action -
Unerring Strike - When you make an attack test and you have stress, you may activate your stress dice to apply +1 to the attack and damage per die.

Interaction Descriptors

These descriptors are all about the ways that your character will interact with the world around them. Either through conversation, luck, assisting and crafting, these descriptors will have a focus on how your characters manipulate the world or react to it.

Adventurous
Willpower
Req: Willpower 1+
Gain a Triggered Action -
Dare - when you would fail a test that involves daring feats of athleticism, ill advised heroics or other generally poorly thought out but very cool actions, you may make a Luck(fortune) test with a negative equal to the number of failures generated from the triggering test and if you succeed, the failed test becomes a success.

Aggravating
Social
Req: Social 1+
You can use your irritating nature to mislead and provoke others. As an action you may make an opposed Social(Argument) vs Willpower(discipline) test against another person that you are in conversation with. If you succeed, you prompt them to unwise action, taunt them into a fight or else make them **Distracted**.

Agreeable
Social
Req: Social 1+
People just like you. When you fail a Social test while being kind, unassuming and honest, you may reduce the number of failures generated to one and gain a Luck point. In addition, every time you refuse a reward, donate a large sum or do a job for free make a mark on this descriptor.

Kindly
Social
Req: 5 marks on Agreeable
You have made a positive impact in the hearts of others. You can spend a Luck point to receive a thank you gift from those you have aided in the past. This gift is in the form you chose(with the Archivists approval) and can have an item of up to value 2 in it. You also gain a **Boon** on your first Social test on people who have heard of your exploits.

Bon Vivant
Willpower/Social
Req: Trained-Morale
When you take a 6 hour or longer rest, you may make a Social(morale) test to give one luck point to an ally per success. You cannot give yourself luck points and each ally can only get one.

Compassionate
Social
Req: Trained-Impression
When an ally within short distance would roll on the Stress table, you may gain 1 Stress to make them ignore the results of their roll.

Competitive
None
You win opposed Tests that are tied. When you win an opposed test your next test has a **Boon**.

Craftsman
Reason
Special: you can take Craftsman multiple times, selecting a new item each time.
You've specialized in building a specific type of item. When you select this descriptor you choose a

type of object from the following list (or determine one with your archivist):

- Buildings
- Weapons
- Armor
- Food
- Vehicles

When you make a crafting test to build one of those objects you gain the following bonuses; you gain a +2 to your crafting tests, halve any penalty for not having the appropriate equipment and you can make two crafting checks when using the **Craft** rest action.

Diplomatic
Social
Req: Trained-argument
When you are in a formal argument, debating, deal-making or negotiating, you may make a special test to turn it in your favor. Make a Social(Argument) test, for each success gained, you may apply one of the following benefits to your negotiation.

- Rope another neutral party into the discussion on your side.
- Expose a flaw in their logic, gain a **boon** to the next Reason test you make.
- Stun your opponent into silence for an extended moment, at least long enough to make another small argument.

Equivocator
Social/Reason
Req: Trained - guile, Reason 1+
When you fail a guile test or are being accused of something, you can deflect the blame. Make an opposed Reason(guile) vs Reason(Impression) test and on a success the blame is shared between you and the target. If you generate 3 successes you completely offload the blame.

Fabulist
Social
Req: Specialized - guile
When telling a lie you may attempt to weave a complicated and unbelievable tale. If you do so, your Social(Guile) test to lie gains a **Boon**, but if you fail you gain 1 additional failure.

Generous
Luck
You can spend your luck points to give the effects to your allies

Gregarious
Social/Luck
Req: Social 1+, Generous
Your luck points can now ONLY be spent on Allies. Gain 3 additional Luck points.

Helpful
Social/Luck
Req: Social 2+, Trained-fortune
You are extremely helpful, when making an Assist test, you do not generate failures.

Home-maker
Willpower
Req: Willpower 1+
When taking a rest in a location you may make a Willpower(Crafting) test to increase the comfort level of the resting area by the number of successes.

Hopeful
Willpower
Req: Willpower 1+, Does Not have Yellow-Belly
You gain a rest activity:
Bolster Hope - you may make a Willpower(morale) test to remove a level of **Hopeless** on an ally or yourself per success. On a failure, grant them a Luck point instead.

Unfailingly Hopeful
Willpower
Req: Hopeful

If you or an Ally become **Discontent** or **Hopeless**, you may immediately make a Willpower(discipline) test to ignore the condition until the end of your next rest.

Huntsman

Sense

Req: Trained-Tracking

The negative to tests to follow tracks from how old they are is halved for you. If you succeed on a Tracking test to find someone you may gain one of the following benefits;

- You and allies gain a **Boon** on Initiative tests if tracking results in a fight.
- Ignore the effects of treacherous terrain until the quarry is found.
- You and allies gain a **Boon** on Sense tests to spot traps and hazards.

Inspirational

Social

Req: Trained-Leadership

Once per scene, as an action, you may speak to inspire your companions. Make a Social(Leadership) test and grant a **Boon** on their next test to a number of creatures equal to the successes you roll.

Inspiring Presence

Social/Luck

Req: Social 2+ & Luck 2+, Inspirational

Your presence alone can inspire greatness in your allies. When an ally in the same zone as you generates 1 success you may spend a Luck point to make them generate 3 successes instead.

Intuitive

Sense

Req: Trained-Impression

When you succeed on a Sense(Impression) Test to read someone's intentions, you can also ask one of the following questions:

- How do they feel about me?
- What can I do to reach them?
- What is hurting them?

Librarian

Reason

Req: Trained-History

You have found practical applications for your book learning. You may assist other characters who are making a Reason or Social test with a Reason(History) test, regardless of the test being made.

Historical Expert

Reason

Req: Librarian, Specialized-History, Level 3

When you assist a test using Reason(History) you gain a **Boon.** When an ally succeeds on a Reason or Social tests that you assisted with, they gain one additional success.

Medical Practitioner

Reason

Req: Trained-Medicine

When restoring hitpoints on another character, if you roll at least one success you may heal an additional hitpoint on the targeted limb. Make a mark on this descriptor when you restore an injured limb to 1 hp.

Doctor

Reason

Req: Medical Practitioner with 5 marks, Specialized - Medicine

Any bonus you gain from assets when making a Medicine test are doubled. You can spend two actions to analyze your patient, gaining a better understanding of what ails them. If you do this, gain a **Boon** to your next Medicine test.

Mentor
None
Req: Trained-personal
You have the unwavering support of a follower. They will assist you with tasks and aid you to the best of their abilities. However, they are not a slave and friction or circumstance may cause them to create problems or leave your service. If they die or leave your service you can hire/acquire another follower with a Difficult(-2) Luck(personal) test at the Archivist's discretion.
When you take this descriptor you choose one of the three Follower Types: *Sidekick, Apprentice, Advisor*

Sidekick - a combat centric character. Often a bodyguard, soldier or muscle. They handle physical tasks.
STR: +1 DEX: +1 FORT: +1 SNS: 0 INT: -1 WIL: 0 SOC: -1 LCK: -1
Skills: Any 6
Size: 0
Descriptors: One Combat Descriptor
Hiderance: One of your choice

Apprentice- a skilled or knowledgeable individual who is learning from you or else helping with skills that you're unable to perform.
STR: -1 DEX: 0 FORT: -1 SNS: +1 INT: +1 WIL: -1 SOC: 0 LCK: +1
Skills: Any 6
Size: 0
Descriptors: One Interaction Descriptor
Hiderance: One of your choice

Advisor-A social or support character who fulfills the role of mentor, teacher or confidante. They will assist with their words more than their actions.
STR: -1 DEX: -1 FORT: -1 SNS: 0 INT: +1 WIL: +1 SOC: +1 LCK: 0
Skills: Any 6
Size: 0
Descriptors: One Personal Descriptor (cannot take Mentor or Animal Friend)
Hiderance: One of your choice

Growth
None
Req: Mentor
(This descriptor can be taken multiple times)
Your ally increases in skill and strength. They become trained in two skills or increase one of their skills to specialized. Increase one of their Attributes (Maximum of +2). They also gain a descriptor. Their level is treated as your own. (cannot take Mentor or Animal Friend)

Arcane Instruction
None
Req: Mentor
Your ally gains access to Arcane powers. You ally gains one new Power, your Ally gains a Maximum Energy of 4, a recovery die of a d4. Your Ally can now gain Arcane Descriptors.

Natural Leader
Social
Req: Trained-Leadership
When assuming command over a group, all of those who see you as their leader gain a +1 to Willpower(Morale) and Willpower(discipline) tests while within short range of you.

Quick Fixer
Reason
Req: Trained-Crafting
You may attempt a "patch Job" on a broken machine even if you have no materials or tools to help. Make a Sense(Crafting) test, for each success the machine will function for 1 minute.

MacGyver
Reason
Req: Quick Fixer, Specialized-Crafting
You may attempt to craft a simple machine out of random objects found nearby. Make a Reason(crafting) test with a difficulty that increases with the complexity of the machine you are making. For each success the machine you create will function for one minute.

Raconteur
Social
Req: Trained-Art
At the end of a rest you may make a Social(art) test to reduce your stress and the stress of another ally by the number of successes or increase it by the number of failures.

Rummager
Luck
Req: Trained-fate
When you spend a Luck point to use the Lucky Find! ability you have a 50% chance to gain the spent luck points back. If you do not get the point back you instead gain a **Boon** on the test.

Scrounger
Sense
Req: Trained-Searching
When you succeed on a Sense(Searching) or a Luck(fate) test to find objects or hidden items you always gain an additional cheap item regardless of the successes.

Sharp Wit
Social/Sense
Req: Social 1+ & Sense 1+
Your tongue is barbed and your wit cuts as a blade. As an action you may make an opposed Social(Guile) against the target's Willpower(Discipline), the target becomes **Distracted** for a number of rounds equal to the successes rolled.

Solid
Force
Req: Trained-Might
You gain a Trigger Action - When you would be forcibly moved, you may make a Force(Might) test to negate the movement on a success.

Sturdy Grip
Force
Req: Force 1+
You can hold onto things with an iron grip. Creatures you have grappled take a **Bane** to escape your grapple. When you take the **Grab** triggered action you have a **Boon** to the test.

Waggish
Social/Willpower
Req: Social 1+ & Willpower 1+
You gain the ability to joke and use witty humor to put people at ease. When making a Social test to ease tension, make people laugh or lighten the mood you gain a **Boon** and if you succeed, your next test gains a **Boon** as well.

Personal Descriptors

These descriptors are purely internal. They represent personal strength and skill as well as the more individual aspects of fate and willpower. A character's mind, body and soul are represented in Personal descriptors

Acrobatic
Finesse
Req: Finesse 1+
You do not take any penalties to tests from Balancing, jumping, climbing or other acrobatic movements done during an action. In addition, if you fall you can choose to land on your feet.

Acute Vision
Sense
Req: Sense 1+
You have exceptionally good eyes. Once per scene, when making a sense test that relies upon sight, you may give yourself a **Boon**.

> **Exceptional Vision**
> *Sense*
> *Req: Acute Vision, Sense 2+*
> You can make a special Sense test to learn about far away happenings. Once per scene, Make a Sense test with an appropriate skill, for each success the Archivist will reveal one piece of information based on the skill rolled that would otherwise be impossible to see.

Adaptable
None
Req: less than 9 trained skills
You sacrifice consistency for adaptability. You can no longer take the Advancement to learn a Skill. Once per scene when you make a test with a Skill that you don't have, you may choose to be treated as though you are Trained in that skill until the end of the current scene. You must use this ability on a different skill each time it is used until you have used it on 5 different skills.

> **Highly Adaptable**
> *None*
> *Req: Adaptable, no specialized skills*
> When you use the ability of Adaptable, that skill is treated as though you are Specialized in it.

Animal Friend
None
You gain a faithful animal companion. This animal is controlled by the player and takes its turn in initiative immediately after the player. The character can issue a command to the animal for 1 action, which the animal will execute to the best of their abilities. The command cannot be more complicated than “Fetch that ball!”, “Attack these guys” or “track the squirrel!”. You can determine the species of animal and create the NPC sheet to match them.

Choose from one of the three Types; Mount, Companion and Familiar.

<u>Mount</u>
Size: 1
Attributes: +2, +2, +1, 0, 0, -1, -2, -2
HP: 8 + Fortitude
Traits: Mount + 1 beneficial +1 negative
Skills: 2 Specialized

<u>Companion</u>
Size: -2
Attributes: +1, +1, 0, 0, 0, 0, -1, -1

Hp: 5 + Fortitude
Traits: Natural Weapon + 1 beneficial +1 negative
Skills: 6 Trained

Familiar
Size: -3
Attributes: +2, +1, 0, 0, -1, -1, -1
Hp: 4 + Fortitude
Traits: Friendly + 1 beneficial + 1 negative
Skills: 1 Specialized, 3 Trained

Animal Beneficial Traits
Armored* - Gain 1 armor to all limbs
Big* - increase size by 1
Small* - decrease size by 1
Powerful* - increase an attribute by 1
Skilled* - Gain two skills, or specialize in one
Natural Weapon - Gain a light weapon that uses the Brawling Skill. (take again to advance to the next weapon type).
Winged - can Fly
Amphibious - can survive in water and land
Keen Sense - gains **Boon** on sense tests
Quick - Run as an action
Friendly - can assist on tests to heal Stress
Mount - can be ridden by a humanoid at least 1 size smaller than them.
Smart - can speak simple phrases
**can be taken multiple times*

Animal negative traits
Aquatic - can only survive in water.
Slow - cannot run
Troublesome- **Bane** to all tests with four different non-luck skills.
Stupid - commands must be one word.
Aggressive - Test Willpower(Discipline) when startled, aggravated or denied something, or else they attack.
Stubborn - Will resist, or delay following commands when it suits them.
Weak - Loses 1 HP to torso and head.
Disadvantaged - Reduce an attribute by 1

Animal Trainer
Reason
Req: Animal Friend
Special: you can take this descriptor multiple times.
Your animal grows and becomes more powerful and skilled. They gain two additional beneficial traits. In addition, they gain a descriptor of which they qualify. Their level is considered the same as yours. (cannot take Mentor or Animal Friend)

Animal Speaker
Social
Req: Animal Friend
Your bond with your animal companion is so strong that you can communicate with them without talking. You gain the ability to communicate with your animal through sounds, signals or some other imperceptible means. You can issue commands and receive information from your animal at a distance and without always being noticed as doing so.

Magical Creature
Luck
Req: Animal Friend, level 3
Your animal grows to develop an Arcane ability. Choose one Power that the animal learns, your animal companion gains a Maximum Energy of 4, a recovery die of a d4. Your animal can now gain Arcane Descriptors.

Brawny
Fortitude
Req: Fortitude 1+, does not have Fragile
You are tough and resilient. You gain 2 armor on your torso and arms. This bonus does not stack with outfits or protective gear.

Calm
Willpower
Req: Trained-Discipline
When you generate a Stress result that gives you a **Bane** on a roll, gain a Luck point.

Centered
Willpower
Req: Calm
When you would gain Stress, you can take 1 penetrating damage to your head to reduce the Stress gain by 1. If this would reduce your head's HP to 0 or lower, gain a Luck point.

Focused
Willpower
Req: Centered, Specialized-Discipline
When you generate Stress points, reduce the total by 1. In addition you gain a +2 on your first test of a scene if you have three stress dice.

Clotter
Fortitude
Req: Trained-Health
When you would take damage from the **Bleeding** condition or the Persistent weapon trait you may reduce this damage by your Fortitude attribute (minimum of 1). This cannot reduce the damage below 1. In addition, you have a **Boon** on tests to remove Persistent damage.

Defiant
Willpower
Req: Trained-Courage
When you roll a critical failure (2 on the dice) you gain the Grit Tokens of the escalation that the Archivist will introduce and you gain a **Boon** on your next test.

Energetic
Fortitude
Req: Trained-Running
Once per scene you may Run using one action.

Spastic
Fortitude
Req: Energetic
When you take a Run action you can make a Finesse(Running) test to negate any difficult terrain modifiers and move one additional zone. Move one less zone for each failure.

Flighty
Fortitude
Req: Trained–Running
When you gain a Stress point, you may immediately take the Move action.

Skittish
Fortitude
Req: Flighty, Trained-Brawl
When you gain a Stress point, you may immediately make a Hasty (-2) unarmed attack or an attack with an improvised weapon.

Fortuitous
Luck
Req: Specialized-fate
You may spend a Luck point to become **Fortunate** for the rest of the scene.

Fate's Favorite
Luck
Req: Luck 3
You may spend a Luck point to add a success to a roll. Successes and failures cancel out.

Grip on Life
Fortitude
Req: Level 2
You gain a **Boon** to all tests when you are **Dying**. When you gain a level of **Dying** make a Mark on this descriptor.

> **Martyr**
> *Fortitude*
> *Req: Grip on Life with 5 marks*
> When you gain a level of **Dying,** you reduce your stress by one point. In addition, if you use the Get Down! Triggered action and gain a level of **dying** from the attack, you gain a Fortitude grit token.

Hard Noggin
Fortitude
Req: Fortitude 2+
Increase the Maximum Hit-Points of your head by 2. It can only ever have 2 wounds. When you would become **Concussed**, you can make a Fortitude(Stamina) test and on a success you are not **Concussed**.

Heavy Lifter
Force
Req: Trained-Might
Increase your maximum carry weight by 6 Heft, In addition you can carry up to three times your max Heft while Encumbered. Backpacks and other carrying containers increase your Heft by +1.

Jinxed
Luck
Req: Luck less than 0
Your bad luck can keep you moving. Anytime that you are offered an escalation (including from critical failures), you gain 2 luck points regardless of if you refuse it.

Jumper
Finesse
Req: Finesse 1+
You can jump further and higher than average. Gain a **boon** on any Strength or Finesse tests related to jumping. You reduce fall damage you take by 4.

Large
Force/Fortitude
Req: Force 1+, Fortitude 1+, Does not have the Small hindrance
You are exceptionally tall or exceptionally wide. Increase your size category by 1.

> **Huge**
> *Force/Fortitude*
> *Req: Big, Force 2+, Fortitude 2+*
> Whether through magic, mutation or luck of birth, you now stand well over 8 feet tall. Increase your size category by 1.

Level-Headed
Fortitude/Willpower
Req: Fortitude 1+ OR Willpower 1+
When you would gain Stress, you can spend a luck point to reduce that Stress gain by 1. In addition, you have a **Boon** to initiative tests at the start of a fight.

Lucky Striker
Luck
Req: Luck 1+
When you use a luck point to reroll a test, you gain a +1 to the reroll. When you generate two or more successes on a rerolled test, make a Mark on this descriptor.

> **Ace**
> *Luck*
> *Req: Lucky Striker with 5 marks*
> When you roll a test that fails and you have no Luck points, you gain a Luck point per failure generated.

Lurker
Finesse
Req: Trained-Stealth
You can squeeze into spaces up to three sizes smaller than yourself. When you do so you gain a +1 to Stealth tests.

Mobile
Finesse
Req: Finesse 2+
Gain a Triggered Action -
Dash - When you take a Move or Run action, you may move an additional zone.

Motivated
Willpower
Req: Willpower 2+
While **Hopeless** or **Despondent,** you take no **Bane** or penalty to assist others. When you successfully assist another person and they succeed on their test, you may make a Willpower(Morale) test to remove one level of **Hopeless** from yourself or your ally who you assisted.

Nocturnal
Luck
Req: *Trained-personal, does not have Blind*
Your eyes are more sensitive to the dark. Reduce any penalties to sense tests while outdoors in the dark by half. In addition, once per scene you can reroll a test while outside in the dark..

Quiescent
Finesse
Req: Trained-Stealth
You gain a **Boon** to all stealth tests made while standing perfectly still. In addition, when you take damage, you can choose to make no noise.

Rageful
Force
When you would gain a condition from activating your Stress die or gain a **Bane** to tests, you can instead become **Discontent**. Every time you become discontent, make a Mark on this descriptor.

Spry
Finesse
Req: Finesse 1+
You've got some natural leap and tumble and can avoid hazards with ease. Reduce falling damage by 1d6 and gain a +1 on tests to avoid traps and other unseen environmental hazards.

Tech Wiz
Reason
Req: Trained-Advanced Technology
When making tests to use advanced technology, Assets you use apply an additional +1 bonus. In addition, you can *always* use Reason on an Advanced Technology test instead of whatever attribute the Archivist instructs you to use.

Thick
Fortitude
Req: Fortitude 2+
You are of stocky build. Gain a Triggered Action - Tough Skin - When you take normal damage to your Torso, roll a d6. If you get a 6, reduce the damage to 1.

Wealthy
Luck
Req: Trained-personal
You have a luxurious lifestyle and money coming in. At the start of a Struggle you test Luck(personal) and on a success you gain currency equal to an item of value 4. You may not have immediate access to the funds or they may be in a bank, but they should be able to be accessed relatively easily.

Very Wealthy
Luck
Reg: Wealthy
You gain a **Boon** to your Luck(personal) test to receive your money at the start of a Struggle. In addition, for each success, you gain an additional amount of currency equal to a value 3 item.

Obscenely Wealthy
Luck
Req: Very Wealthy,
Specialized - personal
You gain the equivalent of a value 3 item in currency at the start of every session. You are regarded by all as fabulously wealthy and will be granted easy access to the top of high society.

Arcane Descriptors

These are descriptors that modify and specialize a character's powers. They provide new paths and options for Arcane Sources as well as ways to learn new powers and expand their pool of energy.

Advanced Study
Reason
Req: Spellwright
You learn 2 new Powers

Well of Knowledge
Reason
Req: Level 3, Advanced Study
You learn 2 new Powers

Master of Arcane
Reason
Req: Level 5, Well of Knowledge
You learn 2 new Powers

Arcane Scribe
Reason
Req: any Arcane Source
You may inscribe a change or Strike Power into a scroll, paper, book, locket or other item of Moderate Value for another to use. Choose a Power and use the Energy to activate it, then make an Reason(craft) test with a -1 for each Energy invested in the Power you wish to inscribe. On a success you create a Power within the desired object. An object can only ever have one Power scribed inside it. Activating a Power inside a scribed item uses the same action as casting a Power and can be done as a Hasty action. Anyone holding the item is capable of using it.

Arcane Trap
Reason
Req: Arcane Scribe
You may create traps using your Arcane Scribe. When you successfully create a Scribed item you may designate a trigger that will cause the Power to be activated from the item and the direction or target of the Power. This trigger must be specific, such as opening a door, turning a page, stepping on a tile and the target needs to be similarly specific, such as the person stepping on the tile, immediately ahead or emanating from the item. When the trigger activates, the result of your Reason(Craft) check is used as the Power's attack or opposed test.

Duplicator
Reason
Req: Artificer
Your Artificer Items can now be replicated without losing them Energy. When you build an item you can create a number of them up to half of your recovery die size. Each duplicate item still follows the rules of an Artificer item, namely that they must be charged with Energy to function.

Empowering Energy
Willpower
Req: has Energy
You may spend up to 3 Energy when you strike with a Melee attack to deal additional damage equal to the Energy spent.

Energy Reaver
Force
Req: Empowering Energy
You may now spend an additional 2 Energy with Empowering Energy. If the target has Energy, they lose Energy equal to the Energy you spent on Empowering Energy.

Arcane Shooter

Sense
Req: Empowering Energy
You may now spend an additional 2 Energy with Empowering Energy. You may use Empowering Energy on ranged attacks and Strike Powers that deal damage.

Exceptionally Gifted
Luck
Req: Level 2, Gifted
You may have two active Potence Powers at once.

Experimentalist
Reason
Req: Artificer, Spellwright
At the end of a rest, you may apply one random Modification to a Power of your choice. If the modification cannot affect the Power, roll again until you get a Modification that has an effect on the Power.

Eccentric Inventor
Reason
Req: Experimentalist
Whenever you roll your recovery die, you may apply a single random Modification to a number of Powers equal to half your recovery die size. This Modification goes away when you next roll a recovery die.

Favored
Social/Luck
Req: Haunted, Luck 1+
You carry the well wishes of the entity from which you draw your power. You may use 2 Energy to use an ability that would normally use Luck Points.

Hemomancer
Fortitude
Req: any Arcane Source
As an action you may draw Energy from your body, your Torso gains a level of **Bleeding** and you may regain Energy equal to half your recovery die size.

Leyline Sense
Sense
Req: any Arcane Source
You can sense and use the magical energies of nature. Choose two of the listed environments. While in those environments you gain a +2 to all rolls to recover Energy. You may attune to a new environment by using a 6 hour recovery and losing attunement to one that you have.

- Grasslands
- Tundra
- Mountains
- Forest
- Desert
- Ocean
- Jungle
- Costal

Quickened Faith
Willpower
Req: Thaumaturge
Your recovery rolls now always take 1 minute and you have no limit to the number of recoveries you can make. When you make a recovery roll after the first you take a -1 to the roll per recovery taken (minimum of 0), which resets when you take a 6 hour rest.

Recovery
Fortitude
Req: any Arcane Source
Special: you may take this descriptor multiple times.
Increase your recovery die by one die size (maximum of d12).

Signature Spellcaster
None
Req: 2 or more powers

Make one of your Powers a Signature Spell. Gain one Power Modification to that Power and you gain a +1 to tests made to activate that Power. If you would ever lose access to your Signature spell, you can choose a new one after taking a rest. When you get two successes on a test to activate your Signature Spell, make a Mark on this Descriptor

Distinguished Spellworker
None
Req: Signature Spellcaster with 5 Marks
Gain one Power Modification to your Signature Spell. In addition, When you activate your Signature spell, you may apply one of the following effects depending on the type of Power.
Change: you may regain 2 hitpoints to an uninjured limb when you attempt to activate the Power, regardless of failure or success.
Strike: your Signature spell gains the Duelist 2 weapon trait. If it deals no damage, gain a **Boon** on tests you make to use the power.
Potence: Choose an attribute, your signature spell now also applies that Attribute to activate the power and make tests with.

Expert Arcanist
None
Req: Distinguished Spellworker, Signature Spellcaster with 10 marks.
Gain one Power Modification to your Signature Spell. In addition, When you activate your Signature spell, you gain one of the following effects depending on the type of Power.
Change: Your change Power can affect an additional target or zone, or else has its area of effect increased by one level.
Attack: the damage type becomes Energy. If it deals no damage, others take a **Bane** on rolls to resist its effect.
Potence: Your Power does not end when you roll a recovery die or when you rest.

Spell Weaver
Reason
Req: Level 3, have a Power that affects an entire zone
Your mastery of the arcane allows you to shape your Powers to reduce their harmful effects on your allies. For each success you generate on a test to activate a Power which affects one or more zones, you can designate a creature to be unaffected by the Power.

Stance Shifter
Fortitude
Req: level 2, at least two different Potence Powers
You can activate a new Potence Power as a Free action if you already have one active. The mana cost is halved (rounding up).

Supportive Artificer
Social
Req: Artificer
When another person uses your Artificer items they are trained in the Artificer skill. When another person successfully uses one of your Artificer items, make a Mark on this descriptor..

Efficient Supporter
Social
Req: Supportive Artificer with 5 Marks
When putting Energy in an item, you may choose to only allow it to be used by others and not yourself. If you do this, it has Energy equal to the amount

of Energy you put into the item +2 and people using it are considered Specialized in the Artificer skill.

Trained
None
Req: any Arcane Source
Special: you may take this descriptor multiple times.
Learn one new Power that is allowed with your Arcane Source You may also replace one Power you know with another Power that is allowed with your Arcane Source

Trigger Specialist
Sense
Req: Artificer
Your artificer items can be used in emergencies. All of your non-Strike Artificer items gain the Activate Item triggered action with a trigger that you can determine when you create the item.
Activate Item: When the condition is met, you may make a Hasty test to activate this artificer item.

Well of Energy
Willpower
Req: any Arcane Source
Special: you may take this descriptor multiple times.
Gain +2 to your maximum Energy.

Gritty Descriptors

These descriptors represent tenacity and grit. The ability to survive, break your limits and access the underlying drive to change the world and yourself. They are how a character can break the rules and overcome unthinkable adversity. They can only be gained by making a Mark on your Legacy or by gaining a Debilitation and they all use Grit tokens to fuel their powerful effects.

Determined
You can overcome any adversity, just watch. You can spend a Grit token to ignore all Conditions and Injuries you have for just long enough to take a single action or for a single round of combat, whichever is longer.

Intrepid
You fear not death, and will welcome it when you die with meaning. You may spend a Grit token to remove one level of **Dying.**

Unyielding
Your body can always take more. You can spend a Grit token to restore an uninjured limb to max HP

Soul Arcanist
When you need to, you can draw Energy from deep within yourself. You can spend a Grit token to restore 4 Energy.

Luminous
A beacon of light to all. You can spend a Grit token to let an Ally reroll a Test, remove all penalties and gain a **Boon**.

Whirlwind
You spring into action with swiftness and vigor. You can spend a Grit Token to gain 1 action, this can be used to interrupt someone else's turn or action.

Tranquil
Stress and anxiety cannot overwhelm you. You can spend a Grit Token to reduce your stress by 3.

Twilight Dreamer
In the night you see things others do not. You can spend a Grit token to ask the Archivist a single question which must have a truthful answer (the answer may be told in riddle or abstract concepts).

Arcane Source

In the Legacy System, the ability to bend reality, cast spells, enter cyberspace and use psychic powers are all gained by a character taking an Arcane Source. An Arcane Source represents the nature of your power and applies rules for how it will work. Your Arcane Source does not determine any details about what your powers look like or the specific ways they manifest, it instead gives a guideline for their mechanical effects in game and a starting point for you to expand your character concept from.

When you select your Arcane Source you gain:

- **Source**, which describes the specific effects and nature of your magic.
- **energy**, the maximum amount of energy you can have at any time. If you gain energy from any source you cannot gain more than your maximum energy.
- **Recovery Die**, the die that you roll whenever you try to recover energy.
- **Powers**, the number of Powers that you have access to.

Thaumaturge

A wielder of some kind of divine magic. You are a worker of miracle and service to a code, faith, entity or system which grants you power.

Recovery Die: d4

Energy: 6

Powers: 3

Source: the Thaumaturge lets the holy and divine cast through them. All Powers that the thaumaturge casts are done with a Willpower (Thaumaturge) test instead of whatever ability and Skills they use.

Spellwright

You have learned the deep arts of the mystical and arcane. You have learned how to harness the magic directly through incantation and ritual, you are well learned and academic in your pursuits of the occult, mystical, magical and arcane.

Recovery Die: d6

Energy: 8

Powers: 6

Source: The spellwright learns Powers through study and research, sometimes these can go wrong. When the spellwright generates a failure while casting a Power they gain 1 wound to a random arm or leg.

Gifted

You have an innate power that strengthens and emboldens you. Your power is from within yourself and not gained from external sources or learning. A blessing from beyond, luck of your bloodline or a trait of your people.

Recovery Die: -

Energy: 0

Powers: 1

Source: the Gifted learns a single Potence Power. The Gifted cannot learn Strike or change Powers. Potence Powers used by the Gifted do not cost any energy to activate. When using a Flare for a Potence Power, the Gifted instead expends a recovery roll to activate it.

Artificer

You create devices and trinkets of a strange or powerful nature. These devices are how you harness your powers and can be handed off or taken. These come in the form of potions, machines and magic items.

Recovery Die: d6

Energy: 6

Powers: 2

Source: Artificer Powers are very unique and have the following features;

- Each Power is also a physical object called an Artificer Item with a heft of Light.
- Artificers may spend Energy to use their own Artificer items as long as they are carrying them.
- Artificer items can be handed to someone else for them to use. You must put Energy into the item and decide how much when it is given. As an action the Artificer can put more Energy into an Item. When you finish a rest, all Energy in Artificer items is lost.
- Others using your Artificer Items make tests using the Artificer skill and the appropriate Attribute.
- If an Artificer Item is broken, the Power it represents cannot be used. An Artificer Item can be built or repaired with 1 hour of work.
- Multiple crafted versions of the Artificer Item become inert and lose their Energy.

Haunted

Some entity has latched onto you and grants you protection, power and magic. The nature of the entity that is tied to you can be a ghost, a devil, a god or any other kind of entity. The powers they grant are limited but powerful.

Recovery Die: d4

Energy: 10

Powers: 1

Source: the haunted has a deal with another entity that has granted them a single Power which can be used consistently. When using the Power, you generate no Failures.

Energy

Energy is the resource used to activate Powers. Anytime you activate a Power you reduce your current Energy by the amount of Energy the Power requires to cast. If a Power would reduce your current Energy below zero then you cannot activate that Power.

Energy is the stand in for whatever resource is used in your setting to activate Powers. It may be Mana, spirit, chi, power, blood, crystals, ect. All of those things are considered Energy and this system makes no distinction between them. The name that you decide to use to refer to your Energy is your own.

Recovery

Recovering Energy is quite simple; roll your recovery die and gain that much Energy back. Rolling your Energy recovery die requires a certain amount of time to be spent resting, meditating, or just not doing anything strenuous. After spending that time, you may roll your Recovery Die and restore Energy equal to the result. The amount of time it takes to use your Recovery Die is shown on the table below.

Recovery Roll	Time Required
first	1 action
second	1 minute
third	1 hour
fourth	2 hours

You can only recover Energy four times, after that you will need to take a longer rest where you sleep. When you take a rest that lasts for 6 hours or longer, you recover all of your Energy and your Energy recovery rolls reset.

Powers

Powers represent laser blasts, divine providence, transfiguration, cyberwarfare, summoning and any other kind of supernatural or arcane effect your character can use. Powers are meant to have moldable descriptions so that you can modify them to fit the specific style of magic that you use. An Artificer using the Blast Power will look very different from a Thaumaturge using the Blast Power. You are encouraged to describe and rename Powers as you wish to fit your character and theme.

Attribute

Each Power will use a specific attribute that is used for all tests used for that Power. That attribute is specified in the Power underneath the title. Making a test to activate a Power requires using the Attribute listed and your own Arcane Source skill (Thaumaturge, Gifted, Haunted, ect.).

Energy cost

the minimum amount of Energy that must be spent on the Power to use it. A Power's Energy cost must be paid before the test to activate the Power is made. If the Power has a *Variant*, that cost can be paid for instead of the Energy cost.

Any *Flare* costs are paid for after you roll to activate the Power.

Type

There are three types of Power which each have a unique method of interaction. Type will define in broad strokes how a Power works.

- **Strike** which involves attempting to harm or injure someone. Strike Powers always require you to make a test to activate.
- **Potence** which are continuous effects. Potence Powers ALWAYS have a range of self which cannot change. A character can only have one Potence Power active at a time.
- **Change** Powers manipulate the world. They often require an attribute roll to determine their effectiveness and are used to manipulate others or yourself as well as the world around you. Most buff and debuff Powers are Change Powers.

Range

Indicates how far away the effects of the Power can manifest. Power attacks apply the same range penalties that other attacks take. However, with Change Powers, their range indicates the Max distance that the Power can be cast, but you do not apply any penalties for casting it at a shorter range.

Examples: A Change Power of range short can also be activated in close range with no penalty, but it could not be activated at Medium range. A Strike Power that has a range of medium can be activated at short range, but the test to activate it will take a -1. A Potence Power is always activated at range Self.

Range	**Definition**
Self	only affects the caster
Touch	must be able to touch the target.
Close	within the same zone
Short	in an adjacent zone
Medium	two zones away
Long	three zone away
Extreme	any distance further than three zones that you can still see.

Duration

The length that the Power will last for. Power duration scaled by rounds in combat or by narrative scenes.

	Duration
Instant	The effect happens and resolves during the turn it was cast.
#rounds	The effect lasts for a specific number of combat rounds.

	Duration
Limited	The effect lasts until the end of the current scene
Lasting	The effect lasts until the end of the next scene
#scenes	The effect lasts until a certain number of scenes have passed.
Continuous	The effect lasts until the caster uses a Recovery.

Description

The effect of the Power when cast. Descriptions are varied and each will have specific conditions or effects on the world. Powers manipulate the world in ways that sometimes run counter to physics, common sensibilities and reason.

When a description indicates that you must make a test, it will look like this: **Attribute**(Arcane Source) Your Arcane Source will come with a Skill of the same title, this skill is used in most cases of a Power requiring a test.

Flare & Variant

Most Powers will have options for improving or changing the effect of the power in their description called a **Flare** or a **Variant**. A **Flare** is an additional effect that adds to the Power used. It has a cost associated with it and can sometimes be used multiple times if it has the plus '+' sign in the cost. You only need to spend energy to activate a **Flare** *after* the power has been successfully activated.

A **Variant** works a little differently. These are effects that are similar to the function of the original Power, but still significantly different. Instead of adding on an effect, a **Variant** is the effect that replaces some part of the Power. Its cost MUST be paid before the power is activated and it also replaces the cost of the power. A **Variant** effect will describe exactly how it interacts with the original power.

Modifying Powers

When you gain access to a Power you may wish to make it more unique or otherwise affect its function. This can be done by applying modifiers, each modifier changes how a Power works from its range to its targets to its Energy cost. However, each modifier must be taken alongside a restriction. You can apply as many modifiers as you want, but must also apply an equal number of restrictions.

If a restriction would not affect the function of a Power then you cannot use it to balance a modifier. Some modifiers and restrictions can be applied multiple times.

d8	Modifiers	Restrictions
1	Reduce the base Energy cost of the Power by 1 (minimum of 1)	Increase the base Energy cost to activate by 1
2	Increase the range of the Power by one step (maximum of extreme)	Reduce the range of the Power by one step (minimum of Self)
3	Increase the duration of the Power by one step (maximum of continuous)	This Power cannot be made Hasty.
4	Apply a weapon trait to the Power (Strike Powers only)	Reduce the maximum damage of the Power by 1d6 (minimum of 1d6)
5	Reduce the Energy cost of all Variants by 1 (minimum of 1)	Increase the cost of all Variant Energy costs by 1
6	Reduce the Energy cost of all Flares of the Power by 1 (minimum of 1)	Increase the cost of all Flares by 1.
7	Increase all variable numeric effects by 1. (Dice rolls or effects based on successes *only*)	Remove one Flare or Variant from the Power
8	This Power can be made Hasty at half the normal penalty.	Apply a Condition to casting the Power.

Conditions

Conditions represent limitations on when, where and what a caster needs to actually activate their Power. Conditions can be added to a Power by applying the restriction to it as part of balancing out a Modifier and should be discussed with the Archivist before applying them to the Power. A good condition should restrict some of the ways you can activate the Power, but only rarely *prevent* you from using your Power.

Example conditions:

- This Power can only be activated while you are holding a specific and unique magic implement in your hand.
- This Power does not work at night
- Your Summon Ally Power only summons one specific ally with the same stats every time.
- The Change Shape Power can only change you into people you have seen before.
- The Communicate Power only allows you to understand the language if you know its name.

Power entires

Power Name
Attribute
Energy Cost: #
Type: Strike/change/(find replacement for potence)
Range: self->extreme
Description: the effect of the Power.

Flare (X Energy cost): extra effect applied after casting
Variant (X Energy cost): replaces something in the Power as a changed cost.

Powers List

Amorphous
Finesse
Energy Cost: 2
Type: Potence
Range: self
Description: your body is able to squish and shape into a blob-like form. You gain a **Boon** on Climbing tests and any test to avoid falling or keeping balanced. You can move from prone to standing or vice-versa with no action. You can fit into spaces up to 2 sizes smaller than you.

Flare (2): As part of another action, you can extend or shrink your body to move into a space that would require you to be up to 4 size categories smaller than you are or stretch to reach a space that would require you to be up to 4 sizes larger than you are.

Animate
Social
Energy Cost: 3
Type: Change
Range: Close
Duration: # of Scenes
Description: You bring an inanimate object to life under your control. Make a Social(Arcane Source) test, the object will be under your control and animated for one scene per success. When animated you can issue a simple command, additional commands may be made once per turn at no action cost.

Animated Object:
size: Based on Object, HP: 8 +/- Size
Str: 0, Fort: +1, Dex: 0, Sns: 0, Int:-1, Wil:0, Soc:0, Lck:0
Skills: All
Attacks: Strike | light melee | 1d6 physical damage
Abilities: none

Flare(1): grant your Ally two of the following abilities:

- Amphibious - can survive in water and land
- Flying: gain **Fly**
- Helpful: gains a **Boon** when assisting you on tests.
- Mounted: can be ridden as a mount.
- Leveled: apply three +1's to separate attributes.
- Powerful: Strike gains two weapon traits.

Flare (2+): animate one additional, similar object. It gains the same abilities.

Bolster
Fortitude
Energy Cost: 3
Type: Potence
Range: Close
Duration: Continuous

Description: You exert an aura of protective energy. Whenever a creature within range is dealt normal damage, they take 1 less damage (minimum of 0).

Flare (2): As a Triggered Action, reduce one instance of damage to an ally by 3 (minimum of 0).

Flare (1): Without an action, Until the end of the scene, your aura also reduces Energy damage.

Blacksmith

Reason
Energy Cost: 1
Type: Change
Range: touch
Duration: limited
Description: you empower the next attacks made by a number of objects or weapons. Make an Reason(Arcane Source) test to affect a number of objects equal to the successes gained. Those objects can now be used as Light weapons and use your Reason as the attribute for the attack test, even when used by others. These objects will only function for one attack, hit or miss, and will lose their magic after the attack.

Flare (1): the empowered objects gain a weapon trait.

Variant (3): the empowered objects are instead Heavy weapons.

Variant (5): the empowered objects are instead Powerful weapons.

Blast

Fortitude
Energy cost: 2
Type: Strike
Range: Short
Duration: Instant
Description: target a zone within range and make a Fortitude(Arcane Source) Power attack. On a success, deal damage to each creature in the zone. The blast deals 1d6 general damage. For each failure generated, the attack targets one zone closer to you.

Flare (2+): increase the damage by 1d6 to a maximum of 3d6 damage.

Bile

Fortitude
Energy Cost: 2
Type: Potence
Description: Your body secrets a damaging substance. When you would be damaged by an attack from an **Engaged** enemy, deal 1 energy damage to one of their limbs at random.

Flare(2): As an attack action, You can make a Finesse(Arcane Source) test to attack a creature within close range with this substance. It deals 1d6 energy damage and has the Persistent trait.

Change Shape

Social
Energy Cost: 2
Type: Potence
Duration: Continuous
Description: You take the form of another creature, either mimicking the appearance of another creature or creating a unique appearance. You can become up to one size larger or smaller. This Power only changes the appearance of your physical body and does not change your clothes or

equipment, worn or carried, nor does it change your attributes or skills.

Flare(1): as an action, Change the form you have to another.

Communicate

Social

Energy Cost: 1

Type: Change

Range: Self

Duration: Limited

Description: You gain the ability to understand languages and writing that you couldn't before. As an action you may make a Social(Arcane Source) test to understand a conversation or text in a different language that you do not understand. It does not grant you perfect understanding of context but should produce an understandable translation.

Flare (1): You can also speak and write in the unknown language.

Flare (1): You can attempt to communicate with a creature or plant that does not possess language.

Condition Zone

Reason

Energy Cost: 2

Type: Change

Range: Short

Duration: Lasting

Description: Make an Reason(Arcane Source) test to apply conditions to a Zone within range. Choose a number of conditions on the following list equal to the number of successes. Apply those to the Condition Zone. At the start of a creature's turn, if they are in the Zone they must make a Fortitude(Health) test or else be affected by the conditions. Conditions do not linger when a creature leaves the zone.

- Bleeding 1
- Blind
- Concussed
- Cold 1
- Encumbered
- Frightened
- Grappled
- Hidden
- Hopeless
- Hot 1
- Shaken

Flare (1+): Apply an additional condition to the zone.

Flare (2): Apply the condition zone to another zone within the same range as the first.

Counter

Reason

Energy Cost: 3

Type: Potence

Duration: Continuous

Description: You radiate an aura of countermagic energy. When making a test against a Power effect, gain a **Boon**.

Flare (1): Use this ability as a Triggered Action - When a creature casts a Power that requires a test within short range, you may make an Reason(Arcane Source) test and apply your successes as a negative to their test. You must do this before they make their test.

Damage Zone
Fortitude
Energy Cost: 2
Type: Strike
Range: Short
Duration: Limited
Description: Target a zone within range and make a Fortitude(Arcane Source) Power attack to turn the zone into a damaging area. Creatures that begin their turn inside that zone or who move into the zone during their turn take 1 general Energy damage per success rolled.

Flare(1): creatures in the zone are considered **Hobbled**.

Flare(2): a creature who ends their turn in the area must make a Willpower(courage) test or else gain one Stress.

Flare(1): at the end of each round each character in the zone makes a Fortitude(Stamina) or else gains one level of Cold or Hot.

Detect
Sense
Energy Cost: 1
Type: Change
Range: Short
Duration: Instant
Description: You gain a sudden burst of awareness in the area around you. Make a Sense(Arcane Source) test, for each success you learn about an important feature, potential hazard or hidden creature in your zone or adjacent zones. It does not reveal specifics, like who the hidden creature is, only if it is there and which zone it is in.

Flare(1): increase the range of this Power to medium.

Deteriorate
Willpower
Energy cost: 2
Type: Strike
Range: Close
Duration: Limited
Description: Draw the power away from your opponent. Make an opposed Willpower(Arcane Source) vs Fortitude(Stamina) against a single creature within range. On a success, reduce one of their attributes by 1 point per success for the duration.

Flare (2): remove a chosen skill from that attribute for the same duration.

Flare (3): you gain the attribute points drained by the attribute for the duration.

Embolden
Willpower
Energy cost: varies
Type: Change
Range: short
Duration: limited
Description: Make a Willpower(Arcane Source) test. On a success, choose a creature within short range to increase one of their attributes by 1 per Energy spent to a maximum of +3. Reduce the Energy cost by the number of successes.

Emergency
Sense
Energy Cost: 2
Type: Potence

Duration: Continuous
Description: You have a reactive ability to respond to danger. You gain a Triggered Ability - When you would be successfully attacked by a ranged attack, you may move yourself to any location within close range. If the attack can no longer target you, it misses.

Flare(2): as an Action, change the trigger to "When you would be successfully struck by a melee attack" until the end of the scene.

Flare(2): as an Action, change the trigger to "When you would be successfully struck by a Power attack" until the end of the scene.

Empower
Reason
Energy Cost: 2
Type: Change
Range: Touch
Duration: Limited
Description: Make an Reason(Arcane Source) test and for each success, the next damage roll made by the target of this Power becomes penetrating damage.

Enhance
Reason
Energy Cost: 2
Type: Change
Range: touch
Duration: Limited
Description: Make an Reason(Arcane Source) test and for each success, you may add an Outfit Trait to an Outfit that you touch. This can go beyond the normal limit for Outfit Traits.

Flare (1+): You can apply the same traits to one additional target within range.
Variant (2): You may instead touch a weapon to add one Weapon Trait to the weapon for each success. This can go beyond the normal limit for Weapon Traits.

Fabricate
Reason
Energy Cost: Varies
Type: Change
Range: Medium
Duration: Continuous
Description: You attempt to create an item or object. Spend any amount of Energy and make a Reason(Arcane Source) test. The number of successes gained on the test will allow you to create larger, more complicated objects. Your successes and Energy are combined into build points which can be spent to define the object.

- Spend Build Points equal to the objects Value Level
- Spend Build Points equal to the objects Size +2 (minimum of 0).

The object will have no magical properties, it is a mundane recreation of an object and will function exactly as intended. You can create multiple copies of an object if you have the build points available to pay for each copy. You can only create a number copies of a 0 build point costing object equal to the number of build points available.

At the end of the duration, the objects disappear, leaving behind no trace or remains.

Flare
Sense
Energy Cost: 3
Type: Strike
Range: close
Duration: Instant
Description: make an opposed Sense(Arcane Source) test that every other creature within close range must test against using Fortitude(health). Each creature who fails becomes **Blind** for a number of rounds equal to the difference in successes.

Flare (2): extend the range to all creatures within short range.

Fly
Finesse
Energy cost: 3
Type: Potence
Duration: Continuous
Range: self
Description: You have a limited ability to fly, when you take the move or run action you may ignore terrain but must end your movement on the ground or else fall.

Flare (2): As an action, gain **Flying** for one scene.

Grow/Shrink
Reason
Energy cost: Varies
Type: Change
Duration: Lingering
Range: Touch
Description: You may spend up to 5 Energy and make a Reason(Arcane Source) to either increase or decrease the target's size by the Energy spent plus the successes.

Flare (2): Target an additional creature within range.

Harm
Reason
Energy cost: varies
Type: Strike
Range: Short
Description: make an Reason attack test against a target within range. The attack deals 1d6 Normal damage per 1 Energy spent to a maximum damage of 3d6.

Flare(1+) : increase the range by 1 zone

Heal.
Reason
Energy Cost: varies
Type: Change
Range: touch
Duration: instant
Description: Spend any amount of Energy and make an Reason test to heal a non-injured limb of the target for a number of hit points equal to the spent Energy plus the number of successes

Variant (3): restore an Injured limb to 1 hitpoint.

Image
Sense
Energy cost: 3
Type: Change
Range: Medium
Duration: Limited

Description: Fill a zone you can see within range to fill with a fake image. The image can be three dimensional or 2d and can depict anything. The image can obscure or cause perception of things to change. It cannot move after it is placed and makes no noise. It can be moved through and once noticed does nothing to prevent or obscure vision.

Flare(1): The image also makes a noise. Use an action to make it change the sound. This can replicate speech.

Flare(2): The image can be made to move. Use an action to make it change its movement.

Invigorate

Willpower

Energy cost: 2

Type: Change

Range: Short

Duration: Instant

Description: Choose a creature within a short range and make a Social(Arcane Source) test. On a success they may take an immediate action with a +1 to any test on that turn for each success.

Flare (2): grant the target an additional action.

Lift

Force

Energy Cost: Varies

Type: Change

Duration: Limited

Range: Short

Description: You may raise an object into the sky. Make a Force(Arcane Source) test and spend any amount of Energy. You can lift your target into the air up to a number of zones equal to your successes, the target can be a size equal to or less than the amount of Energy spent. Each round after, you may spend an action to raise or lower the target one zone. You cannot move the target horizontally, only vertically.

Variant (X + 2): You may target a creature with this Power with an opposed Force(Arcane Source) vs Fortitude(Stamina).

Flare (2): You can move the target in any direction in 3D space.

Flare (1): You can use the target to attack other objects or creatures. Use two actions to make a Force(Arcane Source) vs their Finesse(Initiative), on a success both the object being lifted by the Power and the target of the attack take 2d6 general damage.

Mend

Willpower

Energy cost: 2

Type: Change

Range: touch

Duration: one minute

Description: make a Willpower(Arcane Source) test to heal one wound on a limb that you can touch.

Flare(2+): You may activate this effect after rolling to use this Power; heal one additional wound on the targeted limb.

Obliterate

Sense

Energy Cost: 4

Type: Strike
Range: Short
Description: You attempt to completely cripple a creature's limb. Make a Sense(Arcane Source) test vs the target's Fortitude(Health). On a success you reduce one of their arms or legs to 0 HP.

Flare (4): If you gain 2 or more successes you can instead reduce the limb to -5HP

Revive
Reason
Energy Cost: varies
Type: Change
Range: touch
Duration: instant
Description: Spend any amount of Energy and make an Reason(Arcane Source) test to remove levels of **Dying** on the creature equal to the Energy spent.

Variant(5): Make a difficult(-4) Luck(Arcane Source) test to bring back to life a character who has died in the last turn.

Shield
Fortitude
Energy cost: 2
Type: Change
Range: Touch
Duration: limited
Description: make a Fortitude(Arcane Source) test to have a creature you touch gain 1 armor to all of their limbs per success. This armor stacks with existing armor values but not other Powers.

Flare(1+): add an armor trait to the armor.

Shadow
Sense
Energy Cost: 2
Type: Change
Range: medium
Duration: Lasting
Description: Make a Sense(Arcane Source) test and designate a zone within medium distance to become obscured or shadowed. Those within the area are hazy and indistinguishable from the outside. Creatures inside the area or trying to attack and sense things inside the area are considered **Blind.** Creatures cannot see past the area and it blocks line of sight.

Flare (3): you are able to see through the shadowed area.

Speed
Finesse
Energy Cost: 2
Type: Potence
Duration: Continuous
Description: You may take the Move action once per round without using an action.

Flare (2): reduce the penalty for Hasty actions by 1 until the end of the next round.

Spring
Reason
Energy cost: 1
Type: Change
Range: Close
Duration: Limited
Description: Designate a point within short range to have a spring of fresh

drinking water spout which provides a source of water for the duration.

Flare (2+): increase the duration by one step

Strike

Force

Energy cost: 1

Type: Strike

Range: Close

Description: make a Force(Arcane Source) test against a target within range. The attack deals 2d6 Normal damage plus your Force attribute and the number of successes gained.

Flare (2+): target one additional creature within range.

Summon Ally

Social

Energy Cost: 4

Type: Potence

Range: Close

Duration: continuous

Description: Summon an Ally in the shape and form of your choosing. The Ally follows your commands exactly, you can issue a new command to your Ally once per turn without an action. The Ally takes its turn in combat immediately after you. An Ally is intelligent and capable of reasoning and speech.

Flare(1): grant your Ally two abilities

Ally:

size: 0, HP: 7

Str: +1, Fort: 0, Dex: 0, Sns: 0, Int:0, Wil:0, Soc:0, Lck:-1

Skills: Trained in All

Attacks: Strike | light melee | 1d6+1 physical damage

Abilities: Any two from the following list

- Amphibious - can survive in water and land
- Armored - Gain 2 armor on every limb
- Flying: gain **Fly**
- Helpful: gains a **Boon** when assisting you on tests.
- Large: increase size to +2
- Mounted: can be ridden as a mount.
- Leveled: apply three +1's to separate attributes.
- Powerful: Strike gains three weapon traits.
- Small: decrease size to -2

Summon Weapon

Fortitude

Energy Cost: Varies (1-3)

Type: change

Range: touch

Duration: Lasting

Description: Make a Fortitude(Arcane Source) test, on a success you summon a weapon type based on the Energy spent, Light -1, Heavy -2, Powerful -3. The weapon gains traits equal to the successes rolled (You cannot add traits over the normal amount per weapon type)

Flare(1+): Add a trait to the weapon, you cannot go over the

normal amount of weapon traits for the weapon type you summon.

Variant(1): you summon 10 rounds of a single ammunition type, may also be used as an *Flare*

Teleport

Sense

Energy Cost: 1

Type: Change

Range: short

Duration: Instant

Description: make a Sense test to teleport yourself and all of your carried equipment to a location within short range. If you attempt to teleport into an occupied area the Power places you in the closest unoccupied area to the target and deals 1 penetrating damage to your head.

Flare(1+): you may teleport with an additional adjacent, willing creature up to a maximum of 9 people.

*Flare(*1+): you may increase the range of the teleport by 1 zone up to a maximum of extreme range

Equipment

In Legacy, equipment is split into a number of categories which represent the approximate cost of the items relative to each other. The cost is represented by categories that translate to an amount of Currency that they are valued at. Each Value level is about 10 times more expensive than the value of an item from the lower value level. So an item of Moderate value is worth about 10 times more than a Cheap item.

Items can move into different value levels by being one time use, overly specific, exceptionally well made or fancy. A candy bar made of exquisite, hand picked cocoa beans might be value level 1, despite most being value 0. Similarly, a weapon of poor make and design might become Cheap instead of Moderate value.

Value Level	Approximate Dollar value	Example items
(0) Pittance	1	Chalk, candy bar, can of soda, Ammo
(1)Cheap	10	Fast food meal, simple tool, trail ration, clothing, Backpack
(2) Moderate	100	Weapon, Shield, nice dress, Michelin star meal
(3) Spendy	1000	Armor, fancy suit
(4) Expensive	10,000	Reliable sedan
(5) Ludicrous	100,000	Luxury sport car

Assets

Most equipment is simply used when it is needed and does not have a numerical effect on gameplay. However, some items may be required for certain tests or are tools of exceptional utility. These items are considered Assets.

Assets represent either a single item, book, set of tools, computer or other type of specific but extremely useful item. Generally, an Asset applies a +1 to a Test using a specific Skills or else can be used to grant a +1 to a variety of tests in a specific field. *(Example: A chemistry set will apply a +1 to all tests involving chemistry with any applicable skill or attribute, while a Climbing Rig will give a +1 to all Force(Climbing) tests.)*

When making a Test you can apply the benefit from only one Asset. Multiple hammers will not help you drive a nail better. Assets scale in benefit, from the cheapest simply allowing you to make the Test without penalty, to ones that are masterwork items that grant a +2 to test made with them

Common Asset (Value level 1): Allows for use of a particular skill or enables some kind of effect, such as binding someone's hands with rope, but does not grant a bonus to any rolls.

Asset (value level 2): Grants a +1 to specific tests within a narrow field. *A set of lockpicks granting a bonus to Adroit tests to pick locks.*

Masterwork Asset (Value level 3): Grants a +1 to all tests made with a specific skill. *A sextant grants its bonus to all Navigation tests.*

Unique Asset (Value level 4): A unique asset is a one of a kind masterpiece of utility. A unique asset grants a +2 bonus to tests within very specific conditions. *Marie Curie's electrometer would grant a +2 bonus to tests to investigate electrical fields.*

Heft & Encumbrance

The Legacy System uses a measurement for weight called Heft. Heft represents not only the weight of an item but also its size and bulk. It is an abstraction to avoid counting pounds and kilograms. An object with high Heft may be heavy, but it is likely also large and cumbersome to hold.

An item will have a number value of Heft or else be Light (signified with an L) or negligible (signified with an -). A character can carry an amount of Heft equal to 10 + their Force (and an additional +2 if they have the Force(Might) Skill). 10 Light objects equal a single Heft and negligible objects will only get a heft after a particularly extreme amount of negligible objects are together. Always round down when measuring if objects make a Heft.

Kellin is carrying a snow shovel and a dozen bottles of water. The snow shovel weighs 1 Heft and a bottle of water is Light. Since they have 12 light objects, those all count as 1 Heft. Kellin can carry a maximum of 9 Heft and is currently carrying two Heft, one for the snowshovel and one for all the water bottles.

Backpacks

A character will find it extremely difficult to carry any Heft without a backpack. Characters are generally assumed to have some ability to carry their items, but Backpacks can be acquired as specific items which increase a character's maximum heft. A Backpack is a Light item that increases heft by its value level.

Push & Drag

A character may choose to drag items. When dragging items, treat their Heft as half (rounded down). While dragging something in combat, you cannot take the Run action and when travelling overland your speed is halved. If you have a wagon, sled or similar carrying device that you are dragging you can ignore these penalties. When a sled or wagon is carrying more Heft than it can hold, the speed penalty to dragging applies again.

Crafting

Crafting is the ability to create armor, weapons, items, buildings and anything else your mind can come up with. You do not need to have the Reason(Crafting) Skills to be able to craft and neither do you need a high Reason. Crafting is a vague definition that includes a vast array of skills and techniques that may involve a number of different Attributes or Skills.

Archivists Note -

If a player wants to make a magic weapon or something of notable complexity, you may wish to make the creation of that item an Artifact which can be awarded as a Legacy Advancement. These items sit more as story and character driven items, so weigh the benefits of having them be a reward for storytelling or a result of a number of tests.

How to Craft

1. Determine value of item
2. Acquire materials or currency
3. Make tests to craft. 2 hours per test. Repeat until finished (**2 x value level in successes)**

Your first step is to determine the value level of the item that you want to create. This determines the number of successes needed to craft the item. An item requires successes equal to the value level of the item to be completed. An item with value level 0 does not require a roll, you only need to spend time to make it. Items can end up having less value than 0. Any item in the negatives of value should generally be considered an item made in bulk and valued as such (i.e. tray of cookies, a painted rock, firewood)

Next you must acquire the materials required to make the item. If you are near a market or have access to trade, you can use currency equal to half of the value level of the item you wish to craft. Otherwise, you will need access to adequate materials that the Archivist will indicate by the nature of the item.

Finally you must spend the time and make tests to craft the item. If you do not have tools required to create the item then all Crafting tests will become difficult(-4). Make a test using the attribute that best applies to the item you wish to create and the Crafting Skill m(The Archivist may determine that a different Skills fits better). Apply the successes to the total required to create the item and subtract any failures from the successes on the item. If the item would ever reach negative successes then it is entirely destroyed and all materials are lost and you must start over.

Voltaire wishes to make a new longsword. A longsword is a Value level 2 item, it will require 2 successes to craft. He selects the Type Heavy and the weapon traits Accurate and Martial.

He knows that he will have a difficult time creating this item without metal ore and a blacksmith's furnace. He travels to the local town and pays the smith Coins equal to a Cheap item for the use of the furnace, tools and the iron ingots.

Voltaire gets ready to spend the day at the forge. He makes his first test after working for 2 hours, the Archivist tells him to make a Force(Might) test to work the metal and set the length of the sword. Voltaire rolls a 9, one success out of 2 required.

Next the Archivist tells him to make a Finesse(Crafting) test to refine the blade. He rolls a 5, one failure. This brings him down to 0 out of 2 successes required. If he fails the next test his time and money will have been wasted!

The Archivist tells Voltaire to make a Reason(Crafting) test to fix his mistakes and re-hone the blade. A lucky 12! Voltaire gets three successes out of the two needed. The blade is successfully crafted and Voltaire can rejoin his party after a hard day working, the spoils of his efforts in hand.

Arms and Armor

The legacy system has a way to make weapons and armor of any type and for any setting. Laser Gatling Guns, Spiked chains, Mad Max armor, grenades and suits of power armor are all well within the wheelhouse of the Legacy system. Characters will generally start out with one or two weapons and a possible suit of armor. In a game with a heavy focus on combat, it is advised to give your players one weapon for free in addition to their standard starting equipment. However, each setting has different weapons and a different way of handling them. Find what works for your story and use the rules here to create unique and memorable weapons for your characters.

Weapons

Weapons in the Legacy system are not defined rigidly, not every longsword acts the same. Instead you decide the features that you think best fit the weapon or weapon style that you want to use. Weapons have three components; Type, Traits and Flaws.

Weapon Type

Weapons will have a Type which determines the damage die that is rolled when hitting a creature with that weapon and how many Traits may be added to the weapon. By default, all weapons deal normal damage and are melee weapons (meaning they use Force(Martial) on attack and gain a bonus to damage equal to your Force attribute.)

Light	Deals 1d6 damage. Maximum of 3 Traits.	Heft- L
Heavy	Deals 2d6 damage. Two Handed. Maximum of 2 Traits.	Heft- 1
Powerful	Deals 3d6 damage. Two Handed. Maximum of 1 Traits.	Heft- 3

Weapon Traits

Weapon traits are beneficial traits of weapons that will give them a variety of abilities, damage effects, defensive and offensive capabilities and utility. Some Traits have a requirement in parenthesis next to the title, your weapon must comply with the Trait requirement before applying it to your weapon. If a Trait has an X next to it, that means you can take multiple levels of the Trait which will increase its effectiveness.

(example: Taking the penetrating X trait twice will give you Penetrating 2. Which makes the weapon ignore two armor per success on an attack.)

Trait Name	**Description**
Accurate	You gain a Triggered Action - When you miss an attack with this weapon you may reroll the attack.
Arcing (ranged only)	This weapon fires slower projectiles which fly with a noticeable arc. Attacks with this weapon treat Cover as one level lower. You do not need line of sight to attack a target.

Trait Name	Description
Bayoneted (ranged only)	This weapon can also be used to make a melee attack as if it were a light weapon with one trait.
Blast	This weapon deals general damage, targets a Zone instead of a person and affects everyone in the targeted zone (including you).
Serrated (melee only)	When dealt damage by this weapon, the target gains **Bleeding 1** to the struck limb.
Cheap X	This weapon cost is reduced by one value level per level of Cheap.
Condition	Gain the benefit of two Traits when a specific circumstance is fulfilled. *Ex: a lance, when used on horseback, gains the staggering and targeted traits.*
Crippling	If you rolled 2 or more successes you may choose NOT to roll damage dice (only dealing attribute + successes) to instead apply one **Injury** to the struck limb.
Disguised	This weapon is not obviously a weapon, gain a **Boon** to tests used to hide, conceal or disguise this weapon.
Dueling X	A dueling weapon applies one additional damage per two successes per rank of Dueling to the damage roll.
Defensive	A defensive weapon also applies any successes on hit as a negative to the next attack roll against you by the affected creature.
Energized	This weapon deals Energy damage.
Finesse	This weapon uses the Finesse attribute for Attacks and Damage rolls. A Finesse weapon does not take off-hand penalties when attacking.

Trait Name	Description
One Hand (heavy & powerful ONLY)	A One Hand weapon can be used one handed if you have the appropriate Force score (1+ for heavy, 2+ for powerful).
Non-lethal	This weapon can be used to subdue enemies instead of killing them. If the Torso or Head are dealt an Injury by this weapon the person dealt damage is knocked unconscious instead.
Parry	You gain a Triggered Action - Parry: When you are attacked in melee, you may apply a **Bane** to the attack.
Persistent	When a creature is dealt damage with this weapon, they will continue to take damage from this weapon for a number of rounds equal to the successes. At the end of the target's turn they will roll the weapon's damage on the affected limb (this does not include attributes or successes). A creature can remove this early with an appropriate test.
Puncturing X	When rolling damage with this weapon ignore X points of armor on the targeted limb per success.
Quick (non-light only)	you may draw or stow this weapon on your turn without using an action.
Range	Range weapons have a range value that indicates the ideal distance from the target where the weapon is most effective. Firing on a target outside of your ideal range incurs a penalty based on how many zones outside that range they are. -1 per zone outside the ideal. Attacks with a ranged weapon use the Sense(shooting) attribute and apply the attacker's sense attribute to damage. This weapon uses 1 ammunition per attack.
Close	This weapon is most effective against targets that are in the same zone as you.
Short	This weapon is most effective against targets that are in an adjacent zone to you.

Trait Name	Description
Medium	This weapon is most effective against targets that are two zones away.
Long	This weapon is most effective against targets that are three zones away.
Extreme	This weapon is most effective against targets that are more than three zones away.
Rapid X (ranged only)	When making a ranged attack with this weapon, you may expend additional ammunition up to the ranks in Rapid to increase your damage by +1 per additional ammunition spent.
Reach (Melee Only)	Attacks with this weapon can be made against anyone in Close Range, you do not become engaged with them.
Remote	This weapon can be activated from a distance. An action must be taken to set up the weapon. Then you can make attacks with the weapon from a significant distance away.
Utility(skill)	Choose a non-combat Skill, this weapon can be used as an Asset for tests that use that skill.
Spread	This weapon also applies its damage to a second randomly determined limb. Split the damage dealt between the two limbs and add +1 damage to each.
Staggering	A creature dealt damage by this weapon must make a Force(stamina) test with a negative equal to the number of successes rolled in the attack or else get knocked prone.
Suppressing (ranged only)	You may take an attack action with this weapon to target every creature in a zone. Make an opposed Sense(shooting) vs Willpower(Courage) against each creature, using the same roll for each. Creatures who fail are **Distracted** until the end of their next turn and take General damage equal to Attribute + Successes. This uses one piece of ammo per creature.

Trait Name	Description
Tactical (ranged only)	Ranged attacks with the weapon do not take a negative from being **engaged.**
Targeted	Penalties for targeting limbs are halved for this weapon (rounded down).
Thrown	This weapon can be thrown as an attack. This weapon can be thrown at a target within close range or at short range with a -1 penalty. After striking the target it falls to the ground at their feet.

Weapon Flaws

Flaws are hindering traits that hamper how a weapon functions in significant ways. While they do give a more distinct identity, the flaw may be more than you can handle. Be careful before choosing to apply a Flaw to your weapon.

You may give your weapon up to one Flaw in exchange for an additional weapon trait. A Flaw is a significant downside to the function of the weapon and a weapon can only ever have one Flaw. Certain flaws will wholly change how the weapon works or define it fully. A grenade cannot be a grenade if it doesn't have the Expendable flaw.

Weapon Flaw	Description
Expendable	this weapon will be destroyed when first used to attack, regardless of any successes or failures. For such a severe downside, Increase its damage by 1d6 to a maximum of 4d6
Expensive	This weapon price is increased by one level. People who see it may attempt to steal it.

Weapon Flaw	Description
Fragile	This weapon breaks if you roll doubles in a combat test. A broken weapon deals half damage until fixed.
Large	This weapon must always be used in two hands. A creature using this weapon who has a Force score less than 2 takes a **Bane** to tests using this weapon. It weighs double its normal weight.
Loading (Ranged only)	This weapon cannot be used to make Hasty attacks.
Painful	If you generate any failures on an attack roll with this weapon take 2 damage to the limb wielding it.
Slow	When making an attack with this weapon, move down in Initiative by 2.
Small	This weapon does not deal additional damage from your attributes.
Unbalanced	For every failure generated on an attack test, all enemies gain a +1 to attacks directed at you until the end of the current round.
Unwieldy	If you generate two or more failures on the dice during an attack with this weapon, it hits an ally within the range of the attack instead (or it strikes you if no allies are within range).

Kellin takes some time at the market to try and find the right weapon. They want a ranged weapon, but one that's more like a shotgun. They figure a Heavy weapon will suit the damage they're looking for. They want the Spread trait for additional limb damage and choose Close Ranged.

Since Kellin is looking in a market, the Archivist decides to add a Flaw and matching Trait. The archivist applies the Loading flaw and the Cheap trait, making it

easier to buy! The Archivist describes it as a long, chunky metal pipe with some brass mechanical parts on the butt of the weapon. It's the rough approximation of a blunderbuss and Kellin happily pays the cost of the weapon.

Improvised Weapons and Unarmed attacks

By default, a character using improvised weapons or unarmed attacks deals damage equal to their Force attribute plus damage equal to the number of successes. Improvised weapons do not directly add damage, instead when someone uses an improvised weapon you should immediately assign it a weapon Trait and the Fragile flaw.

Example Weapons

Item	Weight (Heft)	Description
.44 Magnum Revolver	1	Heavy Weapon - Short Range, One Handed
Blunderbus	3	Powerful Weapon - Close Range, Spread, Loading
Crossbow	1	Heavy weapon - Medium ranged, Puncturing, Targeted, Loading
Dagger	L	Light weapon - Finesse, Specialized(adroit), quick
Dueling Pistol	L	Light weapon - close ranged, Quick, Dueling
Glaive	1	Heavy Weapon - Parry, Defensive
Lance	3	Powerful Weapon - Condition (while mounted - One Handed, Puncturing)
Laser Rifle	1	Heavy Weapon - Medium Range, Rapid 1, Energy, Painful
Longbow	3	Powerful weapon - Long Ranged

Item	Weight (Heft)	Description
Machine Pistol	L	Light Weapon - Close Range, Rapid 3, Small
Maul	3	Powerful weapon - staggering
Molotov cocktail	1	Heavy weapon - Expendable, Blast, Persistent, Thrown
Throwing Axe	L	Light Weapon - Throwing, Targeted, Crippling
Truncheon	L	Light weapon - Non-lethal, Specialized(brawl), Parry
War Axe	1	Heavy weapon - One Handed, Bleed

Protection & Armor

Armor takes many forms, from thick coats to chain mail to Kevlar vests. Armor provides protection for your limbs. The armor value of your specific armor is applied as a negative to normal damage dealt to the limb that it covers. This can reduce the damage taken to that limb down to a minimum of 0.

Outfits

To best represent a complete suit or armor or protective gear, the Legacy System has outfits. Outfits represent any kind of armor that is robust, complex or covers significant parts of the body as a contiguous piece. Medieval suits of armor, far future combat dress, hazmat suits and more can all be covered under the umbrella of Outfits. Outfits are almost always going to be considered military or battle equipment. An outfit is not subtle in its purpose and may draw questions or attention if outside of its normal setting.

Similarly to weapons, Outfits come in three different sizes; Light, Medium and Heavy. Each one has its benefits and drawbacks. Outfits armor values apply only

to your torso and to normal damage, this can be changed by applying traits. Additional limb coverage, damage resistance and utilities can be gained with traits. Unlike weapons, you can gain up to 2 armor flaws, which each allow an additional trait to be selected.

Size	Armor Value	Traits	Heft	Skill Banes	Value
Light	2	Maximum of 3	1	-	Moderate
Medium	4	Maximum of 2	3	Swimming	Spendy
Heavy	6	Maximum of 1	4	Swimming, Climbing	Expensive

Outfit Traits

The following table contains a list of all of the beneficial aspects of Outfits that will make them unique. If any outfit traits apply to each other, they are assumed to be applying in the most favorable way. *(Example: A suit of medium armor that is grieved, gauntleted and Lightweight will have a Heft of 2, base heft of 3 and apply +2 to the Heft from grieved and gauntleted and **then** half the total value)*

Trait	Description
Articulated	Ignore all Skill Banes applied by wearing this Outfit
Ballistic	This outfit gains an additional 2 points of armor against Ranged Weapon attacks (Does not apply to thrown weapons).
Cheap	Reduce the value level of this Outfit by 1 level.
Disguised	This Outfit is more easily concealed under clothing or simply looks like a normal set of clothes. Sense tests to notice the outfit take a **Bane**

Trait	Description
Gauntleted	This outfit covers your arms. Increase Heft by 1.
Grieved	This outfit covers your legs. Increase Heft by 1.
Hardened	Increase the torso and head armor value by 1
Helmed	This outfit covers your head.
Integral weapon	This outfit counts as a Light Melee weapon with a single weapon trait.
Lightweight	The outfit weighs half of its total Heft value, rounded down.
Resistant	This outfit's armor value applies to Energy damage.

Outfit Flaws:

Much like weapon flaws, Outfit flaws apply an unenviable downside to your outfit that will make it worse in specific situations. However, unlike with weapons, you may apply **up to two flaws** to an outfit to gain that many additional outfit traits.

Flaw	Description
Complicated	Repairing this outfit is a difficult(-4) test.
Loud	take a Bane on all Finesse(Stealth) tests.
Obvious (cannot be Disguised)	This set of armor is extravagant, symbolic or is easily noticed from a distance and likely also has insignias or other indicators of importance.

Flaw	Description
Rusty	When struck by an attack that generated 2 successes, reduce the armor value on the struck limb by 1 until repaired.
Unarticulated (cannot be articulated)	You cannot take the Run action.
Uncomfortable	This outfit is terribly uncomfortable to wear and use. Take a **Bane** to all Discipline and Morale tests in this armor.
Weak Point(non-light only)	This outfit's armor value is reduced by 1 on either the Head, Torso, Both arms or Both legs. (must have an armor value on selected limbs)

Protective Gear

Protective gear represents singular pieces of armor and clothing that cover a single limb. Helmets, gloves, boots, masks, bulletproof vests, kneepads are all considered Protective Gear. Protective gear is generally less strong than a full outfit, but what it loses in damage reduction it gains in versatility. Protective Gear can be used to supplement an Outfit, create lightweight or specialized armor sets or make a Mad Max cosplay. Protective Gear is also much more likely to be interpreted as a civilian or non-military item. While a Suit of armor would be odd to see a normal person walking around town in, a person with a Bicycle helmet would be much less out of place.

Protective Gear comes in three types which determine their Heft, armor and cost. Every piece of Gear comes with a single Trait. Protective Gear does not come with Flaws and can never have more than one trait.

Protective Gear Values

Type	Armor Value	Heft	Value
Light	1	L	Cheap
Medium	2	1	Moderate
Heavy	3	2	2x Moderate

Gear Traits

Each piece of gear gains one trait, however many gear traits are limited by location and type. Some traits only activate if you have a specific number of gear pieces that have the same trait. Generally, gear traits stack and interact in the way that is considered most favorable to you.

Trait	Limitation	Description
Armed	**non-torso**	This gear is treated as a light melee weapon with a single trait.
Ballistic	**-**	This armor piece gains +1 to its armor value against Ranged Weapons
Beveled	**-**	Negate the Spread and Accurate trait for melee attacks that target this limb
Breather	**Head**	Counts as an asset when resisting the effects of inhaled toxins
Cheap	**non-light**	Reduce the value of this gear by one level.
Hooked	**Arms or Legs, 2 to activate**	Counts as an asset when making a Climbing test.

Trait	Limitation	Description
Layered	**-**	Increase armor value by 1.
Lensed	**Head**	You are not debilitated by bright light and this counts as an asset when resisting abilities that affect your eyes.
Lightweight	**Non-Light**	This gear piece has a heft of Light
Locked	**Arms**	You can spend an action to lock or unlock your glove. While locked, you cannot let go of what you are holding or move your fingers.
Masked	**Head**	Your face is covered completely, obscuring your identity.
Pocketed	**Non-Light**	Up to 1 Heft of equipment can be stored inside this gear piece. It does not count towards Max Heft. If this limb gets injured, the pocketed equipment gets damaged.
Resistant	**-**	This gear piece's armor applies to Energy damage.
Sturdy	**Legs, 2 to activate**	Counts as an asset when resisting anything that would forcibly move you.
Supported	**Torso, Arms and Legs, 3 to activate, Non-Light**	Gain a **Boon** to all Might tests. Once per scene you can apply a **Boon** to a Grapple test.
Tooled	**-**	This armor piece gains +1 to its armor value against melee Weapons

Shields

Buckers, Riot Shields, Tower shields and more, these defensive items are worn on one of your arms and give you significantly increased defensive ability. When worn, a shield gives the person wearing it access to a specific Triggered Action. In addition, it increases the armor value on that limb by its value. Shields are the ONLY default armor bonus that can stack. Generally, a hand holding a shield cannot be used to hold another weapon to attack, though it may help you carry a second sword, hold onto a small bag or otherwise still be a hand capable of holding things.

Shields are generally unique to their setting and come in many different sizes or styles. The list below is a series of example shields that can be styled to fit different settings or cultures.

Shield Type	**Triggered Action**	**Armor Value**	**Heft**
Hand Shield	Parry **-** When you would be attacked in Melee, apply a **Bane** to the attack.	1	L
Arm Shield	Block - When you would take damage from an attack, you may apply 2 additional armor to the limb that it would damage.	2	2
Cavalry Shield	Block **-** When you would be dismounted by an attack, you may make a Force(riding) test to stay mounted.	2	1
Body Shield	Block - When you would take damage from an attack, you may use the shield's armor value instead of the armor value of the struck limb.	5	4
Energy Shield	Block - When you would take Energy damage, you may use the shield's armor value instead of the armor value of the struck limb.	5	1

Artifacts

Artifacts are items that have a Legacy all their own. They are powerful objects that grow and change as their story changes and their history is revealed. Unlike other items, Artifacts can only be gained as a reward for making a mark on your Legacy. They are explicitly tied to the stories of the player characters and should not be passed out carelessly.

Each Artifact is an item that has Awakenings that can be revealed throughout the course of the game. While there is no hard rule for what an Artifact can do, some pre-generated artifacts have been included here. They should give you an idea of what the artifacts you have might be capable of acquiring.

Sala's Bell

This unassuming silver bell can ring to touch entities beyond the veil.

- ***First Awakening:*** Once per Scene take an action to ring the bell. When you do, you may make a Sense(Discipline) test. For each success you can see and ask one question to a spirit nearby.
- ***Second Awakening:*** The bell keeps you safe from the influence of the immaterial. Gain a **+4** to all tests to resist the abilities and Powers of ghosts and spirits.
- ***Final Awakening:*** You can form a bond with a spirit. When you ring this bell you can summon the spirit to your aid. The spirit will fight your enemies, provide you information or do whatever it can to assist you.

The Parhelion

A necklace with the image of the moon covering the sun.

- ***First Awakening****:* Your body is bolstered against the light. All armor that you wear applies to Energy damage.
- ***Second Awakening***: Once per Scene as a triggered action - When someone tries to attack you, remove all of the light from the zone you are in. Everybody in the zone in **Blind** and nobody outside can see in. You can see perfectly well inside the darkness. It lasts until the end of the scene.

- ***Third Awakening:*** When you take Energy damage, you may also store charges on The Parhelion equal to the damage reduced by armor. When you would deal damage with a melee attack you can expend ALL your charges to deal damage equal to twice the number of charges spent.

Godrill's Lance

This old warrior's lance has a bloodstained silk tied to the handle.

- ***First Awakening****:* Gain a Triggered action - When you strike with this weapon, you may make a Social(Leadership) test. For each success, grant a **Boon** to an ally within short range for their next test.
- ***Second Awakening****:* This lance counts as an Asset (+1) to all Leadership tests. When you fail a Leadership test, you may reroll one of the dice on your test and must take the new result.
- ***Third Awakening****:* If you deal an **Injury** with this weapon, your allies within short range become immune to the **Frightened** condition and gain +1d6 damage on all attacks until the end of your next turn.

The Px240 Modulator

This portable music player with a bunny sticker is actually an advanced cyberdeck.

- ***First Awakening***: The Px240 counts as an Asset (+1) for all tests related to hacking. When you generate successes on a test to hack, generate one additional.
- ***Second Awakening****:* The Px240 gains life of its own. The Px240 can reason, communicate and is sentient and sapient. The Px240 can assist on any Reason rolls using 2d6+2. It knows your past.
- ***Third Awakening***: You and the Px240 fuse your minds. Increase your Reason and Willpower by 1 (to a max of 4). Reduce your Social by 1. It is now a part of you, and you, it. Come what may.

Conflict

The crux of most stories is the conflict. The clash between opposing ideals, wants, desires and the pull of the heart. In the Legacy System, these conflicts are given their appropriate weight. Conflict is generally split into two main sub categories, Argument and Fighting. These are the two main ways that conflict can escalate, from simple conversation into argument and debate and from disagreement to outright battle.

Argument

The Legacy System gives many tools for characters to engage with each other socially. Argument is the basis for how these social conflicts emerge and resolve.

There are no hard and fast rules on how to run an argument. In most situations it will be most effective to roleplay as your character and engage with the conversation as it happens. However, there will be times when specific goals or challenges will need to be overcome. This section offers ways to handle any kind of argument, debate or negotiation.

Parts of an Argument

Every argument has a purpose to it, which should be clear in the mind of the players. In an argument the players should define the thing they are trying to get as clearly as possible. This will help them choose their path through the roleplay and decide what they say and how.

State what you want - Before making any rolls, when an argument begins; tell the Archivist what you are hoping to gain, learn or change. This can be as simple as “Learn the way through the castle” or as complex as “Get the general to realize that the king does not deserve her loyalty”.

Engage in the conversation - now that the Archivist knows what the objective is, the players can begin the back and forth of roleplaying as their characters and trying to get what they want out of the conversation. Depending on the nature of

the conversation and the affability of the characters, the difficulty of this argument can vary greatly.

Determine the difficulty - As a rule of thumb, Arguments will proceed similarly to group tests, where a certain number of successes must be earned with skill tests over the course of the conversation to gain the outcome you're looking for. However, the Archivist is encouraged to approach it with a slightly more loose and reactive attitude. Players who make smart choices or convincing arguments should be rewarded with **Boons,** additional information or even a successful conclusion if the character has no reason to deny their objective.

Get your outcome - When enough skill tests have been made the conversation should be reaching a natural conclusion. There is only so much argument that a character should be willing to take, the Archivist may set a number of tests that the players can make in secret. Once the players have made that many tests, the character will check out of the conversation and either end it or just leave.

Either way, once the players have gotten the successes required or been rebuffed, the players will get the outcome they earned. Good or bad.

Skills and Attributes in an Argument

The Legacy system provides for a variety of combinations of skills and attributes to achieve their end goals. Every single test in an argument does not need to be a Social(Argument) test, nor should it be. The skills are varied and many attributes can help you negotiate.

Below are some common examples of Attribute and Skill combinations that may be useful to keep in mind for future arguments.

Skill + Attribute	Use and Effect
Social (Argument)	The default combination for convincing someone of something using only your words and persuasive language
Social (Courage)	A great way to embolden another who is dealing with fear and uncertainty
Reason (Argument)	For formal debates and arguments with substantiated

Skill + Attribute	Use and Effect
	claims, examples and evidence
Sense (Impression)	Useful for determining the emotional state of someone
Social (initiative)	Represents fast talking and an aggressive sort of conversation where you preempt the other's words.
Willpower (Leadership)	Great for showing off a clear sense of calm minded authority. Effective on minions and followers.
Luck (Fate)	For shots in the dark. Hoping that a random argument will find way more purchase than it should.
Social (History)	For referencing the historical context of actions and tying them to the current situation.
Social (Guile)	Lying and deceiving your opponent with untrue or greatly exaggerated claims.
Willpower (Guile)	Gaslighting someone. Make them uncertain about events they've seen and thoughts that they've had.

The attribute and skill combinations here are only the tip of the iceberg! Experiment with how to engage with an argument and pitch different combinations to your Archivist. A well justified combination of attribute and skill can be incredibly effective.

Fighting

In the Legacy system fights are meant to be quick and brutal. Characters have very few hitpoints and even simple weapons have the chance to inflict serious injury. Likewise armor is expensive and specific, there are precious few ways to avoid taking damage aside from simply not being seen. When fighting breaks out, be ready to shed some blood.

When fighting begins, each character must make a Finesse(initiative) test to determine their order in combat. If a character fails their Finesse(initiative) test, they have a **Bane** on all actions in the first round of combat.

A fight is organized into rounds and turns. Each character gains one Turn in a Round. Characters are organized in the turn order, starting with whoever rolled highest with their Finesse(Initiative) test and with last in order going to wherever rolled the lowest. Ties are broken by the character with the highest luck.

At the start of each round, each character will get two actions and one trigger.

Archivists Note:

Hostile and allied npc's of a specific type may be grouped into a single initiative roll to simplify the ordering. Best used with swarms of creatures, squads of soldiers and mobs of angry villagers.

Actions in Combat

Attack (1-2 Actions)

A character may attempt to attack another character, creature or object. Making an attack costs two actions, unless you would like to make a Hasty attack which only costs one action but applies a -2 to the attack test. If you attack with a weapon in your off-hand, it takes an additional -1 to the attack.

1. Choose a target for your attack and the weapon you will use. The weapon must be held in hand. The target must be visible to you and within line of effect. If you are using a melee weapon, they must be close enough to touch.

    a. During an attack, you can choose to target a specific limb. If you do so, then your attack takes a -1 to the roll and if it hits it deals damage to that limb. Targeting the head takes a -2 penalty instead.
2. Make your attack test, using the attribute and Skill used by your weapon. Regardless of if you hit or miss, if you are in melee, you and your target become **Engaged**.
    a. Force(Brawl) for unarmed and improvised weapons.
    b. Force(Martial) for Melee weapons.
    c. Finesse(Martial) for finesse and throwing weapons.
    d. Sense(shooting) for ranged weapons.
3. Determine the hit location. Roll a 2d6 and consult the hit location table. If you target a limb, you hit the targeted limb.
4. Roll the damage die for your weapon. You add 1 damage per success you rolled on your attack test.
    a. If using a melee weapon, add your Force attribute to the damage
    b. If using a finesse or thrown weapon add your Finesse attribute to the damage.
    c. If using a Ranged weapon add your Sense to the damage.

Hit Location Table

Limb	**2d6 roll**
Head	2
Left Leg	3, 4
Left Arm	5
Torso	6, 7, 8
Right Arm	9
Right Leg	10, 11
Head	12

Attacks to Incapacitate: Most attacks can be used to instead knock someone out. Any weapon can be treated as a light Improvised weapon with the Non-Lethal trait (losing any other traits).

Moving (1-2 Actions)

A character may choose to either move or run during their turn. Moving or running may require a test to overcome a small obstacle such as climbing a rope, balancing on a pipe or some simple maneuver that is executed as part of the movement. These maneuvers generally do not require an extra action unless they are particularly complicated.

- *Move*: Costs 1 action. You may move your character to any spot within your current zone or an adjacent zone. Anywhere within short range.
- *Run*: Costs 2 actions. You may move your character to any spot within three zones. Anywhere within Long range.

Assisting (1 action)

You may attempt to assist another character with their next test. You and the Archivist choose an Attribute and Skill that makes sense with the aid provided (generally the same Attribute and Skill as the character making the test) and follow the normal rules for assisting.

First Aid (1-2 Actions)

You may attempt to perform first aid to heal another character at the cost of two actions. You must be within reach of the target and neither you nor the target can be engaged in melee combat. Choose one limb to heal either Hitpoints, Injury, Wounds or Stabilize and make a Reason(Medicine) test.

- Hitpoints - restore Hitpoints to a single limb equal to the number of successes.
- Injury(tricky -2) - on a success restore the injured limb to 1 Hitpoint.
- Stabilize - take a penalty to the Reason(Medicine) test equal to the levels of **Dying**. Reduce **Dying** levels by successes.
- You may attempt to make a Hasty test for one action. Take a -2 to the test.
- If you succeed on your Reason(Medicine) test you can wake up an unconscious character.

- If you generate any failures, instead deal damage to the limb equal to the number of failures OR force a **Dying** character to immediately roll to not die.

Item Interaction (1 action)

You can retrieve an item from your backpack, make a test to interact with an object or machine, pick up an Item with Heft off the ground or draw a weapon with Heft. This action covers the entirety of the item interaction, if you need to stow a weapon to draw a new one, that all happens as part of this action.

Opening unlocked doors and picking up light or negligible Heft items off the ground does not take an action.

Activate a Power (1-2 actions)

You may attempt to activate a Power at the cost of two actions and the energy cost for the Power. A Power may be activated as a Hasty Power for one action only if it requires an attribute test as part of the Casting. A Hasty Power takes a -2 to any tests that the Power requires.

When activating a Power you must first choose whether you will use any Flares or Variants.

1. Reduce your energy by the cost of the Power
2. Make a test using the Power Attribute and your Arcane Source skill.
3. If Successes are generated, resolve the Power as described.
4. If failures are generated, the Archivist will determine how things go wrong.

Hide (1 action)

You may attempt to obscure yourself from the view of others. You must first be out of direct line of sight, then make a Finesse(Stealth) test. On a success you slip away unnoticed and become **Hidden**. While a character is **Hidden** if they take the Run, Attack or activate a Power action they will be revealed and stop being **Hidden**.

Hold (1-2 actions)

A character may choose to skip a part of their turn and instead wait to take an action. You must choose in advance what that action or actions will be, but you do not have to decide what will trigger them. When you take the Hold action you gain a triggered Action.

Exit Hold

Trigger: When the character decides to act

- Interrupt the current turn and take the action(s) specified by the Hold. The turn resumes after you have resolved their effects.

Triggers

Triggers are a type of action that you can take outside of your turn. Every triggered action has a condition that causes it to activate. When that condition is met you may choose to use the triggered action. This may interrupt a turn or action and may cause certain actions to no longer be able to be completed. In these cases the action is wasted if a triggered action causes them to be unable to complete.

Triggers are meant to keep players engaged in what's happening in the fight as they may have the opportunity to affect the battlefield more than they expect. Keeping an eye on your allies and enemies will give you opportunities to dodge or hit the ground to avoid damage or the chance to help an ally or save them from a lethal hit.

General Triggers

These are triggers that everyone has access to. Everyone's triggers refresh at the start of a round of combat.

Dodge

Trigger: when attacked, before the attack roll is made.

- Apply a **Bane** to the triggering attack. Apply a **Bane** to your next action.

Get Down!

Trigger: an adjacent creature is dealt damage by an attack.

- Interpose yourself between the attacker and your ally. You take half the damage that would be inflicted on your ally to a random limb.
- You cannot use **Get Down!** on somebody who is already being covered by **Get Down!**, a character who is covering another character with **Get Down!,** or a character taking General Damage.

Grab

Trigger: begin falling

- Make a Force(climbing) test to stop yourself from falling by grabbing onto a nearby ledge or object. If no object exists you cannot use this trigger.

Help

Trigger: Ally takes an action that you can help with

- Make an attempt to Assist your ally with their Test. Explain to the Archivist how your actions help.

Hit the Deck

Trigger: Affected by an area of effect attack

- Make a Finesse(Initiative) test, on a success you drop prone or behind cover. Gain armor based on whether you have cover or just fall prone.

Disengage

Trigger: moving out of reach of an **Engaged** creature.

- You and a creature you are **Engaged** with stop being **Engaged**. You do not trigger Retreating Attack from that creature.

Retreating Attack

Trigger: A creature you are **Engaged** with moves out of reach.

- You make a Hasty attack against that creature with a melee weapon you are holding.

Rules of Combat

The following are the descriptions of the different parts of the battlefield which will help, hinder and inform the fight for the players and Archivist. The rules here should be easy to reference and resolve, use them when the situation calls for it to keep combat interesting and dynamic.

Zones

When engaging in combat in the Legacy System you will not be tracking specific feet or inches or squares on a battle grid. Instead, the legacy system uses Combat Zones (regularly referred to as zones). A combat zone is an area that is defined by its features or the space it takes up in relation to the areas around it. A single battlefield will likely contain many zones which each correspond to a specific area or feature of the map.

Zones are meant to be approximate representations of the physical space and normally conform to whatever feels the most correct. Generally, different rooms and areas separated by walls or doorways are zones. Zones do not always have the same size, and often large open areas will be considered a single zone. Similarly, the scale of the battle taking place can change the size of a zone. A two bedroom apartment could have four zones, two for the bedrooms, one for the bathroom and one for the living/kitchen. However, a two bedroom apartment could be considered a single zone if the battle involves the entire street of apartments and houses.

Determining where zones are, the scale of the zones and how you can move between them is the responsibility of the Archivist to define. It may be a bit daunting when you are used to defining specific feet and inches, but within just a couple sessions it will start to feel intuitive and you'll begin to immediately intuit how far you can move, the distance between short and long and how it translates to the battlemap.

Range	Distance from you (in zones)
Close	Within the same zone
Short	In an adjacent zone
Medium	Two zones away
Long	Three zones away
Extreme	Four or more zones away.

Engaged

When you are fighting in melee you may end up in one zone that is full of many different combatants who are fighting each other in their own small duels and contests. To help differentiate who you can fight and how and where you are positioned, the players and Archivist will keep track of who you are **Engaged** with.

Generally; you become **Engaged** with an enemy who makes a melee attack against you or when you make a melee attack against an enemy. Ranged attacks never cause you, or others to become **Engaged**, even when made in melee range. Attacks that are made as part of a Triggered Action do not cause characters to become **Engaged**

A creature who is **Engaged** is in the thick of a fight with someone and is considered to be adjacent to them or at least close enough to touch. You can be **Engaged** with any number of creatures, as long as you are capable of touching them all.

Being **Engaged** with another creature has a number of effects;

- When you move away from a creature you are **Engaged** with, they may use a triggered action to attack you.
- When you move away from a creature you are **Engaged** with, you can use a triggered action to prevent their attack against you.
- If you are **Engaged** with multiple creatures, each creature you are **Engaged** with gains a +1 to hit you for every other creature that you are **Engaged** with. This bonus is reduced by 1 for each size you are larger than the creature attacking you.
- Ranged attacks take a -1 for each creature you are **Engaged** with.

Stealth and Noise

Combat is loud. Taking damage will make a person yelp, swear or scream. Shooting a laser gun or bludgeoning someone with a mace makes lots of noise. People are assumed to be constantly moving when in combat and as such, your actions are never assumed to be silent when in a fight or when taking damage.

Being unnoticed, unseen or striking with a hidden weapon grants you the benefit of being **Hidden**. This increases your damage of any attacks you make. However, this condition is lost anytime you make an attack or cast a powerful spell and *cannot* be maintained afterwards unless you possess a descriptor that allows it.

Attempting to hide while in a fight is possible, you just need to break line of sight and make the appropriate opposed Stealth vs Searching test. However, remember that if someone sees you run behind a wall to hide, they probably still know that you are there and will not be surprised by an attack from you, even if you are technically **Hidden**. These situations are up to the discretion of the Archivist.

Cover

Cover is what allows a character to better avoid blows or resist the damage done by them. There are two different kinds of cover, Partial, Heavy and Full. Partial cover is the equivalent of being prone, ducking behind a plywood board or otherwise being mostly visible but having something in between you and your opponent. Heavy cover is much more robust and solid. Heavy cover could be a 4 foot tall concrete wall, lying prone in a truck bed and other situations where you may have multiple sources of partial cover or significant obstacles in the way. Full cover renders you completely unable to be targeted or seen.

Partial: apply a -1 to all attacks against you and apply +1 to your armor.

Heavy: apply a -2 to all attacks against you and apply +2 to your armor.

Full: you cannot be targeted by direct attacks. Apply +4 to your armor.

Cover can be ignored by targeting specific limbs that are stretching over or around the cover. This is up to the discretion of the Archivist, but is generally only possible if you attack from the Hold action when another creature leaves cover to attack.

Kellin is behind a thick wooden wall and is in a shootout with a Bandit, who is standing up from behind a waist high wooden fence. The Bandit has taken the Hold

action to fire his bow at Shea when she comes out to attack. Shea takes the Attack action and fires at him, which is interrupted by the Bandits's shot from the bow. The Bandit targets Shea' arm, taking a -2 from targeting a limb and ignoring the benefits granted to her by Heavy Cover. The Bandit rolls a total of 9 and hits Kellin's arm, he deals 5 damage which ignores the armor from the wall. Kellin fires their blunderbuss and chooses not to target any part of the Bandit, taking a -1 for the partial cover and rolling a total of a 10. Kellin hits him for 11 damage split between two limbs (due to the spread weapon trait), reduced by 1 on each limb for the Bandits's partial cover.

Wrestling and Grappling

Creatures can attempt to engage each other in grapples. Grappling encompasses all forms of wrestling, from sumo to judo to WWE.

When a creature would like to try to Grapple another, they must make an Attack action using the Force(Brawl) Skill opposed by the target's Force(brawl) or Finesse(Brawl). The attacker applies a modifier to the attack test equal to the difference in size, a bonus if they are larger and a penalty if they are smaller. (*for example, a creature of size -1 attempting to grapple a creature of +1 will take a -2 to the test. If the sizes were reversed, they would gain a +2)*. Attempting to grapple another creature causes you to become **Engaged** with that creature.

If you successfully Grapple another creature you both gain the **Grappled** condition and you are in control of the Grapple. While a creature has the **Grappled** condition, they gain access to a number of Actions that can only be used while **Grappled.** A Grapple will always have one creature who has Control of the Grapple.

Grapple Actions

Leave the Grapple (0 , 1 or 2 Actions)

You may make this action Hasty (-2).

You do not have to spend an action to leave a grapple if you have control of the Grapple.

If you have control, you and your target both lose the **Grappled** condition and are no longer **Engaged**. You must spend 2 actions if you do not have control of the Grapple, make an opposed Force(Brawl) or Finesse(Brawl) test vs the grapple controllers

Force(Brawl). If you are smaller than the grapple controller, gain a +1 to the test. If you succeed on the test, you both lose the **Grappled** condition and are no longer **Engaged**.

Harm the Grappler (2 Actions)

If you are in control of the grapple, you may spend 2 actions to damage a person in your grapple. Choose a limb and deal your Force attribute(+1 if trained in brawl, +2 if specialized) in Penetrating damage to that limb.

Extend the Grapple (2 Actions)

You may make this action Hasty (-2).

You may attempt to further the grapple or take control of the grapple. Make an opposed Force(Brawl) test vs the targets Force (Brawl) or Finesse(Brawl). If you are at least one size larger than your opponent, you gain a +1 bonus to the test. If you win, you take control of the grapple. If you already had control of the grapple, apply another level of **Grappled** to the target (*making the target either **Restrained** or **Pinned**).*

Health, Wounds & Injuries

The Legacy System has a punishing system of health and injuries. Characters must be cautious to avoid injuries as they take time to heal and come with consequences when gained. A character who carelessly accrues injuries and wounds won't be long for this world.

Unlike many games, characters in the Legacy System do not have an overall hitpoint tracker. Instead each limb has its hitpoints tracked individually. Each limb has starting hitpoints of **7 + Fortitude** with an additional +1 to the Head and Torso if you are trained in the Health Skill. The only way to increase your max hp is by increasing your Fortitude attribute or by gaining and improving the Health Skill.

When a limb has been reduced to 0 HP or less it is considered **Injured**, when a limb becomes **injured** it gains a **wound**. The hitpoints of a limb can decrease into the negatives, to a maximum of -10 HP. If a limb's HP is reduced to -10, the limb is destroyed (except the torso and head). If any of your limbs are reduced to -5 HP you gain one level of **Dying**.

Injured Limbs

Location	Injury Effect
Head	Gain **Concussed**
Torso	Your torso gains **Bleeding 1**
Arm	Your arm becomes **Broken**
Legs	Your leg becomes **Hobbled**

When you gain a **wound**, you mark it on your limb. A limb can have a maximum of 3 wounds. A **wound** represents a damaged limb that has not fully recovered from its injury. While a limb can be quickly treated and **Injury** conditions can be removed, **wounds** will linger. The more **wounds** a character has, the easier it will be for them to become hurt again.

If you would take damage to a limb that has a **wound**, make a Fortitude(health) test with a negative equal to the number of **wounds** or else the **wound** will re-open and your limb will become **injured**.

*Voltaire got struck by a falling wooden beam. It struck his left arm and dealt a whopping 13 points of damage! Voltaire is a sturdy man with a fairly high max hp for his arms at 9. The 14 points of damage dealt to his arm will reduce the HP of his left arm to -4. This is enough damage to break his arm, causing his left arm to become **Injured** and **Broken**. He also marks a **wound** to keep track of the lingering effects of the damage.*

Dying

When a character gains **Dying** they are not long for this world. Nothing less than emergency medical attention can save them now. A character gains a level of **Dying** when any of their limbs are reduced to -5 HP. At the start of their turn, a **Dying** character who has either their Head or Torso at -10 HP will gain another level of **Dying**.

When a character with **Dying** ends their turn, they roll a Fortitude(health) test with a negative equal to their levels of **Dying**. Every failure applies an additional level of **dying**. If a **Dying** character generates 3 or more failures on that roll, they die.

Healing a dying character is a tricky process, but can be done with the following action:

Stabilize a Dying Character (2 actions) - make an Reason(medicine) test with a negative equal to the levels of Dying on the target. If you are performing on yourself, double that penalty. For each success you get, remove one level of Dying. If this removes all levels of Dying, you may restore the Torso and Head to -9 HP if they are below that number.

*Kellin got stabbed in their gut and collapsed to the ground with one level of **Dying**. They get up and run away from the fight, at the end of their turn they make a Fortitude(Health) test to not die and take a -1 penalty for their 1 level of **Dying**. They make it and now that they're away from the fight, Shea is able to try to stabilize them.*

*Shea makes a Reason(medicine) test, taking a -1 from Kellin's level of **Dying**. She barely managed to get an 8 and removed the level of **Dying** from Kellin. However, Kellin is still badly hurt and bleeding, but at least they aren't dying!*

First Aid

A player may attempt to heal another player's HP, injuries or conditions with a Reason(Medicine) Test. Before making the test the player must choose whether to heal Hitpoints, injuries or treat a condition. A limb that is affected by a first aid test cannot be affected by another until it takes damage again.

Hitpoints - The character will get to heal a number of Hit Points equal to the number of successes +1 if they are trained in Medicine and +2 if they are specialized. However, if they generate failures, they will inflict damage equal to the number of failures generated -1 if they are trained in Medicine and -2 if they are specialized. The Hipoints can be applied to any limbs with 1 or more HP.

Injured Limbs - This is a Tricky(-2) test. The character will recover a single limb to 1 HP and remove any conditions related to that injured limb. inflict damage equal to the number of failures.

Conditions - conditions are not always tied to an injury or wound and some can be healed with First Aid, such as the **Bleeding** condition. In those situations you must make a Reason(Medicine) test and on a success you may remove the condition. If the condition has multiple levels, you reduce it by one level for each success.

Resting

Resting is the primary way that characters can recover form their injuries, wounds and stress. It is very dependent on the length of time and the comfort of the location. Be sure to find the safest place you can before you rest!

When a character takes a rest, their healing and recovery is dependent upon the comfort of the resting location. The base comfort level is determined by the Archivist and modified by other factors such as equipment, descriptors and length of the rest.

When you take a rest you are assumed to be attempting to heal as many injuries as possible, binding what wounds you can and recovering. After the rest you gain the benefits described from Healing and Wound Treatment that align with the comfort of your resting location.

Rest length	Comfort modifier	Effects
8 hours	0	Gain a Rest Activity
6 hours	0	-
4 hours	-1 level	**Bane** to wound treatment
2 hours	-3 levels	**Bane** to wound treatment

Comfort Level	Healing	energy Recovery	Wound Treatment
Home	Fully heal all limbs. Gain 2 bonus HP to your Torso and Head.	Restore all energy & Recovery rolls. Gain 2 bonus energy.	Test Fortitude(health) once for each limb with a wound. Remove a wound from that limb for each success.
Comfortable	Fully heal all non-injured limbs. All Injured limbs restore to 1 HP	Restore all energy & Recovery Rolls	test Fortitude(Health) once for each limb with a wound. Remove one wound from that limb on a success.
Adequate	Heal all non-injured limbs by 3 HP. Two injured limbs are restored to 1 HP	Restore half energy & all Recovery rolls	Test Fortitude(Health) once for a single limb. Remove one wound from that limb on a success.
Standard	Heal up to 3 non-injured limbs by 3 HP. One injured limb is restored to 1 HP	Restore half energy & 2 recovery rolls	Test Fortitude(health) with a -2 once on a single limb. Remove one wound from that limb on a success.
Uncomfortable	Heal up to 2 non-injured limbs by 2 HP	Restore 1 energy and 1 Recovery roll	None
Miserable	Heal up to 1 non-injured limb by 1 HP	Restore 1 recovery roll	None
Pointless	None	none	None

Rest Activities

If you take an 8 hour long rest, each person in the rest may perform a Rest Activity. Rest Activities are assumed to take place over the entire 8 hour long rest, and may be done before, after or in between sleeping. They will generally take 2 hours to complete, allowing the person enough time to sleep during the rest.

None of the tests performed during rest activities can generate failures. You are resting, the stakes are low and generally pretty impossible to mess up so bad that something unfortunate will happen. However, this also means that the players will gain no Grit Tokens if they fail either. The only exception to this is the Watch action, which does generate failures and grant Grit Tokens as normal.

Activity	Effect
Chat	You have a talk with your fellow characters. Engage with them and help resolve personal issues, contemplate the path ahead of you or reflect on your journey so far. Gain a Luck Point.
Craft	You attempt to create an item. Make a single test to make progress on a crafted item.
Medical Attention	you may attempt to assist another character in their recovery. Choose to either restore HP or Heal wounds. Make a Reason(Medicine) test and restore HP equal to the number of successes or else apply successes as an assist to the target's Wound Treatment roll. This test cannot generate failures.
Plan	You formulate strategies and plans, preparing for the challenges ahead. Make a Social(Leadership) test. For each success, give one ally a **Boon** on their first test after the rest ends.
Recouperate	You attempt to remove a condition from yourself. Depending on the condition, the Archivist will tell you to make a specific test.
Stress Relief	You try to relax and reduce your stress. Make a

Activity	Effect
	Willpower(Morale) test and reduce your stress level by the number of successes. You do not raise it if you fail.
Watch	You keep an eye out for threats and hidden things. Make a Sense(Tracking) test which is opposed by any hidden creature's Finesse(stealth). If three or more characters take the Watch action, each gains a Boon on their test

Stress

Stress is the measure of the external and internal pressures on a character that threaten their mental wellbeing. When stress increases, the character is getting on edge. They may become angry, withdrawn, short tempered or conspiratorial. Stress has profound physical effects on characters as well and can cause tests that would otherwise succeed to fail or wounds to exacerbate. Stress can be debilitating if a character allows it to build up too much, but a character who keeps their stress low can benefit greatly from maintaining just enough stress to keep themselves motivated.

Stress is measured in Stress Points, which are gained when stressful events happen to a character. Each Stress Point brings your character closer to Trauma, slowly pushing them towards a breakdown. A character can gain a maximum of 12 Stress Points, with each 3 points gained increasing your chances of harmful effects. When they would gain more than 12 stress they become Traumatized and must gain the Trauma hindrance. A character who would take a fourth Trauma hindrance must be retired and cannot continue with the Story.

When you gain stress you will begin to roll stress die alongside your normal tests. Stress die do not contribute to the test total and generally do not modify the test in any way. Instead, whenever you roll doubles of any of the dice in your test (Including the stress die) the stress die activates and you gain an effect from the Stress Table equal to the cumulative value of all of the stress dice you rolled. For each three points of Stress you roll one additional Stress die, to a maximum of three.

Stress dice should be easily differentiated from the dice used in your test.

Shea has 7 Stress Points, she's got a lot of pressure in life. She attempts to make a Social(Argument) roll to convince a bureaucrat to ignore normal regulations to let her through. She rolls 2 dice as normal, but she also rolls 3 stress dice (1 die per 3 Stress Points, rounding up to a max of 3). She rolls a 4 and a 5 on her test, gaining her 1 success, but her Stress dice are 1, 3 and 4. The two 4's cause her stress dice to activate! She totals the result to an 8 and consults the stress table. Unfortunately it looks like the anxiety of the social situation is going to be causing her problems for this scene, she gains the effect "Apply a Bane to all Social tests you make until the end of the current scene".

Ways to gain Stress

During gameplay, stress is gained when a character encounters particularly anxiety inducing, strenuous, scary or unsettling events. In general, these stress gains can be avoided with an appropriate Willpower test. However, some situations cause unavoidable stress. When any of the following happens you automatically gain 1 point of stress.

- When one of your limbs becomes injured.
- When a scene that included at least one full round of combat ends.
- When an ally dies.

Recovering Stress

Reducing your level of stress is a bit more difficult and generally involves resting. When taking a Full Rest (8 hour rest), you can use a Rest Activity to help reduce the stress of another character or yourself. This is the most reliable method for stress relief, as there are no consequences if you fail.

A character can also reduce stress by taking actions to assist, cheer up, and otherwise de-stress. A character who chooses to spend some time at a spa relaxing should be allowed a roll to attempt to reduce their stress. Similarly, players who engage in conversations with the intention of helping another reduce their stress should be given the chance to make a test to reduce the stress of their ally. Failure in these situations should have the chance to increase stress when generating a significant number of failures.

Other events will automatically lower your stress and require no test, such as leaving a Mark on your Legacy or by completing a Struggle. When any of the following happens, reduce your stress by 1.

- Complete a Struggle
- Make a Mark on your Legacy
- Achieve a personal Goal

Trauma

As the major consequence of having a high Stress, trauma is a permanent addition to your character. When a Character gains more than 12 Stress, they immediately gain a Trauma. Then, reduce their stress to 1.

The Trauma Hindrance represents a specific, awful moment or situation that has left a lasting impression on your character's mind. When you gain a Trauma, work with the Archivist to make sure that the Trauma is representative of what happened to you to gain it. Either the situation that caused the stress or some component of the situation that feels thematically appropriate.

Stress Table

Stress Die Result	Effect	Stress Die Result	Effect
1	Focused: gain a +1 to this test	10	Apply a **Bane** to the next 2 tests you make.
2	Inspired: gain a **Boon** to your next test	11	Become Discontent
3	Rally: Apply -1 to your rolls on the stress table until the end of the scene.	12	Gain 2 Stress Points
4	The test made with this roll takes a -1	13	Become Hopeless
5	Apply a Bane to your next test	14	Verbally lash out against an ally, they must succeed on a Willpower (discipline) test or else gain 2 stress
6	Gain 1 Stress Point	15	Apply a **Bane** to every Force, Finesse or Fortitude test you make until the end of this scene.
7	Apply a **Bane** to all Luck tests you make until the end of the current scene	16	Apply a **Bane** to every Willpower, Reason or Social test you make until the end of this scene.
8	Apply a **Bane** to all Social tests you make until the end of the current scene	17	Immediately make a free Hasty attack against the nearest creature (if multiple options, choose the one most liked by the character)
9	Antagonize an ally, they must succeed on a willpower(discipline) test or else gain 1 stress.	18	Gain 3 Stress Points

Damage

In the Legacy System damage can come from many places and can represent any number of sources. A sword and a bow both deal damage to your hitpoints and the type of damage they do is largely immaterial to the effect. In this way, damage is only divided into three groups that determine *how* the damage is applied to a character.

Damage Locations

Each character in the Legacy System has multiple limbs that can be targeted and harmed by attacks and damage. However, certain attacks may apply more generally to the entire body, such as explosions and clouds of acidic gas. These attacks are differentiated into two different types, either by damaging specific limbs or damaging the entire body.

Limb Damage

When you would be struck by an attack or Power or fall on your leg, a single limb is being affected by this damage. Limb damage is damage that only applies to one limb.

When a creature takes Limb Damage the damage is applied only to that limb, regardless of the hit points that limb has, and is reduced only by the armor value on that specific limb.

General Damage

A blast of fire, the biting cold, getting struck by lightning. All of these are examples of area of effect damage which is referred to as General Damage. General Damage is damage applied to a non-specific limb over a large area. When a creature is dealt General Damage, they first reduce the damage dealt by the armor value of their Torso. Then, they can distribute their remaining damage among their limbs as they choose, ignoring armor values on those limbs.

Damage Types

Damage is also separated into three different types. Each type can cover a significant variety of sources, such as fire, poison, bullets and lasers. As a general rule, all damage is considered Normal Damage unless otherwise indicated. The Archivist has final say on what damage type is which.

Normal Damage

This represents swords, bullets, sticks and stones. Anything that is common, physical and can generally be affected by metal, stone and cloth. Normal Damage is reduced by Armor and reduces a creature's hitpoints by the exact amount of damage rolled. If there is no damage type indicated, the damage is normal damage.

Energy Damage

From laser blasts to psionic attacks to fire and lighting, this is any damage that would be largely unaffected by standard methods of damage prevention. Energy Damage must be specifically reduced by an effect, it otherwise completely ignores any Armor values when dealing damage to a creature’s hitpoints.

Penetrating Damage

Bleeding, poison and disease. Penetrating damage cannot be reduced by any means. It is not reduced by Armor ever and cannot normally be interacted with or reduced by alternate sources.

Instant Death

If you would take damage to your Head or Torso that would both reduce your HP to -10 AND Have 10 damage remaining, You are instantly killed.

Conditions

From being poisoned to grappled, crippled to bleeding, conditions provide quick and easy ways to track how harmful and beneficial conditions are affecting your character. When an effect refers to the Level of a condition, this refers to either the number associated with the condition or how far down the track they are *(Example: **Bleeding** 2 is 2 levels of **bleeding**. Being **Terrified** is the same as having three levels of **Frightened**)*

- **Bane** - a character who has a **Bane** rolls three dice on tests instead of two and must take the two lowest dice.
- **Bleeding X**- a limb can have multiple levels of **Bleeding. Bleeding** limbs take 1 penetrating damage at the start of each round per level of **Bleeding**.
- **Blind** - A **Blind** character cannot see. They automatically fail all sense skills that rely on sight and take a -4 penalty to all Shooting tests and a -2 to all Martial tests.
- **Broken** - when a limb is **Broken**, it immediately drops anything it is holding and cannot be used for actions or holding items and operating equipment.
- **Concussed** - A **Concussed** creature has a -1 to all tests.
- **Cold X**- A character can have multiple instances of **Cold**. At the start of a scene a character marks a wound on random limbs equal to their levels of **Cold**. Wounds caused by **Cold** do not apply a Condition and can only be removed when all levels of **Cold** have been removed.
- **Discontent** - A character who has become **Discontent** can no longer gain **Boons** to Social, Reason or Willpower tests.. If a **Discontent** character would gain the condition again, they instead become **Angry**
    - **Angry -** When a character becomes **Angry** they take a **Bane** to all Social, Reason or Willpower tests.If an **Angry** character would gain the condition again, they instead become **Raging**
        - **Raging** - When a character becomes **Raging**, they can no longer discern friend from foe and have lost themselves to pure anger. A **Raging** character in combat will attack whoever is the source of their rage and ignore everything else, even their own wounds. A **Raging** character outside of combat will fight, yell or scream at the slightest provocation. They take a -6 to all Social, Reason or Willpower Tests.

- **Diseased** - gain the effect of the disease you have gained. Each disease has a duration, each time you finish an 8 hour rest make a Fortitude(Health) test and reduce the duration by the number of successes you gained.
- **Distracted** - A character who becomes **Distracted** has a **Bane** to all Tests.
- **Dying X**- A character can have multiple levels of **Dying**. Take a -1 to any Fortitude test per level of **Dying**. At the end of each of their turns, a character with **Dying** must make a Fortitude(Health) test, on a failure, they die.
- **Encumbered** - when carrying more Heft than your limit you are **Encumbered.** While **Encumbered** your overland movement is halved and you cannot run. You have **Bane** to Force(Might) tests. You cannot carry more than double your Heft.
- **Flying** - A creature who is **Flying** can move through three dimensions without touching the ground and can generally hover in place. When a **Flying** creature is rendered **Immobile**, **Restrained**, or becomes **Encumbered** they begin to fall.
- **Fortunate** - A character who becomes **Fortunate** has a **Boon** to all rolls.
- ***Frightened*** - A character who is **Frightened** takes a -1 to all tests while within the same zone as the frightening source. If a **Frightened** character would gain the condition again, they instead become **Horrified**.
    - ***Horrified*** - when a character becomes **Horrified** they have a 50% chance to drop anything they are holding. A **Horrified** character takes a -2 to all Willpower tests. If a **Horrified** character would gain the condition again, they instead become **Terrified**.
        - ***Terrified*** - When a character becomes **Terrified** they flip a coin. On Heads they Freeze and lose all actions on their next turn. On a tails, they Flee and must spend their next turn taking the Run action to move as far away from the source of the terror as possible.
- ***Grappled*** - A creature who is **Grappled** cannot take the Move or Run actions. If a creature would lose another grapple test, they become **Restrained**.
    - ***Restrained*** - A creature who is **Restrained** cannot take the Move or Run actions and can only take one action and triggered action per round. If the creature would gain the **Grappled** condition again, they instead become **Pinned.**
        - ***Pinned*** - A creature who is **Pinned** is **Immobile** and cannot take any actions.

- **Hidden** - A character who is **Hidden** gains a **Boon** to any actions against characters who cannot see you. When dealing damage while **Hidden** you increase your damage by 2 if you deal damage to an unaware character. Characters trying to find a **Hidden** character take a -1 per success on the Stealth roll of the **Hidden** character to any Sense test made to find them.
- **Hobbled** - when a limb becomes **Hobbled** the creature falls prone if it has half of its legs **Hobbled**. A creature with half of its legs **Hobbled** cannot take the run action. A creature with all of their legs hobbled must spend two actions to move and is always prone.
- ***Hopeless*** - a character who has become **Hopeless** gains one stress and has a **Bane** when attempting to assist their allies and their allies have **Bane** to assist them. A character who would gain **Hopeless** again becomes **Despondent.**
    - ***Despondent*** - A character who has become **Despondent** gains two points of stress and cannot assist others and gains no benefit from others assisting them. If they become **Hopeless** again they become **Anguished.**
        - ***Anguished*** - A Character who has become **Anguished** gains three stress. They gain one stress at the end of a scene.
- **Hot X**- A character can have multiple instances of **Hot**. For each level of **Hot** the character takes a -1 to all Fortitude tests. At the beginning of a scene take general energy damage equal to the level of **Hot** that a character has.
- ***Hungry*** - a character becomes **hungry** if they have not had food in one day or have been on half rations for two days. While **Hungry** a character has a -1 to all Fortitude tests. If they spend 4 days **Hungry** they become **Starving**.
    - ***Starving*** - A **starving** character has a -3 to all Fortitude tests and a -1 to all other tests. A character will die after 5 days while **starving.** A character Starving and on half rations will die after 10 days.
- **Injured** - a character who has at least one limb reduced to 0hp or below is considered **Injured**.
- **Immobile -** an **immobile** character cannot move or gain additional moves. Attacks against an **Immobile** creature have a **Boon**.
- **Poisoned** - In addition to the effects of the specific poison that is affecting the character, a **poisoned** character has a -1 to all Fortitude tests they make while poisoned.
- **Shaken -** A **shaken** character takes a **Bane** when assisting others and does not count for the gang-up bonus on an **Engaged** character.

- **Stressed** - a character is considered **Stressed** if they have any points of Stress.
- **Wounded -** a character with any number of wounds is considered **Wounded.**

The Archivist

This section is dedicated specifically to the role of Archivist. Similar to the role of Dungeon Master, Game Master or Referee, the Archivist takes the role of the guide and narrator for the adventure. The Archivist has a huge amount of responsibility for the flow and structure of the game. They are the gears behind the curtain, the stage and the lights. A good archivist will make the story and the stage are vivid and detailed, but a Great archivist will make the players feel like the story is theirs as well.

We'll break down the Archivists role and duties into a few categories; Narration, Situation and Escalation.

Narration

Without the Archivist to set the scene, the players will be left in the wind without even knowing if there's any wind to blow. The Archivist will narrate the scenes and setting, roleplay as the various non-player characters and define the results of tests and actions that the players take. These are all narrative responsibilities and while it can feel a bit overwhelming to be so responsible for so much storytelling, an experienced Archivist will be able to identify when they can share the responsibility for narration with the players.

Consider the following scene;

Archivist - "Alright, so we'll start this scene with Andrew's old deadbeat dad Voltaire. Voltaire, you're at your own apartment after a long night of working. What work have you been doing?"

Andrew - "Well, I think that Voltaire has been doing some handy work for the old ladies in town. You know when he's not out fighting he's kind of a softie."

Archivist- "That's delightful, so you've been out and about helping folks fix up broken handrailings, planting flowers and running groceries to grandmothers. You're now in your apartment, what does it look like?"

Andrew - "I think it's pretty spartan. He doesn't have much stuff really, I got the Big Family hindrance so he's not spending any money on himself. Got a mattress but can't afford a pillow ya know?"

Archivist - "So you're sitting on your ratty mattress, tired after a long day of helping the old and needy when you hear a sharp knock on your door…."

In the scene with the Archivist and Andrew, they did the simple task of introducing where a character is by tossing the responsibility of narrating to the player. The Archivist probably could have simply said "Voltaire wakes up after a long night of working to a knock on the door." and it probably would have worked fine. However, in the example above, the Archivist includes Andrew into the narrative by letting him determine things about the setting AND get to introduce more character elements that you can use later. This is a very simple trick but is an extremely useful tool when running games in the Legacy System. Let the players narrate the game alongside you and then play with the details they give you..

Narration also covers the use of the players Origins and hindrances in game. Using note cards or post-its to keep track of important character traits and aspects will help you acknowledge them and tie the narrative into their characters. If the players go into a bar and one of the players is an alcoholic with the Addict hindrance, you may want to make note of that.

It is also very important to make sure that the *other* characters in the story get their fair share of development and character work. These are your Extras and Principals and they play an important role in the story. They are foils, antagonists and allies and should get the narrative attention that they need to make them stand out.

Now, obviously you can't dedicate as much time to them as you should to the player characters, but if you ignore them entirely you risk ending up with a flat world of flat characters. Give your players opportunities to engage with, roleplay with and work alongside the Extras and Principals of the story.

Extras don't need as much time or consideration, they are meant to be more simple characters and thus less attention needs to be spared with them to make them engaging. A simple sentence of description is most of what is needed. They should be easy to understand for the players and easy for you to quickly make if need be.

Principals are going to serve as your more fleshed out characters. When you make a Principal they will need three things; Wants, Flaws and Knows.

Each Principal should *want* something very specific. A Principal who doesn't want anything is hardly a character. Give your Principals a want that ties in with the story of the Struggle that you are making. Principals that want something in

opposition to the party are going to be antagonists and those that want something similar to the party are potential allies.

Similarly, every Principal should come with a hindrance, flaw, temperament or some other personality quirk that will likely cause them or others grief. You don't need to make every character a secret traitorous monster who eats babies. But flaws are the spice of life and a character who has a piece of themself that causes them trouble is generally going to be more interesting than one without.

Finally, it will prove very helpful to have a note on what the Principal *knows*. This doesn't mean that you need a dossier on everything that the Principal is aware of in the story. Instead, you just need a short sentence that lets you remember an important piece of information that the Principal is aware of. Perhaps they know where the magic stone could be found, or the true name of the sphynx or just how to make a pipe bomb. The possibilities are endless but you are encouraged to make what they know related to the struggle at hand.

The Do's of Narration

- Be vivid and detailed, but brief
- Include the players and their character details
- Make extras that are memorable but simple
- Make Principals that are complex and flavorful
-

Situation

The plot, character progression, challenges and combat all fall under the category of Situation. These are components of the Legacy system that the Archivist will need to manage and create to keep the game moving. If there is no plot nor challenges, the game will be stale and uninteresting. If characters never progress, their character development will suffer. Creating interesting situations is the lifeblood of a roleplaying game.

Situation covers the ability to create Struggles, the main form of quest, adventure and storytelling. Struggles represent the plot or events that the players must resolve. We say 'resolve' instead of 'complete' because in the Legacy System, the option of *not* doing the Struggle is on the table. However, if the players don't take action to complete the Struggle, there will be consequences. A Struggle should be

able to resolve regardless of the actions of the players, but is made more engaging and interesting when the players *do* engage with it.

A Struggle can be about anything or set in any world, but it's good to answer the questions below when making a Struggle.

1. What is lost when the Struggle is resolved? What is gained?
2. What are the players forced to choose between?
3. Where does the joy, aspiration or love reside?

Each of these questions will help you, as an Archivist, make a Struggle that is engaging, satisfying and dramatic. Don't be afraid of making a challenge or a difficult decision for the players, these are the situations that make games excellent.

Creating Fights

Fights should be exciting, fast paced and brutal. The Archivist should try to make fights exceptional instead of routine. When a situation turns to violence, this should be a moment of heightened danger, the tools provided here will help the Archivist craft their fights into dramatic high moments of a game.

The most important thing to consider in fights is the number of combatants involved. In the Legacy System, each attack from almost anyone has a chance of being debilitating or deadly. Even extras can cripple and kill high level characters without careful, tactical choices. This is a reflection of the reality of fighting, most of the time even skilled individuals can be overwhelmed by a small numbers advantage.

This does not mean that you must make all fights equal numbers of combatants, instead, it's more important to make sure that the players have *options* that are not nullified by numbers. Direct combat, fleeing, distraction, intimidation and the environment are all options that the players can use or manipulate to end a fight.

Escalation

Escalation is the job of the Archivist to build tension, raise the stakes and create high moments. While players have significant agency in their actions, if there is no tension in a moment then the dice roll that happens alongside it will carry no weight. In a similar way, if failure has no consequence then when a player rolls snake eyes they'll just see it as a failure and move on. The ability to build to dramatic

moments and high stakes encounters is an incredibly important part of the Archivists role.

The Legacy System gives the Archivist access to a special kind of action that was discussed earlier in the Advancement section; Escalations. These are opportunities that the Archivist makes to create drama and tension in a scene. They are excellent at creating dire situations in otherwise mundane scenes or rising the stakes in an already high energy moment. Use Escalations liberally as the Archivist and try to offer them to all the players equally to get them all involved in the high moments.

Non Player Characters

In the Legacy System, all characters not controlled by the players are NPCs (non-player characters) and are played by the Archivist. NPCs fall into two major categories; Extras and Principals.

Note - Neither Extras, nor Principals can generate Grit tokens and thus cannot have gritty descriptors.

Extras

The stock characters of the world, extras form the crowd of nameless civilians, beasts in the woods, unimportant and less defined characters of all types. Extras are supposed to be simple and easy to introduce and easy to handle. They are less powerful and impactful than Principals and Player characters and this is by design. Extras are important in filling out the world with people, they don't need to be well defined people, but they must exist and be seen.

Extras have a few different rules that they follow in contrast to Principals.

- Extras DO NOT generate Luck points. However, they can gain them from Principal and Player effects.
- Extras have only one pool of hitpoints **7 + Fort + 1 per level (+1 for health skill, +2 specialized)**
- Extras die immediately when they reach negative hp equal to their level. (*a level 3 extra dies when they are reduced to -3 HP)* However, you may decide to have them fall unconscious instead of dying outright.

- Extras gain an injury to a limb anytime they take 5 damage or more from a single hit.

These changes to the Extra's statistics and rules highlight how they are NOT main characters, they are meant to be easily dispatched in combat and to not drain too much attention from the Archivist. Managing the many, many responsibilities is difficult enough without keeping track of twenty rats and their individual limb hitpoints.

Creating an Extra: The steps that exist below are a general guide for how to create an extra. The steps are simple and fast, meant to allow the Archivist to create a large number of Extras quickly. However, the Archivist is encouraged to break from this guide when beneficial.

1. Choose the level of the Extra (an extra of the same level as the player is a minor threat to them)
2. Set all Attributes to 0. Apply two +1 modifiers to attributes (you may reduce attributes to raise others)
3. Add 6 skills
4. Determine hit point pool: **7 + Fort + 1 per level (+1 for health skill, +2 specialized)**
5. Gain two Benefits
6. For each additional level, apply two Benefits and increase Hitpoint pool by 1.

Principals

The antagonists, allies and named characters of the story. They represent the main characters that are not controlled by the players. Principals are almost identical to the player characters, they should have similar levels of depth, importance in the story, powers, abilities and survivability.

When creating Principals, they can be created using the same rules from the character creation, gaining all the standard advances that players have access to. However, these are special and important characters, the Archivist can and should give the Principals everything they need to fit inside the purpose that the story requires. The level of a Principal can be roughly calculated by the amount of benefits you apply to them, similarly to the players, for every three benefits you apply, increase their level by 1.

Principals that are meant to be Antagonists should be at least two levels higher than the highest level player character to represent a moderate threat. Antagonists are meant to challenge the player characters, whether intellectually or through combat, they need to be capable of going toe to toe with the player characters. Don't be afraid to make them much more challenging that you think is reasonable, this will make them a very satisfying challenge to overcome.

Monstrous Abilities

Sometimes there will be creatures whose nature is so different from a human that the descriptors and Powers presented in this book will be unable to properly account for them. In this case, you are encouraged to give your Principal or Extra a Monstrous Ability.

Monstrous Abilities are meant to be wholly unique and provide complications for encountering and fighting. They are free to be as ridiculous as you like, however there is a general scale of power that you can follow for when you add Monstrous Abilities following the table below

Example Monstrous Abilities Table

Level	Example Ability	Description
1	**Exploding Limbs**	*When a Limb is injured, it explodes for 1d6 general damage to each creature in the same zone (itself included)*
2	**Regeneration**	At the end of each round, restore 1d6+Fort to your limbs separated as you choose.
3	**Swallow**	You can swallow a creature of size 0 or smaller. Make a Force(Might) test vs the target's Force(Might) or Finesse(Adroit). Apply the defender's size to their test. They take 1d6 energy damage at the end of every round and are Restrained. If they leave the grapple or if the Torso becomes Wounded, they are expelled.
4	**Undying**	When the creature gains a level of Dying, they instead make a Fortitude(Health) test and on a success they don't gain any levels of Dying.

Level	Example Ability	Description
5	**Intangible**	The creature cannot be affected by anything physical. They are immune to Physical and Penetrating damage. They can move through objects and space and gain **Flying**.
6	**Horde**	This creature is a representation of a massive horde of creatures. The horde cannot have its limbs targeted. Its Hitpoints are a single value that is 5 x the number of creatures . For every 5 points of damage, kill a single creature in the horde. The horde is able to attack anyone in range and always has a +3 gang up bonus to melee attacks. It makes one attack against each creature it can target each round and gains +1 to damage per creature in the horde.

Benefits

These are the abilities and modifiers that you can apply to Extras and Principals to modify them outside of what is available for a normal player character. These benefits form a guideline for how you can further adjust Extras and Principals and they are not all created equal.

- **Amphibious** - can survive in water and land
- **Natural Armor** - Gain 2 armor on every limb and one outfit trait, this does not stack with other armor values.
- **Flying**: gain the ability to **Fly** freely.
- **Helpful**: gains a **Boon** when assisting you on tests.
- **Large**: increase size by 1 or 2 levels
- **Small**: decrease size by 1 or 2 levels
- **Mounted**: can be ridden as a mount.
- **Lucky**: Gain 2 to their maximum luck
- **Powerful**: Apply a +1 to an attribute
- **Skilled**: Gain 2 skills or 1 Specialization
- **Talented**: Gain a descriptor
- **Magical**: Gain 4 Energy, d4 recovery, the Arcane skill and 2 Powers
- **Arcane(Principals Only):** Gain an Arcane Source
- **Telepath**: Can communicate with people in the same zone without speaking
- **Monster:** Gain a Monstrous Ability

Downsides

Similar to Hinderances, downsides represent particularly detrimental aspects of an Extra or a Principal. For every downside you apply to an Extra or Principal, they gain one benefit.

- **Animal** - Cannot speak or understand language, has no human level consciousness or culture.
- **Hindered** - gain a Hinderance.
- **Fragile Limbs** - halve the HP of all arms and legs (Rounded up)
- **Stupid** - take a **Bane** on all Reason tests
- **Weak** - take a **Bane** on all Force tests
- **Clumsy** - take a **Bane** on all Finesse tests
- **Frail** - take a **Bane** on all Fortitude tests
- **Oblivious** - take a **Bane** on all Sense tests
- **Unpleasant** - take a **Bane** on all Social tests
- **Uncertain** - take a **Bane** on all Willpower tests
- **Unfortunate** - take a **Bane** on all Luck tests
- **Angry** - Easily stirred to fighting and combat.

Downtime

Downtime covers the space in between your Struggles and Chronicles. This is a highly varied concept and is covered here only in suggestion instead of in hard rules. The Legacy System is principally concerned with the events of the story and downtime, by definition, is the stuff that *isn't* the story of your game. Therefore, the rules presented here that cover downtime should be used only when they are helpful to telling your story, they are not critical to the function of the game.

Downtime Actions

Before beginning a new Struggle, or following the conclusion of a Chronicle, the Archivist may allow the player characters to engage with downtime activities. Generally, each player can make one action, however certain periods of downtime may take much longer and the Archivist can grant the players a number of downtime actions that makes the most sense for the period of time spent. Generally, one action per handful of days, up to a week.

Recovery

You engage in recuperation from your wounds and afflictions. Visiting the hospital, a physical therapist, medicine man or a hot springs. Recovery can involve any activities that will help you get back on your feet after being wounded.

You heal all of your limbs up to maximum hitpoint value. Remove up to 3 conditions from the following list or reduce their level (***Bleeding, Broken, Concussed, Cold, Discontent, Distracted, Frightened, Hobbled, Hopeless, Hot, Poisoned, Shaken***). Heal up to two wounds.

Relief

Take the time and effort needed to destress and relax. Hang out with your friends and family, enjoy some high quality meals or comfortable residences. Relief is all about relaxation.

You can reduce your Stress by 3 points, or you may reduce your Stress to the next lowest dice value. *(ex. If you have 10 stress and roll 3 stress dice, you can reduce your stress down to 6, where you only roll 2 stress dice. Or you could reduce your stress from 6 to 3.).* You also reduce one level of **Discontent** or **Hopeless**.

Work

It's time for you to get your nose to the grindstone and make some money. Getting an office job, working for an artisan, selling goods or simple laboring are all going to make you money.

You gain an amount of money roughly equal to a Moderately priced item. The Archivist can determine that your location or job is particularly wealthy and grant you additional money within reason.

Building

You pull out some projects you had in your back pocket and start to work on crafting. Building houses, weapons, computer systems or anything your mind can come up with. With the benefit of time, you have the ability to work uninterrupted and unharried.

You can apply three free successes split amongst items that you want to craft. You must still have the materials required to craft them.

Research

The mysteries that hang around you can be uncovered with simple effort and a reasonably accessible library. You take your time reading journals, searching the web, hunting down clues and talking with experts to uncover information.

You can ask the Archivist up to 3 questions about the future, past or present Struggles or other mysteries. The Archivist must answer truthfully, but they can define information that would be impossible to acquire in your current location.

Training

You put on your headbands and weighted wrist bands and get to work. Training can cover combat training, athletics, gym exercises, university studying or competitive debate.

You gain one grit token and at the start of the next struggle gain a Luck point.

Homebrew Mechanics

When creating your story with the Legacy system, you may find that there are game concepts that you may want to include. The Legacy system is highly modifiable and in this section are some examples and guides for creating systems for your specific story to use with the Legacy system.

When you add something to the Legacy System, it should always be added to serve the needs of the story you're telling. If you're running a detective noir story, there's probably not a need to add a system for crafting magical items. Keep to the core systems as much as you can, but follow the small guide here for new mechanics you may want to add.

Purpose

When you are crafting your mechanic, it's important to identify what the purpose of it is. Do you want your players to make found settlements and need some rules for it? Well, consider what you want that process to feel like and what purpose it plays in the story.

Definition

It's time to figure out the rules of your new mechanic. Defining the rules of your new mechanic is the most difficult part, you're basically just engaging in game design which is hard enough on its own. However, it will be helpful to stay within the lane of what you are adding.

Let's say you're creating this settlement construction mechanic. You've defined what the purpose is; making the players engage with the theme of reconstruction and recovering from tragedy. So now you need a way to let the character *do* that.

You'll need a way to track the population of a settlement, the relevant buildings and possibly some additional pressures like food, water or electricity. Determine what would be interesting or relevant to include and make a few lists of the buildings and a couple paragraphs that define what the settlement needs.

This will give you a good basis to then move on to Integration.

Integration

Integration is when you apply the existing rules structure for the Legacy System into the mechanics you've defined so far. In the example we're using with the settlement construction, you will need to define what tests will need to be made to construct buildings, what benefits these buildings have and the other ways that the mechanics you've introduced work with the characters and the rules of the game.

For example, you may decide that constructing buildings requires a certain number of days or scenes of work and needs a Force, Finesse or Reason test using the Craft skill. This will allow people to apply their various skills, attributes and take advantage of their descriptors and assets. Thus, you've brought the rules you made into the game and you don't have to do additional work to specify what the players need to do.

At the end of it. You should go through and use the rules yourself to test how they would work. Build your own little settlement and try to use your

Magyk (Example of Homebrew Mechanic)

"The most powerful Magyk of all requires one to offer up their own liver, and not expect to get it back"

For common, everyday sorts of magic, miracle, technology and cybernetics, the rules for Arcane Sources and crafting will give you everything you need. They are quick to understand and easy to execute. But what about those constructions and workings of magic that are bigger? More complicated and more intense, potentially powerful enough to change the world and the people within it. For these massive undertakings, players will attempt to create a work of Magyk.

Magyk is the ritual and dramatic, it is the villain enacting a ritual to plunge the world into darkness. It is the creation of a sentient AI or the experimental surgery that could bring someone out from a coma. It is a master smith creating the blade that could strike down evil once and for all and it is the method by which the eldritch forces beyond reality will lay their hands upon the world. Magyk comes in many forms and is meant to serve as a tool for the players and Archivist to change the world around them.

To create a work of Magyk requires four components: A Location, a Sacrifice, the Ritual and your Composure. Each of these components will determine the limits of the magyk, how it is shaped and changes, the cost to activate it and what its end result will be.

Location

Your Magyk is tied to the location in which the Magyk is cast. When choosing your location for the Magyk you intend to invoke, you must consider closely the effect that the Magyk is trying to invoke and how the location will hamper or aid your Magyk.

A location that is deep within the hustle and bustle of a city would be a poor choice for Magyk intended to draw upon nature, while it may be an excellent choice for Magyk that will affect a large number of people. A location that aligns with your Magyk will increase your Potency by one level, while one that is counter to your Magyk will move you down one Potency Level. Locations that are neither beneficial, nor antagonistic to your magic do not affect your Potency.

Locations will come with their own effect on the Magyk as well, regardless of how attuned to your Magyk the location is. The Archivist will apply a Twisting to your Magyk based on the location you chose.

Twisting: The Archivist should apply a Twisting to any piece of Magyk when it is being cast. A Twisting should alter, but not override or change, the base Magyk and should do so in accordance with the location. For example: A Magyk done within the catacombs of an ancient city with the intention of raising an army of undead soldiers could have a Twisting that afflicts the risen dead with the same disease that killed them, possibly spreading it among their allies and enemies.

Sacrifice

When one wishes to conjure Magyk, they must be prepared to pay a terrible cost. The Sacrifice is the core of powerful Magyk and without it your Magyk will be weak and impermanent. Sacrifice must come from the self, the caster is the will of the Magyk and the Sacrifice must be from them. The more important a sacrifice that is made, the more powerful the Magyk shall be.

If a master swordsman were to give up their right hand for their Magyk they would gain a very impressive effect. The connection between the swordsman and their hand, their history and knowledge sacrificed alongside the limb. The loss of sensation and purpose and self all in service of Magyk would create a Potent Magyk.

In another situation, a clever and cruel ruler may assemble a collection of their most prized advisors and use them as a sacrifice. While the ruler may truly miss the experience of their advisors, they are not a true part of the ruler. This would create a Muted Magyk.

Each level of Potency is a *significant* increase in the importance of the sacrifice required.

Potency	Sacrifice Example	Effect example
(1) Cowardly	A liter of a friend's blood, willingly taken.	A single plant will grow healthy and strong and yield plentiful fruit.

Potency	Sacrifice Example	Effect example
(2) Weak	Two liters of your own blood.	Heal a sickness or disease
(3) Muted	A beloved childhood memory	Create a ghostly ward against the supernatural
(4) Sufficient	A dear friendship	Forge a magical weapon.
(5) Empowered	One of your two kidneys	Grow a pair of wings.
(6) Potent	Your dominant hand if you are a skilled artisan	Bring the freshly dead back to life
(7) Ominous	Your pregnant wife	Awaken an ancient horror within the deep
(8) Terrible	Your physical heart and any memory of you from those that loved you.	Create Worldender, the blade to end all conflict.
(9) Unknowable	Your physical body and the entire country which you call home.	Arise as the chosen performer of the Yellow Sign. An Eldritch apocalypse is realized.

Ritual

The only way to bring Magyk into the world is to execute it through the performance of a ritual. In this context, Ritual describes the physical material, time, chants, dances, and participants that the Magyk will require. In this case as with the others, more the merrier. A Ritual that is more complex and symbolically tied to the action of the Magyk will be more effective, especially if multiple participants are required.

A Ritual which has many dozen cultists, censers of incense and hours of chants has the potential to be a powerful ritual component, assuming that all these practices are at all related to the Magyk being performed. Were this intended to

somehow access divine or hellish magic it would fit perfectly, but if this ritual were part of a mending ceremony it would stop being quite as powerful.

Choose at least one Ritual Component from the following list and for every two beyond you will raise the Potency of the Magyk by one level: Expensive materials, lengthy ritual, many participants

Composure

Magyk requires the will to shape something from nothing. It is the hope and trust that is won through blood and pain. The one who reaches into Magyk and pulls free the power to change will be the one who can keep their Composure.

Composure is measured through the user's ability to withstand and handle adversity. A character is limited in the Maximum Potency of their Magyk by the amount of Grit Tokens that they have. When you complete your Magyk you must spend a number of Grit Tokens equal to the Potency Level of your Magyk and if you do not have enough, the Potency is forcibly lowered to the level that you can reach with your Grit Tokens.

Settings

Telling stories using the Legacy System opens the Archivist up to a vast array of setting options. The Legacy System works exceptionally well in almost any setting you can choose, as long as you keep in mind the style of story you want to tell. Because of this system's setting neutral backgrounds, hindrances and descriptors, the most that an Archivist will have to do to make the system work in a new setting is to just change some names.

The first step for an Archivist when coming up with a setting is to just go over the book and find direct comparison points to use within the game system to tie to the setting. For example; if the Archivist wants to make a setting that is a sci-fi space opera, they may choose to indicate that there is an organization of space monks who have some specific magical abilities, in which case the Archivist could decide to rename the Thaumaturge arcane Source into Force User to better reflect the setting.

Remember, that anything that doesn't fit can be renamed or removed.

Adding Setting-Specific Abilities

New skills, hindrances, Origins, descriptors and Powers can all be added to a setting by the Archivist. Some settings may have certain common skills like driving, riding, using computers and piloting spaceships that do not have a direct corollary in the base skills. In this situation, it's easy enough to name a new skill and determine its linked attribute. Very similarly, hindrances and Origins fit in a similar vein. If there are some types of backgrounds or character flaws that would be specific to a setting, simply add them into the game following the existing Origins and hindrances as a guide.

When adding descriptors and Powers it's important to take some extra time to consider the effect of them on the setting. They are more complicated and thus should be added with much more consideration than the others. Most descriptors indicate character and personality traits, not specific features of the setting, so it is recommended to leave the descriptors as they are and only add something new when players are looking to make a specific kind of character that is not enabled with the base descriptors. Powers work similarly, add new Powers only when the existing Powers do not provide the abilities that players are looking for.

Equipment

Creating an equipment list is not as important as the rest of the setting building steps, however it is important to consider the value of Assets, Weapons and Armor. As these are the primary items that the characters will interact with or try to craft, you should have it clear what the value rating for a basic item from that list would be. By default in the Legacy System, a weapon is value level 2 and Outfits and Assets are value level 3. A setting with low industry might have the weapon or armor value increase, while a setting with advanced technology will have its assets value decrease.

Pre-made Settings

In this book we have included a small number of settings to help the Archivist jump into the storycrafting without having to manufacture an entire setting. These will also serve as good examples for an Archivist crafting their own setting on what can be included, how they can alter the rules and useful details to consider.

Writhe World

In a world once teeming with life, nature and joy, there is now only The Writhe and those who flee from its terror. Alien creatures with slug like bodies and powerful minds emerged from the void of beyond. They have brought the world to its knees with their otherworldly strength.

The grim setting of the Writhe World is one that is stepped in eldritch horror and a desperate fight for survival against a callous foe. The world has largely been taken over by entities who are part of the Writhe Mind, an alien techno-organic society built around the assimilation of foreign entities to enable expansion of the Writhe Mind. This setting works well for games about struggling against impossible odds, reclamation and renewal after tragedy, redemption and dark stories.

While the setting is a horrifying nightmare world of vile creeping tendrils and an omnipresent psychic force that destroys dreams and forces those inside to live in nightmarish pain, the adventures and stories are not 'Grim Dark'. This is to say, the enemy can be destroyed, the heroes can flee, the light and joy and hope can return. The world can change, and such a story can be incredibly compelling and is encouraged in the setting of The Writhe World.

This setting presents a medieval world that has been taken over by the Writhe, however it can work perfectly well for any tech level civilization.

Characters and Creatures

Writhes - the main population of the Writhe Mind. They are creatures who have been taken over by the Writhe Mind and thus are massively varied in appearance. They possess only the barest fragments of a personality and function as an intelligent workforce for the first hundred years of their lives. After about a century, writhes start to adapt to their new existence and will become fully sentient, sapient and independent while still within the Writhe Mind. They are then referred to as Elder Writhes.

Bone Skitters - A type of vermin that is often found in the territory of the Writhe Minds. They are chitinous, insectoid creatures that use skulls and bones and their shells.

Dominus - The lowest ranking entity within the Core of the Writhe Mind. They often command ships, writhe colonies and may have hundreds of writhes at

their beck and call. Most Domius' are paired with a Menticider and the two form a potent combination of personal and influential power.

Menticider - Huge, pulsating orbs of skin, bone and eyes. Menticiders are vile abominations who reside at the center of the Writhe Mind Core. Their connection to the Writhe Mind is more powerful than almost all others, though they do lack the power to directly control large numbers of creatures, like the Dominus. The power of the Menticider is in its ability to drive massive techno-organic machines and to cripple the willpower of powerful entities.

The Writhe Mind - the entity known as the Writhe Mind is not a physical creature. Instead, it is an entity made up of the thoughtforms of the entities that make it up. Each creature who makes it up is a single neuron, developing a vast network of interconnected psychic voices which developed into what is called a Macroconsciousness. The Writhe Mind does not need to enact any particular will upon those within its core, they already know and understand the steps they must take.

Places and Concepts

Writhe Home - these are the main fortifications of the Writhe Mind in the world. They are pre-existing buildings that have been taken over by the twisting organic structures of the Writhe. They are filled with any number of bone-like organic pods that hook up to a machine called an Assimilation Engine, which will slowly change those in the pods into writhes. Inside they are watched over by a Tender, which is the Dominus that watches over and maintains the structure and progress of those within.

Ostrakon - the chitenous fortification of the Writhe that houses a Menticider. Ostrakon's have many different purposes, though by default most host a Menticider, a Dominus and a number of servant Writhes. They are used as Mines, Fortresses, Knowledge Banks, Ritual Sites and much more. They have the shape of a castle sized barnacle, stuck to the very earth.

Mind Spike - this is a focal point of the Writhe Mind on a planet. It is the final piece that seals the doom of those who call this place home. It is a massive, mile high spur of bone. Nerves run the length of it and it is tended to by dozens of Menticiders and Dominus'. When placed, the Mind Spike connects the Writhe Mind upon the world to the greater Writhe Mind that spans the cosmos.

Quest Hooks

d6	Title	Hook
1	Love the Writhe	Your players have discovered that their loved ones and family members have been taken by the Writhe Mind. They must venture into a Writhe Home to break them free and escape back to the Green Country.
2	Invasion	The Writhe has arrived at a small settlement on the edge of civilization. Scouts have been spotted and the players must aid the settlement in weathering the tide or escaping to safety.
3	The Writhe Inside	The players are a part of a resistance or underground movement that has been revealed to have a Writhe Mind spy within. The players must deduce who the spy is and hunt them down before the Writhe can find and demolish the resistance.
4	Strangers at Our Door	Before the Writhe Mind came to the world, they sent emissaries and scouts. One emissary has arrived at the capital of a country, claiming to come in peace. The players must engage in political games as many factions try to ally with or destroy the alien visitor for their own agenda and political power.
5	A Deep Walk	The players are unknowingly trapped within a Menticider Dream-Scape and must push themselves to the edge of the dream world to break free of their illusion, then sneak, fight and connive their way out of the Ostrakon.
6	All the Worlds Spite	The Mind Spike has been placed and it now calls to the Writhe Mind of the great beyond. Hope is gone, a chance for freedom and life long past. The only thing left is the collective hate and spite that fuels a final assault on the Mind Spike.

Setting Specific Skills

To match the medieval setting and the strangeness of the Writhe technology, new skills can be added to a game set in a Writhe World.

Finesse(Sailing) - operating ships of all kinds, from airships to sailboats.

Finesse(Riding) - riding animals, driving carriages and other animal based travel.
Reason(Arcane Knowledge) - knowledge of the Arcane and the function of Magyk.
Willpower(Writhe Speak) - the method used to interact with Writhe Engines and the various denizens of the Writhe Mind.

Hinderances

The hindrances offered here give the players ways that they may have already interacted with the Writhe Mind. Many of the core hindrances can also be attributed or styled to fit well within the Writhe World.

Writhe Touched
You have been freed from a Writhe Home, thankfully the process was halted. However, the symptoms are difficult to deal with.
Your past connection to the Writhe Mind sometimes returns at dangerous moments. The Archivist may offer you Escalations where the Writhe Mind will temporarily connect back to you to force you to take an action.

Hunted
The Writhe has identified you as a mind of importance. You don't know why, or how they determined this, but the Writhe is hunting you down.
You are being hunted by Writhes specially created to capture you and return you to a Writhe Home. The Archivist may offer you Escalation to introduce the Hunter into the current scene.

Equipment

With the limited infrastructure left behind by the Writhes, items which require industry or machines are much more difficult to acquire and create. Consider increasing the number of successes required to craft those items, or else make them valuable finds in the world.

Writhes are able to make their own items, however they are generally so specifically tooled to the usages of the Writhes that they are unapproachably complex or alien to a normal person. A Writhe tool generally requires direct connection to the muscles and nerves of a Writhe, making them a difficult prospect for most to use.

Value Level	Example items
(0) Pittance	Chalk, Charcoal, Arrow/bolt, Ink Pen, Jug, Pole, Sack, Torch
(1)Cheap	Basket, Blanket, Ladder, Lamp, Pint of Oil, Paper, Parchment, Pouch, Ration, Tinderbox, Glass Bottle, Flask, Waterskin, Rope, Chicken
(2) Moderate	Backpack, Ball Bearings, Barrel, Bedroll, Bell, Block and Tackle, Caltrops, Chain, Chest, Crowbar, Map, Net, Cooking Pot, Donkey, Rowboat, Cart, Shield
(3) Spendy	Weapon, Flask of Acid, Burglar's Tools, Climber's Kit, Holy Water, Horse, Traveler's Clothes, Costume, Covered Wagon
(4) Expensive	Suit of Armor, Book, Camouflage Clothing, Spell Scroll, Healing Potion, Deadly Poison, Metal Lock, Antitoxin, Spyglass, Warhorse
(5) Ludicrous	Sailing Ship, Magical Item

Extras

Bone Skitter

FOR	1	**Skills**
FRT	1	Martial
FIN	2	Climbing Deft
SNS	1	Stealth Searching Shooting
RES	-3	
WIL	0	
SOC	0	
LCK	0	

Maximum HP	Armor Value	Armor Traits	Level	1
7	2	Resistant	Size	-2
			Luck Points	0

Claw Strike	Small(no attr to dmg), Crippling, Puncturing 2, Finesse	2d6+1	/
Poison Bile	Short Range, Energy	1d6+1	2d6 +1

Descriptors & Benefits:

Natural Armor - Gain 2 armor on every limb and one Outfit Trait, this does not stack with other armor values.

Small - decrease size by -2

Breacher - At the start of combat, increase the armor values of all your limbs by 3 until the end of the round.

Notes: *Foul alien crustaceans that hide inside skulls to ambush their prey.*

Downsides:

Animal - Cannot speak or understand language, has no human level consciousness or culture.

Writhe Deceiver

FOR	-1	**Skills**
FRT	1	Martial Health
FIN	-1	Impression(+1) Arcane
SNS	0	Discipline Courage
RES	2	Guile argument
WIL	1	
SOC	2	
LCK	-1	

Notes: *created to fulfill the will of the Writhe Mind, they are exceptional spies and capable of subterfuge and mimicry.*

Magical

4	d4

Gains access to two Powers

Maximum HP	Armor Value	Armor Traits	Level	3
12	-	-	Size	0
			Luck Points	0

Lancet	Serrated, Quick, Disguised	2d6+1	/

Descriptors & Benefits:

Magical: Gain 4 Energy, d4 recovery, the Arcane skill and 2 Powers

Powerful: Apply +1 to an attribute

Equivocator: When you fail a Guile test or are being accused of something, you can deflect the blame. Make an opposed Reason(Guile) vs Reason(Impression) test and on a success the blame is shared between you and the target.

Skilled (2): Gain 2 skills or 1 Specialization

Telepath: Can communicate with people in the same zone without speaking

Downsides:

none

Change Shape (*Social)*

Energy Cost: 2 Type: Potence

Duration: Continuous

Description: You take the form of another creature. You can become up to one size higher or smaller.

Flare(1): as an action, Change the form you have to another.

Deteriorate (*Willpower)*

Energy cost: 2 Type: Attack

Range: Close Duration: Limited

Description: Make an opposed Willpower (Arcane Source) vs Fortitude (Stamina) against a single creature within range. On a success, reduce one of their attributes by 1 point per success for the duration.

		Flare (2): remove a chosen skill from that attribute for the same duration. *Flare (3): you gain the attribute points drained by the attribute for the duration.*

Survivor

FOR	+1	**Skills** Martial Stamina, Health Stealth Navigation Crafting Courage, Morale
FRT	0	
FIN	0	
SNS	+1	
RES	0	
WIL	+1	
SOC	0	
LCK	0	

Maximum HP	Armor Value	Armor Traits	Level	2
10	-	-	Size	0
			Luck Points	0

Lumber Axe	Utility (Might)	3d6+1	/
Oil Bomb	Blast, Expendable, Energy, Remote	3d6+1	1

Descriptors & Benefits:

Skilled: gain 2 skills

Hopeful: You gain a rest activity: **Bolster Hope -** you may make a Willpower(morale) test to move an ally from **Anguished** to **Despondent** or from **Despondent** to **Hopeless** or to remove the **Hopeless** condition.

Powerful: apple +1 to an attribute

Notes:*Survivors of the Writhe Mind's invasion are sturdy and unrelenting. They are*

Downsides:

none

unbowed to the tyranny of their invaders.

Principals

These are the major players of the Write Word. They are a good starting point for creating antagonists or important characters that the players will have to overcome. The Principals in the Writhe World are often the harbingers of the writhe. Dominus' and Menticders who are hiding themselves from adversaries with magic and politics.

Dominus Aramentus, of the Writhe			Armor Traits: Resistant, Obvious, Helmed							
FOR	0	**Skills**	Head	8	5	Torso	8	5	Level	4
FRT	0	Health Impression, Searching	R Arm	8	0	R Arm	8	0	Size	0
FIN	-1	Adv. Tech, Crafting,	L Leg	8	0	R Leg	8	0	Luck Points	0
SNS	0	Medicine, Spellwright (+1)	Lancet			Serrated, Quick, Disguised			1d6+0	/
RES	+2	Discipline, Writhe Speak								
WIL	+1	Leadership, argument	Descriptors & Benefits: **Skilled(2):** gain 2 skills, one specialization					**Powerful(3):** apply +1 to		

SOC +1 LCK 0 Notes: *the overseer of a writhe home and a powerful spellcaster. They are a force of control.* SpellWright	an attribute **Arcane:** Gain an Arcane Source **Telepath**: Can communicate with people in the same zone without speaking **Well of Energy:** Gain +2 Energy **Intuitive**: When you succeed on a Sense(Impression) Test to read someone's intentions, you gain a +1 to your next test based on what you infer from them. Downsides: *none*	
10 d6 When the spellwright generates a failure while casting a Power they gain 1 wound to a random arm or leg.	**Blast** (*Fortitude)* **Energy cost**: 2 **Type**: Strike **Range**: Short **Duration**: Instant **Description**: target a zone within range and make a Fortitude(Arcane Source) Power attack. The blast deals 1d6 general damage +1 per success. For each failure generated the attack targets one zone closer to you. *Flare (2+)*: increase the damage by 1d6 to a maximum of 3d6 damage.	**Harm(***Reason)* **Energy cost**: varies **Type**: Strike **Range**: Short **Description**: make an Reason attack test against a target within range. The attack deals 1d6 Normal damage per 1 Energy spent to a maximum damage of 3d6. *Flare(1+) :* increase the range by 1 zone
Damage Zone(*Fortitude)* **Energy Cost**: 2 **Type**: Strike **Range**: Short **Duration**: Limited **Description**: Target a zone within range and make a Fortitude(Arcane Source) Power attack to turn the zone into a damaging area. Creatures that begin their turn inside that zone or who move into the zone during their turn take 1 general Energy damage per success rolled. *Flare(1)*: creatures in the zone are considered **Hobbled**.	**Lift(***Force)* **Energy Cost**: Varies **Type**: Change **Duration**: Limited **Range**:Short **Description**: You may raise an object into the sky. Make a Force(Arcane Source) test and spend any amount of Energy. You can lift your target into the air up to a number of zones equal to your successes, the target can be a size equal to or less than the amount of Energy spent. Each round after, you may spend an action to raise or lower the target one zone. You cannot move the target horizontally, only vertically. *Variant (X + 2):* You may target a creature with this Power with an opposed Force(Arcane Source) vs Fortitude(Stamina).	**Detect(***Sense)***Energy Cost**: 1 **Type**: Change **Range**: Short **Duration**: Instant **Description**: You gain a sudden burst of awareness in the area around you. Make a Sense(Arcane Source) test, for each success you learn about an important feature, potential hazard or hidden creature in your zone or adjacent zones. It does not reveal specifics, like who the hidden creature is, only if it

Flare(2): a creature who ends their turn in the area must make a Willpower(courage) test or else gain one Stress. *Flare(1): at the end of each round each character in the zone makes a Fortitude(Stamina) or else gains one level of Cold or Hot.*	*Flare (2):* You can move the target in any direction in 3D space. *Flare (1):* You can use the target to attack other objects or creatures. Use two actions to make a Force(Arcane Source) vs their Finesse(Initiative), on a success both the object being lifted by the Power and the target of the attack take 2d6 general damage.	is there and which zone it is in. *Flare(1):* increase the range of this Power to medium.
Embolden(*Willpower)* **Energy cost**: varies **Type**: Change **Range**: short **Duration**: limited **Description**: Make a Willpower(Arcane Source) test. On a success, choose a creature within short range to increase one of their attributes by 1 per Energy spent to a maximum of +3. Reduce the Energy cost by the number of successes.		

Obolov, Menticider

Armor Traits:

FOR	1	**Skills**
FRT	2	Health Stamina
FIN	-1	Arcane Knowl. History, Medicine
SNS	-1	Writhe Speak, Discipline, Thaumaturge (+1)
RES	2	
WIL	2	Leadership Personal fortune
SOC	-1	
LCK	1	

Head	15	5	Torso	15	5	Level	6
R Arm	14	0	R Arm	14	0	Size	4
L Leg	14	0	R Leg	14	0	Luck Points	4

Tentacle	Reach, Staggering	2d6+1	/

Notes: *the origination of the invasion and the direct line to the Writhe Mind. It is a bulging mound of brain matter and flesh.*

Descriptors & Benefits:

Powerful(5) - apply +1 to an attribute **Skilled(2)**: gain 2 skills, one specialization

Telepath: Can communicate with people in the same zone without speaking

Arcane: Gain an Arcane Source

Craftsman: Writhe Tools - gain a +2 to your crafting tests, halve any penalty for not having the appropriate equipment

Large (2): increase size by 1 or 2 levels

Grip on Life: You gain a **Boon** to all tests when you are **Dying**.

Signature Spellcaster: Make one of your Powers a Signature spell.(Obliterate)

Well of Energy: +2 max Energy

Downsides:

none

Thaumaturge

8	d4

All Powers that the thaumaturge casts are done with a Willpower (Thaumaturge) test

Obliterate (*Willpower) (Signature +1)*

Energy Cost: 1 **Type**: Strike

Range: Close **Duration**: Instant

Description: Make a Willpower (Arcane Source) test vs the target's Fortitude(Health). On a success you reduce one of their arms or legs to 0 HP.

Strike (*Willpower)*

Energy cost: 1

Type: Attack

Range: Close

Duration: Instant

Description: make a Willpower (Arcane

instead of whatever ability and Skills they use.	~~*Flare (4)*~~: *Removed*	Source) test against a target within range. The attack deals 2d6 damage plus your Force attribute and the number of successes gained. *Flare (2+)*: target one additional creature within range.
	Shield (*Willpower*) **Energy cost**: 1 **Type**: Change **Range**: Self **Duration**: limited **Description**: make a Willpower(Arcane Source) test to have a creature you touch gain 1 armor to all of their limbs per success. This armor stacks with existing armor values but not other Powers. *Flare(1+):* add an armor trait to the armor.	

Perisseia City

The city of "Always Day" is the crown jewel of earth. A completely man-made metropolis in the center of the Atlantic ocean, it is the next leap in mankind's ability to create. Its hive of networks, cyberlinks and virtual reality pods make it an unparalleled connective experience for the 1.8 billion people who call it home. Make your new life, in the daylight of Perisseia City.

The techno-futurist setting of Perisseia City is a building block for a thousand different kinds of stories. With so many people living in such a massive, sprawling city you can always find hidden mysteries, murders, car chases, political deals, industrial sabotage, torrid romance, kidnappings and any kind of incident you can imagine. There is *always* something happening in Perisseia City.

This setting provides the Archivist with a number of exciting ways to tell a story. With a futuristic setting that includes a virtual reality network that people can plug into, alongside an undercity beneath the waves of the Atlantic, the story can switch and spiral from gritty underworlds to high fantasy adventures to urban encounters. The limit to what the city contains and how it can be used is only limited by the imagination of the Archivist.

Characters and Creatures

Cyberskeever - A low level hacker and gangster, more interested in hacking the vending machine for unlimited snacks than tackling a real job. They are a dime a dozen in the Gangway, but their scrappiness and strength in number shouldn't ever be discounted.

Perisseia's Finest - The policing force in the city, often called "Fine Boys", "Shineys" or "Finishers". They regulate the physical space in the city and operate alongside Net Watch to pursue criminals and bring them to justice. They are generally well liked by the upper class but despised by those who make the Gangway their home.

Net Watch - The cybersecurity group that oversees the VR networks, cyberlinks and mundane networks as well. They are a private company and as such are extremely vulnerable to corruption. Their corruption is so blatant that their net barricades are called "Toll Booths" and breaking through any of their firewalls only takes a few credit chips.

Places and Concepts

The Risers - The skyscrapers that form the upper levels of Perisseia. Full of pent house suites, rooftop clubs, sports arenas, gardens and restaurants. It is a pleasure garden the likes of which does not exist anywhere else in the world. It is full of services and comfort, however only the extremely wealthy or the extremely fortunate can afford to live there. It is a place that everyone wants to be, where everyone is trying to reach. Because of this, the Risers are often the symbol of inequality and the oppression of those underneath them in the city.

The Undercity - The so-called 'undercity' is far from the true bottom of the hierarchy in the city. It is most analogous to the Middle Class. It is the supporting structure for the economy and culture of the city. The vast majority of the population of Perisseia lives here. There are massive tenements and apartment structures that rest underneath the floor of the Risers. It is lit with neon lights and false suns and is populated with massive amounts of VR outlets.

The Vents - The most wretched and down trodden place in Perisseia. The Vents are utility, slum and manual labor all wrapped up in a darkened, metal plated box. Millions of people live in these tunnels, creating a unique culture of mutual self reliance alongside xenophobia. Those who live in the Vents trust each other, but not the 'fakers', 'trashers' and 'bouges' from the Undercity and the Risers. However, that trust barely extends to anyone outside of their specific community. The Vents are a surprisingly cooperative group, but their poverty and suffering has created massive tensions between different groups, gangs and communities in the Vents.

CyberLink - The network of the city of Perisseia. It is commonly called "The Link" and is accessed both through the VR pods and through your average computers. It contains such a vast amount of information that it's often referred to as the "Second City". It's a more advanced interface and information stream that does connect to the world wide web, however the Link is so much more in depth. It contains memories, virtual landscapes, worlds and simulations of anything you could ask for.

Quest Hooks

d6	Title	Hook
1	High-Rise Heist	The massively valuable “Argentum Jewel” has been moved to the Twin Spire Club in The Risers for a gala event. It is where the most popular and influential entertainers in the city host lavish and gaudy events. The players are a scraggly group of hackers and thieves and this is their opportunity to secure their future!
2	Gangland Warfare	In the Vents, two neighboring gangs have come into conflict over the death of a young member. The Crawlers and the Strand Skimmers are on the edge of an all out war that is sure to kill hundreds. The players must investigate the murder and reveal the truth of the situation before violence breaks out!
3	Lost in the Link	Your players have delved too far into the Link and now cannot make reality from the virtual and have no way out! They must fight, hack and run to escape from the virtual world, but the Net Watch wants to keep them locked inside for unknown reasons.
4	The Collapse	A skyscraper in The Risers has been destroyed and its collapse killed a huge number of innocent civilians. You and your team of detectives must figure out the cause of the collapse and act quickly before more disasters strike the city!
5	Flying Free	The Cloud Skimmer 100th anniversary race is here, and it’s being hosted in the beautiful Perisseia city! These daring races take place over a week of celebration and will challenge these teams of death defying daredevils to the most intense airborne racing the world has ever seen!
6	Aggravated Assault	Perisseia’s finest have initiated a complete crackdown on the people in the Vents. Vagrancy and homelessness are being criminalized and people are getting rounded up. Players must evade the Shineys and figure out where this decision came from and how to end it.

Setting Specific Skills

The city is so infused with advanced technology that there are a couple of extremely common forms of technology that warrant their own skills. These are meant to enable characters to engage with the sci-fi setting and have different ways to be skilled in operating the advanced technology of the city.

Cyberlink - Operating, using and fixing cyberlink technology.
Pilot - Using flying, driving and submersible machines.
Remote - the use of drones, remote control vehicles and machines that are operated from a distance.

Hinderances

Cyber Scarred
You have had a deeply traumatic encounter while cyberlinked.
Whenever you attempt to enter a cyberlink, you must make a Willpower(Courage) test or else gain 1 stress. Make the same test whenever you exit a cyberlink.

Bad Driver
You've never been good behind the wheels of a car and it's not looking good for other vehicles either.
Anytime you drive a vehicle of any kind, you will be offered an escalation related to your terrible driving skills. Refusing this escalation costs a luck point in addition to its normal cost.

Debilitations

Linkless
Through choice or circumstance, you do not have the mods to allow you to enter The Link.
Your character cannot CyberLink or lacks the modifications to do so. They cannot (or will not) ever gain the ability to enter the Link.

Equipment

The future technology of Perisseia is completely infused into the city. Production and industry have created a significantly raised lower class and while the many aspirations of the city have not come to fruition, the higher floor of the standard of living has maintained. Rent and food are cheap and plentiful, but these things can't lift people into the Risers.

Technology is also incredibly easy to acquire. Every character is assumed to have a personal computer at least, if not a larger array of technology that is easy to acquire. Cybernetics, virtual reality pods and all manner of augmented reality technologies are everywhere in the city.

Value Level	Example items
(0) Pittance	Cardboard box, Gas Station Coffee, Glowstick, pocket flashlight, Cigarettes, Taxi ride, Nylon bag
(1) Cheap	Data Chip, Filter Mask, Microtools, Fashionable clothing, Network Access (1month), Binoculars, Sonar scanner
(2) Moderate	Weapon, VR Interface, Pocket computer, Electronics tools, Mini printer, video phone, junk apartment (1 month), clinic visit, computer mods, High quality drugs, Simple cybernetic upgrade
(3) Spendy	Outfit, Mobile Satellite Uplink, Music Equipment, DNA Scanner, Arc Furnace, High Power Computer, Security Scanners, Net Uplink Device
(4) Expensive	Personal Vehicles, Luxury apartment (1 month), Body sculpting, Remote Assassination Device, Dive Capsule, Radsuit
(5) Ludicrous	Master Broadcast Computer, Townhouse, VR Immersion Vat

Extras

Perisseia Police Officer

FOR	1	**Skills** Brawl (+1) Running Shooting, Impression, Pilot Cyberlink Morale Guile
FRT	1	
FIN	1	
SNS	1	
RES	-1	
WIL	0	
SOC	0	
LCK	0	

Notes:

n/a	/	/

Maximum HP	Armor Value	Armor Value	Level	2
10	2	Helmed, Ballistic (+2 against range), Obvious, Gauntleted	Size	0
			Luck Points	0

Stun Stick	Non-Lethal, One-Handed	2d6+1	/
Auto Pistol	Rapid 3	1d6+1	20

Descriptors & Benefits:
Heavy Handed - Your unarmed and improvised weapon attacks gain the Staggering weapon trait.
Persistent - You gain a Triggered Action -
Chase - When a creature you are **Engaged** in Melee combat with takes the move or run action, you may take a free move action to follow them.
Skilled(2): 2 skills and one specialization
Powerful: +1 to an attribute

Downsides:
Angry - Easily stirred to fighting and combat.

CyberSkeever

FOR	0
FRT	1
FIN	1
SNS	1
RES	1
WIL	-1
SOC	0
LCK	0

Skills

Martial
Running
Adroit
Shooting,
Pilot
Cyberlink

Maximum HP	Armor Value	Armor Traits	Level	1
9	-	-	Size	0
			Luck Points	0

Palm Spike	Quick, Disguised, Finesse	1d6+1	/
Shot-Pistol	Spread, Close Range	2d6+1	6

Descriptors & Benefits:

Powerful: Apply a +1 to an attribute

Close Quarters Combatant: When making a ranged attack with a Close or Short range weapon, you ignore the penalty applied to ranged attacks when **engaged**.

Magic: Gain 4 Energy, d4 recovery, the Arcane skill and 2 Powers

Notes:

Downsides:

Uncertain - take a **Bane** on all Willpower tests

Cybernetic

4	d4

Gains access to one Power

Speed (*Finesse*) **Energy Cost**: 2

Type: Potence **Duration**: Continuous

Description: You may take the Move action once per round without using an action.

Flare (2): reduce the penalty for Hasty actions by 1 until the end of the next round.

LinkRunner

FOR	-1	**Skills**
FRT	-1	Remote
FIN	-1	Cybernetic
SNS	1	Cyberlink (+1), Adv. Tech
RES	2	Craft
WIL	1	Discipline
SOC	1	Guile
LCK	0	Impression
		Stealth

Notes:

Maximum HP	Armor Value	Armor Traits	Level	2
8	-	-	Size	0
			Luck Points	0

Sneak Rifle	Medium-Range, Disguised	2d6+1	/

Descriptors & Benefits:

Magical: Gain 4 Energy, d4 recovery, the Arcane skill and 2 Powers

Tech Wiz: When making tests to use advanced technology, Assets you use apply an additional +1 bonus. In addition, you can *always* use Reason on an Advanced Technology test instead of whatever attribute the Archivist instructs you to use.

Skilled(2): Gain 1 Specialization in Cyberlink, gain training in 2 skills

Well of Energy: +2 to max Energy

Trained: Learn the Strike power

Downsides:

Weak - take a **Bane** on all Force tests

Cybernetic

4	d4

Gains access to one Power

Detect(*Sense*) Energy Cost: 1
Type: Change Range: Short
Duration: Instant
Description: Make a Sense(Arcane Source) test, for each success you learn about an important feature, potential hazard or hidden creature in your zone or adjacent zones. It does not reveal specifics, like who the hidden creature is, only if it is there and which zone it is in.
. *Flare(1):* increase the range of this Power to medium.

Strike(*Force*) Energy cost: 1
Type: Strike Range: Close
Description: make a Force(Arcane Source) test against a target within range. The attack deals 2d6 Normal damage plus your Force attribute and the number of successes gained.
Flare (2+): target one additional creature within range.