

Typical Thresholds

1	Effortless
2	Routine
4	Easy
5	Moderate
6	Challenging
7	Difficult
8	Very Difficult
10	Extremely Difficult
12	Near Impossible
14	Pray for Divine Intervention!

Complexity

- Mundane everyday tasks. Default level.
- Professional level tasks that entail interrelated tasks or more precision.
- Tasks that require a great deal of multitasking or precision.
- Tasks that only experts and world-renowned practitioners can accomplish on a regular basis.
- Incredibly delicate or involved tasks that experts rarely have the capability of.

Ranged Combat Chart

	Att	Def	Notes
Range			
Point Blank	+1	+0	Arms reach
Short	+0	+0	
Medium	-1	+0	
Long	-2	+0	
Extreme	-3	+0	
Physical Status *			
Mildly Intoxicated	-1	-1	Few drinks
Moderately Intoxicated	-2	-2	Heavy drinking
Heavily Intoxicated	-3	-3	Medication
Lighting			
Poor	-1	-1	Moonlight
Very Poor	-2	-2	Starlight
Barely	-3	-3	Indirect light
Dark	-4	-4	No light
Cover			
Light	+0	+1	Bushes, grass
Full Light	-1	+2	Bushes, grass
Heavy	+0	+3	Walls, rocks
Full Heavy	-2	**	Walls, rocks

* Or use drug rules

** Automatic success

Melee Combat Chart

	Att	Def	Notes
Situation			
Facing opponent	+0	+0	
Flanking opponent	+0	-1	
Behind opponent	+0	-2	
Multiple opponents	+0	-1***	
Off hand	-1	n/a	
Physical Status *			
Mildly Intoxicated	-1	-1	Few drinks
Moderately Intoxicated	-2	-2	Heavy drinking
Heavily Intoxicated	-3	-3	Medication
Lighting			
Poor	-1	-1	Moonlight
Very Poor	-2	-2	Starlight
Barely	-3	-3	Indirect light
Dark	-4	-4	No light
Cover			
Light	+0	+1	Bushes, grass
Full Light	-1	+2	Bushes, grass
Heavy	+0	+3	Walls, rocks
Full Heavy	-2	**	Walls, rocks

* Or use drug rules

** Automatic success

*** Cumulative to -3 (-1 for second attacker, -2 for third, etc)

Average Movement Rates

Sprinting:	25 + 5 x (FIT + Athletics)	(25m)
Running:	2/3 Sprint speed	(17m)
Jogging:	1/2 Sprint speed	(13m)
Walking Speed:	1/3 Sprint speed	(8m)

Drug Effects

Roll	Fatal Toxin	Sedative	Hallucinogen
MoF 1-4	Dmg = Pot x MoF	AP = MoF	AP = MoF
MoF 5-9	Dmg = Pot x MoF	Knockout	Incapacitated
MoF 10-14	Dmg = Pot x MoF	Toxic (Pot - 5)	Toxic (Pot - 5)
MoF 15+	Dmg = Pot x MoF	Toxic (Pot - 5)	Toxic (Pot - 5)
Fumble	Coma	MoF = 10	MoF = 14
Roll	Euphoric	Stimulant	Analgesic
MoF 1-4	AP = MoF	Initiative + MoF	AP = +MoF
MoF 5-9	Incapacitated	Initiative + (10 - MoF)	AP = +MoF
MoF 10-14	Incapacitated	Toxic (Pot - 5)	AP = +MoF
MoF 15+	Toxic (Pot - 10)	Toxic (MoF - 5)	AP = +MoF
Fumble	MoF = 14	Treat as toxin	No effect

Analgesics: If MoF > 2 x SS unconscious for D6 hours

Sample Drugs

	Poten.	Effects	Onset	Notes
Hazers:				
Greenweed	7-10	Hall	10/30min	Smoked/Ingested
Dreamer's Meat	7	Hall	10min	Smoked
Eva's Blessing	10	Hall	30min	Eaten mushroom
	6/8	Hall	5/10min	Absorbed/Smoked
Libs	5-9	Sed/Euph/Anal	25min	Smoked or eaten
Healers:				
Willow Bark Tea	5-9	Anal	10min	Varies
	8	Anal	10min	Drunk
Ragers:				
Joshua's Blood	7-10	Stim/Anal	15min	Varies
	9	Stim/Anal	15min	Drunk
Squat Powders	8/10	Stim/Anal/Hall	15min	Eaten/Smoked
Alcohol	6	Sed/Euph/Anal	15min	Drunk

See rules for notes on addiction.

Throw Range

Wt / STR	-3	-2	-1	0	+1	+2	+3
>1.1kg	2	3	4	5	6	7	8
1.1-2.0	1	2	3	4	5	6	7
2.1-3.0	1*	1	2	3	4	5	6
3.1-4.0	1*	1*	1	2	3	4	5
4.1-5.0	1*	1*	1*	1	2	3	4
5.1-6.0	1*	1*	1*	1*	1	2	3
6.1-7.0	1*	1*	1*	1*	1*	1	2
7.1-8.0	1*	1*	1*	1*	1*	1*	1
8.0+	1*	1*	1*	1*	1*	1*	1*

Fire and Electricity Intensity

1	Candle, lighter, match	Small battery, v. large static charge
2	Gas light, oil lamp, kindling	Medium battery
3	Torch, gas range	Car battery
5	Campfire, Bunsen burner, flare, acetylene torch	Old domestic current
7	Bonfire, napalm, incendiary grenade	Old industrial battery or accumulator
10	Inferno, chemical fire	Old power lines
20	Ancient large scale military explosives	Old power mains
25	-	Minor lightning strike
50	-	Large lightning discharge

Electricity: 1d x Int damage for a rounds contact, if less than a round use 1/2 the Int. Flesh wound or more stuns for a round. Deep wounds may cause heart failure. May start fires, use 1/5 Int.
Fire: 2d x Int damage for a rounds contact, if less than a round use 1/2 the Int. Deep wounds stuns for a round.

Typical Flammability Ratings

1	Propane, natural gas, methane
3	Gasoline
4	Paper, pitch, crude oil
6	Normal clothing, rugs
7	Dry firewood
8	Hair, fur
9	Freshly cut or treated wood, most plastics, leather
12	Magnesium flares
15	Fire retardant clothing
50 - 200	Most non-flammable objects like steel and concrete

Skills

	Page Ref
Animal Handling	SC222
Archery	T8135
Athletics	T8136
Barter	T8137
Combat Sense	SC222
Craft (Specific)	T8136
Pottery, weaving	
Defence	SC222
Demolitions (K)	T8138
Disguise	SC223
Dreaming	T8 Errata
Electrical Devices	T8 Errata
Etiquette (Specific)	T8136
Church, Fatimals, 8 th Tribe, Streetwise, Specific Squat tribe	
Forgery (Specific)	SC223
Electronic, written, art, forgeries	
Gambling	SC223
Gunnery (Specific)	SC223
Ground (K), Air (K), Naval (K), Drawn, Boating	
Grooming	T8137
Hand-to-Hand	SC223
Heavy Weapons (K)	SC223
Information Warfare (K)	SC224
Interrogation	SC224
Investigation	SC224
Leadership	SC224
Literacy (Specific)	T8138
Tribal, Keepspeak, World Before (K), Gaelic (Sq), Fanzay (Sq), Serf, Z'bri (cannot be spoken by humans), assorted secret languages, can read with Cpx1, write with Cpx2	
Lore (Specific)	T8138
Farming, law, myth, history, tribal	
Medicine	SC224
Melee	SC224
Natural Sciences (Specific) (K)	SC224
Geology, meteorology, biology, virology, math, physics, chemistry	
Navigation (Specific)	SC225
Sea, land, urban, air, space, dreaming	
Notice	SC225
Performance Arts (Specific)	T8137
Theatrics/acting, dancing, music, mime, singing	
Pilot (Specific)	SC225
Ground (K), Air (K), Naval (K), Drawn, Boating	
Old Arts	T8138
Riding	T8137
Ritual	T8138
Seduction	SC226
Sleight of Hand	SC226
Small Arms (K)	SC226
Social Sciences (Specific) (K)	SC226
Philosophy, psychology, anthropology, history, law, literature, sociology, political science, philosophy	
Speak (Specific)	SC224
Tribal, Keepspeak, World Before (K), Squat Tongues (assorted), Serf, Z'bri (cannot be spoken by humans), assorted secret languages	
Stealth	SC226
Streetwise	SC226
Sundering	T8138
Survival (Specific)	SC226
Jungle, desert, urban, temperate, dreaming	
Synthesis	T8138
Technosmithing (K)	T8138
Teaching	SC227
Technical Sciences (Specific) (K)	SC227
Computer, electronics, mechanics	
Tinker (K)	SC227
Throwing	SC227
Traps	T8 Errata
Trade	T8138
Trivia (Specific) (K)	T8 Errata
World before knowledge skill	
Visual Arts (Specific)	SC227
Calligraphy, painting, drawing	

Eminences

Bravery	(Jackers)	p162
Capriciousness	(Agnites)	p162
Conflict	(Magdalites)	p162
Conviction	(Lightbringers)	p163
Death	(Yagans)	p163
Devotion	(Joanites)	p163
Empathy	(Evans)	p163
Fate	(Yagans)	p163
Freedom	(Herites)	p164
Fury	(Joanites)	p164
Illusion	(Dahlian)	p164
Inspiration	(Agnite)	p164
Life	(Evan)	p165
Motion	(Dahlian)	p165
Mystery	(Doomsayer)	p165
Purity	(Marian)	p165
Recognition	(Herite / Marian)	p165
Sensuality	(Magdalite)	p166
Shadow	(Doomsayer)	p166
Truth	(Terasheban)	p166
Unity	(Lightbringer)	p166
Vengeance	(Jacker / Joshuan)	p166
Wisdom	(Terasheban)	p166

Aspects

Anima (Evan) (Heals damage)
Battle (Joanite) (+1 bonus pool)
Binding (artisans of Spirit)(Bind minor Spirit into an object)
Blessing (Marians) (Removes curses, taint, binding, chaining, etc)
Celtic Cross (Yagans and Doomsayers) (Divination)
Claivoyance (Marian) (See long distances)
Curse of Dream (Yagan) (Bestow a curse)
Dahlia's Doorway (Dahlian) (Makes a hole in a materiel)
Dance of Masks (Dahlian) (Become someone trusted by the target)
Dream Travel (Yagan) (Leave body and move around in spirit)
Hide n' Seek (Agnite) (Hide under minimal cover)
Luck (Agnite) (Enhances die rolls - 5s and 6s give +1)
Magnum (Joshuans) (Intensifies forces)
Naiveté (Agnites) (Reduces PER and KNO, makes Cpx2+ tasks harder)
Manifestation (Magdalite) (Take on new appearance)
Metamorphosis (Dahlian) (Change an objects form)
Nitrous (Magdalite) (Enter another persons dreams)
Passion (Magdalite) (Put target in the throes of ecstasy)
Piggyback (Evan) (Merge with a spirit for travel in the River)
Puppet Show (Dahlian) (Parade fears in front of target)
Rage (Joshuan, Children of Lillith) (When appropriate improves stats)
Rightousness (Joanite, Jacker, Children of Lillith) (Bonuses vs. the Seed)
Sacrifice (Joanite) (Tak on the wounds of another)
Shadowstepping (Doomsayers) (Move from shadow to shadow, teleport)
Smothering (Evan) (Opposite of Anima, requires contact)
Tradition (Terasheban) (Understand a person or objects past)
Treason (Magdalite) (Determine mental and physical weaknesses)
Truthsaying (Terasheban) (Compels target to speak the truth)
Habeas Corpus (Terasheban) (Create a path to the truth)
Winter's Cloak (Guild of the Winter Wolf) (Immune to the effects of winter)
Wonder (Agnite) (Infuse inanimate with the Dream, animates tools, etc)

Rituals

p177

Modifiers:

Participants:

1	0	2-4	+1
5-8	+2	9-16	+3
17-32	+4		

Not to exceed Ritualist's Performance skill

Time

Minimum of three rounds

Less than 15 minutes	-2	15-60 minutes	-1
1-2 hours	0	2-4 hours	+1
4-8 hours	+2	8-16 hours	+3
16-32 hours	+4		

Not to exceed Ritualist's Ritual skill

On ground sacred to the called spirit

Using an item consecrated to the spirit

Offering something desired by the spirit

Maneuvers:	Skill	Cpx	Notes
Aim	R	Spcl	Use aiming rules
All out dodge	D	1	Declare before initiative, +2 to defence, no other actions
All out parry	M	1	Declare before initiative, +2 to Melee, no other actions
Attack	H, M	1	
Blind Fighting	All	-	Use PER to cancel darkness penalties
Break weapon	M	2	If parried weapon takes damage, see notes
Charge	H, M, C	1	Declare before initiative, +1 init, +BLD+1 damage (min 1), if mounted use steeds BLD
Crush	H	1	+2 UD against a grappled target
Defender	D	3 / 4	Declare before initiative, defend another character (cpx 3 with parry, 4 with dodge), one action per parry/dodge within CPX-1 meters
Disarm	H, M	3	Successful attack (MoS 1+) disarms, +1 to roll if following Weapon Catch or Grapple
Dodge	D	1	
Feint	H, M	Spcl	Add to action complexity for both attacker and defender
Flip	H	2	Flip or knock opponent over, MoS1+ needed, ½ damage. Recipient at -1 to defend for the round and +1 to be grappled. May use BLD to defend but add BLD to DM if so.
Called Shot	H, M	Spcl	As aiming for hand-to-hand and melee. Vulnerable to free attacks.
Grapple	H	2	Armed opponents at +1 to defend against. MoS1+ entangles opponent, opposed STR to break free as an action. Both get -1 to defend.
Head butt	H	3	+2 to hit if grappled opponent. No armour except helmets. If fumbled attacker also takes damage based on MoF or MoS (whichever is higher) and may also be stunned.
Heavy Blow	H, M	1	Declare before initiative. -1 to defend and parry until action made. Take penalty to initiative, same penalty used as a bonus to DM.
Parry	H, M	1	
Pommel/Flat/Hilt	M	2	Does bruise damage.
Paired Weapons	M	2	Use worse Acc, best damage and parry. +1 to parry.
Weapon and Shield M	1		Use weapon Acc and damage, shield parry + 1
Quickdraw	M, R	3	-1 parry, draw and use weapon in the same action.
Shield breaker	M	2	If defender parries with shield double damage to the shield (not the user).
Weapon Catch	M	4	Entangles both weapons until one side breaks the catch with an opposed STR roll as an action.

Synthesis Modifiers:

Micro Trance	-2	Fast Trance	-1
In Tainted Areas	-1	Unable to Concentrate	-1
Against those 'Touched by the Seed'			-1
In the presence of a Fatima or other object of Dreaming			+1
Use of a fetish, ceremonial tools or ritual instrument			+1
Person's life is at risk and Dreamer is trying to help			+1

Conjunctural Synthesis Thresholds: p162

Cpx

- Affect self
- Affect others
- Affect item
- Affect area (more than a single object)

Threshold:

- Augment (Improve or impress something within the nature or internal to the target)
Increase or decrease a mental attribute, improve senses, sway feelings when no predisposition, modify an object without changing its nature (make fire hotter, improve a crop).
- Alter (Change the nature of an existing object)
Extend natural abilities (make a person see in the dark, increase or decrease physical attributes), minor physical changes (make something stronger or more resistant to the elements), reverse one element of the nature of something (Make a fire give of no light or a field fallow).
- Transform (Invoke a drastic alteration)
Completely change the nature of something (transform a sword into rubber), create something from nothing (summon fire), make major physical changes to an object.

Conjunctural Synthesis MoS Equivalencies

MoS	0	1	2	3	4
Bonus	+0	+1	+2	+3	+4
Time	1 action	1 round	3 rounds	1 scene	1 day
Change	Tiny	Minor	Moderate	Major	Complete
Information	None	Vague	Basic	Details	Secret
General	Tie	Marginal	Moderate	Complete	Fantastic

Lost Equilibrium (Synthesis)

When fumbling or MoF5+ with a synthesis roll roll Dreaming / PSY vs. TN1, check MoS:

- | | |
|---|--|
| 0 | Separation, 2D6 days to return if not roleplayed. |
| 1 | Major Disconnection, incapacitated for D6 days. |
| 2 | Minor Disconnection, incapacitated for D6 hours. |
| 3 | Great Distortion, -2 action penalty for 2D6 hours. |
| 4 | Major Distortion, -1 action penalty for 2D6 hours. |
| 5 | Minor Distortion, -1 action penalty for 1D6 hours. |
| 6 | Mild Distortions, action fails. |

Technosmithing Modifiers:

Condition (Set TN):

Like new	3	Heavily damaged	9
Slightly damaged	5	Pile of junk	11
Missing parts	7		

Modifiers:

Artifact, perfect condition, used for similar tasks	+3
Artifact, slightly damaged, used for similar tasks	+2
Artifact, almost destroyed, used for similar tasks	+1
Artifact, perfect condition, used for same general work	+2
Artifact, slightly damaged, used for same general work	+1
Location in perfect condition, used for similar tasks	+2
Location slightly damaged, used for similar tasks	+1
Ruined location, strong ties to World Bef. or used for similar tasks	+0
Location overgrown by nature	-1
Location with strong ties to River of Dream or Seed	-2

Complexity:

Combination of simple machines	1
Fuel burning machines	2
Electronics	3
Items requiring several of the above	4

Sundering Modifiers

Inflicting pain on another	+1
Sunderer inflicting pain on self	+2
Subjecting another to extreme pleasure	+1
Sunderer experiencing the throes of pleasure	+2
Sunderer causing fear in 1-5 observers	+1
Sunderer causing fear in 6+ observers	+2
Sunderer experiencing fear	+2
Sunderer experiencing mild forms of pleasure/pain/fear	+0
Sunderer deprived of sensations	-2

To cause fear take an action for an opposed INF vs. WIL roll in observers.

To feel fear fail a WIL roll vs. TN4.

When subjected to an extreme sensation the Sunderer must make a TN4 WIL roll to act at all.

Sundering Aspects

p173

- Assimilation (*Flemis*) (*Meld biological with self*)
- Animation (*Melanis*) (*Create automated tools, can be used for offensive extras*)
- Appesement (*Sangis*) (*Fleshcraft self or others, may cause damage*)
- Body Severing (*Flemis*) (*Separate souls from bodies into hive mind*)
- Bottle of the Jinn (*Melanis*) (*Imprison spirit or soul in an object*)
- Burning (*Koleris*) (*Blazing hot body for extra damage*)
- Calling (*Sangis*) (*Creates an empathic bond*)
- Chaining (*Melanis*) (*Forces Z'Bri into an object or animal*)
- Curse of Freedom (*Flemis*) (*Severs an entity from a hive / mind control*)
- Exsanguination (*Koleris*) (*LoS attack, DMx13, TN4*)
- Holding (*Koleris*) (*Eye contact, paralyzes*)
- Inferno (*Koleris*) (*Spontaneous combustion*)
- Inspiration (*Melanis*) (*improves KNO or CRE*)
- One Thought (*Flemis*) (*Telepathic communications, can cause pain, etc*)
- Perspective (*Sangis*) (*Flips perceptions, beauty is gruesome, etc*)
- Shattering (*Koleris*) (*Shatters objects or people, DMx25 vs.BLD*)
- Soul Stealing (*Sangis*) (*By locking gazes control opponents actions*)
- Transmigration (*Flemis*) (*Swap two beings souls*)

Lost Equilibrium (Sundering)

When fumbling or MoF5+ with a sundering roll WIL vs. TN1, check MoS:

- | | |
|---|--|
| 0 | Chaining (See Errata). |
| 1 | Major Overload, incapacitated for D6 days. |
| 2 | Minor Overload, incapacitated for D6 hours. |
| 3 | Great Intoxication, -2 action penalty for 2D6 hours. |
| 4 | Major Intoxication, -1 action penalty for 2D6 hours. |
| 5 | Minor Intoxication, -1 action penalty for 1D6 hours. |
| 6 | Mild Intoxication, action fails. |

Atmospheres

p175

Contested rolls:

- Flemis (Resist with WIL) Loose free will, seek to conform
- Koleris (Resist with PSY) Creates anger and aggression
- Melanis (Resist with KNO) Loose concentration and short-term memory
- Sangis (Resist with PSY) Act on desires and impulses

Modifiers:

Basic TN=Sundering skill level (minimum of 3 for Z'Bri)	
Minor Z'Bri Lord (Duke)	+1
2 - 5 Z'Bri	+1
10+ Z'Bri	+3
Fatima Present	-2
Great Z'Bri Lord (Baron, Prince)	+2
6 - 10 Z'Bri	+2
Major Fatimal Relic	-1

MoF Result

0	Minor, almost unnoticeable
1-2	Mild effect
3-6	Moderate effect
7+	Major effect

Technosmithing Formulæ:

p177

- Jury Rig (*CRE vs. condition threshold*) (*Helps repair or salvage devices*)
- Remembrance (*KNO vs. TN4*) (*Get the skill to use a device, helps jury rig, etc*)
- Ignite (*WIL vs. Condition +2*) (*Powers an artifact*)
- Interface (*KNO vs. TN4, TN5 to extract information*) (*As Remem. for comp, etc*)
- Psychoanalyze (*INF, opposed vs. targets WIL*) (*Add, remove, change memor.*)
- Homeopathy (*KNO, TN varies*) (*Heals as Anima Aspect*)