



CHRONO ROGUE STARTER SET RULES LOCULUS GAMES

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CHRONOROGVE



INTRODUCTION

Chrono-Rogue is a tabletop roleplaying adventure game that combines time travel and piracy against a grim backdrop as humanity struggles against a doomed fate. Blades will be drawn, treasures will be seized, and mysteries will be uncovered, as characters fight against secret forces and the machinations of time.

You take the role of a Time Pirate, a criminal who travels through history itself to steal beautiful artifacts, murder world leaders, or topple empires with subtle or overt actions. Aboard your slip-ship, you and your crew will punch into various timelines and use unique training and chronomantic abilities to fight powerful warriors, thwart vicious assassins, and manipulate crafty nobles to your will.

You can picture a vast multiverse of possibilities, as you, a pirate, slip in and out of time unseen, conquering timelines from the shadows. You might run into some strange things out in the void between time periods, and might find old enemies aboard one of the many floating time cities, or out on some wild frontier. Your equipment is old and ragged but the call to adventure and coin is strong. The possibilities for you to discover are endless.

When children use their imaginations to create fantasy worlds or magic and mayhem, they usually use a free form style of conversation. A roleplaying game like Chrono-Rogue captures the imaginative flow of this dialogue, but structures it with rules to determine success or failure of one's actions. Dice are often rolled to determine if a pistol shot hits, or if you're able to talk your way past a night watch guard. As a character's skill grows, they can tackle greater challenges, and the probability of success for mundane tasks grows.

Storyteller: The Palace of Versailles sings above you as you stand in the crowd of enraged revolutionaries. Spiring towers and bright flags dance in the sky as you push through the sweat and alcohol stench of the downtrodden, trying to find a way inside to your prey. A thicket of armored guards stand at the front gate, pushing back the throng of passionate and angry peasants. Piles of wood burn before these guards as portraits of the nobility are cast into them, smiling painted faces withering in flame.

Jean(A Void Dancer): I'm going to blend in with the emissary monks to make it past the guards and into the heart of the keep. We found out that there is a pious noble who called for us, I'm going to try to get more information from them.

May (A Sawbones): I'm posing as a doctor, we already know the little princess is sick. I can volunteer my skills to save her.

Tyre (A Fallen Noble): Well, I'm dressed as one of the nobility and I purchased some forged documents. Looks like I'm talking my way past the front gate.

Storyteller: Ok Jean, let's see if you're able to shadow in with the monks. Roll me a stealth check.

Jean: (Rolls 2D10 and adds his stealth skill rating) Ok, I got a 15.

Storyteller: Ok, you succeed, the difficulty was 12. The guards look at the first few monks with some scrutiny but ignore the rest. You make your way into a small chapel off to the right of the courtyard. Now to either continue with the monks, or ditch them and find your own way.

May: My turn?

Storyteller: Yes, you approach the guard at the front and present your medical bag.

May: "I've been summoned to look on her majesty's daughter, the princess. I come highly recommended by Dr. Aserine."

Storyteller: Roll me a subterfuge roll. Do you have any papers or documents backing up your claim?

May: No, I didn't manage to procure them.

Storyteller: The difficulty is going to be 14 then.

May: (rolls) Oh, no, I got a 9.

Storyteller: You failed the roll by 5, so I get to put in a narrative consequence to the roll. The guard calls over more guards and they look really suspicious. They may want to take you into custody.

Tyre: Do I see this?

Storyteller: Yes.

Tyre: My character walks over. "Doctor? Is there a problem here?" He says. "I'm Maximillian Be-auregard! Unhand this doctor, do you know who she is?" I angrily shout at the guards.

Storyteller: Roll an Intimidation check or a Charm check, difficulty 18 since May already failed.

Tyre: I have so many social edges. This actually might be doable. 23!!!

Storyteller: You beat the difficulty by 5! You can add your own narrative flair, or we can just remove all suspicion from May if you want.

Tyre: Let's go with that.

Storyteller: You are escorted both into the castle proper, now to find your target.

When you play Chrono-Rogue, you adopt a character role to represent your pirate. You might be a strange void dancer with mutations that help you kill your foes. You might be a Crooked Alley, a thief that specializes in pick pocketing, sneaking around, and disarming security. You might be a Fallen Noble, a once proud social figure who has fallen on hard times. A Former Soldier, a potent warrior who has been recruited for their ferocious savagery in the field. In this starter kit, you are given five character classes to choose from, but more will be in the main rules. With your companions and a little luck, you will face off against historical figures, or fantastical new timelines where everything is a bit more alien.

You will be recruited by Void Barons, who will pay you fistfuls of Draichs to steal the Mona Lisa, kill Napoleon, or fight rival rogues for the wealth of cargo in their slip ships.

One player takes the role of Storyteller. This person acts as a rules adjudicator and story crafter. The Storyteller crafts the story and narrates what the players experience, they embody what non player characters the players encounter, and judge where the perils lay in their path.

The Storyteller is in charge of the adventure and grants experience points at the end of adventures along with any special items, or payment the players might receive. The Storyteller creates the adventure and gives the players options as to where they want their characters to go.

The Storyteller might describe the grounds of a Roman palace, giving the players several options on how to infiltrate. Do they want to get a guard uniform and sneak in as a guard? Do they want to find an aqueduct that goes beneath the grounds to find a way up in the middle of everything? Do they want to scale the walls and maneuver to an open window? Do they want to use invocations to manipulate time itself in order to sneak in rather than fight their way in.

The players describe what they are doing and both cooperatively narrate the outcome of the experience. The game is not set in stone, and both Storytellers and players can feel free to improvise new information so long as it makes sense within the narrative of the game.

This is a game where the journey is the reward. Your character might die at the hands of a savage Viking, or a mutated ghoulish beast in the void. But your comrades may have technology built

to save you.

Some adventures might be too difficult, forcing you to flee to find softer targets and easier gains. In these instances, the characters will learn and grow from their experiences, so that next time, they will succeed.

STARTING YOUR JOURNEY

Your first time playing Chrono-Rogue, or indeed any roleplaying game, you should read the basic rules to understand how play will occur and how to build your characters.

Someone will have to play the Storyteller, and guide the other players through character creation and game play. If one of the players has experience running or playing in a roleplaying game, they might serve as the ideal candidate to take on this role your first time through Chrono-Rogue.

Whoever is playing Storyteller should look over the rest of this starter book to familiarize themselves with the elements of combat, skill rolls, resistance rolls, and the basic invocations and edges, and gear that will be provided to them.

Each player should choose one of the starting childhoods, and a character occupation, spend their skill proficiencies and attribute points, and choose edges and invocations. They should start thinking about where these characters came from, and what their motivations are. What's the character's name, and upbringing? What are their mannerisms? Flesh out who they know a little and how the group got together. Were they all hired for this job and this is the first time meeting? Or have they worked together before?

CHARACTER CREATION- FOLLOW THESE STEPS

I. PICK CHILDHOOD- Take the associated positive and negative event and all bonuses. Remember that no skill may have more than 2 proficiencies in it during character creation.

2. **PICK OCCUPATION (PAGE 7-II)**- Record additional skill proficiencies.

3. **RECORD STARTING FATE (1)**.

4. **PURCHASE ATTRIBUTES**- Each Attribute starts at 1, spend 6 additional points on attributes. No attribute may be greater than 3 during character creation.

5. **SPEND 10 SKILL PROFICIENCIES**- Each proficiency purchase adds a +2 rating to that specific skill. No more than 2 skill proficiencies may be selected for any skill during character creation.

6. **RECORD EDGES**: Select 4 basic Edge techniques. You may only select these techniques from among the available Edge Paths listed in your character's Occupation and any additional ones from either Childhood or Merits. These can be found in the Edges section (page 19-25).

7. **SELECT CHROMOMANTIC INVOCATIONS**: Record any three basic chromomantic invocations.

8. RECORD RESISTANCES-

GRIT- Grit is a resistance against physical conditions caused by the environment including toxins, fear, and torture, disease or other applicable threats be they intimidation based or physical. Grit is a combination of a character's Endurance and Willpower attribute.

IE: if Bernard the Royal Guard has an endurance of 2 and a willpower of 3, his Grit resistance save is +5.

HASTE- Haste is the character's ability to dodge ranged invocations, explosions or similar effects too big to get out of the way. Haste determines the character's initiative. This is a combination of the character's Cunning and Finesse Stat.

IE: If the Noble Chastel Dern's Cunning is 2 and his finesse is 2, he has a +4 to his Haste resistance save.

BASTARD- Bastard represents the character's ability to resist mental or social coercion. Equal to your Savvy and Cunning

IE: Lily Sanders the former socialite has a Savvy of 4, but her cunning is only a 1, she has a Bastard Resistance of +5

9. **RECORD STARTING HARDSHIP POINTS**: 2

10. **RECORD STATUS WOUNDS**: Starting status



wounds are equal to Willpower

11. RECORD PHYSICAL WOUNDS: Starting physical wounds are equal to your character's Endurance attribute.

12. RECORD PERMANENT PARADOX: All characters start with at least 1 permanent paradox.

13. RECORD STARTING DRAICHS (CURRENCY). This will be a combination of money gained from childhood, and occupation.

14. RECORD STARTING GEAR (PAGE 7-11): Some characters start with additional gear gained from their occupation.

CHILDHOOD- SELECT I-

Within each select one advantage and the corresponding disadvantage. Record any additional skill proficiencies, edges, and gear on your character sheet. Remember that you may have no more than two proficiencies in a skill during character creation.

-CHILDHOODS-

STREET DOG-

You grew up scrapping on the streets, trying to define your life through conflict.

FEND FOR MYSELF- Your life on the streets has forced you to become skillful to survive. Choose a non-combat skill. You gain +1D4 Skill Dice in all uses of that skill. Gain 1 free skill proficiency in the Scrounge skill.

NEVER BACK DOWN- You don't back down from a fight, ever. If you are faced with insurmountable odds, you won't be an idiot, but lesser conflicts are fair game.

THE FAMILY BUSINESS-

You know that one day, you'll be taking over the family business; until that day comes, you receive a small stipend.

BUSINESS- You've taken over an aspect of the business, whatever that business is. This can be anything from shipping to organized crime. Gain +50 Draichs after every mission.

OBLIGATION- You have to return to your business from time to time to see how it's running, you might have rival businesses that need to be chal-

lenged.

SWISS FAMILY RODGERSON- You grew up going on adventures through time. You were always safe as your parents always protected you.

ADVENTURER FAMILY- Your family brought you through time and you've seen a great deal of history. Gain +1 basic technique in the Pilot Edge, and 1 proficiency in the Chronotech skill.

THE RUINATION- During their adventures, your family released a horrible creature from its prison. The beast is now out in the world and may return to thank you in person.

SHIFTING WINDS-

You traveled deep into the void, and it whispered its secrets deep into your DNA.

THE EXPERIMENT- You were exposed to something deep in the void. It changed you somehow. Gain access to the Gain +1 basic technique in the Void Mutant Edge. Gain +2D8 to all dissipation rolls.

THE PRICE- The same thing that gave you the gift, exacted its toll upon you. Your permanent paradox score starts at 1 higher.

BARNACLE-

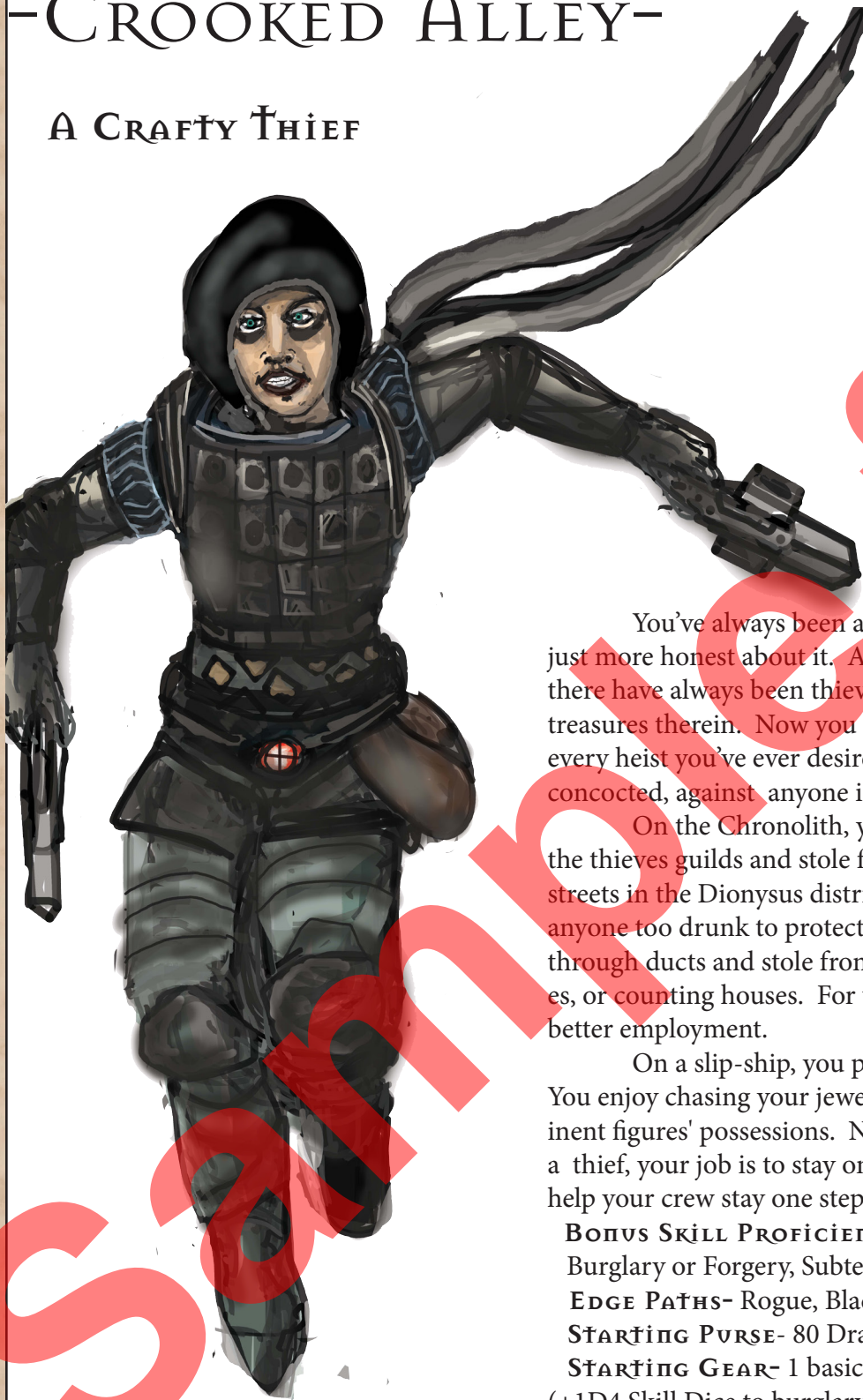
You've grown up around ships, and have developed good relationships with many captains over the years.

SHIPPING REGULAR- You've spent most of your life on shipping trawlers, bringing resources to specific periods of time. You're well liked by most of the captains inside legal shipping means. They may harbor you one day, or bring you back to a time period you need to go to. Gain 1 free Proficiency in both Scrounge and Charm Skill.

FUTURE SELF- You once traveled with a person who was wounded, nigh unto death, and spoke little. You didn't know much about them until many years later, when your features began to resemble them. All you know is that some time in the future you will be wounded and travel with yourself back somewhere in time. Warning this child may have dire consequences.

-CROOKED ALLEY-

A CRAFTY THIEF



You've always been a cutpurse at heart, now you're just more honest about it. As empires have risen and fallen, there have always been thieves there willing to steal the treasures therein. Now you have the vehicle to execute every heist you've ever desired, every scheme you've ever concocted, against anyone in all of history.

On the Chronolith, you used to belong to one of the thieves guilds and stole for a living. You walked the streets in the Dionysus districts, stealing loose coin from anyone too drunk to protect it. Perhaps you clambered through ducts and stole from upper class museums, manses, or counting houses. For whatever reason, you're seeking better employment.

On a slip-ship, you pretty much still steal things. You enjoy chasing your jewels through time, stealing prominent figures' possessions. No scam is beneath you, and as a thief, your job is to stay one step ahead of the law, and help your crew stay one step ahead as well.

BONUS SKILL PROFICIENCIES- Stealth, Dodge, Burglary or Forgery, Subterfuge

EDGE PATHS- Rogue, Blades, Pistols, Stealth.

STARTING PURSE- 80 Draichs

STARTING GEAR- 1 basic weapon, Good lock picks (+1D4 Skill Dice to burglary), 1 Flint Pistol, Copper Skulk Paradox Suit.

-ENGINEER-

A MASTERFUL TECHNICIAN

Growing up you were fascinated by time-travel and mechanics, so you sought a role that fulfilled both. Within the Chronoliths, you worked under a master engineer, and now you know a great deal about the etheric sphere and other technical specifications necessary to safely traverse the great tapestry of time. The Engineer class is highly specialized, granting them the greatest knowledge of the technical aspects of repair. In various time periods they will be helpful, shedding light on enemy technologies, formulating ways of countering them, and outfitting individuals with powerful pieces of tech.

In the sky, they will be tinkering with the Etheric Sphere, and repairing damage all over the ship. They will work on various projects improving the gear of the crew, revitalizing failed pieces of tech, working on theoretical projects and breaking down goods for processing. The Engineer is a vital individual on any ship, making their services a well looked for commodity.

An Engineer might be employed to work long term in the void, erecting facilities for Void Barons, or nobles trying to squirrel away resources.

They might be in charge of building barnacle towns or safe havens in various time periods, ensuring safe transitions from current timelines into the safety of redundant paradox fields.

BONUS SKILL PROFICIENCIES -

Temporal Lore, Chronotech, Insight

EDGE PATHS- Chronotech, Chronotech Weapons, 1 other Edge.

STARTING PURSE-100 Draichs

STARTING GEAR- Brass Cage Paradox Suit, Good Quality mechanics tools (+1D4 Skill Dice to Chronotech rolls), 1 basic weapon.



-FALLEN NOBLE-

A SAVVY COMMANDER

Conniving, gregarious, well educated, beautiful, cunning, and selfish can all be used to describe the nobility. You used to belong to one of the noble houses, be it major or minor, but you've been exiled or left voluntarily. You are on horrible terms with your former family, and they will probably shoot you on sight. Now you ride the wake of civilization, looking for ways to your former power. Perhaps you scheme behind the veil of time, trying to take out whomever lost you your glory; or perhaps you've changed entirely, and are a path to redemption. Maybe you are trying to build an empire, or a fleet of loyal ships. You might have aliases throughout time you're trying to cultivate, so that one

day you can find your family and rip them from the halls of power, or shunt them into the void, never to return.

You are probably a powerful commander, a sly politician, or a sword master. You believe that you are better than everyone around you, and your current situation is completely unfair. Perhaps you are happy to get away from the halls of power, and now use your skills to infiltrate ancient political circles to garner favor and support for future endeavors. A noble should always be a few steps ahead of their enemies, and even more steps ahead of their allies. You will usually be the first to the broker to get your pay, you earned it above everyone else. You may argue that you deserve the best technology you find, or the most beautiful goods must be stored in your cabin. If anyone suggests that you sleep in a bunk with the crew, you might shoot them on the spot. Nobles are usually very social characters, able to blend into the highest echelons of society. They are able to discuss art, poetry, history, language, as well as military tactics. They have some skills that rely on the crew to perform, but are equally adept at talking their way past most guards with charm and coin. They start with the most money, and will often use this advantage to seed favor amidst anyone they choose.

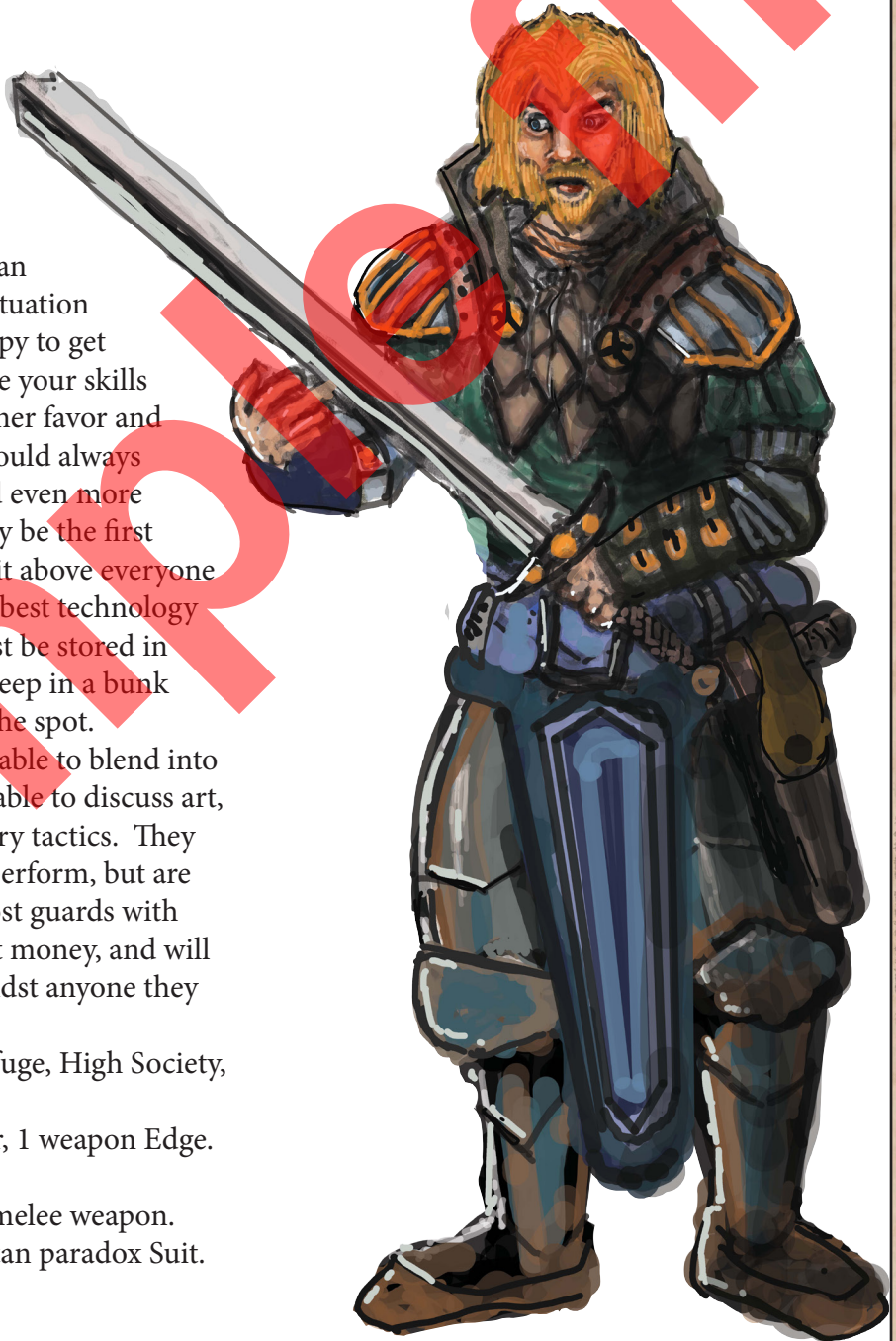
BONUS SKILL PROFICIENCIES - Subterfuge, High Society, Education, Charm.

EDGE PATHS- Noble Mien, Commander, 1 weapon Edge.

STARTING PURSE- 400 Draichs

STARTING GEAR- 1 Flint pistol, 1 basic melee weapon.

Minor signet ring. Everyman suit. Capitan paradox Suit.



-FORMER SOLDIER-

A POTENT WARRIOR

The path of war marked your footsteps for many years. You might have spent time as a Black Coat on a Chronolith, beating up the scum of the earth for a quick penny and an ounce of respect. Perhaps you were a bodyguard for a merchant, or the house guard of a noble family, fighting anyone who got in your way. Your skills have been focused on martial prowess, battle tactics, or murder, and you've made use of your superior training to get your way. You used to be a mercenary or member of the military. Now you've turned pirate, your skills are well valued. Inside a Chronolith you force your way through the masses, demanding respect with your very presence. Against gangs you're swift to dissuade violence with your superior weapons and armor.

You protect your fellow brothers and sisters against anyone choosing to show threat of force.

In various time periods you will select the weapon for the job, be it infiltration, protection, or wetwork. Subtlety is not always your strong suit, forcing many fellow crew to scrub an area after you've been there, in case the actions you've taken disrupt your harmonic resonance.

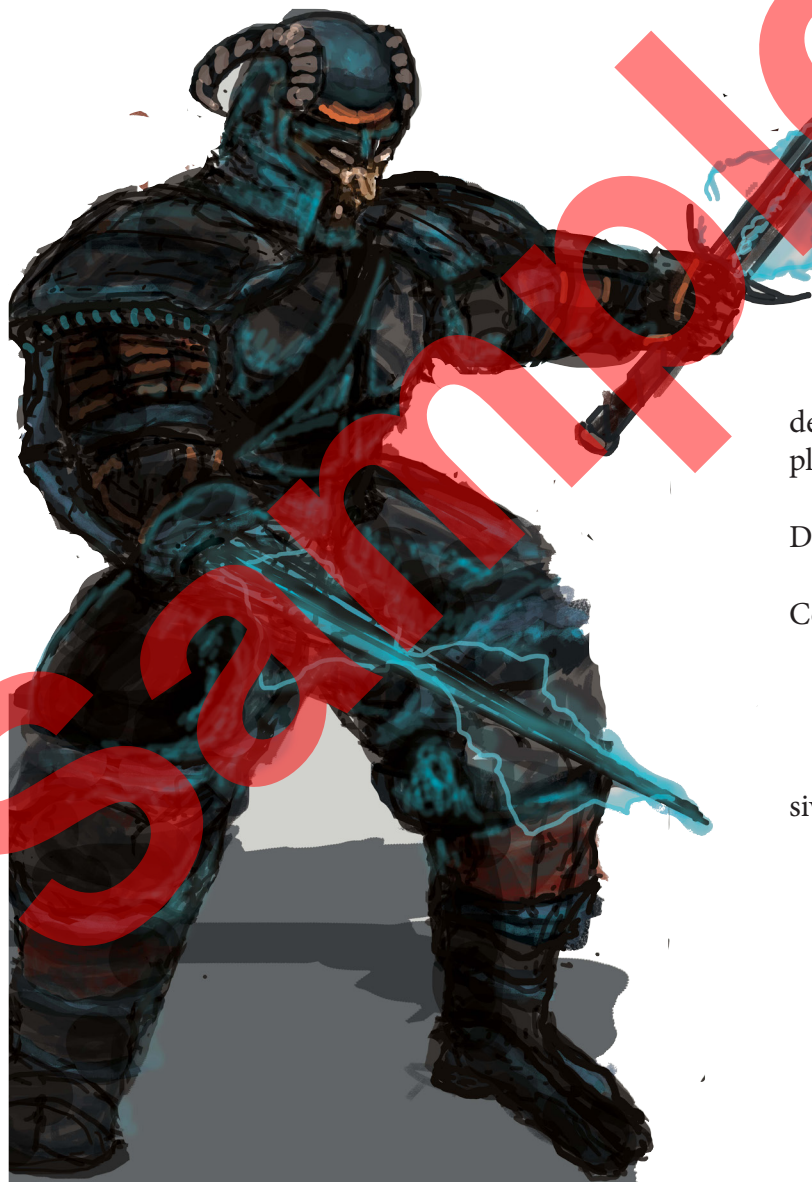
You are equally good at slaying Spartan soldiers as paradox reavers. Perhaps you delight in the slaughter, or perhaps you're simply running away from your past.

BONUS SKILL PROFICIENCIES -
Dodge, 2 Weapon skills.

EDGE PATHS- Any 2 combat Edges, Command.

STARTING PURSE- 50 Draichs

STARTING GEAR- Any 2 basic weapons, Iron Warrior Paradox Suit, 2 common items, Everyman Suit. Two rank 1 explosives.



-VOID DANCER-

A STRANGE MUTATION

Some have lived and died in the void, having never seen the light of the world beyond. A Void Dancer has spent a great deal of time exploring the space between time. You know many coveted secrets, the safe routes to travel, the darker dangers that swim around you, and where to find water should your ship run out. You are closely tied to the strands of fate, and the temporal winds, many considering it a blessing that grants you far more insight into the dangers of trans-temporal travel. Void Dancers don't often enjoy going back to the Chronoliths, preferring to stay more isolated, or peering through time from a stealthy position. They make excellent spies, and lore-masters, and often use their skills to navigate and predict the best ways around.

As time progressed, their skin has begun to change, causing odd shifts in genetic evolution. Their eyes have probably changed, granting them the ability to see on the thermal spectrum, or their ears have become batlike. Some develop claws or scales, and some even evolve winged flight. These monstrosities, when recorded, often become the beasts of lore and myth. Werewolves, vampires, ghouls, and darker things that haunt the minds of academia, might just be a wayward Void Dancer, trying to find her way home. During Ship combat, a Void Dancer will often make a decent Etherealist, scanning for new temporal points to escape from capture, or scanning for shrouded ships. There is much that they see out in the void, and some secrets they will be willing to share.

BOONUS SKILL PROFICIENCIES- Insight, Chronotech, Pilot, Temporal-Lore

EDGE PATHS- Etherealist, Pilot, Void Mutant, Any other Edge.

STARTING PURSE- 75 Draichs

STARTING GEAR- 1 basic weapon, Copper Skulk paradox suit. Good Map of the Void (+1D4 Skill Dice to insight rolls to navigate the void).



ATTRIBUTES

Attributes represent physical characteristics a character was born with or developed. Someone might be naturally strong or dexterous, beautiful and charismatic, or shrewd and intelligent. This is represented by a character's attributes. Every starting character has twelve points to spend on attributes, and each attribute must be at least a '1'. No attribute may be greater than 3 during character creation. Some attributes contribute to their linked skill adding their flat rating to the skill roll. Other dice do this and create Damage Dice pools, and soak dice pools for both physical and social combat.

Attribute dice contribute to a variety of functions, these are most often melee Damage Dice, and Armor Soak Dice. They also will influence social damage and social soak dice. Use the following table to determine what dice you receive for the attribute rating your character has. All Potence, Endurance, Savvy, and Willpower dice follow the same formula in terms of attribute dice. Record the number of each type of die one would roll on the character sheet in the space provided on the character sheet.

Rating 1 attribute= 1D6
 Rating 2 attribute= 1D8
 Rating 3 attribute= 1D10
 Rating 4 attribute= 1D10 +1D8
 Rating 5 attribute= 2D10
 Rating 6 attribute= 1D10+1D12

Note: Attribute dice, Damage Dice, Armor Soak Dice, invocation, and Dissipation Dice operate slightly differently. For every 5+ rolled on the die, one success is generated. Successes are exchanged for points of damage, or for soaking points of damage.

POTENCE: Physical Attribute associated with strength and physical power. Use this stat to smash, break, bend, bludgeon or otherwise brutalize your surroundings or your foes. Potence helps build Damage Dice pool for melee attacks by adding the number of dice next to the associated attribute rating to the Damage Dice pool.

Rating 1 Potence- Melee Damage Dice= 1D6
 Rating 2 Potence- Melee Damage Dice= 1D8
 Rating 3 Potence- Melee Damage Dice= 1D10
 Rating 4 Potence- Melee Damage Dice= 1D10 +1D8

Rating 5 Potence- Melee Damage Dice= 2D10

Rating 6 Potence- Melee Damage Dice= 1D10+1D12

FINESSE: Physical Attribute associated with raw agility and reaction speed. Use this stat to guide your actions in battle and to perform feats of acrobatics and athleticism as well as precision and stealth.

ENDURANCE: Physical Attribute associated with hardiness and resistance to injury. Use this stat to resist injury, survive poison and disease, or endure physical hardship. Endurance determines starting wound points and their physical armor dice vs ballistic and melee. Endurance helps build an Armor Soak Dice pool to resist damage by adding the number of dice next to the associated attribute rating to the Armor Soak Dice pool.

Rating 1 Endurance Physical armor dice= 1D6

Rating 2 Endurance Physical armor dice= 1D8

Rating 3 Endurance Physical armor dice= 1D10

Rating 4 Endurance Physical armor dice= 1D10 +1D8

Rating 5 Endurance Physical armor dice= 2D10

Rating 6 Endurance Physical armor dice= 1D10+1D12

Every point of Endurance adds 1 to your character's starting wounds.

EX: a character with Endurance: 4 will roll 1D10 and +1D8 when rolling Armor Soak Dice. This does not include whatever armor they are currently wearing, which will add additional dice.

SAVVY: Mental Attribute associated with charisma and social manipulation. Use this stat to lie, cheat and seduce your fellow human, as well as to charm and negotiate with your peers. This attribute determines a character's social Damage Dice. Savvy helps build Damage Dice pool for social attacks by adding the number of dice next to the associated attribute rating to the social Damage Dice pool.

Rating 1 Savvy Social Damage Dice = 1D6

Rating 2 Savvy Social Damage Dice = 1D8

Rating 3 Savvy Social Damage Dice = 1D10

Rating 4 Savvy Social Damage Dice = 1D10 +1D8

Rating 5 Savvy Social Damage Dice = 2D10

Rating 6 Savvy Social Damage Dice = 1D10+1D12

CUNNING: Mental Attribute associated with insight and swiftness of thought, as well as with the clarity of one's perception of the world and people around them. Use this stat to perceive the world and to shape it, using one's mind. This attribute is linked to most knowledge based skills and abilities.

WILLPOWER: Mental Attribute associated with resisting psychological effects and maintaining one's poise in dangerous situations or conversations. Use this stat to get away with lying and to shrug off mental and social damage. Willpower determines a character's social armor dice. Willpower helps build an Armor Soak Dice pool to resist social damage by adding the number of dice next to the associated attribute rating to the Social Soak dice pool.

Rating 1 Will Social armor dice = 1D6

Rating 2 Will Social armor dice = 1D8

Rating 3 Will Social armor dice = 1D10

Rating 4 Will Social armor dice = 1D8 + 1D10

Rating 5 Will Social armor dice = 2D10

Rating 6 Will Social armor dice = 1D10 + 1D12

Every point of Will adds 1 to your character's starting status wounds.

FATE: Fate is an intangible attribute associated with one's luck and destiny...For better or worse.

Spending a point of fate grants the character an immediate reroll on the current action. This may be rolled after a defender rolls their defense roll.

On skill checks outside of combat, the player may spend the fate after they fail a die roll. The player may reroll any number of Skill Dice.

- 1 Fate can be spent to grant the player +5 to their next skill check or resistance roll
- 1 Fate can be spent to stay active when your last wound has been taken. They remain active for 1 round as if they were floating at 0.
- 1 Fate can be spent to ignore one type of Stack for one round. Players must choose which stack they are ignoring if they are subjected to multiple different kinds of stacks.
- Fate can be refreshed by a good moment of roleplay, or other environmental conditions.
- Fate refreshes between game sessions. Unspent Fate cannot be carried over into the following game session.

SKILLS:

Skills represent a character's training. Skill proficiencies are a system to rate how proficient an individual is at performing certain acts. A character may be an amazing fighter, but only dabble in social manipulation. Someone might be a master thief who brawls at night at a local arena. Characters will spend proficiency points to upgrade these skills. A starting character has ten skill proficiencies to spend in skills. Each proficiency adds a +2 to the skill rating of the skill. When a character invests 5 skill proficiencies in a skill, they are considered a master. A character may not put more than two skill proficiencies in a skill during character creation. You cannot have more than 5 skill proficiencies in a skill. Next to each skill is listed the linked attribute of that skill. The flat rating of that attribute is always added to the skill rating when rolling a skill check.

SKILL TESTS-

Over the course of your adventures, you may be required to make skill checks of some kind or another. These represent training, hobbies, knowledge, and vocational skills your character has picked up over the course of their life. There are several types of skill checks.

Skill Tests-

The most common type of test a character will make is a skill test. These skills are often linked to a governing attribute--For instance the Insight Skill is linked to the Cunning attribute. Skill checks are rolled by building a pool of dice consisting of your fortune dice (2D10), and adding any additional Skill Dice from edges, invocations, or gear. After rolling, add the result to your skill rating to the total and this will be your final rating. If you reach the target number set by the Storyteller or exceed it, then you succeed. If the test is less than the target number, the test fails. As characters gain experience, skills will be raised, thus making certain more trivial tasks easier for the character.

If a character is forced to make a skill check in which they have no training, they make the check based on their attribute rating alone.

Roll- 2D10 + Skill Dice + Skill Rating= Final Rating

Extended Test-

Extended tests are also pretty common. An extended test means that a character must perform the same action over a number of rounds or maybe a number of hours. Every time a check is required during the roll, the player must hit the target number or exceed it.

Opposed Tests-

These are probably the second most common test in Chrono-Rogue RPG. These are often used in combat whether physical, or social, or in a situation where one person's abilities are pitted against another's. The attacker rolls against a defender, ties will go to the attacker or instigator.

Example:

Kelaal, an exiled Noble of the Nib-Sha is trying to physically intimidate a scheming merchant into giving him information about where he purchased some stolen artifacts from the Fallen Crusade. The player rolls his character's Intimidation +6, vs the Storyteller-controlled merchant's Empathy which is at a +4. Kelaal rolls a 5 on the 2D10, and adds 6 for an unimpressive 11. The Storyteller rolls the defense of the merchant and gets a 12 on 2D10 +4 for the merchant's Intimidation skill for a total of 16. Not only does Kelaal not defeat the merchant, but the merchant has 5 points with which to inflict a negative consequence upon Kelaal. The Storyteller says that the merchant's assistant blows a whistle, summoning the local watch.... Looks like it's going to be a long day.

Tests made simple-

Determine the nature of the test- whether it is a skill test, Extended Test or an Opposed Test.

The Storyteller sets the difficulty of the check, dependent upon conditions or other factors.

The person attempting the skill check rolls Fortune (2D10)+ applicable Skill Dice.

Add appropriate skill rating and modifiers to the roll.

If it's an unopposed skill check, the character

must meet the target number, if it's opposed, the character must exceed the target number (tie always goes to the attacker).

Determine success or failure.

How successful was the character?

Sometimes it is important to determine how successful a character was. For skill checks, a good rule of thumb is to decrease the time it took to perform the task, lend assistance to someone else making the check, inflict a condition on a foe (in the cases of combat, explained later), or be able to set some other factor determined by the player that makes sense.

For instance: *Breinholt is a petty thief trying to break into a noble warehouse in the upper section of a Chronolith. The Storyteller sets the difficulty of the lock at a 15 (pretty average), Breinholt rolls Fortune(2D10) + his lock picking skill of 8 (finesse attribute of 2, +6 skill rating)! He rolls a 17 and gets his modifier added in for a whopping 25 on the roll (beating the target number by 10!). Breinholt decides that he wants to perform the act in one round (totally reasonable as it would take him 2 rounds to bypass normally (exchanging 5 of his 10 points that he exceeded the roll by for decreased time). Breinholt also sets the condition that he got inside, leaving no evidence that the lock had been charmed open. After a little discussion, the Storyteller agrees, so Breinholt gets in super quick, leaving no evidence of his passing, now all that's left is to find the strongbox.*

Failure? Oh, Failure.

Sometimes a player will fail by degrees also. For every 5 points a character doesn't succeed on a roll, the Storyteller may set some factors of her own. If Breinholt had failed by a margin of five, or had rolled double 1's on his fortune dice, the Storyteller may have chosen that the lock flat out jammed, leaving that particular door impassable. Maybe the door was trapped with some kind of mechanical alarm that went off. Maybe Breinholt was seen by a guard and now must repel an attack! Failure will mostly result in a character taking a long time at a task, which doesn't really add a whole lot of drama to the story. Storytellers are encouraged to come up with fun and interesting consequences to failed rolls. These shouldn't be all out punishments, but just something to add stress to the situation.

Test Difficulty-

Tests are often set at a particular difficulty depending upon many factors determined by the Storyteller and those factors are mitigated by the character. Some examples of test difficulties are below-

Trivial- Between 9-12

Examples- Bribing a barman for easy to obtain local information, jumping off a 6 foot wall without hurting yourself, setting a fire when you have plenty of dry wood, kindling, optimal wind, etc.

Basic-Between 13-16

Examples- Staring down a lone hungry wolf, jumping off a 10 foot wall without taking damage, picking a basic lock, cooking a decent meal while missing several key ingredients, singing a ballad well enough for money.

Moderate- 17-21

Examples- Unlocking a well crafted lock that is trapped without it going off in your face, shadowing a Viking war maiden back to her tribe without being seen, insulting a drunken lord without inciting him to violence.

Difficult- 22-25

Trying to intimidate a high ranking noble when you're outnumbered, jumping off of a cliff into water without hitting the numerous rocks, walking through a room full of watchful guards without being seen, using an Invocation when in free fall.

Nearly Impossible- 26-29+

Examples- Stealing a house Solomon signet ring from one of their fingers, summoning a powerful Undone without requiring a bargain for its help, talking one of the great lords into lending you her family's ancestral sword for the evening.

Now whether or not these difficulties are used, some people will build their characters to be highly specialized with numerous Skill Dice and thus able to perform difficult tasks with relative ease. Remember that a good

game is balanced with checks that the players should be able to perform, and some checks thrown in that are more difficult. You should scale these challenges based on how powerful their characters become.

PHYSICAL SKILLS:

ARCHERY (Finesse): Loading, Firing arrows.

This skill represents a character's mastery of archery. This can include normal standing bows or crossbows. This skill covers firing said weapon, reloading, maintenance, and fletching.

ATHLETICS (Finesse): Running, Climbing, Swimming, Jumping

Sometimes a pirate must run, jump, swim or climb something in order to succeed. The athletic skill represents most forms of physical exertion.

BLADES(Finesse): Swords, Axes, Daggers, etc.

This skill covers the safe use and execution of blade based attacks, be it swords, axes, or daggers. This covers basic attacks and maintenance of these weapons. This skill also utilizes the parry action.

BRAWLING (Finesse): Grappling, Punching, Kicks, Beat down-

The brawling skill represents the ability to punch, kick or otherwise use your body to fight an opponent. Brawling is often used in soft talk among crews to resolve disputes. Brawling is used for any claw or bite attack, usually performed by creatures (both mundane and paradox infused). Brawling can be used to initiate a grapple maneuver.

BURGLARY (Finesse):

The art of burglary covers most acts of theft, overcoming security, or general acts of skulduggery. With this skill you may pickpocket, disarm a trap, or pick a lock.

CLUBWORK (Finesse): Clubs, Maces, Batons-

This skill represents the ability to hit with clubs, hammers, mauls, or other blunt instruments. This skill covers the use and any maintenance of said weapon. This skill can also utilize the parry action as well as the attack action.

CHRONO-WEAPONS (Finesse): Kinetic Accelerators, Heat Rays, Time Twisters, machine guns.

Shard Launchers, Timetwisters, Heat Rays etc.- This skill allows the character to fire, reload, and maintain

any Chronotech weapon.

DODGE (Finesse): Ducking, Weaving, Grabbing Cover.

The Dodge skill represents the ability to avoid getting hit by jumping out of the way. This can be used against any and all ranged attacks, melee attacks, and some chromomantic invocations.

LANCER (Finesse): Spears, Polearms, Pikes-
The Lancer skill represents a knowledge of how to use a spear, pike or polearm to deadly effect.

PILOT (Finesse): Slip-ships, Era appropriate means of conveyance, IE: cars, planes, boats, trains.

Pilot covers all means of conveyance, be it slip ship, jump bike, or other transport. This also covers most era specific transportation from cars to planes to boats.

PISTOLS (Finesse): Pistols, Handguns, Revolvers, Flints.

This skill covers the use, maintenance, and knowledge of all pistol based weapons. This covers any flintlocks, semi-automatic pistols, revolvers, and other pistols.

RIDE (Finesse): Horses, Camels, Elephants-

This skill covers any and all riding animals, as well as all care and calming techniques.

RIFLES (Finesse): Lever-Action, Flintlock, Sniper

This skill covers the use, maintenance, and knowledge of all long range based weapons. This covers any flint rifles, semi-automatic weapons, assault rifles, bolt action rifles, and other long arms.

SCATTERGUNS (Finesse): Pump-Action, Blunderbuss, Tactical-

This skill covers the use, maintenance, and knowledge of all shotgun based weapons. This covers any Blunderbuss, Pump action, or double barreled shotgun.

STEALTH (Finesse): Infiltration, Camouflage, Silent Movement.

The skill of the ninja, rogue, pirate, and many clandestine governmental spy. The art of invisibility, shadowing, disguise, and infiltration. This

skill covers any use of the Stealth skill, be it hiding or moving silently. Use of this skill is always opposed by the Insight skill.

MENTAL SKILLS:

ARTISTE (Cunning): Painting, Writing, Composition, Carving-

This covers all the crafting of the arts, be it painting, writing, composition, sculpting, or carving. These pieces can be stored or turned into specialized trade goods (if crafted well enough). This can be a source of income for the artist, or even used as bargaining chips for even greater rewards than money.

BEASTS (Savvy): Animal Husbandry, Training, Approachability, and Command.

The Beasts skill covers any and all communication with creatures in various time streams. Training a dog, forcing a bear to back down, or understanding an animal's instincts.

CHARM (Savvy): Seduction, Convince, Cajole, Negotiate-

The gift of gab, gregarious and outgoing, charming, these are the traits described under the Charm skill. It is the ability to ingratiate yourself to someone, become alluring and attractive. Charm is used to negotiate prices for any and all goods.

CHRONOTECH (Cunning): Knacks, Slip-ships, Paradox Fields, Chronolith Maintenance, Hacking.

This skill covers any and all maintenance, repair, and building of Chronotech. This covers all temporal aspects of a slip-ship and dealing with the etheric sphere. This is necessary to build chronotech knacks, armor, and weapons. This is used on any mechanical checks or uses of technology within other timelines.

DEMOLITIONS (Cunning): Assassination, Mining, Property Damage-

This covers the building, deployment, and detonation of any kind of explosive, as well as the knowledge of: mining, placement to inflict greatest damage, concealment of explosives, repair, and diffusing of detonation devices. This does not cover throwing grenades, but does cover the knowledge needed to rig one to explode later if you wished.

EDUCATION (Cunning): Books, Science, Academia, Evaluation, Secrets.

This skill covers the knowledge of many subjects within academia- sciences, history, poetry, art history, chemistry. Education checks cover authenticity of objects, costuming for the correct time period using a textile plant, knowledge of architecture, poetry, science.

EMPATHY (Cunning): Seeing through lies, Therapy, Motivations, etc.

This skill covers the knowledge of reading people. It is found among psychologists, behavioral scientists, and con artists. Proficiency in this skill can often grant an individual knowledge of whether or not a person is lying, how they feel, and sometimes what they are looking for in a response. It is most often used to oppose the Subterfuge skill.

FORGERY (Cunning): Fake IDs, Counterfeit money, Imitation artifacts-

This covers the forging of fake ID's, counterfeiting period money, creating imitation artifacts that appear to be worth something, but are just base components and don't serve any actual purpose. These items are considered specialty trade goods unless determined to be a fakes. This usually involves an opposed Forgery check vs the appropriate craft or knowledge skill.

Forgery: Using your knowledge of appropriate objects and crafting techniques, you can attempt to forge an item, be it a piece of art, currency, or a fake piece of documentation. One must succeed in an opposed Forgery vs Education test against the subject to pass this item on as authentic. Some characters will get bonuses to their detection skills (dependent on position or gear they possess) so make sure to forge good fake before you pass it off.

HIGH SOCIETY (Savvy): High Society, Celebrity

This skill covers knowledge of the nobility, high society, and celebrity. If you wish to blend in at a ball, or other political function, this skill will allow you to prepare. You will know how to dress in order to dazzle, who to talk to, and how to drop gossip in the right ear. This ability will allow you to scan a room to determine who is the most

important, and who everyone actually wants to talk to and why.

INSIGHT (Cunning): Awareness, Investigation, Observation-

The devil is in the details. The insight skill allows a character to observe things going on, allowing them to notice details that can mean the difference between life and death. This covers the art of deduction and investigation, allowing the character to notice the fine minutiae of a situation. It also covers the ability to detect ambushes, and people hiding in stealth.

INTIMIDATION (Savvy/Potence): Stare down, Torture, Shakedown-

The art of intimidation is the ability to strike fear into your opponents by staring them down. It is one of the few skills that may be chosen under one of two attributes. If you choose Savvy, it means you are able to be cold towards people, stare them down, use subtle threats; if you choose Potence, it means you are a huge terrifying person capable of smashing their heads in. When you take this skill you must choose which you default to.

Optional Rule: If you use Potence, you calculate social wound damage with your Potence attribute instead of Savvy.

LEADERSHIP (Savvy): Battlefield, Motivation, Diplomacy-

A good leader knows how to command his troops or crew to perform directions quickly and efficiently. Leadership allows a character to motivate others, force them to action, rouse them from sluggish behavior, and get them ship shape when they are needed. Leadership can be used to direct diplomatic actions as well, forcing people to at least attend your point of view before rendering judgment.

MEDICINE (Cunning): Medicine, Field Medicine, First Aid, Surgery, Virology, Antidotes, Poultices

This skill covers the healing of wounds, repairing tissue, building poultices, purgatives, anti venoms, disease treatment, and first aid. Use of this skill generally takes time, so it must be performed outside of combat--the exception being those who use the Sawbones Edge, which speeds up the doctor's healing abilities to heal to impossible feats.

Treat: Difficulty: 10 +3 for each wound sustained. The doctor works on curing the wound received by administering care. The duration of care is determined by the following chart. Subjects may take as much time or longer to recuperate, depending on circumstances and build. This is one of the few ways to heal someone without incurring temporary paradox. This does not heal Hardship, which can be healed through rest.

- 1 wound- 15 minutes
- 2 wounds- 1 hour
- 3 wounds- 2 hours
- 4 wounds- 5 hours
- 5 wounds- 10 hours
- 6 wounds- 15 hours.

Purge: Difficulty: Toxin dependent- This skill creates an anti-venom for a poison. Use of this skill adds to the player's resistance roll. Every use of this skill adds another chance to resist the poison. This doesn't remove damage inflicted by a Toxin Stack. It only stops it from inflicting further harm. This requires a medical lab or Med Kit.

Neutralize Disease- Difficulty: Disease dependent- You are able to determine long term care against a disease. The disease will continue to act on the system until treated. All diseases have a cure rating. This requires a medical lab or Med Kit.

PERFORMANCE (Savvy): Acting, Stage-Combat, Singing, Dancing-

Theater, dancing, stage combat, singing, all these are covered within this skill. Some rogues will choose to use this to gain entrance to noble affairs by performing plays, and rob them while they are distracted, or dancing perfectly at a party. Some may even use it as a spearhead to engage in social combat. Players and Storytellers are encouraged to think of interesting ways for this skill to play out, sometimes granting a player bonuses if they perform something particularly well.

SCROVINGE (Cunning): Dumpster Diving, Scrap Hoarding, Streetwise, Gang knowledge

In most cities, you will find goods just lying around, that can involve food, makeshift weapons, clothing,

things that might help you survive in a chronolith or foreign city before you establish yourself. Scrounge also represents general street smarts, including gang identification, escape routes, guard patrols etc.

Difficulty: 15- Find a basic item.

Difficulty: Varying- Identify a gang or crime syndicate.

Difficulty:15- Identify guard routes. Find an obvious chrono-rogue in the city.

Difficulty:20- Find the local black market.

Difficulty: 22- Find a local temporal black market.

Difficulty: 25-30 Find a specific Chrono-Rogue in the city who is in hiding.

SUBTERFUGE (Savvy): Lying, Misdirection, Mimicry.

Sometimes in order to get through the doors of power, you will have to lie. Lying is like breathing to a chrono-rogue, from avoiding scrutiny from law enforcement, to chatting your way into areas you're not normally allowed to access. Use of the Subterfuge skill is often opposed by the Empathy skill. During Social combat, Subterfuge is used offensively and defensively (See Social Combat page 37).

SURVIVAL (Cunning): Navigation, Hunting, Tracking-

The great outdoors, it's a vast wilderness out there in any era, and many players will find that they need to survive. Survival covers the finding of water, the hunting of game, the identification of tracks, finding or constructing shelter, building a fire, or withstanding the elements.

TEMPORAL LORE (Cunning): Temporal Knowledge, Chronolith Nobility, Temporal Mechanics

This skill covers the ability and knowledge of all alternate timelines. With this skill, a chrono-rogue can navigate the void, understand the changes and shifts in the time stream, and research what actions may be the most advantageous for the pirates' actions. This skill will also cover a great deal of the theory of temporal mechanics. It is a good skill to have for any character, so they won't be caught unawares at the unexpected shifts in time.

EDGES

Where skills represent general or focused training, from your childhood or early career paths. Edges represent an ascension of that training to the next level. Maybe you've spent your life training under a master samurai, and now you know how to quickly draw your blade, or react with razor sharp speed. Maybe a cowboy taught you how to gunsling and your pistols blaze on the battlefield, cutting down multiple enemies in a single barrage. You could have been trained by an assassin, and you know how to poison a king and disappear without a trace. These techniques represent a focus of your character.

Picking up Edges-

Characters will gain their edges from their Character Occupations and Childhoods. They will usually start with a set number of edges they can purchase. Characters may spend these edges however they please across those within their character package. They must meet the prerequisites before purchasing a more advanced edge.

Edge Descriptions-

Edges usually fall under a focus or precision of training that will allow for some near-supernatural feat on the battlefield or off of it. These will help define the specialized training you've worked towards. They will often be quite helpful on the battlefield: allowing quick reactions to dispatch your foes, or brutal assaults, or clever craftings able to shift the tide in your favor.

Edge Prerequisites-

Most edges will require that the player have some basic skills prior to purchasing said Edge. Each rank of Edge will usually require the advancement of a skill and a prerequisite number of skill proficiencies. To purchase basic edges, one must only have one skill proficiency in the linked skill and a linked attribute of 2 or more.

ACTIVATING EDGES-

Beat Cost: Much like Chronomantic Invocations, Edges will often have a Beat Cost, either an offensive beat, a defensive beat, or a neutral beat.

If the use of an edge requires an offensive beat, it insinuates some form of attack. For instance you are striking with your weapon: your character would usually add the Edge effect to a normal melee or ranged strike. If the Beat Cost is a defensive beat, you may count your Establish Defense action at the beginning of an applicable combat phase as meeting the Beat Cost expenditure for that ability.

IE: Sara Surin has just come around the corner of a hallway after robbing a minor noble, and comes face to face with the poor noble's guards. Combat is initiated, Sara chooses at the start of the fight to establish defense spending a defensive beat. Later in the round, the guard attempts to attack her with a sword. She decides to activate Scorn, a basic edge from the Blades Edge tree before rolling defense against the guard's attacks. As she has spent a defensive beat she can activate one defensive edge or one chronomantic invocation that requires the expenditure of a defensive beat.

Passive- Certain Edges have a passive ability. This ability requires no expenditure of a Beat to receive the benefit. They are always active.

AKARU

Finesse: Brawling.

An ancient hand to hand technique that utilizes a very athletic style, bounding in and out, landing heavy handed punches and fierce kicks.

-BASIC TECHNIQUES-

FLICKER-PUNCH

Passive- +2 Initiative, +1 Beat on the first round of combat when brawling.

Your arms are extensions of your will, ready to spring into action at a moment's notice.

IRON STING

Passive- Gain Pierce(1) with brawling based attacks. You've maximized your attacks to weaken or penetrate armor.

BOUNDING CAT

Passive- You may disengage once per round without spending two beats.

You're able to bound in and out of combat.

ARCHERY

Finesse: Archery

You've mastered the ancient arts of the bow and crossbow. With these, you can snipe out your enemies on the battlefield, inflicting terror and disruption with your arrows.

-BASIC TECHNIQUES-

Aim

Beat Cost: 1 defensive

Aiming down your sights, you become an impressive marksman. You may add twice your Cunning attribute when taking an aim action with a bow.

RAPID SHOT

Arrows are never far from your hand or your bowstring, and you've mastered firing multiple arrows in as little time as possible. On any round that you spend two offensive beats for attacking with your bow or crossbow, generate 1 free offensive beat for the purposes of attacking with your bow or crossbow. During the first round of combat, you are always considered to have an arrow knocked unless you were successfully ambushed (see *ambush* page 7).

LONG SHOT

Passive- Increase the range of your bow or crossbow by 1.

You're capable of hitting a target far away. Increase the range of your bow by 1 range increment.

BARD

Savvy: Perform

The bardic edge combines comfort and song to influence your fellow rogues into greater success on the battlefield. With the combination of social skill and performance, you're able to influence multiple fields of battle, not just your allies.

-BASIC TECHNIQUES-

INSPIRING CANDLE

Beat Cost: 1 defensive

You tend to inspire those around you with your kind words. You may "inspire" 1 subject during your turn. They gain +1D4 Skill Dice to their next roll.

WARM HEARTH

You tell good stories and jokes to your fellows, helping them recover from weariness. Double all Hardship gain for your crew when outside of combat.

BONFIRE

Passive- PC's Gain +1 Permanent Hardship. This can exceed a PC's experience maximum.

By spending time with your crew prior to a battle, you fill their hearts with the joy of victories to come, and riches to be plundered. If you fall in combat, this bonus disappears.

BLADES

Finesse: Blades

You've studied the ancient arts of the blade, perhaps from a fencing master from France or Italy, or maybe from a broadsword-wielding English noble. Maybe you learned to fight with a curved blade from a Saracen lord, or quick knife work from a cutthroat down by the docks. The Blades Edge is about attack, speed and defense, granting you the ability to slaughter your foes quickly.

-BASIC TECHNIQUES-

QUICK DRAW

Passive- +1 Beat towards attack or defense on the first round of combat. This cannot be used for an invocation and must apply to your weapon. Gain +1D4 Skill Dice to haste for initiative. Attacks with your blade during the first round of combat gain Pierce:(1).

Your sword leaps to your hands as soon as combat begins.

BINDING STRIKE

Enemies who attempt to disengage from you must defeat you in an opposed melee vs melee or dodge,

if they fail they cannot disengage from you.

SCORP

Beat Cost: 1 defensive

Duration: 1 round

Those who dare to oppose you will find their weapons swatted away like gnats. Add +1D4 Skill Dice to melee defense (evasion rating) when parrying an attack.

ΒΛΥΠ† WEΑΡΟΠ

Finesse: Clubs

Many warriors prefer to slam through doors and crush armor with war mauls, clubs, maces or other hammer-based weapons. Blunt weapons inflict deadly impact damage and can be used to breach even the hardest armor, or crush the toughest foe.

-BASIC TECHNIQUES-

POMMEL

Beat Cost: 1 offensive

You attack with methods that inflict additional damage. This attack gains +1D8 Damage Dice.

CRACK THE WEAK POINT†

Passive- Attacks with blunt weapons gain Pierce(1). You strike out against the weak points in a subject's armor.

CHARGING CONCUSSION

Passive- On a successful Charge action, the target suffers a slow (2) Stack.

ΧΗΡΟΠΟΤΕΧ

Cunning: Chronotech

You probably sit back at your workbench assembling motors, knacks, and weapons. Automatons come to you for repair, and you are probably responsible for fixing the slip-ship when it breaks down. Tech will allow you to upgrade existing technology, and build technology from scratch to assist your companions' survival against the temporal winds.

-BASIC TECHNIQUES-

FROM ANOTHER TIME

Passive- Lower Entropic effects by 3. Gain +1D8 Dissipation Dice to your suit.

You have an innate mechanical knowledge which grants you the ability to use most technology of by-gone eras. This includes everything from rudimentary farm equipment to computers.

TEMPER TIME

Passive- All of your weapons and armor gain +1 Hard point.

You've become proficient in modifying your items.

RESOURCEFUL CIRCUITRY

Passive- Your suit is considered to have +4 permanent power.

Your suit has been outfitted with a few more batteries to store power.

ΧΗΡΟΠΟΤΕΧ WEΑΡΟΠΣ

Finesse: Chronotech Weapons

Using weapons from the future are sometimes necessary when facing off against any number of enemies. This Edge allows a character to modify their own weapons in strange ways, and gain interesting advantages in the battlefield.

-BASIC TECHNIQUES-

OVERCHARGE

You've learned to tinker with your Chronotech weapons, allowing them to draw power directly from your suit. You may spend up to 2 power per shot to inflict +1D8 Damage Dice per power point spent.

ENGRAVING

Your weapons have a distinctive style, each one engraved with various sigils and runes designed to make the components function with greater ability. You may never critically fail when firing one of your own personal Chronotech weapons. Rolls that would count as critical failures are automatically changed to failures. You must spend an hour engraving a weap-

on to ensure that it is done properly. This weapon gains + 1 hard point.

IRON SIGHTS

You've added some strange kind of sight to your weapon and practiced with it. Gain +1D6 Skill Dice when performing an attack after you've performed the Aim action with this weapon.

COMMANDER

Savvy:Leadership

This is the ability to command individuals under you to greater heights. You may call them to fight better, or recover from egregious wounds. You might inspire those in dire straits or force someone into quicker action. This grants you bonuses during mass combat.

-BASIC TECHNIQUES-

SPEED OF COMMAND

Beat Cost- 1 Defensive

Passive- Gain +1 to your Bastard Rating
After barking orders you tend to speed up individuals under your command. Grant a subject +1D4 to their initiative this round. You may perform this action during the establish defense phase of combat.

MELEE FORMATION

Beat Cost- 1 Defensive

All melee rolls from your party gain +1D4 Skill Dice to attack this round as do all parry rolls.

FIRING FORMATION

Beat Cost- 1 Defensive

All firearms rolls gain +1D4 Skill Dice to their attack rolls this round.

ETHERIALIST

Cunning: Insight

The etherialist is a master of perception and cunning. They can see the echoes of the past and decipher them, and their knowledge of the void and the temporal winds is second to none. They have innate abilities that can shift the battlefield without invocations.

-BASIC TECHNIQUES-

VISION OF THE PAST

The Etherealist kneels and touches the ground, pulling forth a vision of the emotional residue in the area. They are able to sense the events that occurred up to 48 hours prior.

Make an Insight roll, difficulty determined by the following chart.

Difficulty: 13- Up to 12 hours ago. Vision is blurry and hazy. Some details might be muddled or vague.
Difficulty: 16- Up to 24 hours ago. Details might be muddled or hazy.
Difficulty: 19- Up to 36 hours ago. Details might be muddled or hazy.
Difficulty: 22- Up to 48 hours ago. Details might be muddled or hazy.

Increase/decrease the difficulty by the following factors-

+3 Difficulty- Details become clear.

-3 Difficulty- An Overt chrono-based ability or confluence occurred in the area.

SENSE THE THREAD

You've become attuned to the strands of fate. Once a game session the Etherealist replenishes 1 Fate point.

EYES OF THE VOID

Passive- The Etherealist gets +1D6 Skill Dice on all Insight based checks while in the void or scanning with the ship's scopes. They get +1D4 Skill Dice to Insight rolls outside the void. Your character's eyes go oily black whenever you use this ability.

The void has many secrets, and those that know how to peer into those threads of fate gain new insights into the subtle shifts around them.

ПОБЛЕ МІЕН

Savvy: Charm or Subterfuge

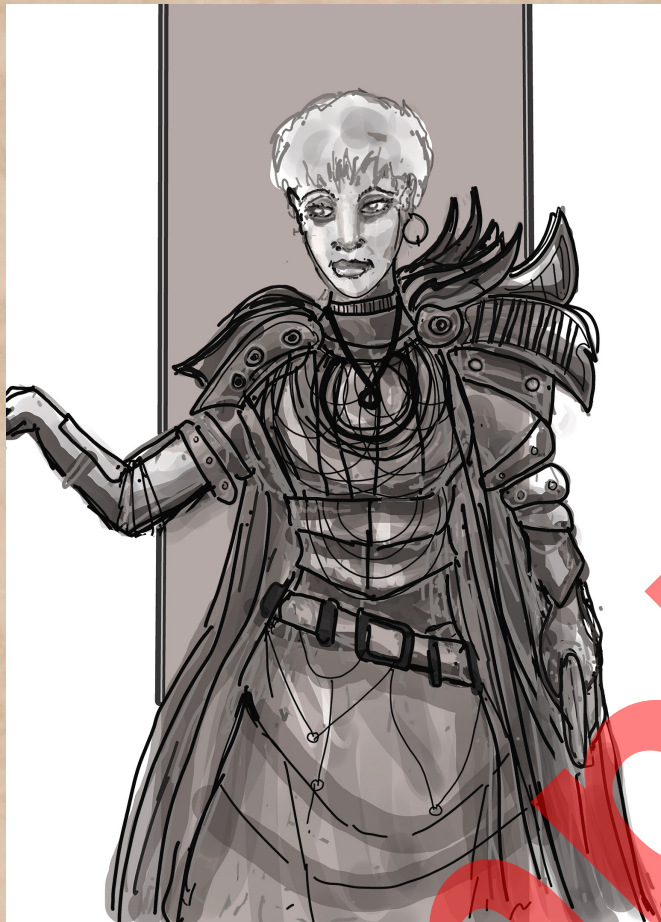
The skill of nobles, allowing them to manipulate, deal and undercut social situations with skill and majesty. You radiate celebrity and nobility, and can masterfully navigate the many cuts and poisonous words of social combat.

-BASIC TECHNIQUES-

SOOTHING ACUMEN

Passive- Gain +1D4 Skill Dice to social based attacks and charm rolls.

You've become an expert at business dealings.



You're a natural behind the wheel of a slip-ship. The Piloting skill increases maneuvers, movement and shifts of your ship. Pilots can be a vital part of ship combat. A master of piloting can push even huge capital ships to greater heights, gaining additional shifts for their ships, allowing for quicker turns and more masterful setups.

-BASIC TECHNIQUES-

QUICK THROTTLE

Passive- You gain +3 to your initiative score for any ship you're piloting.

ALIGN

Beat Cost: 1 offensive

You've become a master at coordinating with the master gunner. Grant +1D4 Skill Dice on all Chronotech gunnery actions for the round.

SILENT RUNNING

Beat Cost: 1 Defensive

You know how to minimize the engine noise through a variety of techniques. Your Engineer gets +1D4 Skill Dice when you are attempting a Shroud action.

PISTOLS

Finesse: Pistols

A master of pistols can reload faster, kill quicker, and perform amazing feats of marksmanship with a sidearm. Gunslingers, pirates, mafia, and some of the greatest assassins throughout history utilize this to their benefit.

-BASIC TECHNIQUES-

SPEED LOAD

Passive- Generate 2 beats for the purposes of loading your pistols.

Your hands often blur with practiced motions as you reload your weapon.

Aim

Passive- You may add twice your Cunning attribute when taking an Aim action with a pistol.

Aiming down your sights, you become an impressive marksman.

MY WORD IS MY ARMOR

Beat Cost: 1 defensive

Passive- +1 Status wounds. This can bring you above your maximum. Gain +1D4 Skill Dice to all Lightest Touch rolls.

You gain +1D8 social armor dice towards soaking social damage

Your word is good and most people know it.

DISPARAGING GAZE

Passive- Gain +1D8 Social Damage Dice. And +1D4 Skill Dice to Intimidation skill checks.

Your eyes can force even the hardest individuals to their knees.

PILOT

Finesse: Pilot

SPEED SHOT

You've become a master at drawing one pistol after another and firing. On your second pistol attack per round, gain +1D4 Skill Dice to your attack roll.

RIFLES

Finesse: Rifles

You might have been an infantryman in World War 2, or a Russian sniper. Whatever your background, when you have a rifle in hand, you're able to kill at an impressive distance.

-BASIC TECHNIQUES-

QUICK AIM

Passive- Your first Aim Action a round doesn't cost a beat.

Within seconds you can target a subject's vital organs.

CONCENTRATE

You're able to block out any excess stimuli in the midst of combat. You suffer no penalties for shooting into melee combat.

LONG SHOT

Passive- Increase the range of your rifles by 1 increment.

Your shots sail further than most.

ROGUE

Finesse: Burglary

Rogues are masters of breaking and entering, hiding their weapons where no one can find them, and coming up with secret plans. A rogue is quick to react, good at avoiding unexpected attacks, and decent at lying when all else fails them.

-BASIC TECHNIQUES-

HIDDEN PICK

Passive- Gain +1D4 to Skill Dice on all Burglary rolls. You are good at picking locks. Generate basic hidden lock picks or trap disarming tools.

BOOT WEAPON

You've hidden tons of knives and small weapons on you. You may 'create' a basic melee weapon or pistol at anytime you wish by pulling the weapon out of thin air. The weapon breaks after 1 hour. You may do this once a day.

SKILLFUL

Anytime you succeed at a Burglary check, you automatically succeed by 5 granting you a narrative condition. You must succeed in the initial challenge to receive this benefit. You don't get any additional benefit if you do defeat the skill check by 5.

STEALTH

Finesse: Stealth

The art of invisibility is a difficult skill to learn. Perhaps you were trained by a ninja, perhaps by a master hunter. Maybe you found your way running barefoot through the tunnels of your Chronolith avoiding threats and dangers along the way. With this Edge, you'll be able to blend in, disappear, and you'll never be seen again, unless you wish to be. You've studied the correct foot placement, how to attack from the shadows.

-BASIC TECHNIQUES-

STILL AS A CAT

Like the many cats that wander the world, you've learned the deeper techniques of stealth. Gain +1D4 Skill Dice to any Stealth check in which you aren't moving.

FROM THE SHADOWS

Passive- Gain +1D4 Skill Dice whenever attacking from stealth (See *Ambush* page 33). Attacks from stealth gain +1D8 Damage Dice. Your abilities to attack from stealth have grown.

FACELESS STRANGER

Passive- When Shadowing a target or using a disguise, you may inflict a -2 to all Insight rolls to see you. You cannot gain this benefit if you were hiding in the rafters, only if you were casually trying to slip away. Mastering the abilities of stealth have allowed you

to disappear in a crowd.

VOID MUTANT

You've adapted to life in the void, gaining some strange mutations.

Attribute/Skill Requirement- None

-BASIC TECHNIQUES-

CLAWS

Passive- Claws- Base Damage +1D8 secondary Damage Dice with the Piercing/Slashing condition. Pierce(1) with claws. For every 3 points of permanent paradox, gain +1D8 Damage Dice to your claws.

Your fingernails lengthen and harden into claws.

SENSES OF THE BEAST

Passive- Gain +1D6 Skill Dice to all Insight rolls.

You've adapted to the harsh world of the void, heightening your senses. Your ears have elongated; you grow an extra pair of eyes; your pupils have shifted into feline, or raptor; your nose has changed as well, evolving your olfactory senses to supernatural levels. As you grow more and more monstrous, it becomes harder to blend into society.

PATAGIA

You've grown flaps of skin beneath your arms, similar to a bat or flying squirrel. This allows you to glide safely to the ground from most heights above Short range. You glide at running speed.

INVOCATIONS POWER DESCRIPTIONS

INVOCATION OF CHROMOMANTIC POWERS- INVOCATION DICE-

Characters who wish to cast a chromomantic invocation must first assemble an Invocation Dice pool. This consists of several factors (**You do not roll fortune dice for an invocation or dissipation roll!**). You gain 1D10 for every point of permanent paradox they have, then add your Invocation Dice from your Chronotech suit, along with any

dice generated from other gear or abilities you may have. For every 5+ on the dice, you generate one success towards your invocation.

Basic invocations require 1 success, Intermediate invocations Require 3 successes, Master level invocations require 5 successes.

A character may spend 1 power from their suit to generate 1 success; this may be spent after the invocation roll.

Example: Isa is trying to summon a shard blade to do battle with a Viking warrior. Shard Blade is a rank 1 Anarchy ability that requires a single success. She has 2 points of permanent paradox and is wearing an Iron Warrior Paradox Suit. She just barely gets the 1 success necessary to summon the Shard Blade. The blade flickers into life, drawing amazement and fear from the Viking reaver. She now has to roll to see if she accrued any temporary paradox before she can use the weapon to butcher her opponent.

OVERCHANNELLING-

You may over-channel or overcast any power, making it harder to resist. To overcast, double the amount of temporary paradox that the invocation inflicts. This increases the difficulty to resist the power by 5. Overcast melee weapons and damaging invocations do an additional +1 automatic damage. Paradox Bleed is not doubled in this way.

RESISTANCE ROLL-

Most chromomantic invocations come with a resistance roll to resist the effect. The target must meet the difficulty of the resistance roll in order to take half damage and half stacks. If the rogue beats the resistance roll by 5 they take no damage. If the invocation is over-channeled, the difficulty of the resistance roll goes up by 5. All other effects are ignored if the rogue resists the roll for abilities that are a binary of pass/ fail.

Example: Miranda is trying to roast a Syndicate operative before the operative shoots her. She invokes Flame Bolt and over-channels the power. The operative rolls Haste and gets an 18. Had Miranda not over-channeled the power, the operative would have succeeded at the difficulty 15 Haste roll and dodged out of the way, taking half damage; instead the operative fails the roll at difficulty 20 and will take full damage from the attack.

DISSIPATION PHASE-

DISSIPATION DICE-

Similar to Soak rolls and invocation rolls, Dissipation is the means by which a character can negate temporary paradox building up from invocations. The first step is to assemble your Dissipation Dice. Take all the Dissipation Dice from your chronosuit and any additional gear. For every 5+ you roll on your Dissipation Dice, you dissipate 1 point of temporary paradox. You may also spend 1 power from your suit to negate 1 temporary point of paradox. Every undissipated point of temporary paradox is added to your character sheet. Permanent paradox can never be dissipated in this way.

When you gain 20 temporary paradox, you reset your temporary paradox to 0 and gain 1 point of permanent paradox.

When your character gets their 10th point of permanent paradox, they perish, unwritten by the temporal winds. Make a new character.

SUSTAINED POWERS

Some powers require a little concentration to keep going. A character can have one sustained power for free. Every additional power used increases the success requirement threshold by 1. IE: If you have a sustained power and you try to cast an intermediate level power, it will require 4 successes instead of 3.

ANATOMY OF INVOCATIONS-

SCHOOL- This defines the school of invocation- Conservation, Agitation, Anarchy, Union, Multitude, Displacement, Siphon, Malarkey, Progression, Revisionism, Whimsy and Finis Mortem. The starter rules only have a few of the powers available.

RANK- This determines whether the invocation is a Basic, Intermediate, or Advanced Technique.

DURATION-

Duration determines how long a power remains active. If your power isn't sustained, then it usually lasts for a few rounds.

RANGE- Range is often defined in the number of range increments. You can target anything within

the given range increment. Ranges are better explained in Conflict Systems (page 35).

LINE OF SIGHT- Any target your character can see regardless of range. This must not be through any other means other than direct line of sight. You couldn't use live relayed camera footage to shoot around or through a building to hit someone.

TARGET- This is how many subjects this power will affect.

Self- Invocation targets the caster.

Single- Invocation targets a single subject.

Line- Invocation targets subjects in a consecutive line, with the number of subjects determined by the number of range increments. IE: Line(2) targets subjects in a line equal to 2 range increments.

Environmental- Invocation changes something in the environment. It might be affecting an object or creating an object in the space; it might be affecting everyone in the scene.

Scene- This power affects everyone in the area, the entire scene.

Radius: Representative of the area affected by a power or given explosive. EX: Radius:2 means everyone in 2 range bands must take the resistance roll or take damage/stack effects.

BEAT COST- Much like Edges, Invocations will cost either Offensive Beats, Defensive Beats or Neutral Beats (neither). If your character has established defense, they may choose to use a defensive Edge or a defensive Invocation, not both, unless they use 2 defensive beats this round or have the ability to generate an additional beat through other means. A character who utilizes 2 defensive beats may cast two defensive invocations. A character may never use two of the same defensive invocation or two with a duration greater than instant. Likewise, a character may choose to use two offensive beats as attack invocations--but they may not be two of the same offensive invocations or two with durations greater than instant. A character may cast two different sustained powers but must follow the rules for sustained powers seen above.

Special Rules: These are additional effects that an invocation might inflict or cause. These might be different stacks (see pages 38-40), pierce ratings, types of attacks, explosives, etc. Some of these

effects are defined in the conflict systems section (page 32).

AGITATION

This form of chrono-manipulation is based entirely around accelerating molecular activity. This power is the weapon of choice for the strutting knights of the noble houses, especially in the Aurugin Castellum. Common uses are to enhance one's own speed in combat or to ignite the very air itself in a torrent of flames.

-BASIC TECHNIQUES-

SIDESTEP

Potential Paradox Cost: 1

Duration: 1 round

Range: 0

Beat Cost: 1 defensive

Target: Self

Resistance Roll: None

The Agitator uses their power over speed to blur out of the way of incoming attacks, granting them a second chance to avoid damage. Attacks that occur under ambush circumstances cannot be dodged in this way. Gain a free reroll on any evasion rating check and gain +3 to your Haste resistance rolls for the duration of this invocation.

BOLT OF FLAME

Potential Paradox Cost: 1

Duration: Instant

Range: 2

Beat Cost: 1 offensive

Target: Single

Resistance Roll: Haste (15)

Special Rules: Pierce(1), Flame(1) Stack

You summon a bolt of raw flame that you throw at a target. This attack inflicts +3D8 Damage Dice.

BRAND

Potential Paradox Cost: 1

Duration: Instant

Range: Touch.

Beat Cost: 1 offensive

Target: Single

Resistance Roll: None

Special Rules: Flame(2) Stack.

By touching a subject, you can heat up the spot

you touched, torching clothing, melting metal and searing flesh. Must make a successful brawling attack against a subject. If successful you inflict +2D10 Damage Dice. This attack bypasses hardship points and is considered a fire based attack. You may not make this part of a punching attack as all your concentration will be in the invocation.

This attack must be dodged and cannot be parried or brawled.

ANARCHY

The invocation of Anarchy is a strange one. Anarchists rip and tear at reality, destroying existing objects or creating damaging rifts that cut through physical matter. Anarchists are capable of massive damage with very little effort. They can rapidly age objects, ripping them apart quickly until they're useless.

-BASIC TECHNIQUES-

SHARD BLADE

Potential Paradox Cost: 1

Duration: Sustained

Range: 0

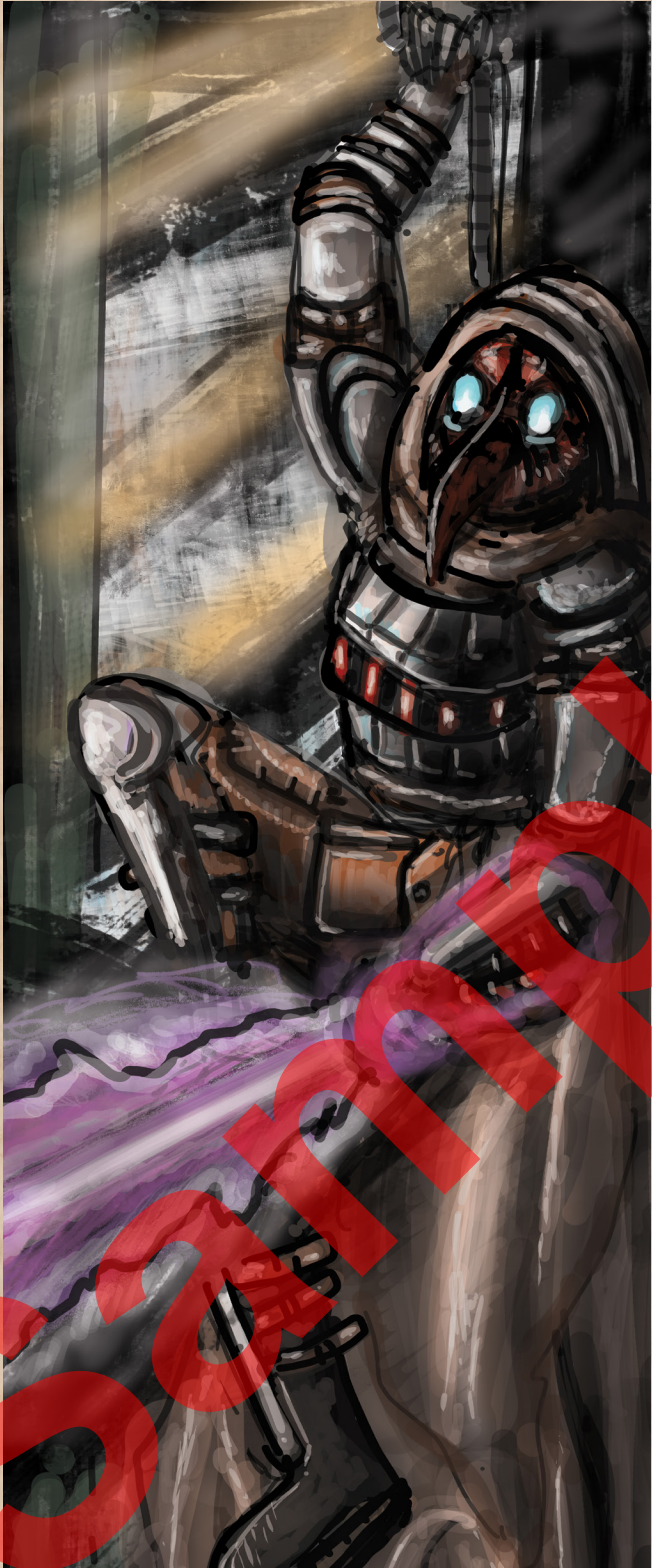
Beat Cost: 1 offensive

Target: Self

Resistance Roll: None

Special Rules: Pierce (2) Entropic(1) Stack. Melee weapon.

Create a melee weapon-shaped tear in the very fabric of reality. Strikes with these weapons inflict Entropic quality on any character it strikes. The base damage on this weapon is +2D8 Damage Dice and is considered a melee weapon for the purposes of adding Potence Damage Dice. You may summon and strike with the blade in the same round.

**NEEDLE BURST****Potential Paradox Cost:** 1**Duration:** Instant**Range:** 2**Beat Cost:** 1 offensive**Target:** Single**Resistance Roll:** Haste(15)

Special Rules: Explosive, Pierce(2), Shrapnel:3
 You throw a concentrated sphere of anarchy that explodes once it reaches its target. Everyone caught in the blast suffers +4d6 Damage Dice.

TOUCH OF ANARCHY**Potential Paradox Cost:** 1**Duration:** Instant**Range:** Touch**Beat Cost:** 1 offensive**Target:** Self**Resistance Roll:** None

Slowly degrade and destroy almost any material one can touch with his bare skin. This power works on ripping apart the fabric that holds together an object. A door may rot away, a wall may crumble, or you may inflict structural damage with a touch as the object falls to pieces.

Any object outside of a paradox field can be affected. This may not be used in combat.

CONSERVATION

The power of Conservation dictates the slumbers of time. A conservationist can lower the kinetic energy of an area, creating areas of slowed time. They can lower the temperature by manipulating the energy further, creating areas of ice and cold, summoning walls of ice from nothing. At higher levels, a conservationist can freeze time in a room and move about, allowing him to escape from some of the worst battles.

-BASIC TECHNIQUES-

SLOW**Potential Paradox Cost:** 1**Duration:** 2 rounds**Beat Cost:** 1 offensive**Target:** Single**Resistance Roll:** Haste(15)**Special Rules:** Slow(5)

With a strange gesture you summon an invisible bubble of friction around the subject, slowing down their movements, making it more difficult for them to get out of dangerous situations. The subject takes a Slow(5) Stack.

SLICK

Potential Paradox Cost: 1

Duration: 1 round

Range: 3

Beat Cost: 1 offensive

Target: Radius:3

Resistance Roll: Haste(15), Shrapnel:3

By stretching out your fingers, you create a sheen of black ice across any relatively smooth surface, making it difficult to move across without tripping. All subjects crossing the affected area must pass their resistance roll or fall prone. Moving across this surface costs double movement.

SHIELD OF ICE

Potential Paradox Cost: 1

Duration: 2 rounds

Range: 0

Beat Cost: 1 defensive

Target: Self

Resistance Roll: None

You summon a shield of ice that offers you a bit of protection from those who mean you harm. Gain +1D8 Armor Soak Dice for ballistic and melee damage for the duration of the invocation.

DISPLACEMENT

Displacement is the invocation of movement and misdirection. Someone versed in this ability can teleport around the battlefield, vanish for a time, or strike in an unpredictable manner. A master of displacement can switch certain elements around in the battlefield, or rip away vital assets at the critical time. Displacers are hard to target and even harder to pin down.

-BASIC TECHNIQUES-

HOP

Potential Paradox Cost: 1

Duration: Instant

Range: Touch.

Beat Cost: 1 Defensive Beat

Target: Single

Resistance Roll: None

Special Rules: Movement

You slip out of time for an instant, transporting yourself up to 3 range increments away. You may transport up to 1 subject with you. The subject must be touching you, the subject must be willing. You can't hop if you're grappled.

CHEAP SHOT

Potential Paradox Cost: 1

Duration: Instant

Range: Touch

Beat Cost: 1 offensive

Target: Single

Resistance Roll: Haste(15)

Special Rules:

You make a short teleport jump behind the subject, just long enough to stab/shoot them before returning to your original location. For one attack, the subject is considered to be on passive defense. If a subject passes a resistance check, they will not be forced to be on passive defense.

DARTING STRIKES:

Potential Paradox Cost: 1

Duration: Instant

Range: Self

Beat Cost: 1 offensive

Target: Single

Resistance Roll: None

Special Rules: Movement

You teleport so fast that you strike multiple times or targets with the swing. Generate 2 additional beats for the purposes of melee/ballistic attacks only. You may not invoke with these beats.



MALARKEY

Some powers are physical, others are social. Malarkey is the gift of gab, predictive script, lying and social acumen. With the Malarkey invocation, a rogue becomes a master of social combat, able to predict exactly what to say at the right moment.

-BASIC TECHNIQUES-

SLIP OF THE TONGUE

Potential Paradox Cost: 1

Duration: 1 answer*

Range: None

Beat Cost: 1 Offensive.

Target: Single

Resistance Roll: Bastard(15)

Special Rules:

Using your powers, you choose the right words, forcing someone to reveal a secret they would hold to themselves.

PREDICTION

Potential Paradox Cost: 1

Duration: 3 rounds.

Range: None

Beat Cost: 1 Defensive.

Target: Single

Resistance Roll: None

Special Rules:

You call on your chronomantic powers to speak the best answers during conversation. Gain +1D8 Skill Dice to social attack and social evasion for the duration. You may also use this in conjunction with a Lightest Touch with an NPC (see *Lightest Touch* page 38)

SUBTLE WHISPER

Potential Paradox Cost: 1

Duration: 1 scene*

Range: None

Beat Cost: 1 offensive.

Target: Single

Resistance Roll: Bastard (15).

Special Rules:

By whispering to someone you are able to insinuate commands into their subconscious. Commands initiated in this way are triggered.

IE: Maximilian wants to get a guard to move locations so he commands the guard to leave when he hears whistling. The power works and Max starts whistling. The guard inexplicably leaves their post.

DICE, DICE, MORE DICE.

Chrono-Rogue uses polyhedral dice. In order to play, each Player should have at least 2 ten-sided dice, 2 four-sided dice, 4 six sided dice, 4 eight-sided dice, and 2 twelve-sided dice. Wording of these dice will sometimes be referred to as D4, D6, D8, D10, or D12. You will often hear terms like 1D6, 2D10, 1D8, etc. This will always refer to the amount of dice rolled (1st number) then the type of dice rolled (second number).

FORTUNE DICE- This is always 2D10 or two ten sided dice. Fortune dice are used for practically every type of roll (Skill checks, attack rolls, evasion rolls, Resistance Rolls). These dice are usually rolled and added to a roll and increase the rating of the overall roll. These dice can be affected by other factors. Fortune dice aren't rolled for mechanics like damage, soak, invocation, or dissipation.

SKILL DICE- These are usually bonus dice added to a standard roll to increase the rating of the overall roll. Maybe you have a piece of gear that grants you some bonuses, or maybe you've employed a power or ability that enhances your chances in some way.

These dice can be further modified by beneficial or harmful situations. The results of any dice rolled are added to the rating of the action. This will be explained in greater detail later. Treat these dice as additional dice you roll and add to your skill rating, attack rating, resistance roll, or evasion rating.

DAMAGE DICE- This is a pool of dice often constructed from your character's attributes and a weapon of some kind. When these dice are rolled, every 5+ on the die facing up is considered a success. Each success generates 1 point of damage. This can be either social or physical damage.

SOAK DICE- This is a pool of dice often constructed from your character's attributes and a suit of armor. When these dice are rolled, every 5+ on the die facing up is considered a success. Each success negates a single point of damage. This can be either social or physical soak.

INVOCATION DICE- This is a pool of dice constructed from your character's paradox suit's Invocation Dice rating and their permanent paradox rating. When these dice are rolled, every 5+ on the die facing up is considered a success. Certain powers require multiple successes to cast.

DISSIPATION DICE- This is a pool of dice constructed from the dissipation dice rating of your character's paradox suit. When these dice are rolled, every 5+ on the die facing up is considered a success. Each success negates a single point of temporary paradox.

RESISTANCE ROLLS- Sometimes characters are subjected to external factors that they need to resist. Characters will roll Resistance in these instances by rolling Fortune Dice + relevant Skill Dice + Grit, Haste, or Bastard rating. These rolls are usually reserved for when characters are under the effect of invocations, grenades, or poisons, to name a few.

HOW DO I DO THIS?

A game of Chrono-Rogue usually consists of 2-6 characters controlled by their players being hired by a void baron, corrupt noble, or other temporal malcontent to travel to a specific time period to wreak mayhem, kill someone or steal something.

The players will use their slip-ship to infiltrate the time period in question; they will disguise themselves and their gear before blending into the shadows of antiquity to pillage their black guts out. They can use materials either provided in a pre-generated adventure, or in a unique timeline of the Storyteller's creation.

The players are the protagonists of the story, steering the narrative as much as they can while the Storyteller creates the hazards, obstacles, and rewards in their way. The environment changes as the players state what their characters are doing.

I. ENVIRONMENTAL TABLEAU- The Storyteller tells the players what is around their characters. It might be a smoke filled tavern rife with dastardly characters,

it might be a cliff side monastery that hides a powerful treasure, or it might be their own ship. Who is present? What are they wearing? What are they discussing? Players are encouraged to interact with the environment to learn more about how this advances the story.

2. PLAYER INPUT- Players develop the story by describing their characters' actions. One might approach a waiter to find out when the Czar's son will arrive. Another might want to investigate a far room in search of important papers hidden in a desk. Yet another might want to study an obscure piece of chronotech spied on the roof of a monolithic church.

Sometimes these decisions don't require anything beyond description or a shift of scene, sometimes they require dice to be rolled and results to be calculated. If a door is locked, the character may have to use their burglary skill to pick the lock, resulting in a skill check. It's up to the Storyteller to decide the difficulty of this particular task.

3. NARRATING THE RESULTS- Sometimes these actions result in narrative consequences. It's up to the players and the Storytellers to describe how they felt a result might go, and ultimately, the Storyteller is the final arbiter of what becomes fact within the fiction of the game.

Sometimes players will be fully drawn into the narrative of the game, and hours will slip by as the structure of action and result are passed back and forth by the Storyteller and the player. Sometimes the Storyteller will provide maps of the environment, or photographs and other trinkets or music to help immerse players even further into the narrative. The Storyteller might adopt different accents or physical mannerisms to embody the NPCs they portray.

RESOLVING CONFLICT

Chrono-Rogue focuses on roleplaying and time travel adventures, but sometimes conflict ensues through these interactions, forcing characters to come into direct clashes either socially or physically with their environment. Some of these systems are used to resolve these conflicts with dice when roleplay or the natural flow of the story demands. Understanding these mechanics will help the Storyteller and the players execute combat, both physical and social, to

determine the outcome of some scenes.

TIME-

Time is broken down into several categories which can be used to determine how long a condition is in effect, how long it takes to perform a given action, and over what span of time a series of events occurs. Time is often described with the following terms

CAMPAIGN- The entirety of all the connected events that occur from the beginning of the game to the end.

CHAPTER- The current sequence of events. Usually between 5-10 game sessions, enough for a mini-arc of the game.

SCENE- All events tied to a current location. When in doubt, default to one hour spent in a particular location.

ROUND- All participating characters' actions during their respective combat turns. Each round is marked by all characters involved in combat having taken their turn.

TURN- A character's opportunity to take action in combat. One turn in social combat represents 60 seconds of conversation and interaction. One turn in physical combat represents 6 seconds of action.

BEAT- This is a fraction of a turn, long enough for a character to take one or more actions. A character may use a beat to attack, establish a defense, disengage, or take a little extra movement. Beats are either Offensive, Defensive, or Neutral. A character gets 2 beats a round to spend as they see fit.

COMBAT ORDER- STEP BY STEP.

1. Determine Ambush- If anyone is surprised, see ambush rules page 33.

2. Where Are You In The Space? - Characters will describe where they are in the given space of the conflict. They might be at a table or gossiping with nobles. If a map is used to represent where charac-

ters are, they place their token or representation of their character where they feel they are on the map.

2. Establish Defense- Characters that want access to defensive invocation, edges, or their full defense rating will spend a Defensive Beat at this time by declaring that they are establishing defense. Characters who choose not to establish defense are considered to be on Passive defense..

3. Roll Initiative- This is where characters will roll to see what the turn order of combat is. Storytellers will roll for NPCs. The person with the highest initiative score goes first. Once an entire round is finished, a new round begins.

4. Turn Order- In order of initiative, combatants take their turns during the combat.

5. Repeat- When every character involved in combat has taken their turn the round ends and the next round begins at the top of the order, with the highest initiative score taking the first turn again.

AMBUSH- Sometimes you set up a situation in which you're able to ambush a target. If you've successfully performed a Stealth action and the target hasn't seen you, the character can Ambush them. A character who is ambushed may not establish defense against the person(s) ambushing them, but may still count their defense against anyone they have detected. The person ambushing the character may make an attack that uses either 1 offensive beat or 2 offensive beats. A character who is ambushed in a round can spend a defensive beat towards anyone they can detect.

MOVEMENT- A character can move 2 range increments a round. They may spend an additional neutral beat to double this movement.

INITIATIVE:

Roll Fortune Dice (2D10)+Haste Rating Initiative is used to resolve the turn order of a round, starting with the highest initiative score and moving through the others in descending order. If two characters tie, both are considered to be acting at the same time. Even if a combatant is killed or incapacitated by someone else in

the same round before they go, they can still complete their action before dying as they are considered to be happening "at the same time." Initiative order is kept for the entire combat unless something happens to increase/decrease someone's initiative rating.

ATTACK RATING

A character rolls the following to determine their attack rating towards a foe. Roll the following to determine an attack rating towards a foe: Fortune Dice (2D10) + Weapon or Brawling skill + relevant Skill Dice. This determines the final attack rating of the character. Please note that certain abilities, edges and gear may modify your final attack rating before it is determined. This attack rating is compared to the enemy's Evasion Rating. If an attack rating is equal to or greater than the evasion rating, then the attack is considered to be successful. Ties go to the attacker in Chrono-Rogue.

Each time an attack rating overcomes the defender's rating by an increment of 5, the attack generates an extra +1 damage.

EVASION RATING:

Once combat has begun, characters have the option to declare defense, spending a defensive beat to represent they are actively trying to avoid being hit by melee weapons and firearms. Should a character decide to attack multiple times in a round, they may forgo establishing a defense if they are feeling lucky. Even if a character doesn't establish a defense, they will have a static defense rating called passive defense, which they will roll if targeted by an attack.

When you've spent a defensive beat to establish defense you are also entitled to use any 1 defensive Edge or defensive invocation. If you have anything that grants you additional defensive beats you can use multiple defensive Edges and Invocations. You cannot stack defensive Edges or Invocations that are active for multiple rounds unless otherwise stated. You can't use the same Edge or Invocation either. It must be a different one.

Should a character receive multiple attacks every round, they will lose an additional -2 to their final Evasion Rating for every subsequent attack past the first for that round. Resistance rolls are not impacted by forgoing established defense--it's hard enough to avoid Invocations as it is.

PASSIVE VS ACTIVE DEFENSE: if a character hasn't declared defense, they are still entitled to a passive defense score. The character will roll their Fortune dice (2D10) + their Finesse Attribute (or Savvy if engaged in social combat) to establish a passive defense. You must do this if you are attacked and haven't established defense.

If the character has established their defense, they may roll Fortune Dice (2D10) + their parry skill (Melee), Brawling, or dodge (whichever applicable) and any applicable Skill Dice whenever an attack is declared upon them. Should they receive multiple attacks every round, they will lose an additional -2 to their final Evasion Rating for every subsequent attack past the first for that round.

Resistance rolls are unaffected by not establishing defense. It's hard enough to avoid invocations as it is.

ROLL DAMAGE-

Once a target has been successfully hit with an attack, then a damage pool is rolled. To do this, assembled a dice pool consisting of any applicable attribute dice, weapon dice, and any other relevant, miscellaneous dice. Roll all of these together; for each die that generates a roll of 5 or more, the target takes a single point of damage. You do not roll Fortune dice as part of the damage dice pool. **You do not roll fortune dice as part of a Damage Dice pool.**

Damaging invocations have a base damage pool defined by the invocation. Additional damage may be generated by improved gear, Edges, or other factors. Some damage will be automatic and able to bypass any die roll of 5+. This will often use language such as "+1 automatic damage". Once the amount of damage is determined, then the subject moves onto the Armor Soak phase of combat. Melee damage includes a character's Potence and weapon damage. Ranged damage dice are usually the damage dice for the weapon in use. Subjects take 1 automatic point of damage whenever they are successfully struck by an attack or Invocation. If the subject's defense rating is beaten by 5 or more, they take another 1 point of automatic damage for every increment of 5 by which the attacker beat them.

Example: Tarnus has just successfully slashed one of the Aduna Shock troops with his sword. His weapon is base 1D8 damage dice and his Potence of 3 grants him an additional 1D10: for a total Damage die pool of 1D8 + 1D10. Since all attacks inflict 1 point of auto-

matic wound damage, he needs to roll the additional Damage dice to see how much total damage he inflicts. The soldier has 1 Hardship and 2 wounds in total. Tarnus rolls 1D10+1D8 for his total Damage Dice. He rolls a 6 and a 7. Since these rolls are both 5+ he inflicts 2 wounds on top of the automatic 1 wound for a total of 3 wounds. The Aduna warrior is wearing light armor and prepares to roll to see if they are able to soak the damage or die right here, right now.

ROLL TO SOAK DAMAGE-

Once a strike is determined to be successful and total damage calculated, the opponent may roll their armor soak pool to soak the damage. This works in much the same way as rolling Damage. The character assembles a dice pool consisting of their Endurance dice + Melee or Ballistic armor soak dice. For every Endurance or Armor soak die roll of 5+, ignore/soak 1 point of damage. All subsequent points of damage are applied to the subject. Do not roll Fortune dice as part of the Armor Soak roll.

PIERCE RATING- Weapons with a Pierce rating can modify opponents' armor by inflicting a penalty. For every rating in Pierce that a weapon possesses, it lowers all Armor dice rolls by 1. So a weapon with a Pierce rating of 1 will require successful defending Armor rolls of 6 instead of 5 in order to soak damage. If a Pierce rating makes it impossible to roll the required number for success on an Armor soak die, that die is discarded from the pool.

Example: Tishara has just been struck in a quick skirmish with an Aduna captain. The Storyteller rolls and the captain manages to hit her and inflicts 2 damage with a Pierce:1 weapon. Tishara is wearing a Mk. 2.5 "Copper Skulk" C-Suit, which grants her 1D10 + 1D6 melee soak armor. She also has 1D10+1D8 from her Endurance attribute. She rolls her 4 dice and gets a result of 6, 4, 3, 3. Since the 6 meets the requirement of a 6+ soak roll (because of Pierce:1), she manages to absorb 1 point of damage, the rest of her dice do not help. She receives 1 damage for her troubles. If Tishara had a better suit, or was wearing some other armor she might have been able to stave off the damage. Tishara could spend a Fate to reroll all the failed Soak Dice if she saw fit, but she might need that precious Fate for later. If

the captain had a high Pierce rating on his weapon, Tishara would have failed outright.

APPLY DAMAGE-

Once the total amount of damage has been calculated, it is deducted first from the subject's existing Hardship points, then from their wounds. A character dies when they lose their final Wound point. Some specialized attacks bypass Hardship and deduct directly from Wounds. If your character runs out of Wound points, no matter how much Hardship they still have, they are dead. Characters who die in the field gain 1 point of Permanent Paradox and are resurrected at their ship in the Resurrection Cradle. You can only do this 9 times before you are dead forever.

Example: Tishara has just received 1 point of damage from the Aduna captain. She has 1 hardship remaining and 2 wounds. The 1 point of damage is deducted from her current hardship points, leaving her with 0. If this combat continues to go against her, she could be facing some real danger next round.

CRITICAL SUCCESS- If you are lucky enough to roll two 10's on your fortune dice, it is considered a critical success. Count the roll as a natural 25 before adding Skill dice and Skill rating scores.

CRITICAL FAILURE- If you roll equal to or below your character's Entropic rating (either by rolling a 2 or two 1's on Fortune dice) something terrible occurs. Guns can jam, weapons are dropped, or some other disadvantage is implemented. Rolls within an Entropic ratings cannot be re-rolled by expenditures of Fate.

RANGED COMBAT- Ranged attacks target either Passive defense or the defender's Dodge skill, depending on range and other factors. Ranged combat applies to the uses of archery, Chronotech weapons, thrown weapons, pistols, scatterguns, and rifles. Ranged combat utilizes a variety of factors to determine whether a target can be hit or is simply too far out of range.

RANGES- These ranges are used to describe how far away combatants are from each other, as well

as to provide a framework for ranged and melee combat taking place in the same scene. Melee weapons are for the most part considered to have a range of 0 unless they have the Long trait. Ranged attacks that attempt to fire beyond the weapon's range subtract -2 from their Attack rating for each range increment that exceeds standard range. Ex: A pistol with a normal range of Medium (2) trying to fire at Long range (3) will take -2 from the final attack rating. Shooting into melee combat where an ally is currently engaged incurs a -4 to hit your target. On a failure you miss, unless rolling within Entropic rating, in which case you hit an ally instead.

MELEE/BRAWLING: RANGE 0- Attackers are face to face with one another. They are considered to be in Melee combat with them.

SHORT: RANGE 1 This range is just a few paces outside of melee range. This is usually where people begin combat, prior to charging actions or heavy fighting. If a tavern brawl breaks out, it usually starts at short range.

MEDIUM: RANGE 2 This range represents most fire fights, with some distance between combatants but no more than a street's width between them. If the target's defenses are up, all ranged attacks from Medium range target their full Evasion.

LONG: RANGE 3 This range represents an extended distance, requiring accuracy over firepower to effectively combat an enemy. An example would be firing across a stadium or from a few blocks away.

EXTREME: RANGE 4+ This is the most extreme end of engagement distance possible without employing indirect firing artillery. This range represents the very limits of what ranged weaponry is capable of-- few weapons are even designed to be employed at this range with any hope of success. Sniper Rifles, Rockets, and a few Invocations are examples of such weapons.

AIMING: Each beat spent aiming allows the attacker to add their Cunning attribute rating to the roll. A character may not spend more than 2 beats aiming and therefore may not add more than twice their Cunning rating to the roll. Any additional beats spent aiming do not grant additional benefits. If a target breaks line of sight for one full round, all aiming beats are wasted (ex-

cept for those spent to reduce penalties from range). Shifting aim to a new target resets all previous aiming, even beats previously spent to reduce range penalties. Alternatively, you may aim to increase your weapon's range by 1 range increment, but this maxes out at twice the normal range increment of that weapon. Aiming only assists with one attack.

OTHER ACTION TYPES

EXTENDED ACTIONS- This is represented by an action that must be performed over the course of many rounds. For instance, establishing communication while your camp is being attacked by a barbarian horde might require a Chronotech roll with increasing difficulties as the existing infrastructure is destroyed or the horde gets closer.

TRIGGERED ACTION- Some Edges will activate when some trigger or condition is met. These are triggered actions, they are usually defined in the description if they trigger prior to an enemy's action or after. In cases when the rule is unclear, the defender will usually get their action first. If a Triggered Action costs a beat, it will be defined within that action's description, otherwise it's considered a free action. Dodging is considered a Triggered Action.

FREE ACTIONS- These are actions that are usually triggered by events or other factors. A character may use only one free action a round.

HOLDING ACTION- A character may hold their action and act during a later initiative pass if they so choose.

ESTABLISH DEFENSE

Action Type: Triggered Action

Beat Cost: 1 Defensive Beat

Spend a beat and you can roll melee/dodge defense against all attacks against you this round. Every subsequent attack this round subtracts 2 from your defense roll. Resistance rolls are unaffected by established defense.

DISENGAGE

Action Type: Full Defense

Beat Cost: 2 Defensive

You may take your move away from an opponent you're currently fighting, leaving melee range with-

out suffering any additional attacks from the enemy for fleeing or tactically retreating. Characters on full defense may disengage for free, though it costs them both defensive beats. You may have established defense and then need to spend an additional defensive beat to disengage. You may not use this second defensive beat to use an invocation or Edge, only to finish your disengage action. Some Edges will allow you to Disengage for free.

MELEE ATTACK

Action Type: Attack

Beat Cost: 1 Offensive

Spend a beat to attack someone with a melee strike. Roll your fortune and additional Skill Dice and add the skill rating for the attack. Must have at least one unspent beat to perform this action.

FIRE RANGED WEAPON

Action Type: Attack

Beat Cost: 1 Offensive

Spend a beat to attack someone with a ranged strike. Roll Fortune and Skill Dice and add the skill rating for the attack.

STAND UP

Action Type: Move/ free

Beat Cost: 0

Your character stands from a prone position. You can take no more movements this round unless you spend a beat.

SPEAK

Action Type: Free

You may speak or shout a sentence of dialogue during your action for free. This doesn't count towards your free action.

TAKE AN ELIXIR/ DRUG/ POISON-

Beat Cost- 1 Defensive

You take a moment to ingest a potion or elixir, inject or take a drug, or for whatever reason take some poison.

APPLY A POISON OR VORPAL

Beat Cost- 1 Defensive

You take a moment to apply a poison or vorpal to your weapon. For poison you must make a medicine check difficulty:15 to apply this properly. For a

vorpals you must make an Education check difficulty:15. If you fail, you waste the dose. If you roll under your current Entropic rating, you accidentally poison yourself or the vorpal explodes onto you instead. You must resolve these effects, suffering the base damage or effects of the poison or vorpal.

-SOCIAL COMBAT-

Chrono-Rogue supports a strong social combat system, allowing alliances to be forged quickly, the seeds of doubt to be nurtured in a naive heart, and the ability to compromise an individual with lies and charm. Social combat erodes a subject's Hardship and Willpower until they are left putty in the socialite's hands.

SOCIAL INITIATIVE:

Roll Fortune Dice (2d10)+Bastard Rating Initiative is used to resolve order of attacks, separately in the order of the highest initiative amongst the combatants and once resolved, moving on to the next social combatant with the next highest initiative. Even if a social combatant is compromised by someone else in the same combat round before they go, they can still complete their action before fleeing as they are considered to be happening "at the same time."

ATTACK RATING

A character rolls the following to determine their attack rating towards a foe. Roll Fortune Dice (2D10) + Charm, Intimidation, or subterfuge rating + any applicable Skill Dice. This determines the final attack rating of the character. Please note that certain abilities and Edges may modify your final attack rating before it is determined. This attack rating is compared to the enemy's Social Evasion Rating. If an attack rating is equal to or greater than the evasion rating, then the attack is considered to be successful. Ties go to the attacker in Chrono Rogue.

For every additional 5 points by which an attack rating defeats the defense rating, generate +1 Automatic Social Damage.

IE: *Dotania Sorvali is engaged in social combat with a French aristocrat. She attempts to Charm him and rolls a 22. The aristocrat attempts to*

defend with Empathy but only rolls a 13. Since Dotania's roll won by 5+, she generates +2 automatic social damage (1 for succeeding in Charm roll, 1 for beating aristocrat's roll by 5+) prior to rolling any additional damage dice. 1 is automatic for succeeding in the charm roll, the second is generated by defeating the aristocrat's empathy by 5.

EVASION RATING:

Once Social combat has begun, characters have the option to declare defense, spending a defensive beat to represent that they are actively trying to avoid being manipulated. Should a character decide to attack multiple times in a round, they may forgo establishing a defense if they are feeling lucky and go into passive defense just like physical combat.

When you've spent a defensive beat you are also entitled to use any 1 defensive Edge or defensive Invocation. If you have anything that grants you additional defensive beats you can use multiple defensive Edges and Invocations.

To determine passive defense rating: roll Fortune (2D10) + Savvy. Once the character has established their defense, they may roll 2D10 + Charm or Subterfuge + applicable skill dice whenever an attack upon them is declared. Should they receive multiple attacks in a round they will lose an additional -2 from their final Social Evasion rating, for every subsequent attack past the first. Resistance rolls are not impacted by forgoing establishing defense.

EVASION SKILLS-

Subterfuge is opposed by Empathy
Charm is opposed by Charm or Empathy
Intimidation is opposed by Empathy or Leadership.

ROLL SOCIAL DAMAGE-

Damage is rolled once a target is successfully hit with an attack. To do so, assemble a dice pool consisting of applicable attribute dice, weapon dice, and any other miscellaneous dice relevant to the roll. Roll all of these together. For every die that rolls a score of 5+ generate one point of damage towards the target. Damaging Invocations have a base damage pool defined by the Invocation. Additional damage may be generated by improved gear, Edges, or other factors. Once the amount of damage is determined, then the subject moves onto the Social Soak phase of combat.

Social damage includes a character's Savvy attribute and other applicable gear.

Always generate 1 point of automatic social damage when successfully striking with a social attack or invocation. When you beat the defender's defense rating by 5+, generate another point of automatic social damage.

Example: *Dotania has successfully Charmed the French aristocrat. She has a Savvy attribute of 4 and a Noble Signet Ring. She rolls a 6, 3, and 7, thus inflicting 3 social damage: 1 point automatic from the successful attack and 2 more for her rolls of 5+.*

ROLL TO SOAK SOCIAL DAMAGE- Once damage has been calculated for a successful social attack, the defender may roll their social armor to soak the damage. This works in much the same way as soaking physical damage. The defender assembled a dice pool consisting of their Willpower dice and social soak armor. For every Willpower or social soak die roll of 5+, ignore/soak 1 point of social damage. Some social attacks have a Pierce rating just like in physical combat. Treat social soak dice with the same rules as physical soak dice.

Example: *Dotania has just successfully damaged the French Aristocrat, inflicting 3 social damage. The Storyteller rolls the aristocrat's social soak dice and gets 1 success. The aristocrat reduces the social damage by 1.*

APPLY DAMAGE- Once the amount of social damage has been determined it is deducted from the subject, first from existing Hardship points and then from their status wounds. When a character loses their final status wound point they immediately become putty in the hands of the attacker.

Example: *Dotania has just inflicted two points of social damage. The Aristocrat loses 2 hardship points. When all their Hardship points are gone, then damage is applied directly to their status wounds. If those are too depleted, the Aristocrat will become hers to command.*

SOCIAL COMBAT AS AN ONGOING CAMPAIGN- Sometimes social combat will be interrupted, or a character may need time to evaluate their feelings. Should this happen and a character flees from a social battlefield or gets interrupted, record the current Hardship and Status Wounds against that character.

Should they ever see that character again, resume the combat at the current Hardship and Status.

FLEEING THE SOCIAL BATTLEFIELD- Anyone who flees prematurely from social combat takes 1 automatic and unsoakable social damage be it Hardship or Status as a penalty. Characters don't suffer this penalty for being interrupted unless they planned the interruption as part of a ruse to avoid being compromised.

LIGHTEST TOUCH- Some situations don't require an all out social combat to overcome. Sometimes you need to quick talk a guard into letting you past, or flirt with a character at a bar to distract them while a companion picks their pocket. Sometimes you'll just need to scare someone into leaving or doing what you want. These objectives are achieved through the Lightest Touch mechanic, in which you roll once with a Charm, Subterfuge, Empathy, Beasts, or Intimidation roll to get an immediate reaction. Social combat is reserved for when you really want to turn someone into a friend or achieve various effects. Lightest Touch mechanics aren't designed to inflict Hardship or Status Wounds, but to merely achieve a quick result. You may not spend marks on Lightest Touch efforts, only social or physical combat.

TRAITS AND STACKS-

These are in game effects, usually brought about through the use of certain Edges, Invocations, or gear. Traits take effect as part of a beneficial buff for a player, or for a penalty of some kind against a target. Stacks are effects that either bolster or damage a character. Stacks are thus called because they stack one atop the other. So if you have multiple damaging stacks, they all take effect at the same time.

AEGIS- This item or armor cannot be destroyed by normal means, it is immune to the Strip Stack.

HUGE- Possessors of the Huge trait are considered to be on equal footing with attacks that have the Siege trait. Ships are considered huge for instance. Castles are also considered huge. Monsters with the Huge trait take half damage from Non-Siege sources. Damage is rolled first, then halved (rounded up).

DAUNTLESS- You are immune to being knocked

prone.

CLUNKY- You're weighted down with heavy armor, making certain actions awkward or difficult. Suffer a -1 to your skill rating for either Stealth or Athletics for every rank of Clunky you possess.

SIEGE- Double the damage against any target without the Huge trait. Roll the same Damage Dice and then double the resulting damage towards the target.

EXPLOSIVE- Reroll all failed Damage Dice once. You must take the resulting roll.

SHRAPNEL- Shrapnel represents an area of effect that is harder to avoid or resist. For every point of Shrapnel, increase the base difficulty of the resistance roll by that number.

STACKS- Stacks are a term for effects that occur and can stack up with one another. They are called stacks because they are usually cumulative effects that can happen multiple times. Stacks are often lethal if not fixed immediately. Some stacks can be resisted with a resistance roll, some are automatic. Stacks take place on the round after the subject is hit (with the exception of Paradox Bleed). Some stacks require actual damage to be inflicted to take effect (Bleed, Toxin), some happen if the subject is hit (Flame, Elemental, Strip, Entropic). Stacks aren't doubled by the Siege trait.

PHYSICAL BLEED STACK- If you've taken a Bleed effect, roll 1D10 for every stack of Bleed you have. On a 5+ take an additional point of automatic, unsoakable Hardship damage. You can only take Hardship damage from Bleed stacks, never wounds. There is no limit to the number of Bleed stacks a character can be afflicted by.

SOCIAL BLEED STACK- If you've taken a Bleed effect, roll 1D10 for every stack of Bleed you have. On a 5+ take an additional point of unsoakable Hardship damage. You can only take Hardship damage from Social Bleed effects. This occurs during social situations and social combat and cannot be used with the Lightest Touch effect. There is no limit to your Social Bleed Stack.

PARADOX BLEED STACK- If you've taken a Para-

dox Bleed effect, roll 1D10 for every stack of Bleed you have. On a 5+ gain one point of Temporary Paradox. This will be added to the total paradox of the invocation prior to the dissipation phase. If this occurs from an external source, you may still roll Dissipation Dice to reduce the total incoming temporary paradox. Paradox Bleed takes place immediately, not in the following round. There is no limit to a Paradox bleed Stack.

TOXIN STACK- The attack is laced with some kind of poison, venom, or toxin. If attacked with the Toxin trait, you must roll to resist the Toxin. If you fail the resistance roll the attacker rolls 1D10 per stack of Toxin. On a 5+ you take one point of unsoakable damage. Toxin damage is taken from Wounds, not Hardship. A character reduced to 0 wounds will immediately die. The maximum amount of Toxin stacks a character can have per round is 6. Toxin damage cannot be soaked.

SOCIAL TOXIN STACK- When defending against an attack with the Social Toxin trait, roll to resist effect. On a failure the attacker rolls 1D10 per stack of Social Toxin; for each roll of 5+, generate a single Status Wound. Social Toxin wounds are taken from Status Wounds and ignore Hardship. A character reduced to 0 Status Wounds will immediately act in the attacker's best interest. Social Toxin cannot be soaked, and the maximum Social Toxin stacks a character can have per round is 4.

ENTROPIC STACK- Any character affected by an Entropic stack critically fails more easily. With a stack of Entropic(1) the subject suffers a critical failure on Fortune dice rolls of 3+; Entropic(2) on rolls of 4+; Entropic(3) on rolls of 5+. Entropic failures always result in something vital breaking, be it the currently-wielded weapon, an element of the environment, or a piece of gear. This will usually inflict an additional barrier against the success of a character. Storytellers are encouraged to be creative when inflicting pain on their players when they roll within the Entropic range. The maximum Entropic Stack a character can suffer is 8.

SLOW STACK- The Slow effect impacts the speed of a character's actions. A character takes a -1 to all actions during a round in which the Slow stack

affects them. Unlike the Bleed or Strip effects, Slow does not require a 1D10 roll to see if it takes effect: it is automatic. The effect lasts for a minimum of one round or for the duration of the power that inflicted it. When not inflicted by a weapon, Edge, or invocation that specifies duration, the Slow stack dissipates at the end of the round. There is no limit to the amount of Slow stacks a character can accrue. It lasts for the duration of the power or for a minimum of 1 round. Slow stacks go away at the end of the effect's duration as they come from weapons, edges, and invocations. When these don't apply, the slow stack goes away at the end of the round.

FLAME STACK- Flame stacks inflict +1D8 damage dice per stack of Flame, but not until the following round. If a character takes an entire turn (spending 2 neutral beats) to pat out the flames, no damage is inflicted. Characters may roll Endurance but not regular armor against this damage. The maximum number of Flame stacks a character can accrue is 5.

LIGHTNING STACK- This stack represents ongoing electrical damage to a target. Subjects afflicted by a Lightning stack lose 1 point of suit power (per stack) on the following round. Automatons suffer an additional 1D8 damage per Lightning stack, and shielded subjects lose 1 point of shields per Lightning stack. The maximum number of Lightning stacks a target can have is 5.

COLD STACK- As with the Slow stack, Cold stack also costs subject 1 beat per stack. If a character has already established defense the beat is removed as if it were never used, or is activated after the stack goes into effect; the character effectively loses that beat. The maximum Cold stack a character can have is 2.

STRIP STACK- The Strip stack ruins armor. For every stack of Strip roll 1D8. On a roll of 5+, remove lowest armor die from the subject's armor soak dice permanently. When no armor rating remains the armor is considered to be destroyed. Any other components remains intact but the suit no longer provides protection. The subject must have their armor repaired to restore any destroyed armor dice. Endurance based soak dice cannot be removed by a Strip Stack. Paradox Suits still generate Dissipation Dice, Invocation Dice and have power, but it doesn't provide any protection. It still generates shields

and protects the character from Paradox. It still can perform any special abilities that are inherent to the armor. Sources of Strip comes from impact strikes or Acid effects. Certain abilities or gear can add additional Strip Stacks depending on the source. Natural armor is unaffected by Strip Stacks.

PIN STACK- This effect staples a subject to the ground or a nearby object. Subjects affected by the Pin stack may not take a Move action until they take one round (per stack) to remove whatever holds them in place. Sometimes moving while under the Pin stack may further damage the subject. This effect staples a subject to the ground or a nearby object. Subjects affected by the Pin stack may not take a Move action until they take one round (per stack) to remove whatever holds them in place. Sometimes moving while under the Pin stack may further damage the subject. A character can only be affected by 1 Pin Stack per round.

-GEAR-

BASIC MELEE WEAPONS- Each basic weapon can have up to 2 weapon modifications.

DAGGER- A small concealable blade, good for discrete threats on the street. Popular among thieves and assassins alike.

SHORT SWORD- A short blade capable of slashing and piercing. A common soldier and bandit weapon alike.

LONGSWORD- A common weapon for knights and soldiers. This blade is a yard of thick steel capable of piercing armor and slashing enemies to ribbons.

GREAT SWORD- A huge weapon, unwieldy in the hands of the weak and horribly damaging in the hands of the strong. This weapon is not concealable.

FENCING SWORD/RAPIER- An elegant weapon designed for speed, popular for duels and deadly clashes.

BOARDING AXE- A raiding weapon popular with

COMMON MELEE WEAPONS

Name/Cost	Damage Dice	Piercing
Dagger 10 Draichs	1D6	1
Short Sword 20 Draichs	1D8	1
Long Sword 30 Draichs	1D10	1
Greatsword 50 Draichs	1D12	1
Fencing Sword 30 Draichs	1D8	1
Boarding Axe 30 Draichs	1D10	1
Battle Axe 50 Draichs	1D12	1
Long Axe 60 Draichs	1D10	1
Short Spear 20 Draichs	1D8	1
Spear 30 Draichs	1D10	1
Pike 25 Draichs	1D8	1
Polearm/Hal- berd 50 Draichs	1D12	1
Baton 10 Draichs	1D8	0
Club 5 Draichs	1D6	0
Mace 20 Draichs	1D10	1
Maul 50 Draichs	1D12	2
Knuckle Duster 10 Draichs	1D6	0

Vikings and other pirates. This weapon is an intimidating hand axe.

BATTLE AXE- This is a massive axe capable of inflicting horrible wounds on the enemy.

LONG AXE- A two handed axe that is great at getting over an enemy's guard to chop them to bits.

SHORT SPEAR- A short wooden shaft with a pointed tip; good for quick excursions and as thrown weapons.

SPEAR- This weapon is a longer version of the short spear, capable of killing a foe as they charge into range.

PIKE- A very long weapon affixed with a pointed tip, good for stopping a mounted charge.

POLEARM/HALBERD- This is a very long weapon with an axe, spear, or long blade affixed to the end.

БАТОН- A length of wood or carbon steel used to strike heads and joints. This blunt weapon is a tool of law enforcement and thieves alike.

МАСЕ- A length of wood or iron with a weight on the end, this weapon is good at crushing armor.

МАУЛ- A two handed weapon with a massive hammer head on the end. This weapon crushes bone and armor alike.

КНУСКЛЕ ДУСТЕР- Brass knuckles are a special weapon for those who brawl. The added metal increases the damage from punching attacks.

-MELEE MODIFICATIONS-

ПІМБЛЕ: (УпсОммон)

Rank: 1

Cost: 50 Draichs

Description: The weapon is made of lightweight materials, allowing for speed over strength.

Rules: This weapon grants a user +2 to haste when determining initiative.

LONG: (Соммон)

Rank: 1

Cost: 40 Draichs

Description: The weapon is longer than most, capable of stabbing distant foes.

Rules: Weapons can attack subject's up to 1 range band away. A weapon can only have one such trait.

HOOK: (Соммон)

Rank: 1

Cost: 50 Draichs.

Description: Designed with curved blades or tiny hooks, this weapon is ideal for sweeping and disarming.

Rules: If you beat someone by 5 in a melee strike with this weapon, you may choose to disarm them instead. They will lose their weapon and must reclaim it during their turn.

DUELING: (УпсОммон)

Rank: 2

Cost: 200 Draichs

Description: This weapon is particularly suited for single combat, designed to harry and put people at a disadvantage.

Rules: Gain +1 to melee attack and defense when fighting against 1 person. Lose this advantage against two or more individuals.

РАПГЕД WEAPONS

Damage Dice- The Damage Dice rolled for the weapon.

Pierce- The Pierce rating of the weapon.

Magazine- How many rounds the weapon has before you must perform a reload action.

Reload- How many Beats it takes to Reload the weapon.

Range: The effective range of the weapon.

Class- Type of ranged weapon.

Traits- Any traits the weapon has. These are mods that are built into the weapon and don't require any mod slots.

FLINT PISTOL- A Pistol class weapon that is built with Etheric components so it's unlikely to jam out in the field. It has sacrificed a magazine size to avoid entropic buildup when fighting in various timelines. Flints are easier to maintain than old Flintlock weapons, but the moniker has been adopted by time travelers who see themselves as pirates on the high seas of time.

RANGED BALLISTIC WEAPONS

Weapon	Damage Dice	Pierce	Magazine	Reload	Range	Class
Flint Pistol 25 Draichs	2D8	1	1	2 Beats	1	Pistol
9mm Mauser 40 Draichs	2D8	1	10	2 Beats	2	Pistol
Revolver 30 Draichs	2D8	1	6	2 Per Bullet	2	Pistol
Flint Musket 30 Draichs	2d10	1	1	2 beats	2	Rifle
Flint Rifle 40 Draichs	2D10	1	1	2 beats	4	Rifle
Lee-Enfield Rifle 80 Draichs	2D10	2	10	1	4	Rifle
Hand Crossbow 25 Draichs	2D6	1	1	1	1	Crossbow
Light Crossbow 40 Draichs	2D8	1	1	1	2	Crossbow
Heavy Crossbow 60 Draichs	2D10	2	1	1	3	Crossbow
Shortbow 25 Draichs	2D6	1	1	0	2	Bow
Longbow 35 Draichs	2D8	1	1	0	3	Bow

MAUSER 9MM- This is an early weapon from 1908 with a ten round clip and decent stopping power. Its numerous components have started to feel the buildup of Entropy.

FLINT MUSKET- A medium ranged, ballistic weapon capable of single shot breach action.

FLINT RIFLE- A long ranged, single shot weapon good for sniping out enemy positions and other wet work jobs.

LEE-ENFIELD RIFLE- This gun was popular during World War 2. Its range and stopping power might mitigate how fussy this gun is becoming. Its technology is more advanced than the Flint's.

CROSSBOW- A winch-operated, quarrel-firing weapon popular from the Dark Ages all the way through to today. This elegant weapon takes a bit to fire, but it's a quiet weapon popular for wet work during a bygone era.

Bow- The bow and arrow is one of the earliest weapons on record. It is versatile and quiet, good for both hunting and warfare; hence why it is still a popular weapon today.

-BALLISTIC MODIFICATIONS-

MUZZLE BREAK- (UNCOMMON)

Rank: 1

Cost: 100 Draichs

Description: A small length of tubing mounted at right angles to the end of the barrel, allowing for greater recoil compensation.

Rules: Gain a +1 to your attack rating when firing from any range. This can be combined with the sharpshooter's kit. This may only be added to a pistol or rifle based firearm.

HAIR TRIGGER (UNCOMMON)

Rank: 1

Class- pistol, rifle, or scattergun

Cost: 100 Draichs.

Description: Your weapon is tuned to such a degree that the merest touch can set it off.

Rules: Gain +2 to your initiative score when fighting with this weapon.

SPEED LOADER- (COMMON)

Rank: 1

Cost: 50 Draichs.

Description: You have a device that minimizes the time required to load your weapon.

Rules: Generate 2 beats for Load actions only. This can be added to a rifle, pistol, or scattergun based weapon.

WAXED STRING- (RARE)

Rank: 1

Cost: 40 Draichs

Description: Your bow string has been waxed so it makes a whisper when it fires.

Rules: When shooting from stealth, enemies trying to locate you suffer a -4 to their Insight roll. This can only be added to a bow or crossbow based weapon.

ACCURATE- (UNCOMMON)

Rank: 1

Class: Any Ranged

Cost: 100 Draichs

Description: The weapon has a series of sophisticated sights on it, allowing for greater targeting.

Rules: Gain an additional +2 to your attack rating during Aim actions. A weapon may have no more than 1 rank in Accurate. This upgrade may be added to any ranged weapon.

-CHRONOTECH WEAPONS-

Chronotech weapons are weapons that are uncommon in any time period. These are future tech, capable of inflicting a lot of damage in mere moments. Rank is listed for the purposes of building one of these weapons yourself. Chronotech weapons cannot be outfitted with different ammunition as they only require power from the wearer's suit to fire. The only exception are the Shard Launcher and Dart Launcher, which require a poison or toxin to be applied to the weapon. All Chronotech weapons can have up to 2 modifications.

Damage Dice- The Damage Dice rolled for the weapon.

BASIC CHROPOTECH WEAPONS

Weapon	Damage Dice	Pierce	Magazine	Power Cost	Range	Traits and Special Rules
Dart Launcher 100 Draichs	3D6	2	1	1	2	
Kinetic Accelerator 100 Draichs	2d8	1	Infinite	1	2	
Hellstriker 100 Draichs	2d8	1	3	1	1	Flame Stack(1)
Shard Launcher 200 Draichs	1D10	4	3	1	3	Toxin(*)
Cryo-Sink 400 Draichs	3D10	1	1	3	2	Bleed (2) Stack, Cold(1) Stack
Time Twister 500 Draichs	1D8	0	0	3	1	Slow (3) Stack
Widow Maker 200 Draichs	3D8	2	1	2	1	Explosive
Heat Ray 250 Draichs	2D10	2	2	2	1	Flame(2) Stack
Acidic Disc Launcher 600 Draichs	3D10	2	2	1	2	Strip(2) Stack
Lightning Coil 900 Draichs	2D12	1	1	3	3	Lightning(2) Stack, Siege

Pierce- The Pierce rating of the weapon.

Magazine- How many rounds the weapon has before you must perform a reload action.

Reload- How many Beats it takes to reload the weapon.

Power Cost- This is how much suit power the weapon costs to fire per shot.

Range- The effective range of the weapon.

Traits And Special Rules- These are the various traits, stacks, and special rules defined for the weapon.

DART LAUNCHER

Rank: 1

Description- A wrist mounted launcher that propels a dart towards an enemy. This weapon has a decent range but poor damage.

Rules: This weapon can be outfitted with any poison or drug. Elixirs are too temperamental to put

in a dart. If the target takes a single point of damage, they suffer the effect of the poison.

KINETIC ACCELERATOR

Rank: 1

Description- A simple bracer that contains a small inter-dimensional pocket that holds several rounds. These rounds are kept in stasis in a state of flight. By expending a little power from your suit, you are able to let these bullets fly. It is automatically reloaded every round with a fresh round.

HELLSTRIKER

Rank: 1

Description- A small gauntlet that heats up, releasing a bolt of fire.

Rules: This inflicts a **Flame(1) Stack**.

WIDOWMAKER

Rank: 1

Description- This is a gauntlet with a small barrel attached. The barrel acts as an inter-dimensional space to an already-firing shotgun kept in stasis. Releasing the barrier allows you to fire this weapon, which can be done as a free action. Reloading this weapon costs 2 Beats.

HEAT RAY

Rank: 2

Description- A small dowel shaped rod that can emit a ray of scorching heat that sears and burns.

Rules: This weapon inflicts a **Flame(2) Stack**.

SHARD LAUNCHER

Rank: 2

Description- A long rifle with an oddly tapered barrel that fires serrated steel barbs. These barbs have been dipped in venom and can cause significant damage if unresisted.

Rules: Barbs are dipped in Toxin before combat begins. Players must craft or pay for doses of poison to dip the barbs in. **Toxin Stacks** deployed with this weapon gain an additional **Toxin(1) Stack**. The Resistance Roll is defined by the rank of the Toxin used. You may use as many doses of Toxin as you wish.

CRYO-SINK

Rank: 3

Description- A pistol-like weapon equipped with several canisters containing energy of the deepest cold. This weapon rips through and freezes flesh and blood.

Rules: Subjects wounded with this suffer a **Physical Bleed(2) Stack**. This inflicts a **Cold(1) Stack**.

TIME TWISTER

Rank: 3

Description- A squat, two-handed rifle containing a null field of slowed time that can be fired at a foe.

Rules: Subject suffers a **Slow (3) Stack** if they are hit with this weapon.

ACIDIC DISC LAUNCHER

Rank:3

Description- A forearm-mounted launcher that fires serrated, acid-soaked discs.

Rules: These inflict a **Strip(2) Stack**.

LIGHTNING COIL

Rank: 3

Description- A staff-like device rigged to your suit. This weapon is capable of firing massive bolts of charged lightning, powerful enough to damage ships.

Rules: These inflict a **Lightning(2) Stack**.

-CHROPOTECH
MODIFICATIONS-

FORCE PROJECTOR

Rank: 1

Cost: 300 Draichs

Description: A small accelerator tube is fitted to the weapon, increasing the velocity of its shots.

Rules: Increase the range of the weapon by +1 and increase the damage by +1D8 Damage Dice.

POWER RESERVE (UNCOMMON)

Rank: 1

Cost: 100 Draichs

Description: A small micro-battery fitted into the gun.

Rules: Every time combat breaks out, this battery provides 5 power to the weapon for the purposes of firing the weapon. This cannot be drained or rerouted anywhere else.

DEPLOYABLE (UNCOMMON)

Rank:1

Cost: 300 Draichs.

Description: The weapon is now concealed in another mundane object that can be called upon to appear at any moment. It makes this weapon virtually undetectable until needed.

Rules: This weapon gains +6 to conceal it.

BURST COIL (RARE)

Rank: 2

Cost: 300 Draichs

Description: A small dowel wrapped in electro-coil attached to your weapon.

Rules: This weapon also inflicts a **Lightning(1) Stack**.

-EXPLOSIVES-

Rank- The rank is used for the purposes of crafting an explosive.

Cost- The price of the item in Draichs.

Target- The target of the explosion. This will often have a radius defining how many are caught in the blast.

Damage- The amount of Damage Dice this grenade inflicts.

Resistance Roll- The required difficulty to avoid some of the damage.

Special Rules- Any additional effects the grenade or explosive has.

FRAG GRENADE- A simple grenade full of shrapnel and explosive compounds.

Rank: 1

Cost: 20 Draichs per grenade

Target: Radius:2

Damage: +5D6 Damage Dice

Resistance Roll: Haste(15)

Special Rules: Explosive, Pierce (1), Shrapnel:1

GLVE GRENADE

Rank: 1

Cost: 40 Draichs per grenade.

Target: Radius:1

Damage: None

Resistance Roll: Haste(15), Shrapnel:1

Special Rules:

Subjects who fail their resistance are stuck in place. This grenade will wear off in an hour or if the affected individual. Alchemical dis-solvent can be applied to make this instantaneous.

SCORCH GRENADE- a potent weapon that burns and sets targets ablaze.

Rank:2

Cost: 60 per grenade

Target: Single

Damage: +3D10 Damage Dice

Special Rules: Flame(2) Stack , Pierce:(1)

-DRUGS-

Each purchase provides 5 doses of the substance. Characters with the Medicine skill may choose to Craft Drugs as one of their crafting specialties. Rank is included for those purposes.

Rank- The rank of the drug for crafting purposes.

Cost- the cost of the drug in Draichs.

Duration- How long the drug lasts.

Rules- any special rules the drug inflicts on the imbiber.

GREY COAL- A grey fluid that must be drunk or injected, this drug assists resistances against poisons. It's well known for leaving a chalky aftertaste.

Cost: 20 Draichs

Rank: 1

Duration: 1 day

Rules: Gain a +2 to all resistances against poisons or effects with the toxin quality. Grants the subject an immediate roll to resist a toxin.

OPYX SALT- A blackened powder, requires inhalation or ingestion. Its salty taste is distinctive, as is the focus it brings.

Cost: 40 Draichs

Rank: 2

Duration: Instant

Rules: Generate 1 point of Hardship. This has no effect if the subject has sustained a single wound. You may take up to 6 doses of this per day for the purposes of generating additional Hardship points.

BLOOD WEED I- A dried paste that can be applied directly to wounds.

Cost: 400 Draichs

Rank: 1

Duration: Instant

Rules: Heals Two wounds instantly.

MUNDANE ARMOR

Name- The name of the Armor

Melee Soak- The Soak dice when receiving Melee Damage. This is added to your soak dice pool.

Ballistic Soak- The soak dice when receiving Ballistic attacks.

BREASTPLATE- A hard, steel plate worn across the chest. Good for medieval melee when the swords come slashing at you.

CHAIN MAILLE- A shirt of interlocking rings that provides excellent protection against anything the Dark Ages have to throw at you.

MUNDANE ARMOR

Name:	Melee Soak	Ballistic Soak
Breastplate 100 Draichs	2D10	1D10+1D6
Chain Maille 80 Draichs	2D10	2D6
Full Plate /Samurai Plate 150 Draichs	2D10+1D6	1D10+1D6
Hardened Leather 60 Draichs	1D10+1D6	2D6
Padded Clothing 30 Draichs	1D10	1D10+1D6
Lorica Segmentata 40 Draichs	2D10	2D6
Early Ballistic Vest 40 Draichs	1D6	1D10+1D8
Lightweight Vest 50 Draichs	1D8	1D10+1D8
Heavy Vest 70 Draichs	1D10	2D10
Tactical Armor 100 Draichs	1D10+1D6	2D10+1D6
Full Riot Control 120 Draichs	1D10+1D8	2D10+1D6

FULL PLATE/ SAMURAI PLATE- Knights and Samurai alike have used these protective measures to stave off the worst aspects of lethal combat. Full body protection and a helmet as well.

HARDENED LEATHER- Studded leather is good cheap armor for the bandit on the run. It's mobile and provides decent melee protection, but does very little against arrows.

PADDED CLOTHING- Some stiff leather or hard material is sewn into the lining of these clothes, providing a little protection. You won't appear like you're wearing armor at least.

LORICA SEGMENTATA- The Roman soldier knows

this armor well. Stiff leather and resolve protect those wearing the Lorica.

EARLY BALLISTIC VEST- Born of early attempts to keep bullets at bay, these ballistic vests provide very little protection in melee but offer some protection against bullets.

LIGHTWEIGHT VEST- Innovation in ballistic fabrics allowed for greater protection, yielding this favorite of law enforcement and criminals alike.

HEAVY VEST- Favored by military soldiers and police officers, this armor can protect against most threats.

TACTICAL ARMOR: Utilized by SWAT teams and

PARADOX SUITS

Obselete Suits	Melee Soak	Ballistic Soak	Power:	Hard Points	Shields	Traits	Invocation/ Dissipation Dice
Mk.1 "Brass Cage" C-Suit 1600 Draichs	1D10+1D6	1D10	20	4	3	Innovative	1d10/2D10
Mk.2 "Iron Warrior" C-Suit 1800 Draichs	2D10	2D10	16	2	1	Close-combat, Clunky(4), Adaptive Fortitude	1D8/1D8
Mk. 2.5 "Copper Skulk" C-Suit 1700 Draichs	1D10+1D6	2D10	20	1	1	Stealth Field	2D8/2D8
Mk. 1 "Everyman" C-Harness 500 Draichs	1D6	1D6	16	1	1	Discretion, Armor combination	1D10/2D10
Capitan Suit 800 Draichs	1D6	1D6	18	1	1	Alluring Aura, 2D10 Social Soak, Discretion	2D10/2D10

covert military operations when taking on large numbers of foes.

FULL RIOT CONTROL- This cutting-edge armor offers full-body protection (tactical helmet included) for even the most dangerous of scenarios. Often used alongside a shield.

-ARMOR MODIFICATIONS-

Armor modifications can be put inside a Paradox Suit or mundane armor, providing that the power and hard point requirements are met.

Rank- For the purposes of crafting mods for your armor.

Cost- The cost of the modification in Draichs.

Dedicated Power Cost- The amount of power that must be spent from your suit to run the modification. This power is invested into running the mod. It can't be recharged until you stop using the modification.

Description- A description of the modification.

Rules- The special rules that the modification imparts to the armor.

CERAMITE PLATING- (UNCOMMON)

Rank: 1

Cost: 200 Draichs

Dedicated Power Cost: 0

Description: The armor plates that comprise this armor are lighter than normal.

Rules: Remove 1 level of the Clunky trait. This mod can be applied up to 3 times.

SHADOWED- (RARE)

Rank: 1

Cost: 800 Draichs

Dedicated Power Cost: 0

Description: Your armor has been painted in flicker camouflage, making it easier to blend in.

Rules: This armor grants the wearer +1D4 Skill Dice when rolling Stealth based checks.

-PARADOX SUITS-

These suits are what keeps a Chrono Rogue alive when they are interacting with different timelines.

Melee Soak- The Soak dice when receiving Melee Damage.

Ballistic Soak- The soak dice when receiving Ballistic attacks.

Power- How much power the suit has. If a suit runs out of power its paradox field drops, and the exposed character suffers **Paradox Bleed(10)** per round, without chance of dissipation until they get back into an operable paradox field.

Hard Points- How many mods this suit can hold.

Shields- Shields are temporary Hardship Points that protect against ranged ballistic attacks only. When a character's shields are depleted they must spent 1 suit power to recharge. The suit generates 1 shield per round until fully recharged.

Traits- These are traits the suit already holds within it, they do not cost Hardpoints.

Invocation/Dissipation Dice- These dice are used to increase your chances to invoke a power, and are the suits' Dissipation Dice for dissipating paradox after you invoke. Dissipation dice are also used to protect characters from latent and targeted instances of temporary paradox, be that in the form of Invocations, paradox monsters, or environmental effects.

МК.1 "BRASS CAGE" CHRONOSUIT:

This was the very first generation of suit, the prototype of a previous era, when time travel was in its infancy. Essentially a synthetic leather coverall with a skeletal-like brass layer of plating fixed to the outside of the suit. While it was intended for exploration, not combat, it boasts a wide array of complex power subsystems that can support several high-maintenance modules at once. Furthermore, this rugged suit is equipped to safely carry and power one set of tools (Engineering, Demolitions, Locksmithing, Gun Smithing, Medical, etc.) which are stored on the harness in an often haphazard manner.

Rules: Innovative- Any roll with one of the tools equipped grants the wearer +1D4 Skill Dice to that roll.

МК.2 "IRON WARRIOR" CHRONOSUIT:

The first response to mounting casualties of

resource extraction missions on the part of the Chronolith-dwellers. These suits are designed foremost to protect the wearer as thoroughly as possible, even at the expense of mobility and adaptability. The extra armor also took up space previously reserved for circuits and cabling. The suit has a reputation as the least elegant of the early suits, and its appearance (even as varied as the different Chronoliths were likely to appear) is known throughout the world and is associated with some of the worst barbarisms of the endless battles of Extraction; yet it is still the favored suit of many a Corsair on a budget who wants to take as few chances as possible. The issue of vulnerability to close-quarters combat was addressed in this suit by the Iron-plated Joint-Actuators that serve a dual purpose of protecting the vulnerable point, and also assisting in certain ranges of arm and leg motion.

Rules: This suit grants the wielder +1 to melee/ brawling attack rating due to its power assists. You may spend 4 power points to grant yourself +1D4 Skill Dice to any Grit resistance roll.

МК. 2.5 "COPPER SKULK" CHRONOSUIT:

The earliest iteration of stealth suit technology, this suit was designed primarily for espionage operations--especially against Corsair havens, centers of native resistance, and of course, noble rivals. This suit sacrifices the advantage of a shield generator in favor of producing a shimmering field of bent light that greatly enhances infiltration capabilities.

Rules: The suit grants +1D6 Skill Dice to all stealth rolls while the field is engaged, which takes 1 power per round to maintain.

МК.1 "EVERYMAN" CHRONO-HARNESS:

Not a suit in and of itself, this is the first attempt at miniaturization of Chronosuit technology. Essentially a discrete series of straps and cables that can be worn just as easily under a Bedouin robe, as a Geisha's kimono or a 50's era corporate suit. For Corsairs seeking to blend in amongst a local populace, these quickly became the apparel of choice. The harness itself provides very little protection due to its discrete nature, but the trade-off is quite simple; if appropriate clothing is procured, the wearer can disappear into any crowd on the planet without being discovered by locals or hunted down by noble agents.

Rules: Discretion- Unlike other types of Paradox Suits, this armor can be worn as an addition to a suit of mundane armor, adding its armor dice to that of the original

armor.

МК I "САРІТАП" СΗΡΟΠΟ-ΗΑRΠΕSS:

This suit has been the boon of many captains and swindlers alike, allowing for a complicated holo field and adaptive Costume weaving, allowing the wearer greater majesty when in the field. Whatever the social situation, the Capitan harness helps the wearer in subtle ways, mitigating some of the worst elements of appearing out of place.

Rules: Alluring Aura- Spend 2 Power points to grant the wearer +1D4 Skill Dice to either a Charm or Subterfuge roll. This suit also grants the wielder +2D10 Soak dice to any and all Social Soak rolls. Like the everyman suit, It also can be combined with any other mundane armor.

COMMON ITEMS- These are items that don't necessarily have an in game effect (in terms of dice), but will offer some needed equipment for certain circumstances. These items can be grabbed really anywhere. These items have cosmetic value towards the game and no real mechanical impact (should you need to scale a wall and you have a hook and rope, a good Storyteller may grant you a small bonus to the roll, or lower the difficulty). If you need to charge a PC for one of these items they cost between 1-10 Draichs.

FLINT AND STEEL & TINDERBOX- A small and delicate contraption used to start fires.

BACKPACK- A common sack used to carry items.

CHESSBOARD- A small game of strategy, crafted of wood or stone.

GRAPPLE HOOK- A rough hook used to climb over walls or cliffs.

SMOKING PIPE- A small cork or wooden pipe, used for tobacco or herbal concoctions.

LANTERN- A simple iron lantern that casts light at range 2.

INSECT IN A CAGE- A tiny insect inside a small cage.

MIRROR- An 8 inch diameter mirror.

MORTAR AND PESTLE- A shallow bowl and rounded

dowel capable of grinding herbs.

INSTRUMENT- A musical instrument, player's choice. Fiddle, flute, horn, drum, etc.

PAPER- A piece of parchment.

PILLOW- A comfortable pillow full of feathers.

COOK POT- An iron pot for cooking.

QUIVER- A leather sheath for arrows or bolts.

ROPE- A 100 foot length of hempen rope.

CUP- a basic cup of wood, metal, or porcelain.

SHOVEL- A length of wood with a trowel on the end, used to dig holes.

FOLDING STOOL- A simple stool for sitting.

MAT- A simple bamboo mat for sitting, or meditating.

TEA SET- A teapot, kettle, and several small cups.

TENT- A single person tent made of poles and canvas.

TRAVEL RATIONS- A bit of dried meat, nuts, and fruit, capable of sustaining you for a day.

WALKING STICK- A length of wood used for hiking.

CANDLE- A wax or tallow candle which sheds a gentle light to read by.

BUCKET- A wood or tin bucket which can hold up to 2 gallons.

WATER BOTTLE- A flask capable of holding water.

FISHING POLE- A length of bamboo with string and hook for the purposes of catching fish.

FAN- A delicate fan to generate a gentle breeze, or hide one's face.

Chrono Rogue

Edges

Invocations

Invocation Dice	D6	D8	D10	D12	Dissipation Dice	D6	D8	D10	D12

Edge:
Linked Skill:
Rank:
Beat Cost:
Description: _____

Invocation:
Potential Paradox Cost:
Duration:
Range:
Beat Cost:
Target:
Resistance roll:
Special Rules: _____

Edge:
Linked Skill:
Rank:
Beat Cost:
Description: _____

Invocation:
Potential Paradox Cost:
Duration:
Range:
Beat Cost:
Target:
Resistance roll:
Special Rules: _____

Edge:
Linked Skill:
Rank:
Beat Cost:
Description: _____

Invocation:
Potential Paradox Cost:
Duration:
Range:
Beat Cost:
Target:
Resistance roll:
Special Rules: _____

Edge:
Linked Skill:
Rank:
Beat Cost:
Description: _____

Invocation:
Potential Paradox Cost:
Duration:
Range:
Beat Cost:
Target:
Resistance roll:
Special Rules: _____
