





Chapter

Shopping

From the moment you step onto the path of an adventurer, the hunt for the perfect equipment becomes a constant companion.

Acquiring Equipment

Equipment serves many different purposes and provides benefits under very different circumstances. You may want to check the skills most important to your character to make sure you are properly equipped.

WEALTH

This supplement introduces an optional wealth system. To utilize this system, assign a WEALTH level to your character during creation.

Your WEALTH level represents your character's overall starting possessions, income-generating capabilities, and potential for acquiring further resources.

Most characters start with a WEALTH between 1 and 3.

COST

This determines the COST category of the item and therefore the difficulty to acquire or craft it.

Generally you don't have to worry much about items that have an COST less than your WEALTH, but buying more expensive items may require you to spend CURRENCY POINTS.

Note that the cost of goods and services may vary significantly depending on the current economic and environmental conditions. For example, the COST category of food and water may increase by 2 or more during a drought.

BUYING ITEMS

Before you can buy something, you need to find it. Your character may need to roll for OBSERVATION to look for an appropriate shop or for INSIGHT to gauge a seller's legitimacy.

You can readily acquire items with a COST category lower than your WEALTH. You can purchase up to two such items per day.

Acquiring items with a COST category equal to your WEALTH requires a successful PERSUASION roll. You have disadvantage on this roll if the item's COST is higher than your WEALTH.

Generally, characters cannot acquire items with a COST exceeding their WEALTH by 3 or more.

CURRENCY POINTS

Your character possesses a pool of CURRENCY POINTS. These points represent a combination of your character's available funds and additional favors they can call in.

They can be transferred to characters of equal or lower WEALTH. This means you lose 1 CURRENCY POINT and the other character gains 1. A character of lower WEALTH gains 3 CURRENCY POINTS instead.

You can spend 1 CURRENCY POINT to reroll a failed PERSUASION check when attempting to acquire an item.

The WEIGHT of one CURRENCY POINT depends on your WEALTH and the type of currency you carry.

To the right, you'll find an overview of the WEIGHT of one CURRENCY POINT for typical WEALTH levels of characters.

AVAILABILITY

Indicates if the item requires any additional licenses or fees.

- Common: Readily available to anyone in the stated period or later.
- Restricted: A special license is required to purchase the item or it is only used in rare cases. Possession without a license can result in legal consequences.
- Military: Exclusive to the military, which may be defined by national service, heritage, or special knighthood.

TECHNOLOGY

Indicates the era and period when the item becomes available. Characters in campaigns set in or after this time period can purchase the item if permitted.

Each era is divided into three periods: Early, Mid, and Late. This chapter provides an overview of all eras used in this supplement.

WEIGHT OF CURRENCIES BY WEALTH LEVEL

**SILVER COINS****WEIGHT:**

WEALTH 0-2: 0

WEALTH 3: ¼

WEALTH 4: 1

WEALTH 5: 3

WEALTH 6: 10

AVAILABILITY: Common

TECHNOLOGY: Late Stone

**GOLD COINS****WEIGHT:**

WEALTH 0-4: 0

WEALTH 5: ¼

WEALTH 6: 1

WEALTH 7: 3

AVAILABILITY: Common

TECHNOLOGY: Early Metal

**PROMISSORY NOTE****WEIGHT:**

WEALTH 0 or more: 0

AVAILABILITY: Restricted

TECHNOLOGY: Mid Metal

**PAPER MONEY****WEIGHT:**

WEALTH 0-6: 0

WEALTH 7: ¼

WEALTH 8: 1

WEALTH 9: 3

AVAILABILITY: Common

TECHNOLOGY: Early Gunpowder

**ELECTRONIC CURRENCY****WEIGHT:**

WEALTH 0 or more: 0

AVAILABILITY: Common

TECHNOLOGY: Mid Atomic

FROM THE STONE ERA TO THE INDUSTRIAL ERA



STONE ERA

BEGINS: 200,000 BCE

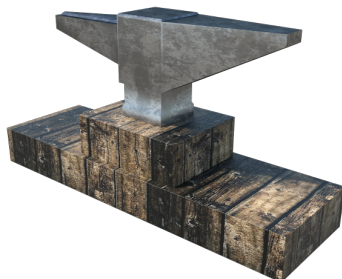
ENDS: 3,000 BCE

KEY TECH: Tools

SCIENCE: Astrology

TRANSPORT: Foot

WEAPONS: Axes and Spears



METAL ERA

BEGINS: 3,000 BCE

ENDS: 1,350 CE

KEY TECH: The Forge

SCIENCE: Natural Philosophy

TRANSPORT: Wagons and Galleys

WEAPONS: Swords and Bows



GUNPOWDER ERA

BEGINS: 1,350 CE

ENDS: 1,780 CE

KEY TECH: Gunpowder

SCIENCE: Empiricism

TRANSPORT: Sailing Ships

WEAPONS: Muskets



STEAM ERA

BEGINS: 1,780 CE

ENDS: 1,900 CE

KEY TECH: Steam Engine

SCIENCE: Electromagnetism

TRANSPORT: Railway

WEAPONS: Rifles



INDUSTRIAL ERA

BEGINS: 1,900 CE

ENDS: 1,940 CE

KEY TECH: Mass Production

SCIENCE: Theory of Relativity

TRANSPORT: Airplanes

WEAPONS: Machine Guns

FROM THE ATOMIC ERA TO THE COSMIC ERA

**ATOMIC ERA**

BEGINS: 1,940 CE

ENDS: 1,980 CE

KEY TECH: Nuclear Fission

SCIENCE: Quantum Mechanics

TRANSPORT: Rockets

WEAPONS: Assault Rifles

**INFORMATION ERA**

BEGINS: 1,980 CE

ENDS: 2,040 CE

KEY TECH: Microchip

SCIENCE: Neuroscientific Models

TRANSPORT: Reusable Spacecraft

WEAPONS: Missile Launchers

**ROBOTIC ERA**

BEGINS: 2,040 CE

ENDS: Unknown

KEY TECH: Robots

SCIENCE: Artificial Sentience

TRANSPORT: Interplanetary Travel

WEAPONS: Rail Rifles

**SPACE ERA**

BEGINS: Unknown

ENDS: Unknown

KEY TECH: Star Drive

SCIENCE: Dark Energy Mechanics

TRANSPORT: Interstellar Travel

WEAPONS: Thermal Rifles

**COSMIC ERA**

BEGINS: Unknown

ENDS: Unknown

KEY TECH: Total Conversion

SCIENCE: Theory of Everything

TRANSPORT: Teleportation

WEAPONS: Beam Rifles





Chapter

2

Outdoor Equipment

Venturing into the great outdoors requires more than just a spirit of adventure; it demands careful preparation and the right equipment to ensure comfort, safety, and success.

Be Prepared

From durable clothing to weatherproof tents, from versatile cooking tools to nourishing dried food, each item plays a vital role in ensuring an enjoyable and memorable outdoor experience.

TEMPERATURES

Temperature is divided into the following categories:

Temperature	°C	°F	Interval
Frigid	Below -50	Below -60	Stretch
Freezing	-50 to -14	-60 to -1	Shift
Cold	-15 to 9	0 to 49	Shift
Cool	10 to 14	50 to 59	Day
Balmy	15 to 19	60 to 69	Day
Warm	20 to 24	70 to 79	Day
Hot	25 to 39	80 to 99	Shift
Searing	40 to 54	100 to 129	Shift
Blazing	Above 55	Above 130	Stretch

If you are in an environment where the temperature lies below your clothing's MIN TEMPERATURE or above its MAX TEMPERATURE, you must roll for STAMINA at the listed intervals. If you fail you suffer one point of damage and stress.

Additionally, if the ambient temperature is below your camping gear's MIN TEMPERATURE or above its MAX TEMPERATURE, you will have disadvantage on SURVIVAL rolls for making camp.

MIN TEMPERATURE

Indicates the lowest temperature at which your clothing and camping gear are effective.

MAX TEMPERATURE

Indicates the highest temperature at which your clothing and camping gear are effective.

RATIONS

Indicates the number of rations the provisions provide.

SPOILAGE

Indicates the time limit after which your rations can no longer be consumed safely.

CAMPING GEAR

You need camping gear to make camp. It consists of a pack containing tools for sewing, cooking and making fire, personal basics, a mess kit and a sleeping bag.

TENTS

If everyone possesses a tent suitable for the current temperature, making camp does not consume a shift.

The time required to set up the tent is negligible, allowing you to rest within the same shift.

CLIMBING GEAR

Climbing requires a MOBILITY roll to ascend or descend 1m per Round, with disadvantage on artificial surfaces.

Ropes and ladders, each 5m in length, enhance climbing speed. It requires one Slow Action for throwing a grappling hook or setting up a ladder and one Stretch to secure a rope.

Climbing tools, including clams, pitons, and stoppers, grant advantage on these rolls but reduce speed by half.

CRUCIAL DRESS CODE

In certain scenarios, adhering to a specific dress code can be pivotal. These situations often involve formal or professional settings where appearance significantly influences perceptions and interactions.

Examples include diplomatic meetings, high-society events, corporate negotiations, and court appearances.

STARVATION AND DEHYDRATION

You must eat a ration of food and drink one ration of water at least once every day.

After a day without food, you starve. After a day without water you become dehydrated.

Dehydration works like starvation. However, you suffer one point of damage per day without water and you die after one day of being broken when dehydrated.

PROVISIONS



FRESH FOOD

RATIONS: 1

SPOILAGE: 3 Days

WEIGHT: ½

COST: 0

AVAILABILITY: Common

TECHNOLOGY: Early Stone



DRIED FOOD

RATIONS: 2

SPOILAGE: 4 Weeks

WEIGHT: 1

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Late Stone



CANNED FOOD

RATIONS: 2

SPOILAGE: 15 Years

WEIGHT: 1

COST: 0

AVAILABILITY: Common

TECHNOLOGY: Mid Steam



DEHYDRATED FOOD

RATIONS: 2

SPOILAGE: 5 Years

WEIGHT: ½

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Late Atomic



WATER

RATIONS: 2

SPOILAGE: 6 Months

WEIGHT: 1

COST: 0

AVAILABILITY: Common

TECHNOLOGY: Early Stone

STANDARD CLOTHING



UNDERDRESSED: You have disadvantage on PERSUASION rolls if dress code is crucial.

BASIC

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Warm

WEIGHT: 1 (Early Atomic or later: ½)

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Mid Stone



WINTER

MIN TEMPERATURE: Freezing

MAX TEMPERATURE: Balmy

WEIGHT: 3 (Mid Information or later: 1)

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Mid Stone



FINE

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Warm

WEIGHT: 1

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Early Metal



DESERT

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Searing

WEIGHT: 2 (Mid Information or later: 1)

COST: 4

AVAILABILITY: Common

TECHNOLOGY: Mid Metal



EXQUISITE

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Warm

WEIGHT: 2

COST: 5

AVAILABILITY: Rare

TECHNOLOGY: Early Metal

IMPRESSIVE: You have advantage on PERSUASION rolls if dress code is crucial.

LIGHT CLOTHING



OUT OF PLACE: You have disadvantage on PERSUASION rolls if clothing is inappropriate.

LOINCLOTH

MIN TEMPERATURE: **Balmy**

MAX TEMPERATURE: **Hot**

WEIGHT: $\frac{1}{4}$

COST: 0

AVAILABILITY: **Common**

TECHNOLOGY: **Early Stone**



UNDERDRESSED: You have disadvantage on PERSUASION rolls if dress code is crucial.

SUMMER

MIN TEMPERATURE: **Cool**

MAX TEMPERATURE: **Hot**

WEIGHT: $\frac{1}{2}$ (Early Atomic or later: $\frac{1}{4}$)

COST: 1

AVAILABILITY: **Common**

TECHNOLOGY: **Mid Stone**



FORM-FITTING: You may re-roll one bane when pushing your MOBILITY roll to perform acrobatics.

OUT OF PLACE: You have disadvantage on PERSUASION rolls if clothing is inappropriate.

TIGHT

MIN TEMPERATURE: **Cool**

MAX TEMPERATURE: **Warm**

WEIGHT: $\frac{1}{4}$

COST: 1

AVAILABILITY: **Common**

TECHNOLOGY: **Mid Steam**



RUNNING SHOES: You can move 2 zones on a plain and hard surface as a Slow Action.

UNDERDRESSED: You have disadvantage on PERSUASION rolls if dress code is crucial.

SPORTSWEAR

MIN TEMPERATURE: **Cool**

MAX TEMPERATURE: **Hot**

WEIGHT: $\frac{1}{4}$

COST: 2

AVAILABILITY: **Common**

TECHNOLOGY: **Late Steam**



OUT OF PLACE: You have disadvantage on PERSUASION rolls if clothing is inappropriate.

WATERPROOF: You may re-roll one bane when pushing your STAMINA roll to stay afloat.

SWIMSUIT

MIN TEMPERATURE: **Balmy**

MAX TEMPERATURE: **Hot**

WEIGHT: $\frac{1}{4}$

COST: 1

AVAILABILITY: **Common**

TECHNOLOGY: **Early Industrial**

ADVANCED CLOTHING



SKIN PROTECTING: Ignore dermal pollutants.

CHEM SUIT

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Balmy

WEIGHT: 1

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Mid Industrial



INSULATING: Roll STAMINA in Cool or Cold water only once per Shift.

WATERPROOF: You may re-roll one bane when pushing your STAMINA roll to stay afloat.

WETSUIT

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Hot

WEIGHT: 1

COST: 2

AVAILABILITY: Common

TECHNOLOGY: Mid Atomic



INSULATING: Roll STAMINA in Cool or Cold water only once per Shift.

WATER RECYCLING: You need only one ration of water per week.

ALL TEMPERATURE SUIT

MIN TEMPERATURE: Freezing

MAX TEMPERATURE: Searing

WEIGHT: 1

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Mid Robotic

SWIMMING AND ENCUMBRANCE

If the total WEIGHT of the items you carry exceeds half your carry limit, you have disadvantage on your STAMINA roll to stay afloat.

COLD WATER

In addition to the STAMINA roll to stay afloat, you must make a successful STAMINA roll each Stretch or suffer 2 points of damage, if the water is Cool or Cold.

PROTECTIVE GEAR



PERSONAL CLEAN AIR: Ignore inhaled pollutants and radiation up to severity C.

FILTER MASK

OXYGEN SUPPLY: No

DIVING: No

WEIGHT: 1 (Mid Industrial or later: ½)

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Early Steam



PERSONAL CLEAN AIR: Ignore inhaled pollutants and radiation up to severity C.

BREATHING APPARATUS

OXYGEN SUPPLY: 1 Shift

DIVING: No

WEIGHT: 5

COST: 2

AVAILABILITY: Common

TECHNOLOGY: Late Industrial



PERSONAL CLEAN AIR: Ignore inhaled pollutants and radiation up to severity C.

DIVING GEAR

OXYGEN SUPPLY: 1 Shift

DIVING: Up to 40m deep

WEIGHT: 8

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Early Atomic

BIOCHEMICAL POLLUTION

Atmospheres may contain poisons or diseases. They are classified as inhaled or dermal pollutants.

All protective gear is effective against inhaled pollutants, but SKIN PROTECTING, SEALED or PRESSURIZED equipment is required to protect against dermal pollutants. See *Sealed and Pressurized Armor*, p.62.

OXYGEN-DEPRIVED ENVIRONMENTS

Complete lack of oxygen leads to suffocation, which is handled like drowning.

In a thin atmosphere or one that is low on oxygen, make a STAMINA roll once per Stretch. If you fail the roll, you suffer one point of damage.

SEALED, PRESSURIZED, or oxygen-supplied gear offers full protection against oxygen-deprived environments. Filter masks do not help.

EXTREMELY LOW PRESSURE ENVIRONMENTS

In a vacuum or environments with minimal atmosphere, make a STAMINA roll each Round. If you fail the roll, you suffer two points of damage.

Only PRESSURIZED equipment protects you from these environments.

RADIOACTIVITY

Radiation can contaminate areas or be emitted as an intense burst from natural or technological sources.

Radioactivity is categorized from levels D to A. It is handled as a disease with equivalent virulence.

For levels C and D check once per Shift if it affects you.

For levels A and B check once per Stretch. If the virulence roll results in four successes, your character dies after 1d6 turns.

CAMPING GEAR



HEAVY

MIN TEMPERATURE: Cold
MAX TEMPERATURE: Hot
WEIGHT: 3
COST: 2
AVAILABILITY: Common
TECHNOLOGY: Mid Stone



LIGHT

MIN TEMPERATURE: Cool
MAX TEMPERATURE: Warm
WEIGHT: 2
COST: 1
AVAILABILITY: Common
TECHNOLOGY: Early Metal



SYNTHETIC

MIN TEMPERATURE: Cool
MAX TEMPERATURE: Warm
WEIGHT: 1
COST: 2
AVAILABILITY: Common
TECHNOLOGY: Late Atomic



ADVANCED

MIN TEMPERATURE: Cold
MAX TEMPERATURE: Hot
WEIGHT: 1
COST: 3
AVAILABILITY: Common
TECHNOLOGY: Mid Information



ALL TEMPERATURE

MIN TEMPERATURE: Frigid
MAX TEMPERATURE: Blazing
WEIGHT: 2
COST: 3
AVAILABILITY: Common
TECHNOLOGY: Early Space

THREE PERSON GEAR: To get gear for three persons instead of one, multiply WEIGHT by 2 and increase COST by 1.

TENTS

**HEAVY**

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Hot

WEIGHT: 2

COST: 2

AVAILABILITY: Common

TECHNOLOGY: Mid Stone

**LIGHT**

MIN TEMPERATURE: Cool

MAX TEMPERATURE: Warm

WEIGHT: 1

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Early Metal

**SYNTHETIC**

MIN TEMPERATURE: Cool

MAX TEMPERATURE: Warm

WEIGHT: ½

COST: 2

AVAILABILITY: Common

TECHNOLOGY: Late Atomic

**ADVANCED**

MIN TEMPERATURE: Cold

MAX TEMPERATURE: Hot

WEIGHT: ½

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Mid Information

EASY SETUP: You have advantage on your SURVIVAL roll to make camp.

**ALL TEMPERATURE**

MIN TEMPERATURE: Frigid

MAX TEMPERATURE: Blazing

WEIGHT: 1

COST: 4

AVAILABILITY: Common

TECHNOLOGY: Early Space

EASY SETUP: You have advantage on your SURVIVAL roll to make camp.

PRESSURIZED: Ignore air pressure, biochemical pollutants, and radiation up to severity B.

SIX PERSON TENT: To increase capacity from one person to six, multiply WEIGHT by 4 and increase COST by 1.

CLIMBING GEAR



FIRST CLIMBER: Requires one Stretch to be anchored at the top by the first climber.
ROPE SAFETY: You may re-roll one bane when pushing your MOBILITY roll to climb.

ROPE

CLIMB UP: 2m per Round

CLIMB DOWN: 4m per Round

WEIGHT: 1

COST: 0

AVAILABILITY: Common

TECHNOLOGY: Mid Stone



SAFE CLIMBING: You have advantage on your MOBILITY roll to climb.
SETUP: A ladder requires a Slow Action for proper setup.

LADDER

CLIMB UP: 6m per Round

CLIMB DOWN: 4m per Round

WEIGHT: 4

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Late Stone



ROPE SAFETY: You may re-roll one bane when pushing your MOBILITY roll to climb.
THROW TO PREPARE: Requires one Slow Action and a successful MARKSMANSHIP roll to prepare.

GRAPPLING HOOK

CLIMB UP: 2m per Round

CLIMB DOWN: 4m per Round

WEIGHT: 2 (Mid Information or later: ½)

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Mid Steel



SAFE CLIMBING: You have advantage on your MOBILITY roll to climb.
RAPPELING: You can give up your advantage to descend 25m per Round on a rope.

CLIMBING TOOLS

CLIMB UP: Speed halved

CLIMB DOWN: Speed halved

WEIGHT: 2

COST: 2

AVAILABILITY: Common

TECHNOLOGY: Early Industrial



FIRST CLIMBER: Requires one Stretch to be anchored at the top by the first climber.
ROPE SAFETY: You may re-roll one bane when pushing your MOBILITY roll to climb.

SYNTH ROPE

CLIMB UP: 2m per Round

CLIMB DOWN: 4m per Round

WEIGHT: ¼

COST: 1

AVAILABILITY: Common

TECHNOLOGY: Late Atomic

ANCIENT CLIMBING TOOLS: TECHNOLOGY: Mid Metal; WEIGHT: 3.

NAVIGATION EQUIPMENT



MAP: You know where certain places are in relation to each other.

MAP

WEIGHT: $\frac{1}{4}$

COST: 3 (Early Steam or later: 1)

AVAILABILITY: Common

TECHNOLOGY: Early Metal



NAVIGATION AID: You have advantage on SURVIVAL rolls to enter a new map hex.

COMPASS

WEIGHT: 0

COST: 2 (Early Steam or later: 0)

AVAILABILITY: Common

TECHNOLOGY: Mid Metal



LOCATION FINDER: A successful SURVIVAL roll allows you to know your location on a map.

NAVIGATION TOOLS

WEIGHT: 1

COST: 3

AVAILABILITY: Common

TECHNOLOGY: Late Gunpowder



LOCATION FINDER: A successful SURVIVAL roll allows you to know your location on a map.

MAP: You know where certain places are in relation to each other.

NAVIGATION AID: You have advantage on SURVIVAL rolls to enter a new map hex.

NAVIGATION SYSTEM

WEIGHT: 2 (Mid Information or later: 0)

COST: 4 (Mid Information or later: 2)

AVAILABILITY: Common

TECHNOLOGY: Mid Atomic

USING A MAP

If you have a map, the first thing you need to do is figure out where you are.

This is easy if you are in a town that is marked on the map. If not, you will have to guess your location or use a LOCATION FINDER.

HAVING NO MAP

Without a map, you may travel on roads by following road-signs and asking the locals.

If there are no roads with proper signs, you must orient yourself using terrain features and have disadvantage on your SURVIVAL rolls to enter a new hex.