



SVG ABRIDGED

Playtest Edition v1.71 – 01/21/2015

This work uses material or systems from the Silvervine Games Core Rulebook (SVG) or utilizes the SVG system that was originally created by John Arcadian, Ryan Rawlings, Matt Solomon, Alec Stringer, and Edward Yarrus. The SVG rules system is freely available under a Creative Commons 4.0 license, but elements of this work may be copyrighted under different restrictions.

SVG Logo originally created by Alec Stringer and conveys no endorsement from Silvervine Games or any related entity.

Thank you to the playtesters of the new version

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+ you?

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Get involved and make it yours

- The version of SVG Abridged that you hold in your hands is a playtest version that is available for your use and testing. Remember that it is in testing and is still full of errors and issues.
- If you are playing with the new SVG abridged system, feel free to make copies of materials for you and your players for personal use.
- If you have questions/comments/suggestions or you just want to tell us about how awesome the game you ran was, drop an email to arcadian@johnarcadian.com

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Running and Playing SVG

Welcome to SVG ABRIDGED, a distillation of all of the core elements of the SVG system. SVG is a solid, smooth, and crunchy core mechanic with a philosophy and design that lets players create whatever character they can imagine. It is also a game setting engine that allows Game Masters to quickly create barebones setting ideas and help guide the players through the incredible options.

An SVG game could be fairly standard fantasy setting with a diversity of character options that is hard to find in a genre specific game. An SVG game could be a superhero game with a higher power threshold and less advancement options, but the thematic freedom to create awesome superheroes. An SVG game could be the modern horror game where your heroes are normal humans fighting against the powers of darkness hiding in the shadows of the world.

In an SVG game, the GM will pitch a setting idea to help guide the players in building characters. It may be as simple as saying ***"We're going to be playing in a setting like that space western anime where they are on the desert planet and everyone fights with guns and incredible powers"***, or it could be a more detailed Setting Quick Sheet of 2 to 3 pages that outlines the setting parameters and what type of game they are running. Using tags, a brief description, and some guidelines for character creation, enough information about the setting should be provided for the players to have a quick overview of the setting guidelines.

The players will then build characters that fit within that particular setting. Building a character in SVG is first thinking of an archetype or character concept and then using a diverse array of options to create pretty much any character you want. The player will divide points amongst their character's attributes (Strength, Knowledge, Reflexes, etc.) to determine how many d10 die are rolled when attempting actions and then use a pool of points to give your character skills and abilities ***IN ANY COMBINATION YOU WANT***. Want flight and a projectile attack, buy them. Want to add a melee weapon or telepathic communication, spend the points. The players will also have Thematic and Cinematic control over the how and why their abilities work. With the abilities listed above, the player may decide their character's tribe is descended from dragons and they can magically activate wings, morph their hand into a dragon head that breathes fire, and that they use a sword created from a milled down dragon scale. A different player with the same abilities may decide their suit of steampunk power-armor grants flight and every so often a bolt flies off with the speed of a bullet. Their steampunk sword may be a hose off their jetpack that

they open the nozzle on to create a 3 foot blade of pure steam.

Once characters are made and play starts, the Game Master will narrate and set up situations, calling for rolls when they are appropriate to determine success or failure. They will then hand off the narrative so the players can lay out the details of their actions. This **Shared Narrative** lets the players and Game Master develop the story together, taking turns building the incredible action and coming up with unique solutions to problems.

SVG games are fun, versatile, and always play out differently depending on the setting and the players. Embrace the endless options and build incredible stories together.

The 6 Commandments of Silvervine

1. At your table it is your game.

Tweak, change, modify as you need. Control combats so they are as challenging as you want. Allow something to occur if it makes sense or seems fun – even if it isn't realistic.

2. The 4 Pillars of Silvervine put the spotlight on players and characters, use them.

- **Unlimited Character Creation** – Players put characters together from any combination of skills and focuses that they purchase.
- **Thematics** – Players decide the “fluff” reasons that their skills and powers work and how they look.
- **Cinematics** – A player can describe the cinematic effects of their rolls in any way they want.
- **Shared Narrative** – The GM throws narrative control to a player, the player throws it back, the GM throws it to another player, and so on. We tell stories together.

3. Players, it is your responsibility to:

- create an interesting character that is in line with whatever setting the Game Master has created
- use your interesting character by suggesting that your skills and powers are relevant to a situation
- narrate the thematics and cinematics to whatever extent you feel comfortable and are appropos to the setting

4. Game Masters, it is your responsibility to:

- make the game about the players and tweak situations to be fertile ground for their abilities and ideas
- say **“Yes”** to player ideas and their actions that make the game more fun, say **“Yes, If you roll...”** to player ideas that should be resolved by mechanics, and say **“Tell me**



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how it happens” to success, failure, or anytime the player’s narrative might be fun

5. Roleplaying is about fun for the whole group

So take turns, emphasize each other’s cool or stupid ideas, prop each other up, and do awesome things with your characters.

6. See Rule 1

A Few More Things To Remember/Think About

- SVG games are broad games where many incredible options and abilities are possible. Remember this when sitting down to the table. Play to the ideas of the setting that you are choosing to play in and set the tone for your games early on. Use the incredible and diverse options to create incredible stories and games.
- SVG games don’t particularly rely on items to provide character power. Purchasing skills and abilities with EXP is the way to build your character, even if the thematics paint the abilities as coming from your suit of armor or magic artifact weapon. They are still a part of the character.

For Game Masters Specifically

- The incredible options and shared narrative mean that some flexibility and quick decision making at the table is required. Unlike a game where everything is spelled out in a rulebook and characters are fairly similar, you are going to be running games where players can make incredible characters right off the bat. This means you will have to decide and arbitrate situations using your best judgement. Would there be a penalty for firing at a fast flying opponent? When the players say they are rolling out the howitzer in a non-threatening way does their negotiation skill come into play? You will find yourself with some odd situations, when in doubt error on the side of fun.
- When you are running combats and action scenes, the diversity of character ranges and options make combat balance a strange thing. A character with an interesting power can change the dynamic greatly, so you will have to adapt your combats to the characters and not be afraid to make high damage dealing enemies. Making combat enemies is simple, but you’ll have to balance them to the narrative and go by feel in some instances. The tank character and the damage dealing magic user may be the same character, so consider the table in front of you and modify according to the combat you want to have. “balance” does not trump fun.
- When you are creating or pitching settings to your playtes, this is the best time to get them to buy in or to

limit character options. A super-powered magical character with incredible options breaks the paradigm of a low power modern supernatural game. The best time to say no to a character is before the game starts, and only if it breaks the type of game you are running. Redirect the player to a better character choice and make sure the players are on board with and understand what you are running before the game starts.

- When situations come up that require you to make decisions, don’t worry about making the wrong one. We grant you the right to not be perfect and to run the best game you are capable of. Go ahead and use your best judgement. If you need to change your mind later in order to make something more fun or more balanced, do so.

For Players Specifically

- Players, your access to incredible options and abilities without the limits found in many kinds of traditional gaming means that you are going to have to rely on the Game Master’s judgement. So, trust them and work to make the game more fun for you and your fellow players.
- It is incredibly tempting to make off the wall or over-powered characters the first time you are presented with the nigh-endless character creation options SVG grants you. Make sure your characters fit within whatever setting you are playing and aren’t one-trick pony glass cannons. The Game Master will find a way to make you regret it. The Talking Sandwich in Toaster Armor is great for a fun and zany game, but less so for a hard boiled noir detective game. You can probably cheese out the 14 die kill in one shot character that is fun for you, but you might not be invited to the next game so that other players have a chance to play too. Buy into the setting and find the fun elements within the paradigm it presents.



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The Basic Game System

The Game System

To resolve ANY action that needs a roll.

- Roll a number of d10 equal to 2 of your **attributes** that are relevant to the roll
 - Strength and Reflexes, Knowledge and Perception, etc.
- The Game Master sets a **Required #** of successes
- Any die that rolls as an 8 or higher (8+) = 1 **success**
- A **skill** that is relevant makes it easier to get successes
 - Relevant skill of 1 = all 7+ = 1 success
 - Relevant skill of 2 = all 6+ = 1 success
- Focuses are activated when a player calls them into play or pays any associated activation cost. Each focus has its own writeup, but when in doubt the Game Master can decide that a focus grants +1 or +2 dice to the roll.

Action Points

- Action points are points that each player uses to activate powers and abilities.
- Action points refresh either at the end of an action scene (/scene), at the end of a short period of in-game time ~1 hour (/short), or at the end of a decent amount of downtime, (/long rest). A long rest is valid if it is about 4 hours of minimal stressful activity in game. The exact interpretation of this is up to the Game Master.
- Most abilities activated with action points will refresh fairly quickly, so they are a resource meant to be used and regained fairly frequently.
- **Action Points can be used to:**
 - **Activate Focuses** – The costs/refresh times will be listed with the focus.
 - **Activate Special Powers** – A special power (magic, sub-power, etc.) with an activation cost can be activated for its cost in action points. Modifiers may apply.
 - **Extra Action** - 1/scene - Make 1 extra complex action on your turn in the round. Can only be used once per round.
 - **Go Defensive** – 1/scene or 2/scene – In response to an attack, you can spend an action point to absorb 3x your armor rating of damage or 2 action points to absorb 6x your armor rating.
 - **Block/Dodge/Parry** – 1/scene – Make a relevant roll to block/parry/dodge in combat and subtract ½ your

successes from the opponent's successes. Multiple uses per round.

It is helpful to have tokens of some sort to represent action points, moving them to specific areas to represent their refresh rates.

Character Points

- Character points are like action points on steroids and are awarded throughout the game by the Game Master.
- Character Points are awarded for playing to your **tags** and **archetype**.
- A character point can only be awarded for playing to a tag or archetype once per session. i.e. If a character chooses a tag that says diplomat, then they can only be awarded for that once per session. They can be awarded for their other tags (like Bold Faced Liar or Good Hearted When It Counts)
- A character can only have 5 character points at a time.
- Character points do not regenerate like action points do but are used up.
- A character point can be used:
 - **As An Action Point** – To do anything that an action point (or something like mana, energy, etc. for a subpower) could do.
 - **To Reroll** – 2 – A player can spend 2 of their character points to choose to reroll a roll.
 - **To REALLY PUSH FOR THE CRIT** – If a player uses **Push For The Critical**, they can spend 1 character point before rolling to make a 7+ a success.

Actions & Initiative

There are 2 types of actions that occur during action scenes. Some focuses will list a specific number of complex actions it takes to complete.

- **Simple Action** – Any very simple action that wouldn't take the character's full attention. Grabbing a light, unsheathing a weapon, activating most focuses, shouting a command, etc.
- **Complex Action** – Any action that takes concentration and attention. An attack, casting a spell, actively and mechanically blocking or dodging an attack, picking a pocket, etc. A character makes only one per round.

Initiative – When a scene is action oriented, players move during at their initiative within the round. A round is **about** 6 to 10 seconds of time with all characters involved acting within the round.

- All participants roll 1d10 and add in their initiative modifier. The order moves from highest to lowest.



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- On the next round, the initiatives remain the same.

skill (pushing a rock) any capable player can help. At maximum, a player can double their current dice this way.

Rounding

Whenever something would be divided in ½ and the division isn't equal, round down.

Required Number

- The R# is the number of successes that must be achieved for the roll to be successful. It is determined by the Game Master or based of an opponent's stats.
- Sometimes a roll is made with no R# just to see how well a player does. In these instances, the more successes the better the Game Master determines the outcome is.
- R1 – Very easy
- R2 – Easy
- R3 – Basic
- R4 – Complex
- R5 – Challenging
- R6 – Difficult
- R7 – Severe
- R8 – Extreme
- R9 – Titanic
- R10 – Near Impossible

Skills

Skills

Skills make it easier to get successes

- Relevant skill of 1 = all 7s and up are successful
- Relevant skill of 2 = all 6s and up are successful
- Relevant skill of 3 = all 5s and up are successful

Skills in Silvervine come in two types.

- **Basic Skill** – 10 Experience. Represents majority of basic skills.
- **Advanced Skill** – 20 Experience. Represents a skill that is more advanced and harder to obtain. Can also represent a skill that covers a broader range of activities. A skill like seafaring covers many areas of knowledge about traversing the seas.

Critical Success

- A critical success lets the player re-roll **ALL THE DICE** used on the roll and add in extra successes to current successes.
- **Natural Critical** - A critical success is when all dice rolled (at least 3) are successes.
- **Push For The Critical** - On any successful roll, a player can gamble their successes and push for the critical. Roll 1d10. On 8, 9, or 10 the player is granted a critical. On 1-7, the player loses half their current successes.

Other Rolls

- **Rolloffs** occur between PCs or NPCs when both are actively attempting an action. The person with the most successes wins, re-rolling to tiebreak.
- **Extended rolls** for an action may have an incredibly high R#. The player rolls until they accumulate that many successes. The GM sets the amount of time each roll takes. i.e. deciphering a coded book may be R# 15, with each roll taking 10 minutes. The PC rolls until they get 15 successes then tells the GM how many rolls it took.
- **Assisting** – If another player assists and has a skill that is relevant to the roll, the player attempting the roll gets 1 extra die. For a roll that wouldn't need a



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Any skill with () behind it does better with a clarification. Culture Knowledge (Modern German, Late Meso-american) is a knowledge of culture and would grant a minor use for most rolls relevant to knowing about a culture, but full use for any culture listed in the parentheses.

Basic Skills (10 exp)	Advanced Skills (20 exp)
<ul style="list-style-type: none"> Acrobatics Acting Agriculture Archival Skills Artistic Ability Astrology Astronomy Bartending Body Language Breath Control Cartography Climbing Cooking Culture Knowledge () Dancing Driving First Aid Flight (Self propelled) Jumping Leadership Listening Monstrous Creature Knowledge Smithing 	<ul style="list-style-type: none"> __ALL WEAPON SKILLS__ Aircraft Piloting Airship Piloting Alchemy Biologic Sciences Business Skills Cryptography Deduction Disguise Eldritch Lore Herbalism Law Mathematics () Mechanical Skills Metallurgy Opening Skills Seafaring Sleight Of Hand Spacecraft Piloting Spell Casting Speaking Skills Stage Magic Stealth Tactics

Minor Use

- When a skill might apply, but not fully, it is considered a **Minor Use** of the skill. The skill only applies at level 1, no matter what level it is at.
- Weapon skills grant Minor Use for any other weapon of their weapon type.

Multiple Skills

- Whenever multiple skills would be relevant, only one skill applies – usually the highest or the most directly relevant one.
- In **rare circumstances**, when multiple skills apply and are both at 2 or above, an extra die may be awarded to the roll.

Weapon Skills

- Weapon skills are just like regular skills but represent skill with a type of attack and weapon.

- A weapon skill is written with the category first and the specialization afterwards. Lvl 2 Bladed (Katana, Knives). For each level of the general category, choose one specific type of weapon this applies to.
- This provides full use for the specialization listed (one for each level) and minor use for any other weapon in that category.
- The level of a weapon skill adds onto a weapon's base damage to determine the final damage rating that is dealt with each damage dealing success.
- Weapon Skill Categories**
 - Biting (Jaws, teeth)
 - Bladed (Swords, knives)
 - Bow (bows, crossbows)
 - Projectile (energy blasts, blasted quills)
 - Firearm (guns, energy pistols, rifles)
 - Hafted (axes, maces)
 - Long Handled (spears, staves, lances)
 - Rope (whips, controlled rope, tentacles)
 - Unarmed (Martial arts, fisticuffs, claws)

Focuses

Focuses are where Silvervine provides the ability to create any type of character imaginable. Focuses are special powers and abilities that characters possess. Focuses are generally divided into power levels by cost and based on what they do, but focuses also act as enablers that mark a character as special in some way. Some focuses are also restricted to tiers or certain implementations.

- A focus can never stack with itself.
- Unless specifically stated with a duration or the activation is Always On, then the effects of a focus last for a single action.
- A focus is often activated as part of an action or an attack.
- General Focus levels and parameters (these parameters are only general indicators of power)

Small - 5 exp

- provides very minor benefit
- often **very** specific circumstances
- acts as an enabler of minor or thematic character traits
- often used as a modifier for other focuses

Minor – 10 exp

- provides a single minor benefit (~ +1 die) to a specific circumstance when activated
- provides constant benefit to a minor mechanical element
- acts as a character enabler for minor mechanical differences

Medium – 20 exp

- provides a single minor benefit (~ +1 die or +1 R#) to a specific circumstance constantly



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- provides a single medium benefit or character enabler
- provides a medium benefit when activated

Great - 30 exp

- provides a single large benefit when activated
- provides a medium benefit or enabler constantly
- provides a few minor benefits constantly

Grand – 40 or 50 exp

- provides a few minor or medium benefits constantly
- provides a single very large benefit when activated
- provides a large enabler or benefit

Sphere or Sub-group (variable)

- These focuses are groupings of various powers or sub-systems that change the rules in more massive ways.

Sphere or Sub-group focuses are generally expensive and used to group focuses or provide sub-systems like magic

absorb 30 of the 40 and take 10 damage.

- Spend 2 action points that would come back at the end of the scene and absorb 60 of the 40, taking no damage.

- Bypass Armor – Some focuses or abilities can cause armor to be bypassed. When this is the case, the amount absorbed by the armor is cut in half, even if the character spends action points.
 - Armor rating of 10, character takes 25 damage that bypasses armor. Armor would only absorb 5 of the 25 damage.
 - If the character spend 1 action point to get 30 absorption, they would absorb only 15 of the 25 damage that bypasses armor.

Other Action Situations

- **Block/Dodge/Parry** – The character can use their action to make a relevant roll to block/parry/dodge in combat and subtract ½ the successes from the opponent's successes.
- **Called Shot** – A character may attempt to hit a very small area to some effect. The GM will set the R# based on what they are trying to do (knock a switch on the control panel, take a weapon out of an enemy's hand, cut a rope with a thrown knife, etc.). If the attack is against an active opponent, the R# is usually the DR# at +2 or +3.
- **Area Damage** – An explosion or other damaging event that would occur in an area (rocks fall, fiery blast) will have an effect radius listed. Anyone within that effect radius will take the damage and can make an armor roll under the Bypass Armor rules. A character just on the edge of the area would take ½ damage of the area damage. Examples:
 - Small Explosion – 30 Damage/Immediate Area (a20)
 - Medium Explosion – 60 Damage/Stone's Throw (a90)
 - Giant Explosion - 120 Damage/Stone's Throw (a90)
- **Falling Damage** – A character who falls more than 10 feet takes 1d10 damage that bypasses armor per 10 feet that they fall. Fall 40 feet, 4d10 damage. A character can attempt to ignore this if they fall under 30 feet and make a roll of Reflexes + Toughness vs R#4.
- **Grabbing** – A character can attempt to grab another character and hold them. To grab a character makes a Rolloff of Strength + Reflexes against Strength + Reflexes of the opponent.
 - **Being Held** – If a character gets grabbed, they are considered Being Held and are at -1 do their Defensive R# and Damage Mod as well as at -1 die to most actions.
 - **Breaking Free** – A character can use an action to break free from a grab and make another rolloff.
- **Heroes In Mass Combat** – To simulate PCs wading into incredible odds, a sub-system called Heroes In Mass

Basic Combat And Action

Basic Combat

Damage

- When a character rolls in combat, they hit if they get as many successes as the opponent's **Defensive R# (DR#)**.
- The opponent's **Damage Mod** is subtracted from the successes and each remaining success deals 1 level of the character's damage rating.
 - Defensive R# = 3, character gets 5 successes. The hit is successful and deals damage.
 - Opponents Damage mod is -2, 3 of the successes deal 1 level of the damage rating for the attack.

Armor

- A character's armor rating is equal to their toughness.
 - Worn armor grants a modifier of +1 to +5 to the armor rating.
- Each time the character takes damage, they choose one of the following:
 - Absorb the armor rating (automatic and free)
 - Spend an action point to absorb more damage.
 - 1/scene = armor rating x3 absorbed
 - 2/scene = armor rating x6 absorbed
 - If a character took 40 damage and had 10 armor, they could
 - Automatically absorb 10 of it and take the other 30.
 - Spend 1 action point that would come back at the end of the scene and



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Combat can be used. It is just like regular combat, but an extra rating **HP Per Enemy** is set. The NPC's ratings then represent the group of enemies. When the character does damage, they take out multiple enemies instead of just one.

- HP Per Enemy = 10. Enemy has 100 HP, there are 10 enemies in the group. Character deals 35 damage, takes out 3 and wounds one.
- **Jumping** – A character can jump their Jump rating (vertical or horizontal) as part of their movement. A character can extend this with a roll of Strength + Reflexes, adding 1 foot per success.
- **Mob Attacks** – Groups of very many enemies or many small enemies will sometimes have a **Mob Rating** of x2-x5. The Mob will make one attack, rolling once to determine damage. The damage will be rated x times their mob rating. i.e. A mob enemy that has Mob x3 (one single enemy by stats) attacks and gets 3 successes, hitting the enemy. It will be counted as 3 attacks at 3 successes. The defender would have to defend against the 3 attacks as if they were individual attacks.
- **Sprinting, Chases** – Characters chasing each other move at their movement ratings. A character can choose to sprint as their action. They roll Strength + Reflexes and move an extra 3 feet per success.
- **Vulnerable To Attack** – A character who is vulnerable to attack (unaware of it, prone, unable to defend, knocked out) is at DR# 0 and Damage Mod 0.

Other Granular Systems

Movement Ratings & Ranges

- Movement ratings are the speed that a character can move within a round and still take action.
- Range/Effect Radius are the general area that an action or power can cause an effect in or the effect area they fill.
- The numbers in parentheses are the approximate feet. As an Effect, this is considered the diameter of a generally circular shape.

Movement Ratings	Range/Effect
Crawling – 1 foot	Self
Very Slow – 15 feet	Touch
Slow – 25 feet	Adjacent (a5)
Average – 40 feet	Immediate Area (a20)
Fast – 65 Feet	Stone's Throw (a90)
Very Fast – 90 feet	Long Arrow Flight (a600)
Incredibly Fast – 125 feet	Horizon (a3m) – about 3 miles
	#M – Number of miles
	#/factor per success

Penalties and Circumstance Modifiers

- **Penalties** - Characters can take penalties from many situations like being blinded, trying to work in an environment they aren't suited to, being hungover, etc. Anytime the Game Master feels it is relevant, they can use a penalty in one of the following ways.
 - **Negative die or R#**- The character rolls at -1 to -2 die or the R# to hit or affect them is lowered by -1 to -2.
- **Circumstance Modifiers** – Characters can gain modifiers due to circumstances. This could be from aid from another, being under cover, the ideal situation, a focus being active but the situation is unique. Anytime the Game Master feels it is relevant, they can grant a modifier in one of the following ways.
 - **Positive die or R#** - The character rolls at +1 to +2 die or the R# to hit or affect them is increased by +1 to +2.

Perception as R# and Other Passive Situations

- Often, it is necessary to determine if a character happens to notice something they aren't actively looking for.
- In these instances, the character's Perception rating is the R# for the opponent's roll. i.e. Someone tries to sneak up on a PC, the opponent rolls their Reflexes and Perception with the R# being the PC's Perception.



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- This is used in situations like sneaking, pick-pocketing, being tailed, etc.
- This can also be used to determine if PCs notice things in the environment when they aren't actively looking. The Game Master rolls a number of dice with an assumed "skill" of 1. The number of dice depends on how hidden the thing being noticed is.
 - 5 Dice – Very Hard to notice.
 - 8 Dice – Average chance to notice.
 - 12 Dice – Easy to notice.
- Other attributes may serve as R# for other situations
 - Poison # of die rolls vs Toughness as R#
 - Spellcaster rolls vs Spirit or Knowledge as R#

Hit Points, Healing, and Death

- Characters Hit Points are a general rating of their ability to continue moving and acting.
- **Critical Health (Optional)** – A character who is below 10 hit points is considered to be at Critical Health and suffers -2 die penalties to all actions until they are above 10 hit points.
- **Regaining Hit Points** - A character regains 1d10 hit points per point of Toughness per night's rest (~6 hours, only once per day).
 - **First Aid** – If a character is tended to by someone performing first aid, they gain an extra 2d10 hit points per long rest.
- **Death Options** – There are 3 options you can use.
 - **No Holds Barred** – Reach 0 hit points, gone.
 - **Final chance** – Reach 0 hit points, roll Spirit + Toughness vs R#4 to gain 1 minute per toughness to get first aid or gone.
 - **Less Extreme** – Reach 0 hit points, 1 minute per toughness to get first aid or gone.

Advancement

Experience Points & Tiers

- Experience points are used to purchase new skills and focuses as your character levels up.
- You will have a number of total experience points earned and experience points to spend.
- Your total experience earned determines what tier your character is. As you raise in tier, the limits on total hit points, action points, skill level, and attributes raises.
- At the end of a game, the Game Master rewards between 5 and 15 experience points.

Tier	Exp Range	HP MAX	Action Points	Skill Level Max	Attribute Limit
Novice	1 to 199	60	8	1	6
Journeyman (get +1 attribute)	200 to 249	80	10	2	7
Adventurer	250 to 349	100	12	2	7
Hero (get +1 attribute)	350 to 449	120	14	3	7
Epic	450 to 549	160	16	3	8
Legendary	549 to 600	200	18	3	8

NPCs

- An NPC does not need to be a fully fleshed out character, merely to represent a few basic elements of a character. To very quickly create an NPC, just choose a generally equivalent dice pool and use that to represent the NPC's attributes. Give them the relevant skill (1 is good, 2 is great, 3 is incredible)
- To quickly create an adequate combat NPC choose a general Damage Rating, armor rating, and # of Hit Points. Assign focuses to your NPCs as relevant.

General Dice Pool Ratings

- Poor = 3 to 4
- Average = 5 to 6
- Good = 6 to 7
- Accomplished = 8 to 9
- Great = 10 to 11
- Excellent = 12 to 14
- Ludicrous = 15 to 16

Currency & Equipment

Equipment in SVG Abridged games are a small part of a character and do not provide great power bumps during advancement. Add to that the variety of game settings and gameplay styles that occur in SVG Abridged and it becomes necessary to have flexible currency systems. Most SVG Abridged games will use an Asset Point system that allows a more meta way of purchasing equipment at character creation. Asset Points are a reflection of an item's usefulness to the game/value as loot.

Lifestyle/Income and Currency – Most SVG games are not about murdering things and taking their loot, they are about the story and the gameplay. To that end, in many settings players will take the



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Lifestyle/Income focus at some level so that they can handwave away the need to track items and equipment in a detailed way. If you have a Lifestyle/Income focus at an adequate level, then basic living costs and most mundane items (clothes, books, entertainment devices, etc.) can be considered acquired or acquireable without too much effort. Items that have higher value to the game (climbing gear that grants +2 die to climbing, etc.) are considered Big Items and can be acquired every so often with a high enough Lifestyle/Income focus or by acquiring asset points through some in-game option.

Here is how asset points are used.

- **At Character Creation** – Players are given a set number of asset points to build up their gear/important character options.
- **During Game** – If a character has leftover asset points, they can save them to buy specific items at a later point. “I buy some new armor from a merchant. I’ll mark off 15 asset points.”
- A character might also spend Asset Points to acquire items in a story specific fashion. They can trade in asset points before the game to find an item as part of the game. i.e. “Hey GM, can I steal a really cool gun or armor upgrade from an enemy so I have the alien’s armor style? How much would that cost. Cool, I’ll mark them off and just tell me when I get it.”
- **Getting More Asset Points** – With a lifestyle/income focus in play, most games won’t focus on getting more asset points or items. Mundane items can be easily acquired. A character may gain more asset points in various other ways:
 - **Story based reasons** - “Ok, so our contract means you’ll sing at concerts and I’ll pay you a percentage of sales (40 asset points per month).”
 - **Payment for a service** - “Clear out the kobolds, I’ll pay you 2,000 gold (100 asset points)”
 - **Looting (in a traditional, fantasy-esque game)** - “You steal things from the kobold’s dead bodies and find 18 asset points worth of stuff you can easily fence. You also find 2 blue potions and a glowing dagger.”
 - **Finding Really Valuable Objects** - “You grab the artifact before the natives kill you for stealing from their temple. The university will be pleased to get it and will probably buy it for a hefty sum (go up in lifestyle/income one level or get 1,000 asset points).”

Equipment Categories

There are varying levels of equipment types and general ranges for asset points for each category. If you need to figure out an asset point value, use the following guidelines.

- **Mundane (1 to 5)** – Very little in-game effect, more thematic than anything.
- **Big Items (5 to 15)** - Moderate in-game effect. A standard weapon, a weapon upgrade, a smart phone, or an item that grants a +1 bonus to a specific task.
- **Really Big Items (15 to 30)** – Major in-game effect. A special weapon with addons, a minor mount or vehicle of some sort, a multipurpose computer, an item that gives +2 die to a specific circumstance.
- **Huge Items (30 to 100)** – Equivalent to purchasing a car or major vehicle, an item with multiple bonuses of +1 or +2 to different tasks.
- **Incredible Items (100+)** - Equivalent of purchasing something only the really wealthy would have access to. A house might be 4,000 asset points while an airship might be 18,000 asset points.

Conversion Charts & Different Money Systems

Asset Points in some settings may have a chart that converts to a setting specific currency. This would let you buy your initial equipment with asset points and then convert to currency. You could also use this to get a vague sense of the actual value of asset points in your possession. Some settings may ditch the asset point system completely and move into a specific currency with a specific currency list.

Experience Points & Asset Points

The asset point system is made to dovetail into the experience system in a few ways.

- **Buying Items With Experience** – If you want a special item that is linked to your character in a very character specific way, you can ask the Game Master to purchase it with experience points. You would spend the equivalent AP value in EXP and the item would be YOURS. It should not be removed (except temporarily) from you in game and should be a signature item of yours.
- **Adding Focuses To Items** – A simple system to build magic or very special items, you can take a mundane item and grant it focuses or abilities. Merely take the EXP cost of the focus and add that to the item in asset points. Want to create a magical belt of flight or a jetpack. The materials may make it a Big Item at 12 AP to start with and adding in the **Flight, Activated** focus (20 exp) you could grant it flight.
- 20 exp + 12 asset points = 32 AP for a magical belt or jetpack that only activates for a short amount of time.



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Simple Vehicle Rules

Vehicles in SVG can be important for when your character has a mount or jumps behind the wheel of a car or plane to engage in an action scene. In most other cases and many settings, vehicles and mounts are more narrative elements that exist to further along elements of the story. Vehicles generally have only a few factors that need defined within the SVG system and then only when an action scene makes it a necessity.

Max Speed – The most relevant thing about a vehicle mechanically would be its maximum speed. Getting behind the wheel of a car will replace the movement rating and provide a higher speed than the movement ratings of the characters travelling within the vehicle. A vehicle may be capable of a higher speed than its max speed in short bursts, but its max speed is its sustainable max speed. When characters mounted on vehicles and not engage in the same action scene, we suggest liberally applying rules of reality in regards to speed.

Maximum Dice – Attempts to drive or pilot a vehicle in action sequences or attempts to make the vehicle do awesome things may require rolls of the character maneuvering the vehicle. The player will always roll their relevant attributes worth of dice per the main system, but some vehicles can only be pushed so far. This is their maximum die limit. A sports car is capable of more than a station wagon.

Restrictions – Some vehicles may require skills or focuses to even successfully pilot.

Vehicle Focuses – A vehicle is always considered a Big Item and special factors of the vehicle may be represented by adding extra focuses onto it. A car is a means of travel, a car with **Flight**, **Perpetual** is an incredible spy car.

Armor/Hit Points – In many instances, armor and hit points are unnecessary for most vehicles in simple settings. Knowing the armor value of the car your fantasy adventuring party uses to carry its items or how much damage a station wagon can take are often unimportant. Driving around an armored car or piloting a starfighter in an intense combat will require these factors.

Other Vehicle Notes: Vehicles and their necessary complexity are highly tied to their settings. In settings where vehicles are not of paramount importance, most complexities of vehicles should be ignored. If a vehicle has a focus like Flight, Activated that requires Action Points, more often than not the character should pay those points to activate the ability of the vehicle. This prevents vehicles from becoming force multipliers for the characters.

Example Vehicles

Station Wagon (50 ap)

A simple station wagon.

Max Speed: 80 mph

Max Die: 5

Focuses: None

Armor/Hit Points: 0 / 80

Sports Muscle Car (90 ap)

Max Speed: 140 mph

Max Die: 9

Focuses: None

Armor/Hit Points: 0 / 80

Armored Spy Station Wagon (140 ap)

The armored spy car disguised as a station wagon.

Max Speed: 90 mph

Max Die: 7

Extras: Flight, Perpetual, Armor Rating +2

Armor/Hit Points: 7 / 100

Skiff Airship (220 ap)

A magically powered, slow moving airship within a fantasy setting.

Max Speed: 30 mph

Max Die: 6

Focuses: Flight, Perpetual, 10 Damage Cannon (15 ap)

Armor/Hit Points: 15 / 220

Space Short Range Fighter (4,220 ap)

Max Speed: 200 Miles per second

Max Die: 9

Restrictions: Piloting (Space fighter)

Focuses: Flight, Perpetual, 10 Damage Cannon (15 ap), {focus to represent warp drive}

Armor/Hit Points: 20 / 350

///// heavily under construction /////

Beloran Bio Fighter Mech (6,220 ap)

Max Speed: 200 Miles per second

Max Die: 10 (Maneuvering)

Restrictions: Piloting (Space fighter), Beloran Bio Implants

Focuses: Flight, Perpetual, 10 Damage Cannon (15 ap), {focus to represent warp drive}

Armor/Hit Points: 30 / 350

- The mech has stats for physical attributes that replace character attributes?
- Snag from mechanomicon



Making Settings

The incredible diversity of character creation options in SVG lets your players make incredible characters, but you have to help them make characters that fit your setting. You can build the barebones of a setting very quickly. Here's how.

Step 1 – Title and Description

Come up with a name and a brief description for what your setting is. Think of this as the elevator pitch that players will buy into.

Example:

Lethe – A high fantasy setting where everyone's memories were wiped 20 years ago. Everyone forget their skills, their memories, and their pasts. The empire, using a form of necromancy, protected itself and has the ability to restore the abilities of people by joining them with a spirit trapped in limbo. You are an advanced scout team, travelling the wilderness and discovering groups of people, still savage and forgotten. Your mages use the rituals to join them to a spirit and restore a semblance of civilization.

Step 2 – Tags

Tags for your system are a quick and easy way to define what this game is going to be about. What tone and mood are you setting, what expectations do you have of players, what tropes are you adhering to. Tags can be anything you want, but they should encompass very broad ideas about your setting.

You can ask that players choose 2 of these tags to apply as their character tags (or build tags that fit those themes). Since, tags are ways to define various bits of your setting and some will be appropriate for players to choose directly, some will only be guiding ideas that define more of the setting. Make as many tags as you want and use Genres, Ideas, Tropes, and other easy to understand phrases. Start with broadly defining characteristics and separate ones that are character hooks.

Here are some examples:

- **High Fantasy**
- **Dominant Species – Humans**
- **Other Species are very foreign to humans**
No Common Language
- **The maps are only semi-accurate**
Spirit joining has saved the world, but feels kind of creepy
- **Spirit joining is good necromancy, according to us**
- **Magic is common, but hard to understand now**
- **Magic is complex and ritual**
- **Mages have spirit bonded and let the spirit have control.**
They are other-worldly.

- **Nobody plays a mage, but you can have magic powered abilities**
- **The Noble Empire – The empire is noble and seeking to restore order**
- **I Hide A Tortured Past**
- **I must piece together bits of the past!**
- **There Is No Hope, I barely make it**
- **We Will Prevail Against All**
- **I am excited by exploring the forests that were lost**

Once you have a list of tags that describe your setting in broad strokes, put them in various groups for ease of understanding your system.

Step 3 – Allowed and Disallowed Mechanics

With the wide and unique options of SVG, there is a lot of chance for characters to do things that don't fit the setting. You will have to build a list of species, skills, focuses, and setting specific options that players can choose from.

Species – You will have to make a list of species that are allowed if your game has multiple playable species or races. You may say that humans are the main species and others are allowed as special cases. You may have many species, including custom ones you create.

Skills, focuses, et, al.

The Full Monte Method (Quickest)

Using the full list of focuses, and skills, just let players pick from the lists available in the book or from other settings and build their characters as they want. Ask them on a case by case basis to thematically limit their characters to fit ideas of your campaign or request specific types of characters, but mostly they are on their own to build to the setting.

The Restricted List (Quick)

Go through the list of focuses and skills and write down the names of ones that don't fit the themes of your game. You can do these as broad categories or specific names.

No Mages (Magic powered abilities – cool, actual magic not)

No Telepathic Powers

No Homebase

Other Form Is Allowed, should be spirit themed, and must be vetted by the Game Master.

The Allowed List (Detailed)

You create a list of focuses and skills that are allowed and other focuses and skills are allowed by special request. This is the most restrictive sort of list, but it is good when you are looking to simulate



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a very specific feeling for your game.

Extra Options

The themes and options for your game may require something specific of characters. You may require that players all take a certain skill or have a certain focus. You may have a rule that there is a common language, so learning languages is easier. Examples:

- Every character gets Orienteering for free
- Every character should take other form to represent their joined spirit (must purchase with their own exp)
- 1 free language per point of Knowledge

Building your lists is what will help players make characters in line with your setting. You can be as broad or detailed as you want. Try to make it easy for the players to understand. A setting list should have:

- A Title
- An Elevator Pitch Description
- Species/Races for the players to choose from
- Setting Tags to help the players quickly understand the setting and the way they should make their characters
- A core list of skills and weapons skills that fit your setting
- A list of rules and guidelines for character creation .



Character Creation Process

Creating a character in Silvervine is a straightforward step by step process where you will choose your basic options and then spend a starting level of experience points to build your character. There are 5 basic steps.

Step 1 – Choose Species, Archetype, And Tags

The very first step in making a silvervine character is coming up with your archetype. This is a general description of your character and what you will aim for when you are picking skills and abilities. Choose a title or descriptor and two modifiers for it.

- Brilliant Feisty Engineer
- Snarky Armored Warlock
- Forensic Combat Accountant
- Angry Loquacious Sandwich
- Laid-back Talented Star Ship Pilot.

Next, choose what species you will be. This will give you a few free focuses. To create your own species, you merely need to assign 60 points of focuses that represent specialties of the species or, in the case of settings where PCs are of the same species, tell the players to write down their species and choose 60 exp of free focuses that represent their characters abilities.

Here are some example species

Species	Focuses
Human - The predominate race of Earth. Come in many varieties and types.	Choose 60 exp worth of free focuses that represent the character.
Animos () - Intelligent talking animals. Different Animos have different free focuses, depending on what type of animal they are.	Creature Tongue -10 Choose one: <ul style="list-style-type: none"> • Movement Increase -10 • Tough Bugger -10 Overcome Size - 20 Movement Ease -10 Language () -10

Tags

Tags are an important part of making a character. A tag is merely a short phrase or word that describes some aspect of your character. A character will start with 5 tags. 2 of the tags will come from the setting you are playing in, 3 will be made up completely by you.

Tags

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A tag can be anything that the player feels describes an aspect of the character that they are going to act out. Examples of tags:

- Berserker
- Lothario
- Good When It Really Counts
- Really Good Looking
- Bold Faced Liar
- Diplomat
- Perceptive Diplomat
- Holmesian Detective

You don't have to come up with all of your tags at once, and some may be set up as the game goes on, depending on your Game Master's use of tags. Playing into your tags will be rewarded with character points throughout each session.

Step 2 – Assign Attribute Points

- You now get to assign 21 attribute points between your 7 attributes. No attribute can be 0.
- At character creation:
 - No attribute can go above the attribute limit for your tier
 - Only one attribute can go above 5

Step 3 – Determine Ratings

With your attributes and your race in place, we will determine the other basic ratings for your character. These may be changed by focuses.

- Your **Movement Rating** is Average (40 ft)
- Your **Jump Rating** is equal to your Strength And Reflexes
- Your **Starting Hit Points** is equal to 5 x your toughness rating
- Your **Initiative** is equal to your Reflexes and Perception
- Your **Action Points** are equal to 8.
- Your **Armor Rating** is equal to your Toughness.
- Your **Defensive Required Number** is based off of your Reflexes + Perception + Toughness combined.
- Your **Damage Modifier** is your Defense Required Number - 1.



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Reflexes + Perception + Toughness	Defense R# (RFL + PER + TGH/4 round up)	Damage Modifier (# of successes to subtract from opponent's roll to determine damage)
1 to 4	1	0
5 to 8	2	1
9 to 12	3	2
13 to 16	4	3
17 to 20	5	4

Step 4 – Spend Experience

You are now given 175 experience points to create your character. There are many things you can spend your experience on.

- **Hit Points** – 1 Experience point buys your toughness number of hit points. 5 experience would buy 15 HP for a character with 3 toughness.
- **Extra Attribute Points** – You can purchase extra attribute points for 30 exp each. You can only purchase 3 this way at character creation.
- **Skills** – You can purchase skills for your character. These make getting successes easier. Skills are broadly interpreted.
 - Weapon skills give you skill in a weapon and their level is added onto the base damage of a weapon to determine the total damage.
- **Focuses** – Focuses are special abilities that cover a wide range of character options. They each have their own rules that affect gameplay, but their titles generally reveal their nature.
 - Your Game Master may require the purchase of a Lifestyle/Income focus for the game. This is most relevant to modern settings or settings with more structured civilizations. This allows the handwave of how your character sustains themselves and handwaves mundane items.

Step 5 – Asset Points

You receive 10 Asset Points to spend on general possessions and goods. Items in SVG are not as important as character options but some settings are likely to ignore item options and currency.

Setting Specific Options

Character creation in different settings may have different options, like language selection or special factors to represent that setting.



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Character Creation Options

This is a basic list of SVG Abridged character options – skills, species templates, and focuses. You may create your own lists or limit the options players have access to through vague generalizations (“Nothing that would feel out of place in a fantasy medieval setting”) or specific limitations (“No other form and no limited vulnerability”), or a mix (“Be skill heavy and any focuses you have will be within normal human bounds or very minimal in their expressions. No superheroes or incredible magics. You are all basic humans.”).

Skills

Basic Skills (examples) (10 exp per level)	Advanced Skills (examples) (20 exp per level)
<ul style="list-style-type: none"> Acrobatics Acting Agriculture Archival Skills Artistic Ability Astrology Astronomy Bartending Body Language Breath Control Cartography Climbing Cooking Computer Use Culture Knowledge () Dancing Driving First Aid Flight (Self propelled) Jumping Leadership Listening Monstrous Creature Knowledge Smithing 	<ul style="list-style-type: none"> __ALL WEAPON SKILLS__ Alchemy Biologic Sciences Business Skills Cryptography Deduction Disguise Eldritch Lore Hacking Herbalism Law Mathematics () Mechanical Skills Metallurgy Opening Skills Piloting (Vehicle) Seafaring Sleight Of Hand Spacecraft Piloting Speaking Skills Spell Casting Stage Magic Stealth Tactics

- **Weapon Skill Categories**
 - Biting (Jaws, teeth)
 - Bladed (Swords, knives)
 - Bow (bows, crossbows)
 - Projectile (energy blasts, blasted quills)
 - Firearm (guns, energy pistols, rifles)

- Hafted (axes, maces)
- Long Handled (spears, staves, lances)
- Rope (whips, controlled rope, tentacles)
- Unarmed (Martial arts, fisticuffs, claws)

Species Templates

Human

The predominate race of earth. Come in many varieties and types.

- Choose 60 exp worth of free focuses that represent the character.

Vampire

A human or other creature that has turned into a specific type of undead.

- Incredible Lifespan – 10
- Limited Vulnerability (Sunlight, Holy Energy, Wood to the Heart) – 60
- Due to vampire's going over their limit, they start with -10 exp

Fey

The fey are unique creatures who live in a world of magic. They come in many shapes and sizes.

- Magic Sense – 30
- Choose 30 exp worth of free focuses to represent the particular fey-being

Golem

Golem are magically created entities that contain the spark of life.

- Incredible Lifespan – 10
- Natural Armor I – 20
- Non-Organic (No Breathe, No Food, No Sleep, No Herb) 20
- Temperature Resistance – 10
- Tough Bugger -10

Deep One

What this deep one once was is hard to tell. Now it is a fish-like bipedal-esque creature that often hops about on all fours.

- Movement Ease (Water) – 10
- Poison Attack – 30
- Projectile Blast (Quill) – 20

Baantem

An alien species that is short (about 4 feet) with green skin that stretches over their 4 arms and two legs, the Baantem are an alien race said to have communication technology that lets them



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communicate over vast distances.

- Dark Sight – 10
- Direction Sense - 10
- Telepathic Communicator – 30
- Tough Bugger – 10

Lamzhill

An alien species standing at 4 to 5 meters tall, the Lamzhill have a rocky outer skin and a large, heavy body with bulky arms and legs that conceal delicate grasping fingers on the underside. The “face” is inset between the shoulders and comes to a point, much like the prow of a ship. It has 14 lenses, 4 of which are eyes, and two parallel orifices.

- Natural Armor I – 20
Tough Bugger – 10
- Unique Physical Feature (Large Size, Very Unique) – 10
Wellspring of Vitality – 20

Cyrus Species (Fantasy)

Animos ()

Intelligent talking animals. Different Animos have different free focuses, depending on what type of animal they are.

- Creature Tongue -10
- Increased Capability - 20
- Movement Ease -10
- Language () -10
- Choose one:
 - Movement Increase -10
 - Tough Bugger -10

Animalia ()

Bi-pedal animal people who come in many varieties, but for some reason are not avian, snake-like, or bovine.

- Choose 60 exp worth of free focuses that represent the base animal species.

Automata

Mechanical and magically animated life-forms.

- Incredible Lifespan – 10
- Non-Organic (No Breathe, No Food, No Sleep, No Herb) - 20
- Tough Bugger -10
- Time Sense – 10
- Choose 10 exp worth of free focuses

Aruna

An orientally themed sub-set of tall, regal humans who use alien tech to splice their DNA with other species to achieve genetic mastery.

- Enhanced Sense () - 20
- Minor Levitation – 30

- Movement Increase – 10

Dwarves

Said to be made from the bones of the earth, Dwarves are the chief mechanists of Cyrus.

- Dark Sight – 10
- Direction Sense – 10
- Incredible Lifespan – 10
- Tough Bugger -10
- Choose 20 exp worth of free focuses

Elves

Tall, regal, nearly immortal, Elves are linked to the very magic of Cyrus and the fey lands. There are different sub-species of elves in Cyrus and they all have different cultures and innate abilities.

- Incredible Lifespan – 10
Unique Physical Feature (incredibly beautiful) – 10
- Choose Two:
 - Druid Walk – 20
 - Profession/Field Of Study () - 20
 - Silver Tongue/Sharp Wit – 20
 - Step-Jump – 20

Feychyl dren

Feychyl dren are fey-beings that exist in both the dark and mysterious faery world of pure magic and this world. They are around 4 feet tall and bear slender features.

- Extended Lifespan – 10
- Magic Sense – 30
- Choose 20 exp worth of free focuses

Goblins

Goblins are thought to be corrupted feychyl dren. Most think of goblins as Feral, but many goblins live in cities and alongside others just fine.

- Movement Increase – 10
- Quick Action – 20
- Spider Climb – 30

Ogrendum

The Ogrendum are large, hairy, and look fierce with giant ears. They are usually quite warrior-philosophers.

- Profession/Field Of Study () - 20
- Tough Bugger – 10
- Unique Physical Feature (Large Size) - 10
- Wellspring of Vitality – 20

Orcs

Orcs are often as feral as goblins in the wild are, but larger and tougher. Many orcs live in civilizations and are treated as equals, but



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many fear them.

- Hard To Hit (Very tough) – 30
- Tough Bugger – 10
- Wellspring of Vitality – 20

Zasheri

Six-legged lion-esque bodies carry strong muscled humanoid torsos with definitely alien, cat-like heads. The Zasheri are said to be aliens who came from another dimension and settled on Cyrus.

- Druid Walk – 20
- Magic Sense – 30
- Incredible Lifespan – 10
- Unique Physical Feature (Very Recognizable) – 10

Focuses

Accuracy – 20 exp

Activation: Always On

The character gains +1 die when making attacks. Does not stack with itself.

Action Master – 30 exp

Activation: Always On

The character has +2 max action points. At Novice, their action points are at 10 instead of 8, at Journeyman 12 instead of 10, etc.

Active Armor– 20 exp

Activation: -2 die on next roll

Instead of spending action points to activate their armor, the character can make a roll of 2 relevant attributes to block an attack. Their highest combat skill applies to the roll. Each success will absorb 1 level of their armor rating. They will then take -2 die on their next roll. The character can do this in response to any attack but can only do this a number of times equal to their DR#.

Alertness – 30 exp

Activation: Always On

The character is constantly aware of their situation, even when surprised. The character can always roll initiative during a surprise round. The character also gains +1 die when making rolls to notice things going on around them.

Analyze ()– 30 exp

Activation: 1/short

The character has some means to analyze an area and gain information about it, such as a sensor package or an innate telepathic sense. The character analyzes an object or a an area of Immediate Area (a20) and gains +2 die or minor use to a roll to determine something about it with another skill. If they analyze an area, they could use the bonus to determine if someone is hiding

in the area or if an object is radioactive by making a separate and relevant roll. When purchasing the focus, the character needs to define the thematics and determine what kind of sensors allow them to analyze. The Game Master can limit certain information or uses of analyze based on these thematics. i.e. a psychic sense would help locate a living entity or may help find missing keys, but would not necessarily help with hacking a computer or determining the weakness in an opponent's armor like an armored suit's sensors would.

Animal Totem () – 20 exp

Activation: 1/scene

The character dedicates themselves to an animal totem of some sort and gains a +1 die bonus when they call upon that totem. When taken, the +1 die bonus is linked to a skill or attribute. Animal Totem (Fox, Stealth Tactics) means that the totem is of fox and it can be activated when Stealth Tactics is used. The Game Master may allow the totem to be activated on any roll for a cost of 2 action points.

Apparent Personality () - 10 exp

Activation: 1/short

The character exudes a certain personality type that people pick up on. They receive no bonuses in most situations, but if they spend 1 action point they can gain a +1 die bonus on a roll where that personality feature would help.

Armor Break – 20 exp

Activation: 3/scene

When making an attack, the character can declare a called shot against the opponent's armor. If the attack connects, the character does no damage but reduces the opponent's armor rating to half of its current level, round down. This applies if the opponent is using just toughness or their thematics state that they aren't wearing "armor" in a traditional sense. The armor rating is halved until the armor is repaired in some way – patching it, healing damage for natural armor, etc.

Armor Hole – 20 exp

Activation: 2/scene

The character makes an attack against a weak point in the opponent's armor. This allows the attack to Bypass Armor.

Barter/Haggle – 10 exp

Activation: At Will

The character is incredibly good at bartering items they have in their possession or haggling to negotiate prices. This might help in cases where an item is not "for sale" or when a value is hard to determine. In addition, the character is very good at reading people when it comes to bartering and understands what they might feel is of equivalent value to the good or service possessed. This might grant



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+1 die in bartering or haggling situations.

Blind Sight – 20 exp

Activation: Always On

The character is capable of functioning even without their sight. They do not receive penalties due to darkness or lack of sight, but would receive penalties that affect other senses. They cannot actually see in the dark.

Break Hold – 10 exp

Activation: 2/short

The character gains +1 die when rolling to break free from being actively held by an opponent or a force. This includes being held by inanimate objects, so long as there is some wiggle room that the character can strain against.

Bodyguard – 20 exp

Activation: 2/scene

Range: Stone's Throw (a90)

The character can take the full damage intended for another character within the Stone's Throw (a90) range. The damage is rolled using the original target's R#, but the character can roll their own armor. The character taking the damage cannot attempt to dodge or minimize the damage as all their effort is focused on taking the damage instead of the target.

Cat's Grace – 20 exp

Activation: Always On

The character is good at landing gracefully and takes no damage for falls under 30 feet. When falling damage would be assigned, the character takes ½ of the damage they would normally.

Chi Use – 30 exp

Activation: 2/short

Restrictions: No Permanent Ability, Journeyman Tier

The character can use their spiritual power to push a little extra. The character can add dice equal to their spirit rating (maximum of 4 dice added) to a single roll that they make.

Combat Trick () - 10 exp

Activation: 1/scene

The character incorporates a particular trick into their combat style. They could call it The Mighty Flee Jump, Tripping Disarm, Powder In The Eyes, Monkey Balances On The Stick, Raptor Kick, etc. or some other semi-descriptive name. When the character has made a successful attack, they can declare Combat Trick () and gain +10 TOTAL additional damage as well as describing the incredible cinematics. Since Combat Trick () is activated after damage is dealt, the focus can be used in conjunction with other

focuses like Increased Damage.

Companion, Minor - 30 exp

Activation: Always On

The character has a companion of some sort that aids and helps them. This could be a familiar, a trusted steed, a squire, etc. The companion could be of any sort and is created at the time the focus is purchased. The companion is built with the following and does not get bonus exp from their race:

- 18 Attribute Points
- 120 experience
- 1/2 the action points for the character's tier, up to a maximum of 6.

Companion, Medium - 60 exp

Activation: Always On

Restrictions: Journeyman Tier

The character has a companion of some sort that aids and helps them. This could be a familiar, a trusted steed, a squire, etc. The companion could be of any sort and is created at the time the focus is purchased. The companion is built with the following and does not get bonus exp from their race:

- 21 Attribute Points
- 200 experience
- ½ the action points for the character's tier, up to a maximum of 8.

Companion, Major - 90 exp

Activation: Always On

Restrictions: Hero Tier

The character has a companion of some sort that aids and helps them. This could be a familiar, a trusted steed, a squire, etc. The companion could be of any sort and is created at the time the focus is purchased. The companion is built with the following and does not get bonus exp from their race:

- 21 Attribute Points
- 300 experience
- ½ the action points for the character's tier, up to a maximum of 10.

Computer Expert – 20 exp

Activation: 1/short

The character is incredibly good at using computers. For all attempts to access information, manipulate, hack, or otherwise interact with a computer, the character can spend an action point to get +1 die to a roll.

Counter – 20 exp

Activation: 2/scene

Restrictions: No Permanent Ability

In response to an attack, the character declares Counter and gains



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+1 R# per their relevant weapon skill used in the block. They can then make a single extra attack unmodified by any other focuses or action points.

Creature Charm – 30 exp

Activation: Always On

Creatures (non-magical, non-intelligent animals) do not shy away from and are actively friendly to the character. A creature who does not start as hostile to the character is generally friendly, while a creature who is hostile generally ignores the character unless it is provoked or attacked by the character. Any intelligent or magically enhanced creatures are not affected by this. The character gains +2 die to interactions with creatures when rolls are required.

Creature Tongue – 10 exp

Activation: Always On

The character is able to understand and speak the language of animals. This extends to any non-sapient creature and is not a language per-say. A creature may not be able to convey complex thoughts or concepts and is in no way required to be helpful to the character.

Cultural Insider () - 10 exp

Activation: Always On

The character grew up with, or had close ties to, a particular culture and knows all of the social mores and customs of it. They are, more often than not, recognized as an insider or close friend of the cultural group even if they are not a part of it.

Dark Sight – 10 exp

Activation: Always on

The character is able to penetrate all forms of normal darkness with their eyesight. They take no penalties from normal darkness or lack of light, but would take penalties from having their eyes covered.

Defensive Stance – 20 exp

Activation: 3/short

The character can declare they are going into defensive stance and make free block/parry/dodge roll against any attacks that target them. They cannot make another attack or action and are solely focused on defending. The moment they take another action, they move out of defensive stance. Speaking, moving, and other thematic actions don't count, but any action that involves a different roll or moves the character's attention from defending ends the defensive stance.

Direction Sense – 10 exp

Activation: Always On

The character has an incredible sense of direction and is always aware of which direction they are pointing or how to backtrack over ground they have passed over. The character gets +1 die to all rolls involving direction or determining their location.

Disarm – 10 exp

Activation: 1/scene

The character can declare a disarm as an attack and make a rolloff against the opponent with the relevant combat rolls coming into play. If successful, the opponent drops the weapon and is unable to use it for a round. If a character attempts a disarm without using this focus, it is at +2 R# as a called shot.

Distance Hiker – 5 exp

Activation: Always On

The character is very good at hiking long distances and doesn't tire out from walking for many hours at a time. Unless other circumstances would test their stamina, a roll to keep walking at a slow pace is not generally required.

Distract – 20 exp

Activation: 2/scene

In response to an opponent's action, the character targets an opponent and performs some action to distract them. The character makes a roll with the two attributes relevant to the action and for every 2 successes, the opponent loses 1 die to their next roll. If the character gets at least 1 success, the opponent loses 1 die.

Dog's Nose – 20 exp

Activation: Always On

The character has a very strong sense of smell and can use their nose in ways others can't. They can follow strong scents to their source, pick one scent out of many, recognize someone in disguise by their scent, etc. This is used as any other perception roll, but enables a character to use scent in a way others are unable to. Penalties may occur from strong scents masking an odor or a jumble of scents in an area. Conversely, a character may be hindered or in pain due to very strong scents.

Dreamer – 5 exp

Activation: Always On, 2/short

The character has wild and vivid dreams, sometimes connecting their spiritual self to mystical realms. This is rarely of mechanical relation to the game, but every so often they may get a glimpse of the future or a piece of knowledge undiscoverable in the waking world. If they focus and spend the activation costs, they can send themselves to mystical realms through their dreams and can control their actions fully. They cannot do more than talk with others and they cannot just dream themselves to a particular place. More than likely, it will feel like a spirit quest or travel through the dreaming lands. Their action points will refresh after they have woken up.



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Druid Walk – 20 exp

Activation: Always On

The character can move through normal foliage without leaving a trail, making noise, or being impeded. The character does not need to roll for natural foliage or undergrowth and gets +1 die when making stealth rolls in the woods or rolls to bypass excessive foliage.

Exit Aware – 5 exp

Activation: Always On

The character always has a good sense of where an exit is inside of a building or structure. This can help them find the way out quickly or during high stress situations. If they are pursuing someone, it might help them intuit where escape routes are and provide an extra die on search rolls.

Extended Lifespan – 10 exp

Activation: Always On

The character has an extended lifespan, stretching to 150 or even 200 years.

Enhanced Sense () - 20 exp

Activation: Always On

The character is especially adept at using one of their senses and gets +1 die to rolls using that sense in particular.

Entangle – 10 exp

Activation: 1/scene

The character gains +1 die when using a rope type weapon to tangle someone up.

Externally Enhanced () – 30 exp

Activation: 2/short

Duration: 1 use per success/1 hour

Restrictions: No Permanent Ability, Game Master Approval

The character has some way to externally enhance an attribute. When they activate the external enhancement, the character makes a roll. This grants a use of the enhancement of +1 die to a relevant roll or attribute, as determined when the focus is purchased. The character gains uses that can be triggered as part of an action, but they dissipate after an hour. A character in an exoskeleton (strength) or using a magical amulet (athletics) could trigger the external enhancement and gain 4 uses by getting 4 successes. Within the next hour, they could use the +1 die 4 times if it were thematically appropriate. Externally Enhanced can be purchased multiple times, each time marking a different thematic enhancement. The Game Master must be consulted when taking the focus.

Extra Action x2 – 20 exp

Activation: 1/scene

Restrictions: No Permanent Ability

The character can use Extra Action a second time in a round for a total of 3 actions in a round.

Extra Limb – 30 exp

Activation: Always On

The character has another limb, set of limbs, or prehensile body part that can be used like any other limb. Whenever the multiple limbs would come into play to the character's benefit, they gain +1 die.

Times when the Extra Limb

Facial Recognition – 5 exp

Activation: Always On

The character is exceptional at remembering faces and names. They rarely forget the names of people they have interacted with or what the details of those interactions were. This is not an eidetic memory, but the ability to remember the general parameters of an interaction and names of those involved.

Fearful Aura/Incredible Aura – 50 exp

Activation: Always On

Range: Stones Throw (a90)

The character has an aura about them that awes or unnerves people. Any person within their presence must make a Spirit + Toughness or a Knowledge + Toughness roll with the R# being the Presence rating of the character. Failing this rolls makes the person operate at a -2 dice to any action within a Stone's Throw (a90) range of the character, or any action directed directly at the character no matter the distance. This effect can not be turned off and affects everyone within the range.

Fearful Aura/Incredible Aura Control – 20 exp

Activation: At Will

Restrictions: Fearful Aura/Incredible Aura

The character can turn their aura on or off at will. This means that they can choose to have it on and affect everyone within the range or off and affect no one within the range.

Fearful Aura/Incredible Aura Expert Control – 10 exp

Activation: At Will

Restrictions: Fearful Aura/Incredible Aura, Fearful Aura/Incredible Aura Control

The character can choose who within the range is affected by their aura. The character can have none of their allies affected, only one person affected, everybody but one person affected, etc.

Feel It In My Bones – 5 exp

Activation: At Will

The character is good at predicting the weather. Their predictions are usually somewhat vague, but they can tell when storms are



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coming on, if it is going to get very cold tonight, or if the winds are going to be dangerous.

Fighting Skill Integration () - 20 exp

Activation: At Will

The character integrates a skill or focus into their attack and gains +1 die when making attacks with that thematic benefit. The character may integrate acrobatics or jumping as a skill and gain +1 die when making attacks that thematically use those elements. The activation costs for focuses do not need to be paid, as they are only being thematically integrated.

Flight, Activated – 20 exp

Activation: 1/short

Duration: 1 minute per linked attribute

The character is capable of innate flight when they activate some factor. This is performed without any more effort than walking movement would be. The duration of the flight is a number of minutes equal to the rating the character bases their activation off. If a character decides their flight is linked to their spirit and their spirit is 3, they can fly for 3 minutes before having to spend another action point. The character's flight speed is Very Fast (90 ft) . Appropriate rolls, based on the thematics of the flight, are required for complex actions or maneuvers while flying.

Flight, Perpetual – 40 exp

Activation: At Will

The character is capable of flight. This is performed at will and without any more effort than walking movement would be. The character's flight speed is Very Fast (90 ft) . Appropriate rolls, based on the thematics of the flight, are required for complex actions or maneuvers while flying.

Good Beginnings – 10 exp

Activation: Always On

The character comes from a background that allows them 3 extra asset points at character creation. This should be explained in their background.

Good Ear – 5 exp

Activation: Always On

The character has a good ear for music and can pick up and remember songs and lyrics easily.

Hard To Hit – 30 exp

Activation: Always On

The character has +1 Defense R# permanently. This could be due to them being a dodgy bastard, being incredibly tough, having some protective force field, etc.

Hinder Target – 10 exp

Activation: 1/scene

The character gives up all of their actions in a round to hinder an opponent's attacks or actions. The character can only ever target one enemy with Hinder Target in a round, and they must declare they are using Hinder Target before the opponent has rolled their dice. The target performs all their actions within that round at +1R# penalty.

Homebase I – 10 exp

Activation: Always On

The character has access to a small homebase of some sort – a permanent room in an inn, a small hut, a hidden cave, lodgings provided by an organization, etc. The homebase is in a set location and if some circumstance permanently takes it away from the character, the exp cost can be refunded or a different homebase can be acquired.

Homebase II – 20 exp

Activation: Always On

The character owns or has access to a medium-sized homebase. This could be part ownership of an inn, a decent sized house, or a spacious city apartment with many rooms, etc. The homebase is in a set location and if some circumstance permanently takes it away from the character, the exp cost can be refunded or a different homebase can be acquired.

Homebase III – 60 exp

Activation: Always On

The character owns or has access to a large homebase. This could be entire ownership of an inn, a decent sized compound or farm, or a small estate. The homebase is in a set location and if some circumstance permanently takes it away from the character, the exp cost can be refunded or a different homebase can be acquired.

Homebase, Mobile – 20 exp

Activation: Always On

Restrictions: Homebase I, II, or III

The character's homebase is something mobile and can move about with them. For Homebase I this could be a cart with a bed, a camper, a personal sized boat, etc. For Homebase II this could be a large RV, a small spaceship, or a miniature airship or boat. For Homebase III this could be a small cargo trading ship, a small capacity airship, or a small sailing ship.

Homebase, Shared – 5 exp

Activation: Always On

Two or more characters could, at the Game Master's discretion, join together their homebases and share them to have something larger and grander. Something equivalent of an airship or a spaceship



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could be acquired by 3 player each purchasing Hombase II, Mobile, shared for a total of 45 exp points each.

Image Display – 10 exp

Activation: 1/scene

The character is capable of generating an image in mid-air, such as through a holographic display or a mentally projected image. The image is thematic and does not look like real, having an ethereal or a ghostly feel to it.

Improved Grab – 20 exp

Activation: 1/scene

The character gains +2 die when attempting to put an opponent into a hold or to maintain a hold on something.

Increased Capability – 20 exp

Activation: Always On

Restriction: The character is smaller than the world they live in or unsuited to it in some way.

They do not have the right built-in tools to operate in the world (opposable thumbs, opening doors), but that doesn't stop them. The character ignores most minor penalties or hindrances due to their body not being designed for the world they live in. This applies to combat. A talking rabbit character would not receive size penalties or have issues manipulating human tools, but when fighting a giant they would still take size penalties.

Increased Damage () – 5 exp

Activation: 1/scene

The characters damage for the specified damage type is at +2 to the damage rating.

Increased Damage II () – 10 exp

Activation: 2/scene

Restriction: Adventurer Tier, Increased Damage (same weapon type)

The characters damage for the specified damage type is at +4 to the damage rating. This focus and Increased Damage cannot be used on the same attack.

Incredible Lifespan – 10 exp

Activation: Always On

The character has an incredible lifespan that has kept them around for hundreds of years if not longer.

Indescribable – 10 exp

Activation: Always On

The character's features are hard to describe and people have a harder time picking them out of a crowd. Anyone who is not intimately familiar with the character gets a +1 R# penalty on their attempt to pick out or identify the character if a roll is required.

Interrupt – 20 exp

Activation: 3/scene

Once a round, in response to an opponent's action, the character can make a relevant roll against an opponent with the intent of interrupting their action. If the character makes an attack, the R# is the defense R#. If the opponent uses a different thematic method, the R# is the most relevant attribute. i.e. The Physican attempts to interrupt someone by talking at them, she would make a Presence + Knowledge roll as the relevant roll. The R# would be the opponent's Perception or Presence, as determined by the Game Master. The Game Master may add any penalties or modifiers on to this as they wish. Using interrupt takes up an entire action.

Invincible Liver – 5 exp

Activation: 2/short

Duration: 2 hours

The character can put most drink away with no problem. If they do major amounts of drinking, such as in a drinking contest, they can spend 2 action points to resist the after effects of any excessive drinking they may have done.

Iron Stomach/Fireproof Tongue – 5 exp

Activation: Always On

The character gets few ill effects from nausea, extreme spiciness, or eating disagreeable foods. They are still affected by any substance that would have a mechanical effect, such as poisons.

Jumping – 20 exp

Activation: At will

The character has an incredible jumping distance. Their jump rating is 3x their Strength + Reflexes.

Keepsake – 10 exp

Activation: Always On

An item the character owns is of significant sentimental value or has a long history. It should not be separated from the character except for plot reasons. Generally, if the item is lost, it should only be temporary. The character should always manage to get the item back somehow, even if it is a few sessions later. If the item is lost permanently, the XP should be returned or a replacement item should be found.

Language () – 10 exp

Activation: Always On

The character communicates and understands one additional language. This focus can be taken multiple times for different languages.

Large Weapon Skill – 10 exp



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Activation: Always On

The character has no issues using large weapons and does not suffer penalties that might otherwise come from using weapons too large to be feasible.

Lifestyle/Income () - variable exp

Activation: Always On

The character has a lifestyle or income. Depending on the experience spent on the focus, the lifestyle and benefits are different. Lifestyle/Income does not provide money in the world setting, but should act as a hand wave for the character being able to acquire various mundane items and provide for themselves. It may grant extra die on a roll where money is involved. In some world settings, choosing and purchasing Lifestyle/Income may be required. In other settings, not having a Lifestyle focus merely means that the focus of the setting is different. The character must thematically determine a reason for their income, such as a job or revenue stream, or lack thereof.

- **None – 0 exp**

The character has no set means of providing for themselves within the existing monetary system of their world or culture. This does not mean they cannot provide food and shelter, merely that they do not do so with money. They may be homeless and scrounge for food, they may be living in the wild and hunt for sustenance, or the game setting may not use lifestyle options.

- **Poor - 5 exp**

The character has some trouble paying for basic goods and food sometimes and often has to make choices between paying for food and other expenses but generally has enough to survive.

- **Stable - 10 exp**

The character has the ability to pay for meals and rent and can purchase mundane items from time to time without breaking the bank.

- **Well Off – 20 Exp**

The character probably owns a permanent residence or has their living situation figured out for years to come. They can purchase most mundane items without issue and can probably purchase big items once or twice a year without any consideration to their overall income.

- **Wealthy - 40 exp**

The character is doing quite well and has a large income or many assets and can purchase mundane items at any time. Once per session, the character can add +1 die to a roll where their money might help.

- **Loaded – 60 exp**

The character is incredibly well off and has a source of income they can fairly frequently dip into for medium and large purchases. Once per session, the character can add +2 die to a roll where their money might help.

Limited Vulnerability () – 60/70/80 exp

Activation: 3/short

Restrictions: GM's approval

For one hour, the character takes ½ damage (before armor) from all sources of damage except the three sources they list as their weaknesses. The character takes double damage from these sources. For 70 experience, the character only needs to list two sources of weakness. For 80 experience, the character only needs to list one weakness. Examples are things like: Electricity, Holy Energy, Sunlight, Magical Energy, A Particular Element, Silver, Wood, etc.

Local Celebrity – 5 exp

Activation: Always On

The character is well known and respected in one, fairly small area such as a small town or a district in a large city. The character gains +1 die to all social rolls within that area, but receives -1 die on any attempt to blend in or be unnoticed.

Magic Anathema – 50 exp

Activation: Always On

The character absorbs and distorts magical energies. This provides multiple effects.

- Anytime the character is in the presence of a spell that is of a lower level than their spirit rating, they roll Spirit + Knowledge with the R# being the level of the spell. If successful, they short the spell out.
- The character is unable to cast magic or use magic items at all.
- If the character touches a magical item with a mana pool of its own, the character makes a Spirit + Knowledge roll and drains away one mana per success. If the item does not have a mana pool, the item cannot be used while the character is touching it. The GM can decide powerful items are immune to this effect.

Magic Bullet - 30 exp

Activation: 2/short

The character, when firing a ranged weapon, can cause the projectile to fly in ways that defy the laws of physics. On an attack roll the character can decide to bypass armor. If the character is making a Called Shot to do something incredible with the bullet, they do so like a normal roll without the increased R#.

Magic Sense – 30 exp

Activation: At Will

Range: Immediate Area (a20)

The character can sense magical essences within an area equal to the range. The character makes a roll of Perception + Spirit and based on the number of successes can tell that something is



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occurring.

- 1 Success = There is magic in the area
- 2 Successes = The direction or general location of the essence
- 3 Successes = The strength (level) of the spell in the immediate area, or the general direction of magical essence within Stones Throw (a90)
- 4 Successes = Know the exact object within the area that is giving off the aura. Can see the magic
- 5 Successes = The general type of magic, in a very broad sense (Damaging, changing, concealing, mental, etc.). It must be a one word descriptor and the character can only gain one per magical essence.

Minor Levitation – 30 exp

Activation: 1/scene

The character can jump and defy the physics of gravity in an incredible way each time they pay the activation cost. They can:

- triple their jump distance
- slow a fall to a gentle float
- add +1 die to their reflexes for a roll if movement is involved in the action

Morning Person – 5 exp

Activation: Always On

The character is one of those insufferable people who wake up bright and early, fully rested, and ready to go. They can usually get by on 4 or 5 hours of sleep and be vibrant and alert the next day.

Motif – 5 exp

Activation: Always On

The character has a particular style in clothing and dress. When finding items as part of loot or random chance, the character is lucky enough that the items match their style or can be easily modified to match it. If the character wears many wolf symbols, the magical dagger they find and keep just happens to have a wolf theme, or they can switch out the pommel easily enough.

Mounted Use – 10 exp

Activation: Always On

The character can use a weapon or perform an action to full ability while mounted. The character does not take penalties from shakiness or odd angles while on any type of mount.

Movement Ease () - 10 exp

Activation: Always On

The character takes no penalties for moving in an environment that is not natural to them. The character chooses one type of

environment, such as Water, Low or High Gravity, Rocky Terrain, Swampland, Treetops, etc.

Movement Increase – 10 exp

Activation: Always On

The character's movement rating is Fast (65 ft) instead of Average (40 ft).

Movement Increase 2 – 10 exp

Activation: Always On

Restrictions: Movement Increase 1

The character's movement rating is Very Fast (90 ft) instead of Fast (65 ft).

Natural Armor I – 30 exp

Activation: Always On

The character gains +2 armor rating. The armor can be bypassed like regular armor.

Natural Armor II – 40 exp

Activation: Always On

Restrictions: Natural Armor I

The character gains +2 armor rating for a total of +4. The character receives no benefit from worn armor. The armor can be bypassed like regular armor.

Natural Armor III – 50 exp

Activation: Always On

Restrictions: Natural Armor II

The character gains +2 armor rating for a total of +6. The character receives no benefit from worn armor. The armor can be bypassed like regular armor.

Non-lethal Attack – 10 exp

Activation: 2/scene

During a combat, the player can declare that they are making their attacks against a target in a non-lethal way. From that point onward, all of their attacks in that combat attempt to stun or shut down an opponent rather than kill them. If one of the character's attacks takes an opponent below 0 hit points, that opponent is knocked out and damaged in some way, but not killed. The opponent still tracks damage in the normal way, by losing hit points. The only difference is that final blows from a character using Non-lethal Attack leaves the opponent alive but unconscious/unable to act.

Non-Organic () – variable exp

Activation: Always ON

The character is not traditionally organic and may be an automaton, a magically animated, or organic but in a way that ignores most things that affect an organic being. The character chooses one each of the following for 5 exp each.



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- No Breathe – The character doesn't need to breath
- No Food – The character doesn't need to eat traditional food
- No Sleep – The character has no need to sleep or engage in any manner of rest or recharge
- No Herb – The character does not gain any benefit or detriment from herbal or consumed items or poisons.

The player must describe the thematics and reasoning behind the non-organic nature. The Game Master may decide that certain things are still required. A cyborg needs to recharge its battery or rest, etc. for at least a few hours, or only takes ½ herb effects.

Opponent Study – 20 exp

Activation: 2/short

The character can spend a full action round (no other actions) studying an opponent. For the next 10 minutes, the character makes all rolls against that opponent with +1 die.

Other Form (Minor/Medium/Full) – 30/50/70 exp

Activation: Special

The character has different form that they switch into when some activation factor occurs. The other form is a completely different form that has modified or different stats and abilities, based on what the player chooses when creating the form. There are three caveats to the other form.

- The player is not in control of the character when they are in the other form. The Game Master either takes the character sheet and plays out the actions as an NPC or directs the player how their other form character acts.
- The player cannot choose when to change into their other form, but it occurs when a thematic event occurs. In the case of a werewolf this may during the full moon or for a guardian spirit when the character is below a certain number of hit points. The Game Master has control of when the change occurs and should base decisions on how beneficial the other form is to the character. The Game Master may determine that there is a percentage chance of the change occurring when the activation factor is in play and may roll or declare it as they will. Examples: Werewolf, 95%, Full Moon or Guardian Spirit, 40%, Character is below 30 hit points.
- When the character raises to a new tier, they can rework the other forms rearranged attributes and experience points.

The player creates the other form on a different sheet before the game starts.

- **Minor – 30 exp**
 - The character's other form is a modification of their

current self and only some of their abilities are changed.

- The character can move up to 3 attribute points around. They can give +3 to one attribute so long as they take -3 in a different place, or +2/+1 to two separate attributes so long as they take -3 from other areas.
- The character can rearrange up to 1/4 of their current experience points in the other form. If they remove a focus worth 40 they can spend 40 experience points on other focuses and skills so long as their total experience earned is at least 120. The 30 exp for Other Form (Minor) and any focuses that modify it can not be rearranged.

- **Medium – 50 exp**

- The character can move up to 6 attribute points around.
- The character can rearrange up to ½ of their total experience points in the other form. The 50 exp for Other Form (Medium) and any focuses that modify it can not be rearranged.

- **Full – 70 exp**

- The other form completely replaces the character and is completely different.
- The character can completely rearrange their attributes in the other form.
- The character can rearrange almost all of their experience points in any configuration they desire. The 70 exp for Other Form (Full) and any focuses that modify it can not be rearranged.

Other Form, Force Change – 10 exp

Activation: 2/short

Duration: 2 action rounds per success

Restrictions: Other Form, No Permanent Ability

The character can force a change into or out of their Other Form.

The character makes a roll of the two relevant attributes and changes for the duration, no matter which way they change.

Other Form, Controlled Change - 20 exp

Activation: 2/short

Restrictions: Other Form, Force Change

The character can switch to and back from their other form at will.

The switch lasts until the character chooses to switch back. This focus upgrades Other Form, Force Change and the character must have that focus as well.

Other Form, Maintain Mind – 10 exp

Activation: Always On



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Restrictions: Other Form

The character maintains their own mind and personality within the other form.

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Example: A character takes Other Form (Minor, Controlled Change, Maintain Mind) to transform into a raven for 70 exp. The Other Form (Minor) for 30 exp lets them rearrange attributes and exp so they buy flight, perpetual instead of 40 exp of their other focuses. They pay 10 to be able to Force Change, then upgrade that to have no duration by paying 20 more for Controlled Change. They want their own brain so they pay the extra 10 for Maintain mind. For 70 exp they have the perfect animal spy and getaway form.

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Packrat – 10 exp

Activation: At Will

The character collects and carries many small items. They likely have many minor items on them that come in handy in random, non-combat situations. The character can make a roll of Knowledge + Perception to see if they pocketed an item that would be helpful. The R# is set by the Game Master depending on the situation they are trying to affect. If they succeed, they gain some minor bonus like minor use or +1 die.

Perfect Disguise – 20 exp

Activation: 2/long rest

Duration: 2 hours

The character is capable of creating an incredible disguise that near flawlessly allows them to pass for a different race, species, and very nearly for a particular person. If the person is attempting to disguise themselves as a particular person or a roll is required, they are at +2 die to the roll.

Permanent Ability () - variable exp

Activation: Always On

Restrictions: GM's approval

The character chooses one focus that they can activate as an At Will or Always On despite its' cost. The cost of turning a focus into a permanent ability depends on the activation cost.

1 Action Point = 10 exp

2 Action Points = 20 exp

3 Action Points = 30 exp

/scene = +10 exp

/short = +20 exp

/long rest = +30 exp

So, a character who wanted Interrupt as a permanent ability would pay 20 exp for interrupt, plus 40 exp for counteracting the 3/scene activation cost. It would be written on the character sheet as

Interrupt (PA) Cost – 60. The Game Master can declare that the

Permanent Ability can only be activated once per action or once per scene.

Phased – 40 exp

Activation: 1/short

The character is capable of transitioning to a phased state and no longer being able to interact with physical matter. The act of phasing takes 1 complex action and spending the action points is considered to switch them between phased and non-phased states. Being phased makes a character able to pass through physical matter and energy and generally capable of moving vertically as if levitating. It also makes the character unable to touch or damage any entity, even through ranged attacks, even if the attack or method of interacting is energy based. Anything the character generates or has on their general person is out of step with matter even when it leaves the character's vicinity. While phased, the character is unable to be damaged physically, but energy, magic, or other types of attacks or effects that are not pure matter are generally capable of affecting the character, at the Game Master's discretion.

Phase Other – 30 exp

Activation: 1/scene

Duration: 1 round per success

Restrictions: Phased

The character is able to phase another person or large object roughly equal to 3x their general size for a short duration. The character must make a roll with two relevant attributes and can keep the object phased for 1 round (~10 seconds) per success. They must be touching the object and remain touching it to keep it phased.

Pickpocket's Luck - 5 exp

Activation: 1/short

When the character performs a pickpocket attempt the best coin, the right item, or the most useful thing is on top and right at their fingertips. The Game Master should lower the R# a small amount or provide cinematically appropriate results.

Piercing Shriek – 60 exp

Activation: 3/long rest

Range: Stones Throw (a90)

The character can scream or create an audio effect and shock the systems of anyone within the range. Anyone hearing the shriek takes ½ their current hit points in damage automatically. Those affected by the shriek can roll Perception + Toughness with the R# being the Presence of the creature doing the shriek. There is no armor roll to absorb damage.

Piercing Shriek, Deadly – 30 exp

Activation: 3/long rest

Range: Stones Throw (a90)



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Restrictions: Piercing Shriek

The character's piercing shriek removes ½ the maximum hit points.

Play Dead – 10 exp

Activation: 2/long rest

Duration: 1 hour per relevant attribute (reflexes, spirit, etc.)

The character can play dead very effectively and likely puts their body into an internal metabolic stasis to do this. The character can make a roll of the two attributes relevant to the thematics of how they do this. The higher the number of successes the more control they have over exactly how long they are under. Unless they are very closely examined by someone with at least 1 level in a relevant skill (medical, body movement, a sharp awareness, etc.), then they appear completely dead. The down-side to this is that the character is slow and groggy when they regain their active state. The action points refresh after the character has come out of the metabolic state.

Poison Attack – 30 exp

Activation: 2/scene

The character has an attack that poisons their enemies. When making the attack, the character deals damage normally. If the attack is successful and deals ANY damage, the character rolls 1d10. This is the number of rounds the poison is in effect. The target rolls 2d10 each round the poison is in effect for the damage they take. There is no armor roll for this damage.

Poison Attack, Strong Poison – 40 exp

Activation: 2/scene

Restrictions: Poison Attack

The character can choose for their poison attack to last 2d10 rounds or do 3d10 damage per round. This must be decided before the attack is made.

Poison Taster – 10 exp

Activation: 2/short

The character has an incredible sense of taste and can pick out substances that might be harmful. They can pick out poisons with just a touch to the tongue. Except in the case of very sensitive poisons, or ones where only a drop will have an effect, the character is not affected by the poison except for a numb tongue. The character may make a roll of KNL + PER to try to determine what kind of poison it is.

Precision Attack – 30 exp

Activation: 3/scene

Restrictions: No Permanent Ability

If an attack is made within a very close range (about 10 feet) the character can bypass armor and attack with a +2 damage rating.

Predator's Eye – 10 exp

Activation: 2/short

The character is skilled at chasing prey and always keeps their eye on their target. Prey has a hard time hiding or throwing the character off the trail. The character gains +1 die on all rolls made during a particular chase.

Press The Attack – 20 exp

Activation: 1/scene

Upon a successful attack, the character can choose to continue making quick strikes to the same area. The character rolls a number of d10 equal to their weapon skill. The total rolled on the dice added together is the damage added onto the attack.

Profession/Field Of Study () – 20 exp

Activation: Always On

The character has basic training in a profession or a particular field of study. When it is relevant to their roll, they receive +1 die. This does not apply in combat situations.

Projectile Blast – 20 exp

Activation: At Will

The character can deliver a projectile blast at a range of a90. The damage rating is 6. The thematics of the projectile blast determine the attributes for the roll. A normal ranged attack (Reflexes + Perception) is the standard, but a magically themed attack might use Spirit + Reflexes or Spirit + Knowledge, at the Game Master's discretion.

Projectile Blast, Damage Increase – 10 exp

Activation: Always On

The characters projectile blast is damage rating 8.

Projectile Blast, Range Increase – 10 exp

Activation: Always On

The characters projectile blast is effective at a higher range a600.

Projectile Return – 30 exp

Activation: 2/short

If a character makes a Block/Parry/Dodge roll against a projectile attack targeted against them and suffers no damage, they can choose to return the projectile to the opponent that fired it. The character makes a Reflexes + Perception roll to return the projectile with their relevant combat skill applying. The damage of the projectile is unchanged.

Prophetic Vision – 40 exp

Activation: 2/long rest

Duration: 1 day

The character has prophetic visions about the future that can aid them throughout the following day. At the beginning of the day, the



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character makes a roll of Spirit + Perception. For every two successes the character gets on this roll, they gain +1 die that they can use throughout the next day because they saw that moment in a vision. The temporary die can be used at the same time or separately, but they are removed at the end of the day, even if the vision has not yet come to pass. If the character re-rolls the prophetic vision, the old die are removed and the new die are used.

Provide Cover – 10 exp

Activation: 1/scene

The character can use an action in a round to provide cover to an ally, thus granting the ally +1 Defensive R# until the end of that round. The character can provide cover as a response to an attack.

Quick Action – 20 exp

Activation: Always On

The character's initiative bonus is +3.

Quick Draw – 20 exp

Activation: 1/scene

The character can draw their weapon and initiate combat immediately from a non-combat stance. This gives them a surprise round in which to act. If they are facing off against another character with Quick Draw, a rolloff is required to determine who goes first. A character can intercept another quick draw with their own.

Reputation () – 20 exp

Activation: Always On

The character has a reputation that aids or hinders them in certain situations. The character declares the reputation when the focus is purchased. If the reputation would help them in a situation, the character gains +1 die. If it would hinder them, they lose -1 die from their roll.

Savant () - 10 xp

Activation: 1/short

The character gains a small bonus on applications of a particular non-combat skill. If no roll is involved, the application of the skill is thematically incredible and elegant with no issue. If a roll is required, the character can reroll a number of non-successful dice equal to their skill level in the named skill.

Scrounger – 10 exp

Activation: Always On

By going through town dumps, pawnshops, consignment shops, or asking around the character is able to find material goods at discounted prices. They can find mundane items at significant discounts, but the items might show some wear and tear. Unique

items (such as illegal, magical, or highly rare items) would not be discounted, but a character with scrounger would be able to find them more readily. Scrounging for a discounted item takes 2 to 3 times the normal amount of time it would take to find a normal priced item in that locale.

Shadow Walk – 20 exp

Activation: 1/short

Range: Stone's Throw (a90)

The character can step into a shadow and emerge in one that is visible and within Stone's Throw (a90). The character can pay an extra action point and move a person or large object along with them. The character can pay an extra action point to move between shadows that they cannot see.

Shadow Walk II - 30 exp

Activation: 1/short

Range: Long Arrow Flight (a600)

Restrictions: Shadow Walk

The character can shadow walk through shadows that are within Long Arrow Flight (a600) and does not need to see them to move to them. The character must still pay an extra action point to move another person or large object through shadows.

Signature Move () – 40 exp

Activation: 3/short

Restrictions: No Permanent Ability, Journeyman Experience Tier

The character performs their signature move with incredible thematic and cinematic effects. The player and GM decide up on the name and nature of the signature move beforehand. The character gains + 4 extra dice to the attack. If the attack is successful, they gain 2 automatic damage ratings in addition to the damage rolled.

Silver Tongue/Sharp Wit – 20 exp

Activation: Always On

The character gains +1 die to rolls using their Presence, but only if the outcome depends on using their voice or their words.

Sixth Sense – 10 exp

Activation: Always On, 2/scene

Range: Stone's Throw (a90), Adjacent (a5)

The character doesn't sense magic, but they get a funny feeling when something magical or odd is going on. It isn't enough to pinpoint anything, but the character feels like something is going on. The character can spend 2 action points and make a relevant roll to try to pinpoint the feeling within a 5 foot area. The character will have no information about what type of magic or the relative strength of the magic.

Skilled Block/Dodge/Parry – 30 exp

Activation: 3/scene



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The character pays 3 action points instead of the usual 1 action point and makes a Block/Dodge/Parry roll. Each success on this roll subtracts one die from the opponent's successes instead of the usual ½ of the successes subtracting.

Spider Climb – 30 exp

Action: 1/short

Duration: 10 minutes

The character can grip onto and climb along walls at their normal walking speed. The character does not need to make a roll to move vertically along a surface. If some factor requires them to roll, then they do so with +2 dice.

Static Body – 5 exp

Activation: Always On

The character's body type is fairly static and does not change over time. If they are muscled, thin, portly, tanned, pale, etc., then they will remain so unless something incredibly drastic happens.

Step-Jump – 20 exp

Activation: At Will

If they character can push off of something at the end of their jump, they can make another jump of their jumping distance. They can continue this and make jumps a number of times equal to their Reflexes rating. A character with 3 Reflexes could make 3 additional jumps if they have something to bounce off of within the range of their jumps.

Survivalist - 10 exp

Activation: Always On

The character is comfortable in the wild and has an easy time surviving there. In most terrains, they can find food, shelter, and water easily and don't often need a roll. If a roll is required for something, it is either at -1R# or +1die. Unique complications (such as trapped in the midst of a lifeless desert) will still hinder them..

Survivalist, Extreme () - 10 exp

Activation: Always On

Restrictions: Survivalist

The character can name one extreme condition they are used to operating in. They gain all the benefits of Survivalist for that extreme terrain.

Tactical Sign Language – 5 exp

Activation: At Will

The character has a grasp of a tactical sign language that they can use to communicate with others who have the same sign language. This can provide options for quick in-combat communications or secret, quick messages. To simulate this, the GM can let the players talk more readily out of game to coordinate

their battle plans or communicate quick ideas that NPCs or other characters wouldn't pick up on. Not all tactical sign languages are the same, so merely having the focus might or might not let you translate someone else's sign language.

Telekinesis – 30 exp

Activation: At Will

Range: Stone's Throw (a90)

The character is capable of affecting matter with telekinetic force of some sort. The character cannot affect more than a 10 pounds of weight, but can move it as if they were holding onto it. The character can attempt to move more by spending 1/short. They will make a roll of the relevant attributes and for each success can move 10 pounds of additional weight for about 1 minute per success. At the end of the time, the character must spend additional points/roll again. Additional action points can be used to make another roll and add on to the weight they are capable of controlling.

Telekinetic Constructs – 40 exp

Activation: 1/short

Duration: 1 minute per success

The character can create telekinetic constructs the resemble real world objects. These could be bars to hold someone, a shield to resist damage, a tool to help with a task, etc. The construct can aid with one roll, granting +2 die to the roll. If the construct is passively doing something, then it lasts for about 1 minute per success.

Telepathic Communicator – 30 exp

Activation: Always On

Range: Stone's Throw (a90)

The character can communicate mentally with other characters within range. They cannot read thoughts not intended for them, but they can communicate as if they were speaking but instead use their thoughts.

Telepathic Probe – 30 exp

Activation: 1/short

Duration: 1 minute per relevant attribute | Range: Stone's Throw (a90)

Restrictions: Telepathic Communicator

The character can use their telepathic abilities to listen in to others telepathic communications that are broadcast within the range. The character can also try to pick out surface thoughts of a targeted opponent by making a roll of Spirit + Knowledge with the R# being the Spirit or the Knowledge of the opponent, whichever is higher. If the opponent knows they are being mentally attacked and tries to restrict certain information. The R# is raised by 2.

Telepathic Shield – 20 exp

Activation: Always On

The character has a strong mental shield that makes it harder for



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opponents to breach their thoughts telepathically. Rolls to read their mind or determine their mood or emotion are always made with the +2 to the R#.

Teleport, Short – 30 exp

Activation: 2/short

Range: Stone's Throw (a90)

The character can teleport to another area within Stone's Throw (a90). The character can pay an extra action point and move a person or large object along with them.

Teleport, Long – 30 exp

Activation: 2/short

Range: Long Arrow Flight (a600)

Restrictions: Teleport, Short

The character can teleport to another area within Long Arrow Flight (a600). The character can pay an extra action point and move a person or large object along with them.

Temperature Resistance () – 10 exp

Activation: Always On

The character has a natural resistance to either heat or cold. Their body regulates completely in non-extreme circumstances. In extreme temperature changes, the character gains +1 die.

Throw – 20 exp

Activation: 3/scene

The character is good at throwing things long distances. If they have successfully grabbed an opponent they can make a roll of Strength and Reflexes. Every success on this roll is damage and is not assessed against a R#. The damage rating for this roll is strength +2d10. The opponent can absorb damage with armor, but can only roll an active armor roll at ½ dice.

Time Sense – 10 exp

Activation: Always On

The character is incredibly good at knowing the exact time. They can make a roll of Perception + Knowledge to know the exact time. With 3 or more successes, they know the exact second. The character gains +1 die on rolls that require exact timing.

Tough Bugger – 10 exp

Activation: Always On

The character's **Starting Hit Points** are equal to 6x their toughness rating instead of the usual 5x toughness. Additionally, if the game is using the No Holds Barred death option and the character should reach 0 hit points, they are able to roll Spirit + Toughness vs R#4 to gain 1 minute per point of toughness to get first aid before succumbing to death.

Trick Shot – 10 exp

Activation: 1/scene

In non-combat situations, the character is good at making trick shots that look impressive but would be of little use. Shooting cards, keeping a can in the air, etc. Thematically, they can do this without a roll or an action point expenditure. If the character pays, they gain +1 die on called shot attempts when they are not made to bypass armor.

Two Weapon Attack – 20 exp

Activation: 1/scene

The character is a master of attacking with two weapons. They make their attack with the primary weapon and add in 1 level of the second weapon's damage rating per weapon skill. If the character makes a successful attack with two short swords at damage 6 and a skill level of 2, then they can add 12 bonus damage to the attack.

Unique Physical Feature – 5 /10 exp

Activation: Always On

The character has a unique physical feature that is not natural to their race or species or stands out in some minor way. This could be horns on a human or oddly colored skin, extra eyes, large body-covering tattoos, cat ears, or an ethereal beauty. If the character takes the focus at 10 exp, then in some circumstances it may provide a +1 die benefit but it also could provide a hindrance as people recognize you more easily or distrust your feature.

Vision Stun – 40 exp

Activation: 3/short

The character is able to stun or hypnotize a single opponent by locking eyes with them. The character makes a rolloff against the opponent, generally Spirit + Presence vs. the opponent's Spirit + Perception or Knowledge + Perception. If the opponent fails, they are stunned and unable to move or act for 1 round per success of the character.

Weapon Improvisation – 60 exp

Activation: At Will

The character is able to grab nearly anything and turn it into a damage 6 weapon. The character has Minor Use with the improvised weapon. If the weapon fits a particular category very well (a chair leg is a hafted weapon) and the character has a higher skill in that rating, they can use their full skill with the improvised weapon.

Weapon Specialization () – 20 exp

Activation: Always On

The character is good with using one type of weapon category. The character gains +1 die when using a weapon of that type. Using a Bladed (sword) would give +1 die as well as Bladed (throwing knife).

Wellspring Of Vitality – 20 exp



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Activation: Always On

The character has higher max hit points at each tier. They must still buy hit points per normal.

- Novice – 80 HP Max
- Journeyman -100 HP Max
- Adventurer – 180 HP Max
- Hero – 220 HP Max
- Epic – 260 HP Max
- Legendary – 320 HP Max



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Very Simple Spellcasting – Sub Group Focus

Very Simple Spellcasting is a sub-group Focus that allows characters access to a very basic spellcasting system. It is larger in scope than most focuses and constitutes an entire sub-system that adds-on to the main Silvervine paradigm.

Additional Rules

- The relevant roll to cast a spell (unless specifics in the spell state otherwise or the player & Game Master decide differently) is Spirit + Knowledge. The character can purchase Spell Casting or another relevant skill as a skill for all of their spellcasting.
- A character with VSS Level 1 will gain Manna with which they will activate spells. Manna will work much like action points, but only for the purpose of spell casting. Getting a different colored token to represent Manna is recommended.
- Manna refreshes after /scene, /short, /long rest, just like action points.
- If a character has no Manna left, spells can be activated with Action Points. 1 Action point = 1 Manna.
- Any spell that targets an opponent and deals damage is factored just like a weapon attack and must hit the opponent's DR#.
- Some spells Bypass Armor or have additional factors that will be listed in the description.
- The character can purchase other focuses and declare that their thematics are powered by their magic. The activation and parameters of the focus do not change, except that the Game Master may allow some factors to be linked to the relevant magical attributes of Spirit and Knowledge instead.
- When in doubt about the exact execution of a spell, or when a factor like range, duration, or effect area is in question, the Game Master has the final say. If no Range is listed for a spell, it is assumed that the character can choose for the effect area to be anywhere within Stones Throw (a90). If an Effect is listed as a # per success, that is generally the upper limit of the effect.
- A player and a Game Master can decide to modify the effects of a spell on the fly, such as using Bind to tie up an opponent, then deciding that the vines the character commanded to do the binding become rope that ties up the character. The Game Master should decide what is fair and adequate for the spell, then levy an additional cost, such as an extra 3/short.
- If a spell has an option for spending additional manna to increase a factor or ability of the spell and it changes the refresh time, that changes the refresh time for just that additional manna spent. i.e. A spell is 1/scene with an option to spend 2/short to extend the duration. The character regains 1 manna at the end of the scene and 2 at the end of a short rest.

Very Simple Spellcasting

Very Simple Spellcasting – Level 1 – 30 exp

Activation: Always On

- The character gains a # of Manna equal to their spirit rating, which function exactly as action points but only for the purpose of activating spells. Manna cannot be used to activate anything but spells.
- The character is capable of purchasing and casting Level 1 spells from the VSS spell list. Spells are written up exactly as focuses with a few special parameters.
- The character is able to purchase additional focuses that allow modifications to spells and magic casting.
- Once per tier the character can purchase 1 extra manna for 10 exp. A character at adventurer tier could purchase a total of 3 extra manna for a total of 30 exp.

Very Simple Spellcasting – Level 2 – 10 exp

Activation: Always On

Restrictions: Very Simple Spellcasting Level 1, Journeyman Tier

- The character is capable of purchasing and casting Level 2 spells from the VSS spell list.

Very Simple Spellcasting – Level 3 – 10 exp

Activation: Always On

Restrictions: Very Simple Spellcasting Level 2, Adventurer Tier

- The character is capable of purchasing and casting Level 3 spells from the VSS spell list.

Very Simple Spellcasting – Level 4 – 10 exp

Activation: Always On

Restrictions: Very Simple Spellcasting Level 3, Hero Tier

- The character is capable of purchasing and casting Level 4 spells from the VSS spell list.

Very Simple Spellcasting Focuses

Minor Magical Effect - 5 exp

Activation: At Will

Duration: Special

The character is able to make a small magical effect in the area. This is at will and purely thematic. It could be a small light show, the illusion of glowing eyes, the lighting of a candle, the floating of a feather, an illusory looking creature that dances about, changing the color of a thing temporarily, etc. The effect is always temporary, thematic, and looks minor – it should have no in-game mechanical effect. Any close scrutiny would reveal it as a minor magical effect.



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Spell Damage Increase I () – 10 exp

Activation: At Will

Restrictions: Very Simple Spellcasting Level 2

The damage rating for the listed spell is increased by +3.

Spell Damage Increase II () – 10 exp

Activation: At Will

Restrictions: Very Simple Spellcasting Level 3, Spell Damage Increase I

The damage rating for the listed spell is increased by +3 (for a total of +6).

Spell Damage Increase III () – 20 exp

Activation: At Will

Restrictions: Very Simple Spellcasting Level 4, Spell Damage Increase II

The damage rating for the listed spell is increased by +3 (for a total of +9).

Spell Range Increase I () - 10 exp

Activation: At Will

Restrictions: Very Simple Spellcasting Level 1

The character can choose a spell they know and increase its range (not effect) by one level. A spell that can take effect in Stone's Throw (a90) can now take effect within Long Arrow Flight (a600).

Spell Range Increase II () - 20 exp

Activation: At Will

Restrictions: Very Simple Spellcasting Level 2, Spell Range Increase I

The character can choose a spell they know and increase its range (not effect) by one level. A spell that can take effect in Stone's Throw (a90) can now take effect within Horizon (a3M).

Spellcasting Path () - variable exp

Activation: Always On

Restrictions: Very Simple Spellcasting Level 1

The character has undertaken a specialty path and thematics. These provide special factors in particular world settings and help define the nature of the character's magic.

- **Animancy – 20 exp**

The character learns their magic and is connected to it through the realm of pure spirit. Their magic is less academic and more natural. The character must choose a spirit or magical entity to learn from. That spirit favors a certain thematic approach and type of spell (spells that create illusions, spells that heal, etc.). The character's thematics match that approach and they gain two free spell per Very Simple Spellcasting level they take.

- **Arcanist – 40 exp**

The character is a pure academic mage who learns from books. Their learning is focused primarily on overcoming the limits of spellcasting and they are capable of purchasing spells above their level. An Arcanist with Very Simple Spellcasting Level 1 could purchase a 4th level spell and cast it. Casting the spell above their level is a risk. The Arcanist must get a R# or take feedback damage. The R# is the spell level +3 and the damage automatically Bypasses Armor. A character who has VSS level 2 is able to cast level 2 spells without issue.

- Spell Level 1 – None
- Spell Level 2 – R#5 – 30 damage
- Spell Level 3 – R#6 – 40 damage
- Spell Level 4 – R#7 – 50 damage

- **Clerical Magic – 20 exp**

The caster's spells come from a holy (or unholy) entity and are granted to them each day. Like Animancy, the Cleric chooses a holy entity (such as a god) and determines the thematic approach that entity favors. The character also determines two rules/guidelines that the entity requires of the character. The thematics and approach must match that entity's thematics. If the character has not made any major breaches (determined by the Game Master) of their entity's rules, and if the spell matches the chosen thematics, then the character gains +2 die on the spell roll.

- **Mancer – 20 exp**

The caster is innately elementally attuned and all of their thematics match a particular element. The Mancer is capable of casting all spells with +2 die, but the heavy elemental thematics always come into play. There is no way for a mancer to quietly cast a spell or be unnoticed while doing it. They are always at -2 die or +2R# to try to hide their spellcasting. The character doesn't always have control over their elemental connection. Should they come under a source of extreme stress or lose control (determined by the Game Master and a relevant roll to maintain control) they may find themselves casting a spell (not necessarily one they know) without the ability to control who they target.

- **Forbidden Magic – 20 exp**

The character accesses magic that intimately hurts or harms them. This is due to some external corrupting influence that feeds of them as it grants them more power. The character gains +4 Manna every time they purchase a new spellcasting level. The Game Master



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may, at their discretion, grant +1 or +2 die bonus to spellcasting rolls made by the character when their actions are in line with the external influence. Every time the character casts a spell, they gain 1 corruption point. Once per session, at the beginning, the character can make a roll of two relevant attributes to remove corruption points. Each success removes 1 corruption point. When the character's corruption points exceed the following limits, they take the following penalties. The Game Master may also levy other penalties, force the character to make rollofs against the tempting voice of their external influence to prevent acting on its behalf, or assign "free" focuses like other form under control of the external influence to represent other penalties as the corruption gets higher. **The Game Master is encouraged to creatively use this focus to screw with characters while not taking away choice.**

- 10 – Character begins to show physical signs of the corruption. Character must perform a small sacrifice of their own energy/blood/essence (10 hit points) once per session when making their roll to remove corruption until they get under the limit. This is a sacrifice to the external influence and the energy goes to them.
- 15 – Magic Casting Costs are doubled for the day or the character is limited to ½ hit points max for the day. This is decided by the character each day. The character must make a small sacrifice (as above) to remove corruption until they get under the limit.
- 25– Character's physical signs of corruption are unable to be hidden and become as extreme as Unique Physical Feature – 10 exp. Character must take 1 sentient life in order to make their remove corruption roll. Magic Casting costs are doubled and the character is at ½ hit points until they get under the limit.
- **Innate Magic – 30 exp**
Restrictions: Fey, Elemental, Or Innately Magical race, GM's approval
The character is intimately tied into the very nature of magic and can actually use their own life force to cast spells. The character can spend 12 hit points as if it were one manna. These hit points can only be regained naturally and not through external healing or magical healing.

VSS - Level 1 Spells – 10 exp per spell

Alpenglow

Activation: 1/short

Duration: 1 hour per success | Range: Stone's Throw (a90)

The character can cause an object to emit a magical light. The effect will last for 1 hour per success and emits light up to a range of Immediate (a20). The character can spend 2/short manna to make the light emit up to Stone's Throw (a90). The character can spend 6/long rest manna to cause the duration to be permanent at a range of Stone's Throw (a90).

Calling Card

Activation: 1/long rest

Duration: 1 hour per success

The character is able to create a small object (~1 cubic foot per success on the roll). The object is fairly fragile and shatters if put to any major force, but is in existence for a long time. The character can exactly duplicate the object by sight and feel, except that it weighs ver little and smells a bit different.

Clean/Groom

Activation: 1/scene

Effect: 5 foot radius per success

The character causes an invisible force to sweep around an area and clean, neaten, and groom the area. The winds remove grime, grit, and dirt from clothing, polish teeth to a pearly white, comb hair, and remove unwanted particles or pieces of hair that might be attached to clothing. If an area is particularly dirty, the Game Master may require a R# on the roll.

Compass

Activation: 1/short

Duration: 1 hour per success

The character can cast the spell and gain an incredible sense of direction in an area. They know the cardinal directions, can get a sense of where they have come from in the last hour, and if they are innately familiar with an object or area they can determine how to that object if it is within Horizon (a3m).

Elemental Bullet

Activation: 1/scene

Damage: 7 – Bypass Armor | Range: Stone's Throw (a90)

The character can send a blast of elemental or magical energy out as an attack against a single target. The damage is registered as normal except that it bypasses armor.

Enhance Weapon

Activation: 1/short

Duration: 1 use per success/1 hour

The character can enhance a weapon with mystical energies, grating it a +2 damage rating for a number of uses. The player also declares a thematically appropriate "tag" for the damage type of the weapon. If they make it engulfed in fire, the weapon may do "fire" damage. If the character is a clerical caster or derives their power from a mystical source, the Game Master may allow them to



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make it a “holy” weapon. The character wielding the weapon declares when they are using the uses and the uses expire after an hour.

Hidden Rune

Activation: 1/short

Duration: Permanent | Effect: 1 square foot of area per success

The character can imbue an object with magical writing that is only visible under certain conditions. The caster sets a code word, phrase, or condition “visible under moonlight” that must be fulfilled for the rune to reveal itself. The runes give off a magical essence that can be sensed by those capable of doing so and those who can see magical auras are able to read the runes. The caster can cover 1 square foot of a surface in writing per success on the roll.

Repair

Activation: 1/short

Effect: ½ cubic foot of material per success

The character repairs a small damage in an item. The character can only repair something that is a damage if a majority of the broken item is there. A missing piece cannot be repaired unless the missing piece is a very small amount of the item. This would repair a scratch or a hole in a shirt, but not restore a missing arm from a statue.

Sand Count

Activation: 1/short

Range: Immediate Area (a20) | Effect: 5 cubic foot area per success

The character names an object (such as apples, coins, daggers, cloth, etc.) and all objects of that type, within the effect radius, organize themselves into a pile with a weak pull of force. The weak pull is such that it can be resisted easily by any moderate amount of force against it. A person holding onto an object or an object closed up in a container would resist the force. Once the objects have organized themselves, the character knows the number of objects moved in this way.

Simple Shield

Activation: 1/short

Duration: 1 use per success/1 hour

The character creates a shielding force around an object and grants a bonus of +2 armor die. The character (or sentient creature shielded by the force) decides when to use the bonus. All uses of the bonus expire at the end of 1 hour. For a cost of 3/short, the uses expire after 24 hours.

Tattoo

Activation: 1/short

Effect: 6 inch square of skin per success | Range: Touch

The character can create a tattoo on a piece of skin, hide, or paper or remove a tattoo. The character can affect an area of about 6

square inches per success they get. If the tattoo pattern is complex, the character may be asked to make an extra roll for artistic ability.

VSS - Level 2 Spells – 20 exp per spell

Armory

Activation: 1/short

Effect: 1 cubic foot per success

The character touches an item and stores it within an extra dimensional space. The item is stored there until they cast the spell again, pulling that item out of the extradimensional space. The character can only hold one item per spirit point in the space at a time. A character with a spirit of 3 can store 3 items in the space by casting the spell 1 time. When the character next casts the spell, they could decide to pull out one of the items or all of the items at once – the casting being an opening of the extradimensional space. An item is generally a single thing, but a suit of armor (because it is meant as a combined thing) or a bag with multiple things inside of it (because it is a container) might count as an item at the Game Master's discretion.

Bind

Activation: 1/scene

Duration: 1 minute per success | Range: Immediate Area (a20)

Effect: 1 target opponent or object

The character causes a magical essence to bind and hold the target. For the spell to take effect, the character must make a rolloff against the opponent, with the opponent using dice relevant to resisting the thematics of the binding force. The target is considered Being Held and is at -1 to their Defensive R# and Damage Mod as well as at -1 die to most actions. For a cost of 3/long rest, the target is considered Vulnerable to Attack and is at -4 die to most actions as the bindings are incredibly tight.

Bridge

Activation: 3/short

Duration: 1 hour per success | Effect: 100 foot length by 10 foot width per success

The character is capable of creating a bridge of a great length between two points. The two points need to be visible to the character and generally at the same elevation. A character who can see a point higher or lower and who pays an extra 2/short can make the bridge move vertically with stairs. The Game Master may add a R# if the two areas being bridged would be complex to connect in some way, such as having to wind around an obstacle.

Consult

Activation: 3/short



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Effect: 3 cubic foot per success | Duration: 1 hour per success
The character is able to recreate an obviously magical duplicate of an object, book, or person they have seen out of magical energy. The recreation only contains the things that the character has seen or is familiar with. If the character had not seen a particular page in a book, it would not exist in the recreation. The recreation does not move on its own, but the character can turn pages or move the recreation around and examine it. The recreation does not weigh more than a pound and glows with magical light. The character can spend an additional 1/short and pull the image from another's mind if the other person is willing and thinking of the object.

Elemental Force ()

Activation: 1/short

Effect: 1 cubic foot of material per success | Damage: 4

The character is capable of summoning, molding, controlling, or modifying an amount of the chosen element of the spell. The character must choose an element (Earth, Wind, Fire, Water, Metal, etc.), but they can purchase the spell multiple times for multiple elements. The character makes a roll to control the element and determine the amount they can control. If they are attempting something unique or complex, the Game Master may require an extra relevant roll with a R#. A character might mold earth or rock into a mace, then let the spell lapse. The weapon would be a mace, but if the character is not well versed in creating a mace, it would not be as good a weapon as one that had time and effort and proper crafting purposes, thus its damage rating would be 4. The character might use a water version of this spell to pull clean water from a muddy pond, magically manipulating it. The character might pull all the fire from off a burning piece of wood or turn water into ice, with the R# for these tasks being set by the Game Master. The character might turn any of these elements into a projectile, firing them off through the air and using their magic casting skill as the weapon attack, but the damage rating would still be 4.

Obscure

Activation: 3/short

Effect: 10 foot radius per success | Duration: 1 hour per success

The character is able to ward an area against being viewed or eavesdropped in, even by magical means. The character marks off the area in some way and casts the spell. The player should mark the number of successes they got on the spell as it could be used as a R# for others. Those looking into the area or listening into it would see either an illusion the character declares at the beginning of the spell being cast. If something is incongruous about the illusion, the viewer may get a roll to determine that it is a magical obscurement. Anyone using magic or a special ability to view the area would know that it is warded, as they sense the magical area. They may be able to pierce through the illusion/warding by special means, but they would have to beat the character's number of successes.

Observe

Activation: 2/short

Duration: 10 minutes per success | Range: 60 Miles per success

Effect: 10 foot radius per success around targeted area

The character can watch an area where they have previously been or where they have some object intricately tied to the area. The area must be within the range. The character sees the area as if they were standing or moving within it, but cannot see anything beyond the initial area they targeted. When casting the spell, the character can spend additional manna to extend factors of this spell:

- +1/short – The duration is 1 hour per success
- +2/long rest – The character can make additional rolls to extend the range/Effect (spend 2/long rest and roll again to extend the range and effect radius by the additional successes)
- +1/short – The character can target an area that someone else has been to if that person is touching the character and thinking of the area

If the area the caster is targeting is warded in some way, they may be able to cast this spell again to try to pierce the ward, but this is at the Game Master's discretion.

Sleep

Activation: 3/short

Duration: 2 minutes per success | Effect: Immediate Area (a20)

The character can target an area within range and make a rolloff to put all those within the area asleep. The character makes their roll and the number of successes they get is the R# for those within the area to resist falling under the sleep spell. If a person in the area fails, they are put into a fairly deep sleep state. People talking or moving around them would not wake a sleeper up, and even gentle shaking or ruffling in their pockets would not wake them, but any direct action or attack against the sleeper would wake them.

VSS - Level 3 Spells – 30 exp per spell

Alpenglow, Advanced

Activation: 1/short

Duration: 1 hour per success

The character can cause an object to emit a magical light, but one that can only be seen by the person holding the stone and those they declare can see in the light. To all others without a magical sight, the area remains dark. The effect will last for 1 hour per success and emits light up to a range of Immediate (a20). The character can spend 2/short manna to make the light emit up to Stone's Throw (a90). The character can spend 6/long rest manna to cause the duration to be permanent at a range of Stone's Throw



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(a90).

Area Bombardment

Activation: 4/long rest

Damage: 10 per success | Effect: Immediate Area (a20)

Range: Long Arrow Flight (a600) | Bypasses Armor

The character targets an area within the range and the area is filled with elemental or magical bombardment of energy. The energy damages everyone within the area and is not assessed against a R#, but each success deals that damage. Those trapped in the area might take cover, granting them extra armor dice, but the damage is considered as if it were an explosion and bypasses armor. The character casting the spell can also “charge” it by spending additional rounds casting it. Each additional round they charge the spell, limited to one additional round per spirit rating, they gain an additional area of effect that adds on to the initial effect area and must touch it. If a character spent 1 additional round charging the spell beyond the first one, they would have two areas of effect of about 20 feet that touched in some way, if they spent 2 additional rounds, they would have 3 areas that touched.

Elemental Force, Enhanced ()

Activation: 1/short

Effect: 5 cubic foot of material per success | Damage: 7

Restrictions: Elemental Force

This spell builds upon Elemental Force, allowing the character to manipulate a larger amount of the element. Any focuses that applied to Elemental Force for the same element apply to this spell as well.

Dwelling

Activation: 3/short

Duration: 1 day per success | Effect: Immediate Area (a20)

The character creates a physical dwelling of some sort that has a locked entrance and is built of sturdy materials. The dwelling exists for 1 day per success of the character and is empty. The dwelling can look like any sort of thing the character describes, but is not necessarily that thing. The dwelling is fairly small and fills the immediate area (a20) where it is targeted, about 300 square feet. The character can pay an additional cost to upgrade the dwelling in some ways.

- +2/short - The dwelling is filled with mundane objects that the character knows, such as beds, dressers, clothes, plates, etc. If these objects are taken from the dwelling more than Stone's Throw (a90), they disappear.
- +1/long rest – The dwelling's size is increased by Immediate Area (a20) or 300 square feet.
- +2/long rest – The dwelling has food that regenerates once per day

VSS - Level 4 Spells – 40 exp per spell

Petrify

Activation: 4/long rest

Duration: Permanent | Effect: 1 cubic feet per success

The character is capable of petrifying a target or object that falls within the effect range. If the target is a living being, the character must make a rolloff against the target to petrify it. If successful, the target is turned into “living stone” that is still alive, but unable to move or act in any way. The target still perceives the world, but through dim and muted senses. Telepathic communication can communicate with the petrified target, but speaking directly to it will only have some of the message come through. The target can be returned by something capable of dispelling a 4th level spell or through another casting of the Petrify spell to reverse the effects.

Pause

Activation: 4/short

Duration: 1 round per success | Effect: Long Arrow Flight (a600)

The character can pause all action within the effect area.

Everything within the area stops moving and acting except for the character. Effectively, the character has stepped between the seconds and is capable of acting much more quickly than anyone else. If the character leaves the effect area from where they targeted the spell, then time snaps back and they move as normal. The character is capable of making 1 action per success they got on the initial roll while in the “pause”. At the end of the spell, the character must make a percentage roll as there is a 10% chance that their messing with time gets them stuck and unable to move. If they fail, then they are stuck in time, unable to move or act, for 1 hour per success they achieved on the initial roll.

Siren's Call

Activation: 3/long rest

Duration: 1 hour per success | Effect: Long Arrow Flight (a600)

The character can enchant a pool of water to sing beautifully, enticing all who hear the song to march toward a watery death.

The character makes a roll to determine the R# for any hearing the song. Those who come within the effect area hear the song and must make a roll to resist. If they fail, their only actions are attempting to drown themselves in the water. A target that hears the song only has to roll once when they enter into the area. If they succeed, they are immune to the effects.

- +2/long rest – The siren's call is particularly effective and those succeeding on the roll must make a second additional roll for every 5 minutes they stay within the area.
- +2/long rest – The duration is 1 day per success.



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Reborn of the Wood

Activation: 7/long rest

Duration: Permanent | Range: Touch

The caster buries a corpse and plants a seed from a tree in the ground above the grave, casting the spell and making a roll. The tree will grow to full size within 6 months (minus 1 month for each success on the roll, reducing the time to at the least 1 month). As the tree grows, it will become the shape and form of the corpse that

was buried with it. At the end of the time, the tree uproots and becomes the person whose corpse it was buried with. The target is indeed alive and is likely the same person and the same soul, with all memories and facilities intact. The target may grow a few leaves every so often or feel slightly coarse to the touch. If the corpse has been dead for a very long time, the character casting the spell may be required to make a roll with a particular R# or have some way of contacting or acquiring the soul that was one attached to the corpse in order to cast the spell.



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Gear Lists - The asset point system is a way to outfit characters and determine general wealth across a range of genres. Your character will have 60 asset points and can spend them on the basic items they carry with them. Asset points do not represent exact money amounts, but are a way to choose game necessary items without getting into setting specifics.

- **Mundane (1 to 10)** – Very little in-game effect, more thematic than anything.
- **Big Items (5 to 15)** - Moderate in-game effect. A standard weapon, a weapon upgrade, a smart phone, or an item that grants a +1 bonus to a specific task.
- **Really Big Items (15 to 30)** – Major in-game effect. A special weapon with addons, a minor mount or vehicle of some sort, a multipurpose computer, an item that gives +2 die to a specific circumstance.
- **Huge Items (30 to 100)** – Equivalent to purchasing a car or major vehicle, an item with multiple bonuses of +1 or +2 to different tasks.
- **Incredible Items (100+)** - Equivalent of purchasing something only the really wealthy would have access to. A house might be 4,000 asset points while an airship might be 18,000 asset points.

Spending Money – 1 Asset point converts to _ (setting specific money) i.e. 1 Asset Point = \$10.00 dollars on Earth. 1 Asset Point = 10 Saren on Cyrus. 1 Asset Point = 200 Credits in Galactic Federation.

Combat Items

Weapon – 4 damage (6) – A weapon that has damage rating 4.

Weapon – 5 damage (8) – A weapon that has damage rating 5.

Weapon – 6 damage (10) – A weapon that has damage rating 6.

Weapon – 7 damage (12) – A weapon that has damage rating 7.

Ranged Weapon Add-on (+4) –The weapon has a range of Stone's Throw (a90).

Double Range Weapon Add-on (+8) –The weapon has a range of about 120 feet (a120)

Long Range Weapon Add-on (+12) – The weapon has a range of Long Arrow Flight (a600)

Extra Damage Weapon Add-on (+6) – Increases the damage rating of the weapon by 2.

Innocuous Weapon Add-on (+4) – The weapon does not appear as a weapon. It is not just concealable, but does not seem like a weapon.

Accurate Weapon Add-on (+8) – The character using the weapon gets +1 die to rolls with it.

Area Of Effect Weapon Add-on (+10) – The weapon's range is cut in half, but the damage is dealt to everyone within an immediate area (a20)

area of where it is targeted.

Basic Armor (10) – The character's armor rating is +1.

Decent Armor (14) – The character's armor rating is +2.

Average Armor (18) – The character's armor rating is +3.

Good Armor (22) – The character's armor rating is +4.

Great Armor (26) – The character's armor rating is +5.

Incredible Armor (30) – The character's armor rating is +6.

Concealed Armor Add-on – (4) The armor does not appear as armor.

<p>Mundane Items (1 Per Asset Point unless noted) Backpack (For hiking) Backpack (Military) Basic Tool of some sort Bedroll Bottle Of Alcohol Cheap Jewelry Compass Consumable Light Source x 4 Drink at a bar Flask General Map Light Source Meal, Hearty (2)</p>	<p>Meal, Exquisite (5) Notebook and Writing Utensils Novel Rations For 3 Weeks And Utensils Rope (21 feet) Set of Clothing Set of Really Fancy Clothing (5-9) Shaving Kit Shovel and Pick Tent (5) Water Carrying Device (Wineskin, Water bottle)</p> <p>Any Other Mundane Item That Is Mostly Thematic</p>	<p>Big Items Cell Phone (15) – A personal communication device. Computer (20) – A personal laptop, desktop, or high powered tablet. First Aid Item (15) – 1 Use of a first aid item that restores 3d10 hit points. Mount, Vehicle (20) – The character has a personal mount or vehicle of some sort. Poison, Strong (20) - 3 Uses of a poison that deals 2d10 damage (no armor) for 2d10 rounds Poison, Weak (10) – 3 Uses of a poison that deals 2d10 damage (no armor) for 1d10 rounds Tool Set (10) – A set of tools for some profession. Grants +1 die to the relevant rolls. Tool Set, Major (20) – A set of tools that would be very expensive.</p>
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