

*"For now we see through a glass darkly."*

## Welcome to Thaumatrope.

Thaumatrope is a game written by Zoe Eddy, Scott LaTour, Beak MacAulay and Sammy Eddy. It takes place in Aviary North, a decadent, dangerous Otherworld in a hazy mirror of things both past and present.

They say the year is 2388.

For Canaries, however, time stopped mattering awhile ago. What matters, instead, are the networks, spider-like and sprawling, of intention and action within the Aviary North.

The world of Thaumatrope is a fictitious world inspired by multiple nodes of the North American consciousness. Thematically, it is a world that explores excess, decadence, corruption, idealism, exploitation, sentience, identity, aesthetic expression, sexuality, trauma and loss. The inspirations for trauma are many and varied: the decadence of the Gilded Age, the liberation of the roaring 20s, the anxieties of cyberpunk fiction, the civil rights revolutions of the 1960s-1980s, and even the grim idealist dystopia of Gilead all figure prominently in this world. The world of Thaumatrope is, in many ways, a dreamscape amalgamation of multiple spaces.

**The history of the world will unfold in game, but also, and equally importantly, will be informed by players. Character and world creation will be an ongoing collaboration between staff and players. The setting, nominally "futuristic gilded age," will be impacted by aesthetics and storytelling choices of players.**

### ***Content Disclosure***

*This game explores a variety of mature themes, and is firmly an 18+ game. While we will work with players to reveal appropriate content disclosure notes prior to game play, we are running a game with a variety of adult themes. (If this were an American tv show it would have the rating of TV-MA.) Upsetting themes you may encounter over the course of game may include (and are not limited to): addiction, brutality, gore, horror imagery and atmosphere, institutional violence, institutionalization, intimate partner violence, mental illness, sexual abuse narratives, substance abuse, trauma, and violence.*

## Community Values

Thaumatrope is run and written by members of the LGBTQ community. We maintain an LGBTQ friendly space.

Thaumatrope is run and written by people of color. We maintain a staunchly anti-racist and anti-Nazi space. We do not permit white supremacy nor expressions of white supremacy. (Expressions of white supremacy include, but are not limited to, hate speech and Nazi paraphernalia.)

Thaumatrope does not permit harassment of any type. Any individual committing harassment, inside or outside of the game space, will be banned from the game. Harassment includes, but is not limited to: inappropriate and/or abusive comments made in game/in another space, inappropriate and/or abusive activities made in game/in another space, and online interactions.

Thaumatrope is a sex positive space. Abusive comments about sexual orientation, expression, identity and/or lifestyle are not permitted.

We reserve the right to remove any player from our game, at any time. In the event that you are asked to leave a game, based on a violation of either our community policy or the larger system of game rules, you will not be offered a refund.

# Rules

Our rules follow the Accelerant Core rules, as developed by Robert Ciccolini, owner of the Accelerant system and director of Madrigal. Similarly, our weapon rules follow the Accelerant weapon construction. In order to play Thaumatrope, you need to make sure you've read the Accelerant core rules. The link to the Accelerant rulebook is shared below.

<https://madrigallarp.wordpress.com/rules-system/official-rulebook/>

There are some places where our rules differ from the Accelerant core rules. If you have any questions, at any time, please talk to us.

Our staff email is [thaumatrope-staff@googlegroups.com](mailto:thaumatrope-staff@googlegroups.com).

These rules were written by: Zoe Eddy, Beak MacAulay, Scott LaTour, and Sammy Eddy.

# Character Creation

## **The Canaries**

Players are members of an elite group of people who belong to a social club, the Aviary North. The Aviary North, represented out of game by the Higgins Armory, is a decadent salon where all manner of deals, trades, and pleasures are negotiated.

All players belong to a group of people who are collectively known as the “Canaries.” All Canaries are people who, either directly or indirectly, deal in Caliber; Caliber is the currency of the contemporary world of Thaumatrope. Caliber is used as fuel for industry, as well as the bioarcanical material to generate human augmentation. Caliber is a bioarcanical substance (of both biological and magical origin). Caliber is harvested through a process known only to a handful of people, but distributed by any number of magnates. It is the currency of the world, as it provides energy for a wide variety of industries and processes.

In Thaumatrope, players will be engaged in a number of explorations to generate more Caliber, but are generally engaged most heavily in the social life of the club, and its nebulously sprawling entanglements.

## **So how does this actually work?**

The history of the world will unfold in game, but also, and equally importantly, will be informed by players. Character and world creation will be an ongoing collaboration between staff and players. The setting, nominally “futuristic gilded age,” will be impacted by aesthetics and storytelling choices of players.

Character creation is different in Thaumatrope. While we provide you delimitations and boundaries, you help craft the backstory of the world. Working with us, you help define what the world outside The Aviary looks like.

This is challenging for many people. Accordingly, we will, following a survey, write a character for you, should that be your preference to writing your own PC. You will be welcome to detail the character further.

The world of Thaumatrope is a speculative dreamscape, and we want our aesthetics to reflect that. Your character may be inspired equally by Baroque ornamentation and futuristic minimalism. It is important to note that none of the characters should strictly belong to one time period: Thaumatrope is fictional, and the world around it is inspired by the real world, but fictitious. Your character should have a dreamy, otherworldly feel. (This doesn't mean you're playing Alice in Wonderland or Luna Lovegood. Cutthroat pragmatists who attend the club to bolster their Caliber contacts are more likely to appear in game than disillusioned, hazy oracular neophytes.) In Thaumatrope, the year is 2388, but you may have an awareness of history up to

the year 1994. The feeling of the game, however, will not be modern, but instead speculative fiction.

And if you're having a hard time deciding? Totally fine! We will accept as many character histories as you want to submit, and will help you develop the one that best fits the gameworld. We will also be honest with you if your character history needs some tweaking in order to fit into the universe we'll be building together.

### **Finally!**

Thaumatrope takes place adjacent to the real world, and, therefore, we want to offer people the opportunity to explore their identities. With this being said, we respectfully request that people who are not People of Color refrain from playing People of Color. We will *not* police you nor ask questions should you choose to play a PoC-- that's not our job, and we don't want to make assumptions about your racial and/or ethnic background. This may feel like an imperfect solution to people, but it is one of the rules to which we will be adhering. We ask that you respect the PoC on staff and in the playerbase by listening to that request.

### **Some quick notes before we get into the mechanics of Thaumatrope:**

- This is a game that explores *themes* of North American and global history, but *is not historical fiction*. That's simply not the genre we want to play. The year in game is 2388. The general aesthetics of the game will be a cyberpunk influenced Gilded Age through Jazz age. You may have a knowledge of world history *up to 1994*.
- All this being said. History has more-or-less happened as we understand it. The Salem Witch Trials happened; WWII happened; Wounded Knee happened; the Civil Rights movement happened, as did events like the Stonewall Riots and the Royal Ice Cream Sit Ins. This game is very much *not* an erasure of history, but our universe *is* fictional. We trust our players to bring in aspects of the contemporary/historical world into gameplay *without* dominating the gamespace with real world current events. If you have specific questions about historical events, please ask us. We will most likely encourage you to include whatever historical events have happened.
- **Thaumatrope is an experimental game, and that can make character creation daunting. [To remedy that, we've written a Character Creation FAQ.](#)**

## Attributes

*Every character in Thaumatrope feels the pulse of the Calibrated world moving through their body. These pulses are represented by metallic currents, with the following names: Gold, Silver, Copper, and Iron. In the world of Thaumatrope, these forces are the things that people living in Calibrated space, either knowingly or not, call upon in their daily lives. Surrounding these four currents, unseen by most, is the **ether**: a liminal, powerful force that connects the elements of the world together. The physical durability of an individual, what some individuals call the Physical Manifestation, is an individual's **Vitality**.*

**Starting CP is 95. CP Cap for Year 1 is 125.**

Attributes are the things that allow you to use your skills. Gold, Silver, Copper, Iron, and Ether start at 2. Vitality also starts at 2.

You can permanently raise your Gold, Silver, Copper, Iron or Ether by spending character points (CP). Each time you raise one of these attributes it costs a number of character points equal to the new value of the attribute. Raising Gold from 3 to 4 would cost 4 character points. Raising Ether from 2 to 5 would cost 3 character points to raise it to 3, 4 character points to raise it to 4, and 5 character points to raise it to 5. **No singular attribute may exceed 10.** Vitality is not increased directly. It is increased by purchasing skills. **No combination of Vitality and Armor may exceed 10**; the only exception are in-game grants. You may have any combination of Vitality and Armor equaling up to 10.

Your attributes refresh every **long rest**. A long rest is a 5 minute rest in an in-game designated **Conservatory**. Your Ether attribute does not refresh at a Conservatory. It can only be refreshed by in-game skills and events. Please note, unlike some games, such as "Madrigal," your ability to refresh your attributes is not a function of your "Void" or, in Thaumatrope, your "Ether." Your Gold, Silver, Copper, and Iron refresh indefinitely. **Your Ether does not.**

Thaumatrope uses the "per Long Rest" and "per Short Rest" system, as established in the current core Accelerant rulebook. A refresher on Long Rest and Short Rest:

**Per Long Rest:** A skill or item might have an ability that can be used one or more times "per long rest." Long rest refers to a five minute rest within a Conservatory. Once used, the ability cannot be reused until you spend five minutes resting at a Conservatory. This rest can, like all rest times, be done concurrently with the time you spend resting to refresh Gold, Iron, and Copper.

**Per Short Rest:** A skill or item might have an ability that can be used one or more times "per short rest." Short rest refers to a one minute rest similar to the time to refresh your Silver. This refers to "catching your breath" or the one minute rest to refresh your Silver. Silver is a special attribute in Thaumatrope. Unlike Gold, Iron, and Copper, this attribute is spent to use less

powerful skills, and is easy to refresh. Silver can be refreshed with a one minute rest a number of times equal to your Ether. You do not have to be at a Conservatory to refresh Silver. This rest can, like all rest times, be done concurrently with the time you spend resting to refresh Silver. Please consider the following example for clarification:

*Angelica is a Melancholic healer, who uses her Silver to heal her allies. She expends her Silver tending to the wounds of comrades. Her Silver temporarily exhausted, she rests for 1 minute in the combat zone. This refreshes her Silver so that she can continue healing her friends. Since Angelica has an Ether Attribute of 3, she knows that she can only refresh her Silver 2 more times before resting at a Conservatory. Once she visits a Conservatory, and rests there for 5 minutes, she will once more be able to refresh her Silver skills.*

### **Quick Notes to Play Thaumatrope**

- Uncalled damage, whether from bow, magic, or gun, does not go through shields or weapons. Called (ranged) damage goes through shields and weapons.
- Magic attacks are considered packet attacks. Gun attacks are considered missile attacks. Archery attacks are considered missile (packet) attacks. Please consult the core Accelerant rules for information on weapon construction.
- Thrown Weapons function as Ranged Melee attacks. They can be blocked by shields and weapons but as with melee attacks your called attacks are expended only if they land or are negated by a called defense.



# Open Skills

## **Light and Shadow**

Cost: Required

Light is treated as an Elemental trait. Shadow is treated as a Metabolic trait. All characters gain this skill.

## **Blood Runs Hot**

Cost: Required

When you fall to zero vitality, you always fall unstable, unless specified by a specific skill. All characters gain this skill.

## **Canary**

Cost: Required

By existing in the Aviary North, your character is one of the approved members of the club. Your character has the permanent trait "**Canary**." Additionally, your character cannot negate *any attack* "to Canary." They may refuse, however, beneficial effects.

## **Small Weapon**

Cost: Free

All characters can use any type of small weapon.

## **Armor Repair**

Cost: Free

You can repair your own armor. Focus for one minute, kneeling or sitting as you adjust your armor, to refresh your armor points from physical armor you are wearing. When you have finished focusing for one minute, you may call, "Repair All Armor." You cannot be holding a weapon or punch shield while you focus to use this skill, though players with strapped shields can focus without pulling off that type of shield. A strapped shield has a handle and at least one additional strap that holds your forearm against the back of your shield.

*Safety first: If you find yourself in a situation where kneeling/sitting or dropping your weapon is dangerous or uncomfortable, you may stand/hold your weapon props. You must abide, however, by the spirit of the original rule.*

## **Light Armor**

Cost: 4

All characters can wear an appropriate armor prop for up to 1 point of armor. You may only buy this skill once.

*Note: "Appropriate armor" in Thaumatrope should fit the aesthetic of the game. Full medieval armor, for instance, would be less appropriate than cyberpunk armor with medieval influences.*

**Athletic**

Cost: 4

All characters can train themselves to be more physically fit. You increase your total vitality count by 1. You may only buy this skill once.

**Diagnose**

Cost: 1

You touch a recipient with a packet and call "Diagnose Elemental/Mental/Metabolic/Physical." You may also diagnose the Damage, Dead, Stable, or Unstable conditions. Finally, you can Diagnose the Paralyze, Silence, and Stun effects since the recipient can't tell you what is wrong. You can use this skill as often as you like.

**First Aid**

Cost: 2

This skill takes one minute of Focus to perform. You role play and administer medicines and bandage wounds to prevent someone from dying of blood loss. This skill may also be used to repair a Maim effect. You must have both arms free to use this skill. When you begin to use this skill, you must call "First Aid" and role play the use of the skill. If used to repair a Maimed limb, you must use the "Cure Maim [Limb]" verbal when the one minute of Focus is complete. Alternately you can touch a packet to the limb and call "Cure Maim." If used to make an unstable character stable you must say "Stabilize" when you have finished. This skill can be used for either effect, but you cannot perform both effects at the same time. Although the skill requires the use of both arms, you may use this skill on your own arm if the other arm can be used and you could otherwise use this skill.

**Disarm Traps**

Cost: 2

This skill allows you to attempt to arm or disarm traps. Without this skill you can avoid traps, but you cannot attempt to manipulate them without setting them off. In order to disarm a trap you must actually use tools to prevent the mechanical trigger from setting off the part that makes noise and causes damage to you. You cannot destroy or cut any part of the trap including wires and strings.

**Armed and Dangerous**

Cost: 1

You are skilled in the use of one class of single-handed weapon that must be chosen when the skill is purchased. Some exotic weapon types are not included in these groups. You may purchase this skill once for each type of weapon you wish to learn. The weapon types are Blades, Axes, Hammers, and Clubs. Please note that Spears and natural weaponry are specifically excluded from this.

**Paul Bunyan**

Cost: 2

You are skilled in the use of one class of two-handed weapons that must be chosen when the skill is purchased. Some exotic weapon types are not included in these groups. You may purchase this skill once for each type of weapon you wish to learn. The weapon types are polearms, staves, and two-handed axes, blades, hammers, and clubs.

### **Backup Blade**

Cost: 2

You can fight with a weapon in each hand so long as one is a short or medium length weapon. Your off hand weapon can be a dagger, short sword, short axe, or similar weapon that is no more than medium length. You can attack with this weapon, block melee attacks, and block missile attacks. You may purchase this skill a second time to use a long weapon in each hand.

### **Thrown Weapon**

Cost: 2

You are skilled in the use of thrown weapons. You may carry up to 5 thrown weapons on your person. When you pick up a thrown weapon after it has been used you must spend 10 seconds cleaning the dirt and blood off the weapon, sharpening it, and checking the balance before you use it again. You may, however, clean all your thrown weapons in one 10 second session.

### **Buckler**

Cost: 2

This skill allows you to use a buckler to block melee and missile attacks. You cannot deliver packet attacks or deliver touch-casts (cure, grant, or heal effects) while holding a buckler.

### **Smith**

Cost: 1

You role play at a workshop for one minute to perform the functions of a smith, repair weapons, repairing armor, or even removing shackles. This skill requires at the very minimum a physical representation of a workstation and tools. No prop may be sharp or deemed dangerous by the staff. You role play at a workshop for one minute to repair a weapon or shield. This skill works on weapons made of metal, wood or bone. At the conclusion of the work call out "Repair Weapon" or "Repair Shield" to restore the item to working order. You may also role play at a workstation for one minute to repair a suit of armor. The recipient need not remove the armor while you work on it. At the conclusion of the work call out "Repair All Armor" to restore all the armor points of the recipient. This skill may also be used to remove shackles from a character if you take 1 minute with your props to role play the removal. Removal in this fashion destroys the shackles.

## The Humors

*In Thaumatrope, as in its parent game After Dark, abilities revolve around the Four Humors. These humors, which are associated with the pulses of Calibrated Space: the Silver of the Calibrated Airways, the Copper of the Calibrated Seas, the Gold of the Calibrated Earth, and the Iron of Calibrated Fire.*

*Every person in the world of Thaumatrope has some amount of all four of these humors-- Calibrated space, after all, makes them possible. However, a person's experience, determination, training, and personality determines which Humor is dominant. A person particularly gifted in tactically supporting allies is generally dominated by Phlegmatic skill. Conversely, a person able to put out high amounts of damage is generally Choleric in skill. A person who is a talented healer, of themselves or others, is generally Melancholic. A Sanguine individual, however, is best suited to skills requiring significant constitution and durability.*

*When a person masters one of the humors, they are able to train themselves in a specific tactical build. These tactical builds are not a specific skillset, but instead an indication of an individual's personal strategy. When a person has mastered a single humor, and then spent additional energy further buoying that humor or combining it with another humor, they are able to manifest as one of the first ten cards in the Tarot.*

*How do the humors work? Why are people able to call upon these seemingly esoteric categories to power themselves? That's an excellent question to pursue in game!*

Thaumatrope, unlike After Dark, is a high combat game, but you may elect to play a non-combat character. If you would like to do this, please contact us at our staff email ([thaumatrope-staff@googlegroups.com](mailto:thaumatrope-staff@googlegroups.com)). The mechanics of Thaumatrope are divided into three parts: a) primary Humor (Phlegm/Cholera/Melancholia/Sanguinity}, b) speciality Tarot (a combination of humors), and c) Class specific skills.

Indeed, some player types are more synchronistic with certain Humor and Tarot sets. However, our rules system is designed to let you do what you want to do.

<b>The Tarot Table: Humor Combinations</b>	<b>Phlegmatic</b>	<b>Choleric</b>	<b>Melancholic</b>	<b>Sanguine</b>
<b>Phlegmatic</b>	The Emperor	The Chariot	The Empress	The Heirophant
<b>Choleric</b>	The Chariot	The Magician	The High Priestess	The Hermit
<b>Melancholic</b>	The Empress	The High Priestess	Strength	The Lovers
<b>Sanguine</b>	The Heirophant	The Hermit	The Lovers	The Wheel of Fortune

Purchasing Humors:

- 1) Your first, or Primary Humor, is free. You choose one of the four humors listed above. This determines your general role in the game. If you are interested in playing some flavor of healer, then you should start with Melancholic. If you want to play a “tank”-- a high-armor and high-constitution sort of class-- play Sanguine. If you want to be able to output a lot of damage and “status effect,” choose Choleric. Finally, if you are interested in strategic planning and bolstering allies, start with Phlegmatic.
- 2) After you have chosen your Primary Humor, you choose your Secondary Humor. This costs 4 CP, and is not necessarily something you will be able to purchase in total during the first year of play. When you choose your Secondary Humor, you gain access to the skills of *both* your Primary and Secondary Humor, *as well as* your Tarot Card.
- 3) Your Tarot Card, which is a combination of your Primary and Secondary Humor, becomes available to you when you purchase your Secondary Humor. It enables you to pick a specific role to play in combat. Do you enjoy battlefield triage? Play High Priestess. Do you want to silently rogue by yourself from behind enemy lines? Play a Hermit.

### **A Note!**

Thaumatrope is *very much designed* to allow you to do whatever you want to do. The Background and Deviant rules are meant to be individualizing flavor. Our rules were created by a bunch of people who love Accelerant boffer combat. We expect our game to be high combat, and we want people to be able to have as much fun in the sport as they can. Ultimately, using the Tarot system, we want you to be able to deliver your skills using whatever weapon style you want to, save guns which may only implement skills from the Gun Licence Hobby. If you want to be a pistol wielding Choleric gunslinger, or a magic channeling Sanguine tank, you do you.

## Phlegmatic Skills

Phlegmatic individuals are readily able to buoy their allies, both from afar and in the heat of combat.

### ***Primary Humor: Phlegm***

**Cost: 0**

#### **It's Automatic**

**CP Cost: 2**

**Attribute Cost: None**

Once per long rest, you may call out, "Elude by Tactics" that will negate the first called melee, missile, or packet attack that hits you.

#### **Give 'Em Whiplash**

**CP Cost: 4**

**Attribute Cost: 1 Iron**

Once per long rest, you may expend 1 Iron, touch a packet to an ally, and call out, "Grant Attack: Short Weakness."

#### **Got Two Bones to Pick**

**CP Cost: 4**

**Attribute Cost: 2 Silver**

You may expend 2 Silver, touch a packet to an ally, and call out, "Grant Attack: 2 Damage."

#### **I Came to Win**

**CP Cost: 4**

**Attribute Cost: 1 Gold**

You may expend 1 Gold, touch a packet to an ally, and call out, "Grant 2 Protection by Inspiration."

#### **The Top is Lonely**

**CP Cost: 5**

**Attribute Cost: 1 Copper/Iron/Gold**

You may call, "Waste 1 Copper/Iron/Gold to Self," immediately touch a packet to an ally, and call, "Refresh 1 Copper/Iron/Gold." The attribute you waste must correspond with the attribute you refresh. You must refresh your ally within 30 seconds of wasting your own attribute, or the packet-casting fades.

#### **Force Trauma, Blunt**

**CP Cost: 3**

**Attribute Cost: 2 Copper**

You may expend 2 Copper to make an attack for “2 Damage.” If your attack hits your target, even if it is negated with a defense, you may then call, “Refresh 1 Gold to Self by Tactics.”

**Sea Full of Sharks**

**CP Cost: 4**

**Attribute Cost: 2 Copper**

You may expend 2 Copper to touch a packet to an ally, and call, “Grant Unique Physical Defense: Shield” or “Grant Unique Metabolic Defense: Shield.”

**You Might Get Addressed**

**CP Cost: 4**

**Attribute Cost: 1 Iron**

You may expend 1 Iron to “Purge Silence.”

## Melancholic Skills

Melancholic individuals are gifted healers, who are talented in curing even the most significant wounds and diseases.

**Primary Humor: Melancholia**

**Cost: 0**

### **Diamond Heart**

**CP Cost: 3**

**Attribute Cost: 1 Gold**

You may expend 1 Gold, and gain 2 touch-attacks for "Heal 2 by Gold."

### **Rub the Pain Out**

**CP Cost: 5**

**Attribute Cost: Silver Skill**

You have a healing pool equal to your Ether Attribute. For each point of Ether, you gain a touch-attack for "Heal by Silver." You may refresh this skill per long rest, equal to your Ether attribute.

*Angelica is a Melancholic healer. She has an Ether attribute of 3. This means that, per Silver refresh, she can 3 times touch a packet to an individual, including herself, and call "Heal by Silver." Since she uses her Silvery reserves to heal, she can take a minute to refresh these three touch-attacks 3 separate times before she needs to rest at a Conservatory.*

### **We Can Be Strong**

**CP Cost: 3**

**Attribute Cost: 2 Copper**

You expend 2 Copper, and gain the ability to touch a packet to an ally, and call, "Stabilize by Water." You may do this a number of times equal to your Ether attribute.

*Angelica has the ability to rinse out the wounds of dying friends. She has an Ether attribute of 3. At the start of a battle, she expends 2 Copper, and gains 3 touch-attacks for "Stabilize by Water," as her Ether is 3. When she has expended these 3 touch-attacks, she will need to rest at a Conservatory.*

### **I've Done This Before**

**CP Cost: 2**

**Attribute Cost: 1 Iron**

You may expend 1 Iron, touch a packet to a recipient, and call, "Agony and Cure Maim."

### **Try to Make the Worse Seem Better**

**CP Cost: 3**



**Attribute Cost: 1 Iron**

You may expend a Iron, spend 10 seconds roleplaying a good bedside manner, and then touch a packet to a recipient, and call, "Cure Fear" or "Cure Awe."

**Control Your Poison**

**CP Cost: 3**

**Attribute Cost: 1 Copper**

You may expend 1 Copper, spend 10 seconds roleplaying finding the appropriate healing tools, and touch a packet to a recipient, and call, "Cure Poison" or "Cure Disease."

**Tell Me Who Hurt Ya**

**CP Cost: 2**

**Attribute Cost: None**

You are able to touch a packet to a recipient, and call, "Diagnose  
[Mental/Metabolic/Physical/Elemental/Disease/Poison/Fear/Awe/Stun/Paralyze/Stricken/Silence]  
"

**Be the Cure**

**CP Cost: 5**

**Attribute Cost: 2 Iron**

You may expend 2 Iron, spend 10 seconds roleplaying finding the appropriate medical supplies, and touch a packet to a recipient, and call, "Cure Physical."

## Sanguine Skills

Sanguine individuals are skilled at protecting and bolstering themselves in even the most dangerous of situations.

### ***Primary Humor: Sanguine***

**Cost: 0**

### **Sanguine Armor**

**CP Cost: 6**

**Attribute Cost: None**

You may wear 2 additional points of armor, as represented by an appropriate armor prop. These points stack with other armor skills you have purchased.

### **Sanguine Vitality**

**CP Cost: 4**

**Attribute Cost: None**

You may add 1 point of Vitality to your Vitality number.

### **Silver in the Wound**

**CP Cost: 4**

**Attribute Cost: 2 Silver**

You may expend 2 Silver to make an attack for "2 Damage."

### **And We Run**

**CP Cost: 3**

**Attribute Cost: 1 Copper**

You may expend 1 Copper, and make an attack for, "Disengage."

### **Rub It In**

**CP Cost: 1**

**Attribute Cost: 1 Gold**

You may expend 1 Gold, roleplay rubbing dirt in a wound for 3 seconds, and call, "Heal 2 to Self."

### **Band-aids Don't Fix Bullet Holes**

**CP Cost: 4**

**Attribute Cost: 2 Gold**

Once per long rest, you may expend 2 Gold, and call out the defense, "Parry" to negate a melee or gun attack.

### **Shake It Off**

**CP Cost: 3**

**Attribute Cost: 1 Iron**

You may expend 1 Iron, and call out, "Purge Physical" to end the effects of a physical attack.

**Season for Battle Wounds**

**CP Cost: 3**

**Attribute Cost: 1 Copper**

You may expend 1 Copper to call "Resist" to an attack of "Destroy Weapon," "Destroy Shield," or "Destroy Armor."

## Choleric Skills

*Choleric individuals are gifted in the ways of dealing both large amounts of damage and devastating offensive strategies.*

**Primary Humor: Choleric**

**Attribute Cost: 0**

**Choleric Armor**

**CP Cost: 4**

**Attribute Cost: None**

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

**Choleric Vitality**

**CP Cost: 4**

**Attribute Cost: None**

You may add 1 point of Vitality to your Vitality number.

**Walk the Line**

**CP Cost: 3**

**Attribute Cost: 1 Copper**

You may expend 1 Copper, and call out, "Disengage."

**Needle Tears a Hole**

**CP Cost: 4**

**Attribute Cost: 2 Silver**

You may expend 2 Silver to make an attack for "2 Damage."

**I Will Make You Hurt**

**CP Cost: 3**

**Attribute Cost: 1 Iron**

You may expend 1 Iron to make an attack for, "Agony."

**Cut You Down**

**CP Cost: 3**

**Attribute Cost: 1 Gold**

You may expend 1 Gold to make an attack for "Short Maim."

**Eyes Wide Open All the Time**

**CP Cost: 4 CP**

**Attribute Cost: 2 Copper**

Once per long rest, you may expend 2 Copper, and call "Avoid" to any melee, missile, or packet attack that hits you.

**Empire of Dirt**

**CP Cost: 3 CP**

**Attribute Cost: 1 Copper**

You may expend 1 Copper, and purge one root, slow, or paralyze effect with the elemental or physical trait.

# The Tarot

## The Emperor

**Primary Humor: Phlegm**

**Secondary Humor: Phlegm**

**CP Cost: 4**

### **Take Your Protein Pills**

**CP Cost: 4**

**Attribute Cost: None**

You may add 1 point of Vitality to your Vitality number.

### **Check Ignition**

**CP Cost: 2**

**Attribute Cost: None**

You may diagnose mental, metabolic, physical, elemental, stun, paralyze, stricken, silence, and fear.

### **Ziggy Really Sang**

**CP Cost: 2**

**Attribute Cost: Once per event, 1 Ether**

Once per event, you may expend 1 ether, spend 10 second delivering a speech meant to dispel fear, and call, "By My Voice, Cure Fear."

### **Put Your Helmet On**

**CP Cost: 4**

**Attribute Cost: 1 Iron**

You may expend 1 Iron, spend 3 seconds roleplaying with a target, and then make a touch-attack for, "Cure Mental."

### **Don't Bring Me Down**

**CP Cost: 5**

**Attribute Cost: 1 Copper**

You may expend 1 Copper to call "Resist Mental" to any attack with the Mental carrier.

### **Look Up Here**

**CP Cost: 1**

**Attribute Cost: 1 Gold**

You may expend 1 Gold, and call out, "By Your Name, [Name], Expose by Inspiration."

### **We Can Beat Them, Forever and Ever**

**CP Cost: 3**

**Attribute Cost: Once per long rest, none**

Once per long rest, you may spend 1 minute delivering *your* version of an inspirational speech. You may then call out, "By My Voice, Grant 1 Protection by Inspiration." This inspirational speech can *only be interrupted* by a "Silence Effect" a "Frenzy Effect" or falling Unconscious. *You may be hit with other attacks, and continue to deliver your speech.*

### **Talking Tall**

**Required: Got Two Bones to Pick**

**CP Cost: 5**

**Attribute: Improved Silver Skill, 1 Silver**

Instead of expending 2 Silver, you may expend 1 Silver, touch a packet to an ally, and call out, "Grant Attack: 2 Damage."

### **The Hierophant**

**Primary Humor: Phlegm or Sanguine**

**Secondary Humor: Phlegm or Sanguine**

**CP Cost: 4**

### **You Know How It Goes**

**CP Cost: 2**

**Attribute Cost: Once per event**

Once per event, you may spend at least five minutes roleplaying with someone with whom you wish to ally yourself. You may then touch a packet to them, and say, "Imbue Trait Comrade by Tactics." They have this trait until the end of the event.

### **Heads Up**

**CP Cost: 2**

**Attribute Cost: 2 Iron**

You may expend 2 Iron to call out, "By Your Name, [Name], Cure Frenzy."

### **Plan for It**

**Required: It's Automatic**

**CP Cost: 5**

**Attribute Cost: None**

Per short rest, you may call out, "Elude by Tactics" to the first called melee, missile, or packet attack that hits you.

### **Started from the Bottom**

**CP Cost: 4**

**Attribute Cost: 1 Silver**

You may expend 1 Silver, touch a packet to an ally with the Comrade trait, and call, "Refresh 1 Armor to Comrade."

**I Feel Left Out**

**CP Cost: 6**

**Attribute Cost: None**

Every time you grant a Unique Defense or Protection to a person with the Comrade trait, you also take that unique Defense or Protection. To indicate this, after you grant a Unique Defense or Protection to a person with the Comrade trait, you may immediately call, "And Grant [Unique Defense X/Y Protection] to Self" where X is the name of the defense, and Y is the number of protection."

*Patrick is a skilled Hierophant, who often bolsters his comrade Lydia. Patrick has such a strong tactical understanding of Lydia's fighting style. When he uses his Phlegmatic leadership to bolster her, he is able to also bolster himself. Therefore, when Patrick improves Lydia's protection, he also improves his own. He may therefore bolster both of them by saying, "Grant 2 Protection to Comrade, and Grant 2 Protection to Self."*

The Chariot

**Primary Humor: Phlegm or Cholera**

**Secondary Humor: Phlegm or Cholera**

**CP Cost: 4**

**Make Me Stronger**

**CP Cost: 4**

**Attribute Cost: None**

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

**My Presence is a Present**

**CP Cost: 5**

**Attribute Cost: 1 Copper**

You may expend 1 Copper to make an attack for "Short Silence."

**Take This, Haters**

**CP Cost: 3**

**Attribute Cost: 1 Ether**

You may expend 1 Ether to make an attack for "Inflict Target and Grant 2 Protection to Self."



**Bravery in My Bravado****CP Cost: 3****Attribute Cost: 1 Iron**

You may expend 1 Iron, and gain 2 attacks for, "Agony to Target."

**Toast for the Scumbags****CP Cost: 4****Attribute Cost: 1 Gold**

You may expend 1 Gold to make an attack for, "6 Damage to Target."

**Bow in the Presence of Greatness****CP Cost: 2****Attribute Cost: 2 Silver**

You may expend 2 Silver to call out, "By My Voice, Expose Target by Determination"

**The Pain Ain't Cheap****CP Cost: 5****Attribute Cost: 1 Iron**

Once per short rest, you may expend 1 Iron and call out, "Resist by Determination" to an attack with any Metabolic or Elemental carrier attack that hits you.

**The Empress****Primary Humor: Phlegm or Melancholia****Secondary Humor: Phlegm or Melancholia****CP Cost: 4 CP****Heal Us All****CP Cost: 5****Attribute Cost: None**

You carry on your person a prop that is representation of your medical supplies and/or healing tools. It may be a portable medkit, or it may be a bag of witchy healing herbs. As long as you have this prop on your person, you may call, "Imbue by Medicine" and gain 5 packet-attacks for "Heal 2 by Silver" per long rest. In order to deliver one of these packet-attacks, you must spend 3 seconds roleplaying with your medical prop, before calling, "Heal 2 by Silver." These 5 packet-attacks last for the duration of a long rest. After a long rest, you must spend an additional 1 minute at a workstation, replenishing your kit.

**Winner's Mind****CP Cost: 5****Attribute Cost: 2 Silver**

You may expend 2 Silver, touch a packet to a recipient, and call, "Grant Unique Mental Defense, Shield."

### **Can't Fix What You Can't See**

**CP Cost: 4**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, touch a packet to a recipient, and call out, "Cure Stricken."

### **Speak My Mind**

**CP Cost: 2**

**Attribute Cost: None, once per long rest**

Once per long rest, you may spend 10 seconds delivering an inspirational speech, and then call out, "By My Voice, Cure Awe by Inspiration" or "By My Voice, Cure Presence by Inspiration."

### **I Woke Up Like This**

**Required: Heal Us All**

**CP Cost: 2**

**Attribute Cost: None**

Once per event, you may spend 10 seconds tending to your medical kit prop, and call "Imbue by Tactics" to immediately refresh the 5 packet-attacks for "Heal 2 by Silver" in your medical kit.

*Jamey was skilled in the medical talents of the Empress. They had planned for a last ditch effort in a desperate fight. While Jamey could normally only use their medical kit to heal their allies 5 times during a long rest, they had planned for a one-time extra emergency use of the kit. After exhausting all 5 applications in their medkit, Jamey concentrated for a few moments, called "Imbue by Tactics," and readied their emergency supplies.*

### The High Priestess

**Primary Humor: Melancholia or Cholera**

**Secondary Humor: Melancholia or Cholera**

**CP Cost: 4**

### **What the Water Gave Me**

**CP Cost: 5**

**Attribute Cost: 1 Copper**

You may expend 1 Copper, and gain a packet-attack for "Heal 4 by Water."

### **The Heartlines on Your Hand**

**CP Cost: 4**

**Attribute Cost: None**

Your First Aid time is 10 seconds.

*Note: This is being play-tested at 10 seconds. If we feel that we need to increase it, we will increase it to 15 seconds.*

### **You Better Run**

**CP Cost: 2**

**Attribute Cost: 1 Gold**

You may expend 1 Gold, and gain a packet-attack for "Cure Stun."

### **One Bright Moment**

**CP Cost: 2**

**Attribute Cost: None, once per event**

Once per event, you may call, "Imbue by Secrecy," touch a packet to an ally, and call "Cure Stricken and Heal All to Self."

### **Ropes Have Been Unbound**

**CP Cost: 5**

**Attribute Cost: None**

You may deliver "Heal" and "Cure" effects with a Weapon or Shield in your off-hand. You must have both hands free to perform First Aid.

## Strength

**Primary Humor: Melancholia**

**Secondary Humor: Melancholia**

**CP Cost: 4 CP**

### **My Own Seeds**

**CP Cost: 5**

**Attribute Cost: None**

Your healing skill is increased. Each time you deliver a "Heal 2" effect, you may instead call "Heal 3."

### **Wanna Change the World**

**CP Cost: 3**

**Attribute Cost: None**

Once per long rest, you may refresh your Silver in 10 seconds versus the usual 1 minute.

### **Cannot Come to Harm**

**CP Cost: 4**

**Attribute Cost: 2 Copper**

You may expend 2 Copper to may a touch-attack for, "Cure Elemental."

### **The Wars Come Easy**

**CP Cost: 4**

**Attribute Cost: 1 Iron**

Once per long rest, when you are struck by an attack with an effect or a trait that you could cure, expend 1 Point of Iron, and call out “Resist” to negate that effect.

### **Life I’ve Grown**

**CP Cost: 4**

**Attribute Cost: 1 Ether, Once per event**

Once per event, spend 1 Ether, you may expend, spend 3 seconds readying yourself, touch a packet to an individual, and call, “Cure Death and Drain.”

### **My Own Tears**

**CP Cost: 3**

**Attribute Cost: None**

You gain 2 points of Melancholia. These 2 points may be used in place of any attributes needed for an ability with the Heal or Cure effect. These 2 points refresh during your Long Rest.

### **Life Should Be Lived**

**CP Cost: 2**

**Attribute Cost: None**

Your First Aid time is reduced to 30 seconds.

### **Explain it to Me Once Again**

**CP Cost: 2**

**Attribute Cost: Once per Event**

Once per Event, if you have seen a carrier trait in combat that has effectively hit one of your allies, you may, after a long rest, meditate, and gain a touch-attack for “Cure [Trait]” where [Trait] is the trait you witnessed.

### Wheel of Fortune

**Primary Humor: Sanguine**

**Secondary Humor: Sanguine**

**CP Cost: 4**

### **I Got Stamina**

**CP Cost: 4**

You may add 1 point of Vitality to your Vitality number.

### **I Put My Armor On**

**CP Cost: 6**

You may wear 2 additional points of armor, as represented by an appropriate armor prop. These points stack with other armor skills you have purchased.

**Come Back When I'm Good and Old****CP Cost: 4****Attribute Cost: 1 Ether**

You may expend 1 Ether to Reduce Death to Unstable.

**I Am Titanium****Required: Buckler****CP Cost: 3****Attribute Cost: None**

You may use a Full Shield.

**All Your Bullets Ricochet****CP Cost: 4****Attribute Cost: None (Armor)**

You may expend 2 points of armor to resist an attack with the Fire carrier trait, by calling out, "With this armor, Resist."

*Note: Firearms will have the Fire carrier trait.*

**I Survived****CP Cost: 4****Attribute Cost: 2 Gold**

Once per long rest, you may expend 2 Gold to call out the defense "Parry" to a melee or gun attack.

**Hands on with Effort****Required: Smith****CP Cost: 2****Attribute Cost: None**

You may repair Destroyed Weapons and Shields in 30 Seconds.

**Holding on For Tonight****Required: Smith****CP Cost: 2**

Once per event, you may, for the duration of time between long rests, call, "Imbue by Fortune," and reset your armor in 30 seconds.

## The Hermit

Primary Humor: Sanguine or Cholera

Secondary Humor: Sanguine or Cholera

CP Cost: 4

## The Lonely Loner

**CP Cost: 4**

**Attribute Cost: 1 Ether**

Once per long rest, you may expend 1 Ether, and call "Imbue by Solitude." For 1 minute, you may remain a stationary Spirit.

## Erase Me

**CP Cost: 2**

**Attribute Cost: 2 Gold**

Once per long rest, you may expend 2 Gold to silently resist any "Expose" effect.

## Hey, Mr. Rager

**Required: Needle Tears a Hole**

**CP Cost: 5**

**Attribute Cost: 2 Silver**

Any of the attacks you gain from the skill Needle Tears a Hole may be delivered instead as "Double 2 Damage" from behind.

## Shake the Shade

**CP Cost: 2**

**Attribute Cost: Once per event**

Once per event, you may take a long rest and refresh your attributes in a place that is not a Conservatory.

## Slow Mo

**CP Cost: 4**

**Attribute Cost: 1 Iron**

You may expend a Iron to make an attack for "Short Slow."

## The Lovers

**Primary Humor: Sanguine or Melancholia**

**Secondary Humor: Sanguine or Melancholia**

**CP Cost: 4 CP**

## The Sensual World

**CP Cost: 4**

**Attribute Cost: None**

You may add 1 point of Vitality to your Vitality number.

### **Sparkle the Dark Up**

**CP Cost: 4**

**Attribute Cost: None**

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

### **Running Up That Hill**

**CP Cost: 2**

**Attribute Cost: None**

Your First Aid time is reduced to 30 seconds.

### **Thunder in Our Hearts**

**CP Cost: 5**

**Attribute Cost: None**

You may cast with a shield or weapon in your off-hand. Additionally, you may deliver any "Heal" ability *through your weapon* rather than through a touch-attack or packet-attack.

*Since Jerrica was a Lycanthrope, her allies never thought it too strange that she punched some vitality into people-- still, it was always a bit odd to see the other healers, crouched over corpses with their medical kits, kindly administering salves, as Jerrica simultaneously struck individuals with her claws, calling, "Heal 2 by Silver."*

### **All Yours**

**CP Cost: 3**

**Attribute Cost: Once per event**

Once per event, you may spend 3 seconds of RP gathering yourself, and call, "Refresh all armor and heal all to Self." You must be conscious to use this skill.

## Magician

**Primary Humor: Cholera**

**Secondary Humor: Cholera**

**CP Cost: 4**

### **Power and Control**

**CP Cost: 4**

**Attribute Cost: None**

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

### **Out Bloody Cold**

**CP Cost: 2**

**Attribute Cost: Once per Event**

Once per event, if you are unstable, you may call “Imbue by Talent” and reduce yourself to Stable.

### **Be So Cruel**

**CP Cost: 4**

**Attribute Cost: 1 Gold**

You may expend 1 Gold to make an attack for “Double 2 Damage.”

### **I Could Treat You Better**

**CP Cost: 4**

**Attribute Cost: 1 Iron**

You may expend 1 Iron to make an attack for “Short Weakness.”

### **Let the Drum Beat Drop**

**CP Cost: 4**

**Attribute Cost: 2 Gold**

You may expend 2 Gold to make an attack for “Agony and 4 Damage.”

### **Every Day is a Chore**

**CP Cost: 2**

**Attribute Cost: 1 Copper**

You may expend 1 Copper to call out “Resist” to any “Weakness” or “Silence” attack.

### **On the Run**

**CP Cost: 4**

**Attribute Cost: 1 Ether**

Once per long rest, you may spend a point of Ether to call out “Avoid by Talent” to negate a missile, packet, or melee attack that hits you.

### **Unforsaken Road**

**CP Cost: 4**

**Attribute Cost: Once Per Event**

Once per event, you may focus for 2 minutes, and call “Imbue by Talent.” For the duration of a long rest, all of your Damage go up by 1. This ability ends once you reset your attributes during a Long Rest.



## Suited Skills

### Background Information

Some Canaries are more connected to the Aviary North than others. These Canaries are generally allied with one of the Suits. The Suits are a club term for the four different leaders of Aviary North. The Suits are divided into the Hearts, Diamonds, Sickles, and Clubs. While an individual may not choose to align themselves with a specific Suit, many, if not most, do. Becoming "Suited" comes with a small series of benefits. Staying unaligned comes with what is perhaps an arbitrary sense of freedom. But who can say?

Importantly, while members of the Suits may have some sort of sway within the Aviary North, they are not the leaders of the individual Suits. These leaders are *Staff NPC Roles*, and will remain as such for the duration of the change. (Though the individual leaders of the Suits may, of course, shift over time!)

### **Suit of Diamonds (Leader: King of Diamonds, Ashton Morris)**

**CP Cost: 3**

**Attribute Cost: None**

**Permanent Traits: Diamond, Suited**

*Calculating, headstrong, and completely certain that your cause is not only the best, but the only, valid course of action. Diamonds tend towards strategy, and a big picture goal that is more than happy to sacrifice smaller concerns at the altar of progress for the larger. Diamonds are adept at dealing with large groups of people, and shaping the energy of the crowd into driven ranks and files. This outlook stems not from a disregard for individual achievement, but in recognition of the fact that only truly exceptional people can excel. That process requires burning untold kindling to form a great pyre: Diamonds understand that it takes many thousands of rocks to craft a singularly great Tower. To be suited Diamond is to have complete dedication to your unique vision, and to pursue that vision, no matter the cost.*

*Diamonds work well together in that they recognize talent when they see it: Great acknowledges Great. Similarly, Diamonds enjoy the company of Sickles, as the ingenuity of a Sickle frequently complements the ambition of a Diamond. Diamonds often butt heads with Hearts, but understand that, for every successful empire, their needs to be a compassionate idealist to inspire the people. Diamonds and Hearts are a dangerous combination when their visions are aligned. Diamonds, while appreciative of the genius Clubs, are wary of their insight: after all, those who are willing to do **anything** to pursue their vision tend to hold many secrets.*

**Demagogue**

**Prerequisite: Suit of Diamonds**

**CP Cost: None**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and make a rallying speech of at least 20 seconds about tactics, potential, and progress-- as is appropriate for the situation. You may then call, "With Inspiration, By My Voice, Heal 3 to Canary."

### **Fearless Leader**

**Prerequisite: Suit of Diamonds**

**CP Cost: 2**

**Attribute Cost: None**

You are impervious to Fear, and call "No Effect" to any effect with the "Fear" carrier trait.

### **Suit of Hearts (Queen of Hearts: Grace Charest)**

**CP Cost: 3**

**Attribute Cost: None**

**Permanent Traits: Heart, Suited**

*Hearts are passionate, idealistic, and equal parts enamored with and disgusted by the world around them. Hearts lean towards the pragmatic realities of any situation: they intuitively understand the immediate needs and inspirations that define each moment of life. They understand issues to the very root and stem of the matter, and those realities are far more interesting than broader concerns. Hearts excel at dealing with individuals and small groups, fueling imagination and creativity to get the best out of people. This manner does not deny the trends and notions of the masses, but instead feeds them from the ground-up. To be suited Heart is to wade into the deep mires of others' internal lives, and to break those lives up, piece by piece. How else can lives be made into works of art?*

*Superficially, Hearts may be seen as overly sentimental and, however snidely, "bleeding hearted." For many Hearts, this is untrue: many Hearts use their superlative understanding of the world to manipulate it and its people. For this reason, Hearts and Diamonds are generally fabulous friends or terrible enemies: if their ideals, imaginations, and visions align, they can achieve greatness. However, a Diamond's disregard for the unique, nestled internal lives of individuals may repulse a Heart. Hearts and Sickles, however quietly, tend to see eye-to-eye. Whereas Sickles see the internal workings of the Calibrated world, Hearts understand the internal workings of those who occupy that world. Hearts often find Clubs singularly interesting, but Hearts make Clubs uneasy: after all, for a genius, what is more frightening than a person who can exploit that genius?*

### **Heart-to-Heart**

**Prerequisite: Suit of Hearts**

**CP Cost: None**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and spend at least 10 seconds attending the corpse of a fallen. If it is someone whose name you know, and with whom you have talked *for at least 15 minutes* prior to their Death, you may then call, “With Inspiration, Cure Death and Drain to Canary.”

### **Unbothered Elegance**

**Prerequisite: Suit of Hearts**

**CP Cost: 2**

**Attribute Cost: None**

You are impervious to pretension, and call “No Effect” to any effect with the “Presence” or “Awe” carrier trait.

### **Suit of Sickles (Leader: Jack of Sickles, Bishop Knight)**

**CP Cost: 3**

**Attribute Cost: None**

**Permanent Traits: Sickle, Suited**

*Sickles are contemplative, ingenuitive, and enthralled by the intricacies of procedure that make any- and every- thing tick. Sickles gravitate towards the tangible pragmatics of a situation, to affect the mechanisms of action that are, or could be, in place. Sickles are apt at dealing with the processes that make the world work, pulling strings to move mountains somewhere down the line. This proclivity is one based in the idea that everything can have a place and time, if only the system as a whole can be understood. Any raw material can be made into objects of excellence, if only the proper steps and methods are applied at the correct times. To be suited Sickle is to have an eye for details and their devils, and how they may be used most effectively.*

*Sickles can find a purpose and potential for every member of the Suits, as they are exceptional at finding the right method for the right situation. While the far-reaching ambition of a Diamond may come across as impulsive and arrogant to a Sickle, the Sickle can, nevertheless, appreciate the bigger picture the Diamond imagines: Sickles are exceptionally gifted at finding the intricate pieces to finish the larger puzzle. Similarly, while Sickles and Hearts often have vastly different interests, their shared attention to detail makes them easy allies. Sickles and Clubs are often friendly rivals: Clubs see things that Sickles fail to notice, and Sickles correct problems Clubs never knew existed. These friendly rivals, of course, can explode into full-blown nemeses.*

### **Charismatic Tinkering**

**Prerequisite: Suit of Sickles**

**CP Cost: None**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and spend 3 minutes assessing the situation around you. You may then call, “With Inspiration, By My Voice, Refresh All Silver to Augmented.”

### **Qualified Blueprints**

**Prerequisite: Suit of Sickles**

**CP Cost: 2**

**Attribute Cost: None**

Once per event, you may submit a Calibrated Schematic to the Jack of Sickles. He may be able to help you realize your plans.

*Note: Calibrated Schematics will be explored in game.*

## **Suit of Clubs (Leader: Ace of Clubs, Tabitha Rose)**

**CP Cost: 3**

**Attribute Cost: None**

**Permanent Traits: Club, Suited**

*Clubs are perceptive, intuitive, and determined to explore every darkened corner of an idea that could find use. Clubs are inclined to the theatre of possibility and all the varied facets of where it leads. Clubs are consummate merchants and explorers of theory and invention, offering insights into what is just past the horizon. This penchant is rooted in a hunger for the zeitgeist of the world at large. What could be done, should be discussed and furthered into the progress and genius of tomorrow. To be suited Club is to have a mind wide-open to light and shadow, to intent and accident, and to whatever comes next.*

*Clubs know they are valuable, and, for this reason, rub almost everyone slightly the wrong way. Nevertheless, Diamonds count a Club to be an unforgettable ally: much like Sickles, Clubs know how to fix problems; moreover, they tend to notice things that are invisible to all but the most perceptive. Sickles and Clubs genuinely appreciate one another's abilities, though the impulsivity of a Club is much better suited to a Diamond or Heart's leadership style. Clubs are wary of Hearts: wherein most Suits view Hearts as compassionate innovators, Clubs understand that, however red you paint the rose, manipulation is manipulation.*

## **Needful Things**

**Prerequisite: Suit of Clubs**

**CP Cost: None**

**Attribute Cost: 1 Ether**

Once per event, you may expend 1 Ether and call "Imbue by Inspiration." Until your next Long Rest, you have an Inspiration Pool of 5 Inspiration Points. You may use these Inspiration Points to replace any Gold/Silver/Iron/Copper that your normal skills use.

*Agatha is a member of the Clubs. She has the skill "Gardening Gloves" that allows her to expend 1 Gold to "Resist" any attack with the "Poison" carrier trait. She knows, in the next journey into Calibrated Space, she will be facing extraplanar entities that spew Poison. Agatha collects her Ether, and uses the skill "Needful Things" to Imbue herself with Inspiration. Agatha only has 3 Gold Attributes, but is able to use her Inspiration Pool to use the skill "Gardening Gloves" an additional 5 times.*

## **Further Oceans**

**Prerequisite: Suit of Clubs**

**CP Cost: 2**

**Attribute Cost: None**

You can see the... you're not so sure, honestly. Cracks? Lines? Fractures? Reflections? The way your mind works means that you can see the possible in the impossible-- and you can certainly track the things other people fail to notice. Occasionally, there will be texts and clues, scattered across the Aviary and Calibrated Space, that will read "**Requires Skill: Further Oceans.**" You may read these.

## Background Skills

### Purchasing Rules

Background Skills are meant to augment the Humoral skills. Background Skills are not free, but you can take as many as you like.

### A Reminder on Vitality, Armor, and Attributes

No combination of armor and vitality may exceed 10 points, unless you are given an in game grant. Similarly, currently no single attribute may go above 10 points.

### **Quick Notes to Play Thaumatrope:**

- Uncalled damage, whether from bow, magic, or gun, does not go through shields or weapons. Called (ranged) damage goes through shields and weapons.
- Magic attacks are considered packet attacks. Gun attacks are considered missile attacks. Archery attacks are considered missile (packet) attacks. Please consult the core Accelerant rules for information on weapon construction.

## Academic

CP Cost: 3

*You have some amount of scholastic training, and have moved through the tiers of higher education. Maybe you're an acclaimed researcher. Maybe you're a perpetual student. In any event, the Ivory Tower is your sometimes home.*

### **Between the Stacks**

**CP Cost: 3**

**Attribute Cost: None**

All those hours spent in archives and at roundtables has made you keenly aware of academic developments. You often know about new research projects before others.

**Note: This is a passive info skill. You are not guaranteed to hear something every event.**

### **Peer Review**

**CP Cost: 4**

**Attribute Cost: Between Event Skill**

People respect your research, and read your work: when you publish, your theories have a way of influencing people. Between events, you may submit a piece of research in your PEL: it should reflect research your character conducts over the course or game, and is submitting for wider publication. Remember, other academics may take issue with unfounded research.

### **Academic Prestige**

**CP Cost: 3**

**Attribute Cost: None**

You're no socialite, but your research influences the world around you, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

### **Mental Fortitude**

**CP Cost: 2**

**Attribute Cost: Once per event.**

You've been through the theoretical ringer, and can shake off any sort of burn-out. Once per event, you may spend 3 seconds of uninterrupted roleplay, and call, "Purge Drain by Experience."

### **Conference**

**CP Cost: 4**

**Attribute Cost: Once per year**

You have experience organizing conferences of academically minded folk. Once per year, you may plan a conference at the Aviary North. (You will work with staff to determine scheduling

logistics.) You may invite any you choose, but it is up to you to provide a theme of the conference. After 30 minutes of partaking in the conference, you may call, "By My Voice, Refresh 2 Ether by Excellence." *Combat may interrupt your conference; that doesn't mean that your half-hour is interrupted.* Additionally, it is said that if several academics work together to plan a single conference, they may, in fact, attract unusual attention.

## Augmented

CP Cost: 6

### **Altered Appearance**

**CP Cost: Required**

**Attribute Cost: None**

You have altered your body through exposure to Calibrated Therapy and/or Calibrated Surgery. While many in the Aviary North do not look fully human, you look especially different. You may have cybernetic features, animalistic qualities, elemental characteristics, or something else. When you submit your character history, you should also submit a brief idea for your appearance.

### **Aggravated Calibration**

**CP Cost: Required**

**Attribute Cost: None**

Augmentation has made your body and mind more susceptible to attacks "By Caliber." You take one extra damage from attacks with the carrier trait Caliber. If hit by an attack with this carrier trait, you call "Increase." In addition to this, if you are given a beneficial effect with the Caliber trait, you may take the beneficial effect, but must then also call "Absorb" and take the effect "Agony." You may not negate the Agony effect.

*Matilda is Augmented. She is hit with a spell for "4 Damage by Caliber." She calls "Increase," and takes an additional 1 damage, for a total of 5 damage. Matilda drops to the ground, and her friend, Siegfried, attempts to heal her. Matilda calls, "Heal 2 by Caliber" to which Matilda calls, "Absorb." While she takes the 2 points of Healing, she also then immediately takes an Agony effect.*

### **Augmented Clarity**

**CP Cost: 5**

**Attribute Cost: None**

Augmentation has offered you a sense of control over your own faculties. You call "No Effect" to any attack or beneficial effect with the "Will" carrier trait.

### **Augmented Claws**



**CP Cost: 3**

**Attribute Cost: None**

You have Augmented weaponry that manifests as claws appropriate to your individual Augmentation. You may grow and retract claws in both hands with which you may attack and parry. You may fight with a claw in each hand at the same time, but you may not fight with claws and other weapons or a shield. You may use one long claw and one medium claw, or two long claws. The time it takes to prepare the claws or put them away is the time it takes to grow or retract the claws.

### **Augmented Reality**

**CP Cost: 2**

**Attribute Cost: None**

You notice things about the world that others do not-- particularly as such things pertain to Caliber. Every so often, you will notice a text tag that will read, "**Requires Skill: Augmented Reality.**"

### **Augmented Armor**

**CP Cost: 6**

**Attribute Cost: None**

Your Augmentation has greatly strengthened your physical manifestation. You gain 2 Points of Augmented Armor. These stack with and function as armor from other sources.

### **Augmented Body**

**CP Cost: 6**

**Attribute Cost: None**

Your Augmentation has greatly strengthened your physical manifestation. You gain 2 Points of Augmented Vitality. These stack with and function as does Vitality from other sources.

### **AVAD**

**CP Cost: 4**

**Attribute Cost: None**

You have AVAD (explained below) and have gained the **Permanent Trait: Infected**.

**Note: There is no obvious mechanical benefit to AVAD. It is a plot choice that functions in the larger game. To take this skill is to play a character that is potentially stigmatized in-game.**

**From Game Glossary:** Auxiliary Viral Augmentation Disease is a viral disease impacting the nervous system. AVAD is poorly understood, and has only been defined in the last 5 years. AVAD, to date, only impacts Augmented individuals. The transmission of AVAD is not well understood, though it is generally correlated to exposure to fragmented Caliber; it is similarly commonly believed that individuals with AVAD can transmit it to other Augmented individuals through direct contact. AVAD is thought to have a 3% survival

rate. AVAD is a highly stigmatized disease, and individuals with AVAD are barred from most social spaces. AVAD is called 'Fracs' colloquially.

## Arcanist

CP Cost: 3

### Ritualism

**CP Cost: 4**

**Attribute Cost: None**

*Upon buying this skill, choose 2 traits from the Elemental, Physical, Mental, or Metabolic lists. Your packet attacks will use this carrier trait. You should consider how you want to represent your magic: are you a powerful psionist who uses "Will" and "Force" or a firebug mage who wield "Fire" and "Light"? NPCs will interpret your magic as having a particular flavor.*

They say that magic exists Outside, but very few people have seen it. In Calibrated Space, however, magic exists in many and varied forms. In Calibrated Space, which includes the Aviary North, you are able to use some form of arcane magic. It manifests differently for each person, and you should choose how it manifests for your individual character. In order to utilize your arcanical abilities, you carry on your person some sort of arcanical focus. This arcanical focus allows you to deliver any of the attack skills in the Humoral Rules (Sanguine, Choleric, Melancholic, and Phlegmatic), the Tarot Rules, and your Background attack skills (except for skills from the Firearms Specialist and Martial Artist backgrounds) by **spell packet**. While you are casting spells, you must have both hands free, and cannot be holding weapons in your off-hand. You are able to move freely between delivering your magic through a weapon, and casting spells, but you cannot throw spell-packets while holding a weapon or shield in either of your hands.

### A Seat at the Table

**CP Cost: 3**

**Attribute Cost: 2 Ether**

Rituals are a funny thing in the Aviary North: you're never quite sure when people are doing them, exactly, but you almost always know they're happening. Particularly if there is a game of cards. There is a Blackjack Table, frequented not only by the Suits, but often by Lady Luck herself: you have an open invitation to that table. You may, when a Blackjack game has been announced, expend 2 Ether, and contribute your resources to the Ritual Game. The more players, the more exciting the game.

### Ritual Pool

**CP Cost: 4**

**Attribute Cost: None**

You have a pool of Ritual magic that enables you to cast minor spells. For each skill purchased in the Ritualist Header, you gain 1 use of the following attack: “2 Damage by Will.” The Ritual Pool resets when you take a long rest or when you refresh it with the skill “Refresh Ritual Pool.”

### **Refresh Ritual Pool**

**Requires: Ritual Pool**

**CP Cost: 2**

**Attribute Cost: 1 Gold, 1 Copper, 1 Silver, 1 Iron**

Once per Long Rest, you may spend 1 minute of uninterrupted focus, expend 1 Gold, 1 Copper, 1 Silver, and 1 Iron, and call, “Imbue by Ritualism.” This refreshes your Ritual Pool.

### **Calibrated Curiosities**

**CP Cost: 2**

**Attribute Cost: None**

It takes a good deal of training and arcanical power to understand the intricacies of the Calibrated world. Calibrated Engineers, of course, can understand most things. Most, but not all. You are gifted at sensing anomalies in Calibrated Space. Every so often, you will notice a text tag that will read, “**Requires Skill: Calibrated Curiosities.**”

## **Artist**

CP Cost: 3

*You're talented in some sort of art form-- maybe it's painting, sculpture, textile arts, theater, dance or music. Your talent has gifted you with a small amount of Prestige, and you may exert that Prestige on the Star Chart.*

*Note: This should be something you can actually represent in game.*

### **Aesthetic Observations**

**CP Cost: 2**

**Attribute Cost: None**

Your work in the arts has given you some interesting professional contacts. Every now and then, you'll hear something through one of them, even if it's just gossip about a scandalous exhibit.

**Note: This is a passive info skill. You are not guaranteed to hear something every event.**

### **Artistic Prestige**

**CP Cost: 3**

**Attribute Cost: None**

Your work influences the world around you, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

### **Artistic Expression**

**CP Cost: 6**

**Attribute Cost: Once Per Event, 1 Ether**

Your art gives you a sense of clarity and belonging. Once per event, you may expend 1 Ether, and sit down for at least 30 minutes working on an art project. (You can be creative with this: if you are an actor, for instance, you could rehearse a scene.) After at least 30 minutes, you may then touch a packet to yourself, and call, "Cure Permanent Trait Destabilized to Self by Genius." *This 30 minutes may be interrupted by combat. You can restart your count where you left off, should you be interrupted.*

**Note: Please be respectful of other people's space while working on your art project. This includes noise, as well as the amount of space you're taking up.**

### **Happy Little Trees**

**CP Cost: 4**

**Attribute Cost: 2 Iron**

You may expend 2 Iron, and call out, "Purge Mental by Artistry" to end the effects of an attack with a Mental carrier trait.

## Athlete

CP Cost: 3

*You're athletic: maybe you box, maybe you hike, or maybe you dance. You have a higher constitution than many, and a kinesthetic natural skill.*

### **Athleticism**

**CP Cost: 4**

**Attribute Cost: None**

You have one additional Vitality.

### **Walk it Off**

**CP Cost: 2**

**Attribute Cost: Once per event**

Once per event, you may call out "Purge Physical" to any physical attack.

### **Stretch it Out**

**CP Cost: 2**

**Attribute Cost: Once per long rest**

Once per long rest, you may call out “Resist” to any “Weakness” or “Slow” attack.

**Head in the Game****CP Cost:4****Attribute Cost: Once per long rest**

Once per long rest, you may spend 5 seconds stretching, and call, “Heal 4 to Self by Conditioning.”

**Bootlegger****CP Cost: 3**

*Perhaps you personally brew spirits legally, but you owe your history to a noble tradition of illicit engineers of any number of alcoholic beverages. You make your own alcohol, and its good enough, or at least effective enough, to have garnered you some Prestige. (Please note: Accelerant does not allow real alcohol.)*

**Through the Grapevine****CP Cost: 2****Attribute Cost: None**

Your work providing craft alcohol to bars has given you some interesting professional contacts. Every now and then, you’ll hear something through one of them, from the literal and figurative grapevine.

**Note: This is a passive info skill. You are not guaranteed to hear something every event.**

**Liquid Prestige****CP Cost: 3****Attribute Cost: None**

Your work influences the world around you, and you have gained a small amount of Prestige.

You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game

**Fire in Your Belly****CP Cost: 4****Attribute Cost: 1 Ether**

You may expend 1 Ether, spend 5 seconds roleplaying drinking a strong spirit, and call, “Refresh All Iron to Self.”

**Drinking Buddy****CP Cost: 6****Attribute Cost: Once Per Event, 1 Ether**

Sometimes, someone just needs a listening ear, and a drinking companion. Once per event, you may expend 1 Ether, and sit down with an ally for at least 30 minutes, talking about life and the universe. After at least those 30 minutes, you may then touch a packet to that ally, and call, "Cure Permanent Trait Destabilized." They may refuse your touchcast.

## Botanist

CP Cost: 3

*You have a powerful green thumb, and keep a modest garden-- either for yourself or someone else.*

### Healing Herbs

**CP Cost: 2**

**Attribute Cost: None**

You can use natural herbs and plants to heal wounds. The use of this skill requires a prop representing an herb bag or medicine kit. This prop must be at least big enough to hold a packet. Per use, you may spend a minute preparing your ingredients and then activate them. Once activated, you may take a packet out of your medicine pouch and touch the packet to someone to use a "Heal 2 by Gold" on that person. You may only have one use of this skill active at any one time and each use requires one minute of role play as you prepare your stock.

### Herbal Remedy

**Cost: 2**

**Attribute Cost: None**

You can use natural herbs and plants to heal poisons. The use of this skill requires a prop representing an herb bag or medicine kit. This prop must be at least big enough to hold a packet. Per use, you may spend a minute preparing your ingredients and then activate them. Once activated, you may take a packet out of your medicine pouch and touch the packet to someone to use a "Cure Poison by Gold" on that person. You may only have one use of this skill active at any one time and each use requires one minute of role play as you prepare your stock.

### Gardening Gloves

**CP Cost: 2**

**Attribute Cost: 1 Gold**

Once per long rest, you may expend 1 Gold, and call "Resist" to any attack with the "Poison" carrier.

### Horticultural Prestige

**CP Cost: 3**

**Attribute Cost: None**

Your work influences the world around you, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

## Calibrated Engineer

CP Cost: 4

*You are an expert at using and channeling Caliber. Caliber is a bioarcanical substance, and is represented in-game by purple lights and props. Caliber is harvested through a process known only to a handful of people, but distributed by any number of magnates. It is the currency of the world, as it provides energy for a wide variety of industries and processes.*

### **Calibration**

**CP Cost: 4**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and call "Imbue by Calibration." After doing this, you may then use the carrier trait **Caliber** for **any of your** attack skills in the Humoral Rules (Sanguine, Choleric, Melancholic, and Phlegmatic) the Tarot Rules, and your Background attack skills (except for skills from the Augmented Background). After expending 1 Ether, you may freely switch between your normal attack traits and Caliber for the duration of the event. Calibration must be performed, and Ether expended, every event.

### **Calibrated Design**

**CP Cost: 5**

**Attribute Cost: Once Per Event**

You have studied Caliber enough to draft blueprints of your ideas for new uses of Caliber. You may, once per event and in-game, show your one set of blueprints to a Master Engineer; they will then determine if they can help you implement these blueprints. *You must meet a Master Engineer in-game in order to find someone who can help you with this undertaking.*

### **Engineering Prestige**

**CP Cost: 3**

**Attribute Cost: None**

You help make the Calibrated World go, and you have gained a small amount of Prestige. You will receive 2 Constellary at check-in. This amount may increase, depending on the actions you take in game.

### **Calibrated Expertise**

**CP Cost: 2**

**Attribute Cost: None**

No one understands Calibrated Space like an Engineer, and you've learned how to understand changes in the landscape. Every so often, you will notice a text tag that will read, "**Requires Skill: Calibrated Expertise.**"

## Criminal

CP Cost: 4

*You have a seedy background. Perhaps it's well behind you-- perhaps it's still your day to day life. In any event, you have been engaged in crime long enough to be reasonably good at any number of unsavory tasks. Remember, while the Aviary North is a relatively morally grey space, there may be those less than pleased with criminal antics.*

### Slippery

**CP Cost: 2**

**Attribute Cost: Once per event.**

You've been in some tricky situations, and it's hard to pin you down. Once per event, you may spend 3 seconds of uninterrupted focus, and call, "Purge Root by Experience."

### Quick Death

**CP Cost: 4**

**Attribute Cost: 1 Ether**

You can kill people quickly and easily. You may expend 1 Ether, and may an attack for "Death."

### Criminal Prestige

**CP Cost: 3**

**Attribute Cost: None**

There's no rest for the wicked, and you have gained a small amount of Prestige. You will receive 2 Constellary at check-in. This amount may increase, depending on the actions you take in game.

### Resist Expose

**CP Cost:3**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and "Resist" any "Expose" effect. You do not need to verbally call out Resist.

### Meeting of the Minds

**CP Cost: 4**

**Attribute Cost: Once per year**



You have enough influence to call together a secret meeting of criminally inclined individuals. Once per year, you may submit a request to call a secretive criminal meeting. (You will work with staff to determine scheduling logistics.) For this meeting, you can invite anyone you like, but it's never guaranteed who will (or won't) show up.

## Disciple

CP Cost: 5

*You are faithful to some higher power, and that something, or at least some other something, gives you abilities not explained by natural means. You must define to what you are faithful in your Character History; your faith does not manifest on the Outside, but does manifest in Calibrated Space.*

### **Devoted**

**Cost: Required**

**Attribute Cost: None**

You wear on your person some emblem of your Faith. This emblem must be approved by staff. .

### **Practiced Strike**

**Cost: 3**

**Attribute Cost: 1 Iron**

*Some things in Calibrated Space are... strange. While there are many dangerous extraplanar beings that exist in Calibrated Space, there are also ones that don't seem to belong: your Faith allows you to strike out at things that are out of place. At the start of game, however, you don't necessarily understand this ability. It is merely a function of your Faith that you may pursue in-game.*

You may expend 1 point of Iron to call out "6 Damage to Anomaly," and make an attack to strike down your foe.

### **Devoted Prestige**

**CP Cost: 3**

**Attribute Cost: None**

Your devotion influences the world around you, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

### **Full Shield**

**CP Cost: 6**

Many Disciples, like Paladins of times past, use specialized weaponry, sometimes including a full shield. Oftentimes, the full shield is decorated with the emblem of the Disciple's Faith.

You may use a full shield.

**Note: It is unusual to see a full shield in the Aviary North: they're considered somewhat gauche, and *always* dangerous. Moreover, some of the only people who seem to use full shields are the Disciples-- religion isn't exactly popular in the Aviary North, and garners some level of interest, and maybe even derision. Remember: carrying a *full shield* is always something of a statement.**

### **Calibrated Faith**

**CP Cost: 2**

**Attribute Cost: None**

Your devotion offers you a particular perspective about the world around you. This perspective may or may not be accurate, but it certainly allows you to notice things other people do not. Every so often, you will notice a text tag that will read, "**Requires Skill: Calibrated Faith.**"

### Firearms Specialist

CP Cost: 4

*You are skilled in the use of pistols as represented by an appropriate nerf gun toy. You can fire 10 bullets for uncalled damage. After 10 bullets you must spend one minute of focus to refresh your 'Arsenal' by role playing cleaning and reloading another set of bullets. Bullet attacks that have a verbal due to a skill or enhancement do not count against this total. You may not use your gun as a blocking weapon. If you are struck with a melee attack while shooting or attempting to shoot, you must spend 3 second re-focusing. In melee combat, Gun props may be struck: if they are struck, you should treat it as a melee strike to your person.*

*Unless you have the skill "Nimble Shooter," you may not wield a weapon or shield in your off-hand.*

Note: For your prop gun, you may not use a battery operated ("electric") toy; all toy props must be manual. Furthermore, you are not allowed to use velcro-tipped "Dart Tag" Nerf darts (and similar knock-offs) for your props.

### **Humoral Firepower**

**CP Cost: 5**

**Attribute Cost: None**

Your advanced skill with firearms allows you to deliver any of the attack skills in the Humoral Rules (Sanguine, Choleric, Melancholic, and Phlegmatic) and Tarot Rules by missile.

### **Pistol**

**CP Cost: 2**

**Attribute Cost: 1 Iron**

You may use a pistol to deliver “ranged” missile attacks. You may expend 1 Iron to make a dart attack for “2 Damage by Fire” or gain 5 (more) uncalled shots. If someone hits your pistol prop, you must spend 3 seconds roleplaying checking and reloading your weapon.

**Note:** *The following nerf toys count as pistol props: Nerf Jolt, Firestrike, Pink Crush, Doublestrike, Hammershot, Sweet Revenge, Maverick, Strongarm, any one-handed dart blaster*

**Nimble Shooter****CP Cost: 3****Attribute Cost: None**

While wielding a pistol, if you have the ability to use a one-handed weapon, shield, or buckler, you may wield the one-handed weapon, shield, or buckler in your off-hand. Your pistol does not count as a blocking weapon.

**Enhanced Arsenal****CP Cost: 2****Attribute Cost: None**

Your Arsenal now consists of 20 bullets instead of 10.

**Gunslinger****CP Cost: 4****Attribute Cost: None**

You may wield a pistol in each hand. The second pistol does **not** increase your maximum number of uncalled shots, and both guns’ shots count towards your arsenal limits.

**Scavenge Brass****CP Cost: 2****Attribute Cost: None, Once Per Event**

Once per event, you may spend 3 seconds readying your empty arsenal, and call out, “Imbue to Arsenal by Preparation.” Your arsenal is instantly refreshed to full.

**Hail of Bullets****CP Cost: 3****Attribute Cost: 1 Ether**

You may spend 10 seconds readying your gun, expend a bullet, and call out “Imbue to Arsenal” to gain 10 missile attacks for “2 Damage.” These attacks fade when you take a long rest to refresh attributes. You cannot deliver these missile attacks with a melee weapon.

## Martial Artist

CP Cost: 4

### **Unarmed Combat**

**CP Cost: Free**

**Attribute Cost: None**

You are skilled in unarmed combat, and may use your fists, rather than a weapon, to attack and parry. You may fight with a fist in each hand at the same time, but you may not fight with fists and other weapons or a shield. You may use one long fist and one medium fist, or two long fists. The time it takes to prepare your fists or put them away is the time it takes to physically ready yourself.

**Note: You may use red weapon reps to indicate fists. However, in order to distinguish you from a clawed Augmented, you must wear some sort of red glove: these may be fingerless gloves or full gloves-- they just need to be apparent. You may remove them when you're not fighting.**

### **Vital**

**CP Cost: 4**

**Attribute Cost: None**

You have one additional Vitality.

### **Jab**

**CP Cost: 3**

**Attribute Cost: 1 Silver**

You may expend 1 Silver, and make a melee attack for, "2 Damage."

### **Trained Strike**

**CP Cost: 4**

**Attribute Cost: 2 Gold**

You may expend 2 Gold, and make a melee attack for, "Agony and 4 Damage."

### **Bob and Weave**

**CP Cost: 4**

**Attribute Cost: 2 Copper**

Once per long rest, You may expend 2 Copper, and call out, "Avoid by Skill" to negate a melee, packet, or missile attack that hits you.

## Occultist

CP Cost: 3

*While you're perhaps a little less orthodox other practitioners of arcanics, you've found your niche: you are a gifted student of things supernatural, spooky, and unexplained.*

### **Resist Fear**

**Cost: 4**

**Attribute Cost: 1 Copper**

You have been in some frightening situations, and are well-suited to calming yourself in the face of fear. Once per short rest you may expend 1 Copper, and call out "Resist" to negate one attack with the Fear trait.

*If you also have the skill "Fearless Leader":* Once per short rest, you may expend 1 Copper, and instead of calling out "Resist" to negate one attack with the Fear trait, you call "Absorb" and then immediately call "Heal 1 to Self."

### **Chilling Touch**

**CP Cost: 3**

**Attribute Cost: 1 Silver**

You've learned some tricks of the trade, and are reasonably good at scaring people. You may expend 1 Silver, and make a melee attack for, "2 Damage by Fear."

### **Greater Seance**

**CP Cost: 4**

**Attribute Cost: 2 Ether, Once Per Event**

Once per event, you may expend 2 Ether and call "Imbue by Divination." You may then conduct some sort of Divination with an occult flavor appropriate to your character. At the end of the Divination, you may write down a question to ask of the forces around you. (Pragmatically speaking, give the written question to a member of game staff.) The Divination must take *at least 30 minutes*, and those 30 minutes must be *uninterrupted*. It is also said that when multiple Occultists work together, they are able to get a more powerful answers to their singular question. As a note: this is *not* a Between Event Skill. The Divination and handing off of the question must occur during the event.

### **Occult Prestige**

**CP Cost: 3**

**Attribute Cost: None**

Your Occult interests have given you strange connections, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

## Poisoner

CP Cost: 3

*Everyone needs a hobby.*

### **Painful Poison**

**CP Cost: 3**

**Attribute Cost: 1 Iron**

You are skilled at creating a simple yet painful poison from common materials, and you always have some venom on your person that is inert until you activate it by spreading it on your blade. Focus for three seconds to apply a venom to your blade. You may deliver a poisonous strike with that blade. Spend a point of Iron, call out "Agony by Poison," and make a melee attack to poison your foe.

### **Resist Toxicity**

**Cost: 4**

**Attribute Cost: 1 Copper**

You are used to dealing with all manner of toxic substances and materials. Once per short rest you may expend 1 Copper, and call out "Resist" to negate one Poison attack.

### **Poison Blade**

**CP Cost: 3**

**Attribute Cost: 1 Silver**

You may expend 1 Silver, and make a melee attack for, "2 Damage by Poison."

### **Poison Prestige**

**CP Cost: 3**

**Attribute Cost: None**

Your deadly abilities influence the world around you, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

## Socialite

CP Cost: 3

*Your hobby is people. You have friends in high places, and probably some even better friends in not so high places. You can gab, schmooze, and throw one hell of a party.*

### **Hear Gossip**

**CP Cost: 3**

**Attribute Cost: None**

You know important things and important people. The Aviary North is a hotbed of activity, and you are almost always the first to know the latest scandal.

**Note: This is a passive info skill. You are not guaranteed to hear something every event.**

**Spread Rumors****CP Cost: 4****Attribute Cost: Between Event Skill**

You have a way with words, and some significant powers of persuasion. Between events, you may submit a rumor in your PEL: it may be truth, or, perhaps even better, fiction. Remember, some people likely have better sources than you, and might know *exactly* who slandered them.

**Social Prestige****CP Cost: 3****Attribute Cost: None**

Your social graces and contacts influence the world around you, and you have gained a small amount of Prestige. You will receive 2 Constellary at check-in. This amount may increase, depending on the actions you take in game.

**Resist Pretension****Cost: 4****Attribute Cost: 1 Copper**

You have been in some remarkable situations, and are well-suited to brushing off those seeking to impress you. Once per short rest you may expend 1 Copper, and call out "Resist" to negate one attack with the Awe trait.

*If you also have the skill "Unbothered Elegance":* Once per short rest, you may expend 1 Copper, and instead of calling out "Resist" to negate one attack with the Awe trait, you call "Absorb" and then immediately call "Heal 1 to Self."

**A Social Seat at the Table****CP Cost: 3****Attribute Cost: 2 Ether**

Even if you are *not* an Arcanist with the skill, "A Seat at the Table," you always have an invitation to sit at the Blackjack Table. Once per event, you may, when a Blackjack game has been announced, expend 2 Ether, and contribute your resources to the Ritual Game. If you *are* an Arcanist with the skill "A Seat at the Table," your first participation in a Ritual Game does not cost you any attributes.

**Party****CP Cost: 6****Attribute Cost: Once per year, 2 Ether**

You know how to throw a damn fine party. Once per year, you may plan a party at the Aviary North. (You will work with staff to determine scheduling logistics.) You may invite any you

choose, but it is up to you to provide a theme and entertainment. After one hour of partaking in the party, assuming the party is a success, you may expend 2 Ether, and call, "By My Voice, Cure Permanent Trait Destabilized." *Combat may interrupt your party; that doesn't mean that your hour is interrupted-- indeed, everyone knows that a real party doesn't start until someone's swinging.* Additionally, it is said that if several socialites work together to plan a single party, they may, in fact, attract unusual attention.

## Survivalist

CP Cost: 6

*Not everyone who frequents the Aviary North has had an easy or comfortable life. Either by choice or accident, you've lived a dangerous life, and it has impacted you. You know how to survive the world around you, even if, in the Aviary North, Survival doesn't seem particularly necessary.*

### **Survival Armor**

**CP Cost: 6**

**Attribute Cost: None**

You gain 2 additional points of Armor.

### **Full Shield**

**CP Cost: 6**

Survivalists have experience with any number of weapons, and full shields happen to be one of the styles they can wield. Survivalists' shields are often made of improvised materials.

You may use a full shield.

**Note: It is unusual to see a full shield in the Aviary North: they're considered somewhat gauche, and *always* dangerous. Moreover, the only people who seem to use full shields are the Faithful-- religion isn't exactly popular in the Aviary North, and garners some level of interest, and maybe even derision. While you may or may not be a Faithful, people may assume you are-- which can have deleterious effects on your reputation. Remember: carrying a *full shield* is always something of a statement.**

### **Reduce Death**

**CP Cost: 4**

**Attribute Cost: 1 Ether**

You may expend 1 Ether, and call "Reduce" to any Death attack or Deathstrike. You immediately reduce the attack or deathstrike to Unstable, and fall unstable.

### **Survival Prestige**

**CP Cost: 3**



**Attribute Cost: None**

You've lived a dangerous life and have had some strange encounters, and you have gained a small amount of Prestige. You will receive 1 Constellary at check-in. This amount may increase, depending on the actions you take in game.

**Resist Expose****CP Cost:3****Attribute Cost: 1 Ether**

You may expend 1 Ether, and "Resist" any "Expose" effect. You do not need to verbally call out Resist.

**Avoid****CP Cost: 4****Attribute Cost: 2 Copper**

Once per long rest ,You may expend 2 Copper, and call out, "Avoid by Preparation" to negate a melee, packet, or missile attack that hits you.



