



## Credits

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Lead Designer

Chris Dodson

Lead Writer

G.D. Falksen

Additional Writers, Designers and Content Developers

Tim Frank, Lora Friedenthal, Matt Gray, Eric Rivera, Jason Smith, Dave Thompson

Special thanks to all of our playtesters who participated in the beta:

Eugene Allen, Matt Bell, Ginevra Boyes, John Boyes, Andrew Bragg, Carl Broast, Bryce Brown, Mai-ann Burns, Evyan Childs-Funnye, BJ Campell, Chris Carpinello, Alan Dobbs, Kim Dodson, Andrew Graf, Nicole Geisler, David Eberhart, Naomi Eberhart, Tina Harshbarger, Lee Harshbarger, Annick Huber, Brent Johnson, Jasen Jacobs, Jesse Jennings, Joe George, Melanie Gram, James Knight, Chris Long, Jay Lastinger, Robert Marshal, Sam Marshal, Zach Marshall, Connor McCarthy, Teresa Meldrium, Sean Mulhall, Brent Parmelee, Stephanie Parmelee, Jeanne Parris, Mitch Parris, Daniel Rager, Nathan Reed, Kyle Roberts, Travis Rountree, Adam Ross, Cameron Skuzza, Wendy Stern, Aaron Stern, Robert Tanga, Alex Trader, Ajani Thomas, Courtney Werner, Dave Werner, Jeff Whitehead, Kim Whitehead, Stuart Wolf.

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# the WORLD of AIR

On June 30, 1908, the world as we know it ended. Beginning in the frozen wastes of central Siberia and radiating outward, a cataclysmic event shattered the earth's surface into fragments, evaporated the seas, and collapsed the innermost recesses of the planet into the vast molten core. With this Great Upheaval, the mysterious material known as aether was released back into reality from millennia of dormancy, bringing with it all manner of fantastic possibilities, gods and monsters.

Much of humanity perished in the event or shortly after, as countless civilizations collapsed into barbarism. But where the many succumbed, some resisted the chaos and won through, albeit changed by the most harrowing experience ever to befall the human race. Pockets of survivors used their ingenuity, courage, organization and technology to retain the structures of modern civilization, and they soon began to rebuild their shattered world. These communities grew from city-states to nations and finally into new empires that sought to remake the glory and prosperity of the lost 19th century. From the ruins of that longed-for golden age, the new nations of humanity have rekindled the fires of industry and, like their ancestors before them, pushed forward to conquer the unknown.

It is now two hundred years since the great cataclysm. The dark days of the past are now long gone and the survival of civilization is no longer in doubt. The great nations of the Known World have built a new golden age of peace and prosperity that rivals even the dreams of their Victorian ancestors. But with such success comes overconfidence, and as the nations scheme and plot, debate and trade, and vie against one another for supremacy, the wise wonder what the future may hold if national pride outpaces the power of diplomacy. Meanwhile, criminals still threaten the supremacy of law and order, just as they have done since time immemorial. Pirates terrorize merchant ships, while smugglers defy the authority of national governments. Closer to home, crime syndicates have formed in the comfort of a stable society, fattening themselves upon the misfortune of others.

Still, there future offers much for brave souls with the courage and skill to make their fortunes. Much of the world remains a mystery, and in this new Age of Exploration, there will always be a place for those willing to venture into the unknown. This is an age of explorers, adventurers, diplomats and tradesmen working together to build the future. This is a world of endless possibility, intrigue and adventure.

This is AIR.

## Civilizations and Cultures

What remains of the world are floating islands in the sky, known as eyots. Most eyots are pieces of earth that were not consumed by the earth's core during the Great Upheaval, although new eyots routinely form as fragments of land are thrown up into the sky from the depths below. The largest eyots boast complex ecosystems and many of them are home to human settlements, whether minor towns, great cities or the far-flung colonies of major nations. Other, smaller eyots are unable to support more than small outposts, but they remain coveted for either strategic reasons or for the resources they contain. Like the empires of old, new nations and factions vie against one another for control of countless eyots spread out over vast tracks of open sky. Petroleum fuel and the internal combustion engine are unknown in this world, the planet's oil reserves having been consumed during the Great Upheaval. Instead, a greater refinement of steam engine technology has stepped in to take its place, powered by coal, wood and flammable gas.

## Cultural Overview

The world of AIR is caught up in a dynamic age of scientific development, exploration and expansionism. The great powers all compete eagerly with one another, working to safeguard their own borders while expanding their holdings and influence into the uncharted regions of the world. This struggle for control and new territory inevitably leads to international tensions, intrigue, diplomacy and even war. The threat of war is like a shadow hovering over the AIR world, growing ever more terrifying as military technology becomes even more advanced. Small-scale conflicts between nations are not uncommon, and some have bitter rivalries with one another that stretch back for generations. Meanwhile, pirates and criminal organizations are an ever-present threat to law and order, keeping the military busy even during peacetime. But while conflict is a very real possibility, this modern age is nevertheless a time of general peace. Diplomacy and trade are paramount, and have created a demand for explorers, entrepreneurs and craftsmen, who are as vital to the nation's survival as the brave soldiers fighting on the battlefield or in the skies. The AIR world is one of endless opportunities for a variety of callings. Those who love war and those who love peace, those who explore the uncharted frontiers and those who remain safely at home pushing forward the advancement of science or keeping the wheels of commerce turning, all have an equal place in the world of AIR.

## Blackwood's Landing

The setting for AIR Maelstrom is the floating eyot called Blackwood's Landing. The colony was founded by a lost London expedition who went into the Maelstrom in the year 96. The survivors sent a rescue signal, and although help came, they soon discovered that although Airships could enter the Maelstrom, there was no way to escape. They accepted that they were stuck for an indefinite period of time, and in order to survive their harsh new home, they set up base camp with the salvaged parts of their airship. The town grew and eventually became what we now call Blackwood's Landing.

Through the aethercaster, the survivors and their new families were able to maintain contact with the outside world. Many still hold hope of rescue, but many have simply given up and become comfortable with their new frontier home. Though technically a colony of the London Commonwealth, the locals have found the need to create and enforce its own laws. Many who live there maintain their old loyalties, and attempt to carry out the orders of those back in their homes, in the hopes of one day being rescued, or merely for the occasional supplies that outsiders are willing to airdrop down to those who remain loyal.

There are many dangers to face, and from time to time others show up, either newly lost airship crews, wandering pirate crews who refuse to join polite society, and sometimes much worse— the mutants of the Maelstrom known simply as the Scourge. Uncovered records in the area have led to speculation that that the Scourge are what has become of those who were living near the land located within the area of the Maelstrom at the time of the Great Upheaval.

*The signs were everywhere, for those willing to listen. The portents had been set down millennia before and indoctrinated in many a prophet's book, yet few truly believed. Darkness and evil had become catch phrases bandied about by politicians and those whose faith had switched to greed and power. We were ill-prepared when it came true. And it all came true.*

*So many were taken in the beginning. The floodgates opened and all our worst nightmares were made reality. Those of us who survived the initial onslaught had to learn quickly...or we were taken. But we fought back, and held our own...till the Scourge came. They struck without warning, and quickly we were overwhelmed. All was lost...till the Rising.*

*The ones who rose were saved, taking our best and brightest, leaving the rest behind to be consumed in fire and flame.*

*And now what do we have? A world that has been shattered not once but twice, with nightmares that still stalk our dreams and our reality. All of the old hates no longer matter. All of that seems childish in comparison to what we face now. We are even more in danger than we were before. Hope has left our world, and all that remains is the need to survive. We are an endangered species now.*

*Heaven help us all.*

*-discovered at Blackwood's Landing, author unknown*



# Welcome to Air Malestrom

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## What is an RPG?

In a Role Playing Game (RPG) a player takes on the role of a *character* they create specifically for a fictional game world. The characters interact in this fictional setting just as actors do when portraying characters on stage or in a film. While professional actors work from a set script, role players are improvisational and work free form. Their motivations come from both knowledge of the character they are playing and what they have learned about the other characters and the setting. Within the setting of the game, they make decisions and take actions based on what they feel their character would do. Other players respond to these activities as they feel their character would. What happens if you protest in outrage the arrest of a friend due to trumped up charges? Do so and find out.

## What is a LARP?

LARP is an acronym for Live Action Role Playing. The difference between a traditional RPG and a LARP is that rather than sitting at a table describing activities and actions, the players of a LARP physically perform those actions and activities as their character. A Live Action RPG is a chance to literally become an actor. All that is required to be a Live Action Role Player is a willingness to put on a costume appropriate to the game's setting and the willingness to take on the role of a fictional character. Figure out what kind of person your character is and then act accordingly. Decide if your character is shy or bold, if he, or she, wants to be a hero or a simple subject. There is no winning or losing, only playing, and that itself is the winning.

## The AIR community

AIR Malestrom is more than just a game that meets once and while. The vast majority of AIR players are friendly, fun, eager to be helpful, and enjoy spending time with the kind of person who finds LARPing and gaming to his or her liking. By getting to know them, you help AIR become more encompassing, and more involving. Feel free to ask questions if you have them. The point of AIR is to have fun. Relax and enjoy yourself, and not only will you have a good time, but everyone else will too. Don't sit in your cabin all day, ignoring other players. Get out and see the game world.

## Following the Rules

This rulebook provides the specific rules that govern the world of AIR. This framework levels the playing field, and allows the game to proceed without, "he said, she said", or "I hit you, no you didn't!", arguments. But these rules are not the most important thing.

## In-Play vs. Out-of-Play

In-play, or *in-game*, refers to something that exists in the fictional game world. Out-of-play, or *out-of-game*, is something that doesn't exist in the game, but in the real world. That guy over there might be an influential merchant with a retinue of guards, is *in-game*. But *out-of-game* he's Joe Smith, who works as a banker, with a bunch of other Joe Smiths, all wearing costumes. Unless otherwise indicated, all players are assumed to be in-game at all times; while eating at the tavern, while walking to a location where a specific event will be held, and so forth. To indicate that you are out-of-game, and thus are a person and not a character to be interacted with, you must have a neon colored strip of cloth looped prominently across your torso. You should only be out-of-game for a valid reason. Reasons for being out-of-game include going to and from a bathhouse for a shower or restroom break, for medical reasons (such as injury), while packing or unpacking your car, and other similar occurrences. A valid reason for being out-of-game do not include, "because a huge band of thugs is coming up the trail that will kill my character." If you have a legitimate and valid reason for being out-of-game, a Marshal may ask that you make an active effort to avoid players, as you will ruin the atmosphere of their game.

## The Character Sheet

Your character sheet is used to track all your character details, such as skills. The character sheet also details other information AIR Administrators might need to know about a character or player. This character sheet should be kept on a player's person *at all times* while playing the character, as it may be referred to by an Administrator or Marshal at need. At the end of an Event, Players should turn their character sheet in before leaving site. Failure to do so can complicate and possibly prevent character advancement. Upon request from an Administrator, a player should be prepared to show a character sheet for any skill or knack that they used or wish to use. Marshals may spot check character sheets for the appropriate skills.

## Player Ethics and Cheating

A LARP is unique from many other types of games since the player is the 'piece' being moved and manipulated within the game. Because of this, a commitment to ethical conduct is required on behalf of all involved players toward one another and the game itself. AIR simply will not work without honesty and fair play. Intentionally breaking the rules is cheating, and those players who attempt to cheat the system will certainly be able to find ways of doing so sooner or later. Cheating not only takes away from the cheater's game experience, but also from the experience of everyone else in the game.

Aside from outright cheating, 'sloppy play' must be monitored. Sloppy play is being constantly ignorant of the rules and thus inadvertently breaking the rules. Inadvertently breaking the rules can be just as bad, if not worse, than actual cheating, because it creates tension between honest players. The player who broke the rules without knowing is angry because they are being accused of cheating, and the other is frustrated as they saw someone break the rules and assumed they were intentionally cheating. When Administrators see instances of this behavior, they will issue verbal warnings to make the player more aware of the situation he is creating. These are not open accusations of cheating, but should a player continue to inadvertently break the rules, they will have to be dealt with in a disciplinary manner just as if they were intentionally cheating.

Another type of cheating is called meta-gaming. Metagaming is the use of out-of-game information, that the character could not know in-game, to the advantage of that character or to the detriment of another character. Metagaming is a form of cheating in AIR and will be handled as such.

Beyond rules infractions are the considerations of player ethics and conduct. As with any interesting and enjoyable game, AIR fosters a competitive atmosphere among many players. It is important that entertaining competition not turn to anger and aggression. Try not to let your character's failures upset you, and especially end up taking such anger out on other players. If you feel you are close to losing your temper, walk away to cool off. Hopefully such incidents of unhappiness will be rare, but if they do occur, it is important that players not end up taking action they will later regret. All players should remember to be respectful of other players. Always remember, *it is just a game*.



# Your First Event

It is easy to get started playing AIR. By wearing clothing that is somewhat relevant to the period, you stand a good chance of blending in for your first few games. Later, as you finalize your character, you can add bits stylish clothing that fit the Steampunk look. Remember when making your character, the first three events that you play are a trial period; your character and skill sets can be changed within that time period, but are locked in after your third event.

## Check-In

Check-in usually occurs near the Game Center, and there you will be given a cabin assignment for your sleeping quarters for the event. Administrators are available during check-in to help you to get your first character made, and answer your questions about what you will need to start playing. After defining the character you wish to play, you will be given a Character Sheet containing all the information about your character.

## New Player Orientation

Upon attending your first event, you must go through the New Player Orientation Course. At this time you will be able to see how things work in action before having to experience them in-game. This is a good time to get any questions answered that you may have about how the game is played. You will also go on a short adventure where you get to test all your skills, acquire some treasure and gain experience in a very safe environment before heading out into the big world. This course is mandatory, and will take approximately three hours, including the adventure.

## The In-Play Tavern

The tavern is a central part of the town. At the Tavern, players may find real, “out of play”, hot food and cool drinks. The Tavern always has hours of operation posted, because those who manage and maintain it also play characters and want to participate in the game.

## Volunteering

The Administrators, Entertainers and Marshals work hard to keep the game running, but without the help of players, the game could not function. Every player is asked to volunteer for a period of time at the events. This is quite fun and many new players find themselves volunteering for more than their required time. Volunteering is a great way to learn the basics of the game without actually risking your character’s life. All volunteering is rewarded with Gear Points, which are used for a number of purposes to help your character become more powerful and effective, so make sure to sign up for a volunteering shift.

## Check-Out

When the event is over, you will need to go to the Game Center and turn in Character Sheet. After events, many players often go out for a good meal to relate their exploits and exchange stories. Players also earn Gear Points by helping to clean the site.

## Character Update

There is a specified time after each event and before the next when a player may advance his or her character by learning new skills. Players should check the website to find the deadline for Character Update times following each event. The player may submit an update by writing new skills learned on their Character Sheet, turned in at the end of the event, or through an email submission following the event. All new skills listed in the update must be accompanied by the signature/permission of a teacher (*see the Skills section for further details*).

# Safety Rules

Physical contact is necessary in AIR combat, because weapons must hit their targets to take effect. While contact is unavoidable, specific rules must be observed for the safety of the players. Approved 'foam weapons' are the only things players may use to touch each other. At *no time* during combat may any player touch another player with anything other than a foam weapon without their consent. Punching, kicking, bumping, shoving, biting, head butting, wrestling, brawling, and all other forms of physical contact are strictly prohibited. This rule is non-negotiable and repeated or intentional violation will result in being asked to leave the game.

## Charging

Charging is where one player 'bulls' into or 'runs over' another player during a combat. This is not allowed. If two players are dueling, one backing the other in a hard press, and the backing player stops moving backwards, the advancing player must also stop moving. Continuing to moving forward, in an attempt to continue pressing the opponent back, might result in physical contact, and thus is illegal. During such a hard press, the pressing player should maintain safe stopping distance between himself/herself and the other player. Failure to maintain such distance usually results in a charge, and is thus illegal.

## Trapping

Trapping is where one player 'catches' or 'pins' another player's foam weapon against a surface, with their body or their own foam weapon. It is illegal to restrain foam weapons in this manner. Players may not catch an opponent's sword under their arm and hold it there, nor may they step on it and trap it against the ground.

## Holds

A 'hold' is a pause in the game world. When a player, Administrator, or Marshal shouts "HOLD!" all in-game activity must cease. Players should freeze in their tracks and remain where they are. No characters may take any actions during a hold; they are in a bubble of stopped time. Holds are very intrusive to the flow of the game, and often jar players out of the immersive reality of the game world. Holds should be called only when necessary, and never frivolously. Whenever possible, the game should be allowed to continue.

## Valid Reasons for Calling a Hold

Holds are generally called for either safety reasons or to sort out a crucial game problem. Only Marshals or Administrators may call holds for game problems, but any player who sees a valid and urgent medical or safety concern may call a hold. Anytime the safety of players is at risk, a hold should be called. If a foam weapon has broken in the heat of combat, resulting in bare or jagged PVC pipe becoming exposed, a hold should be called. If a player has become injured and is unable to continue, a hold should be called. If a situation near the combat is dangerous, such as an open flame, broken glass, or a steeply sloping hillside, a hold should be called. The AIR Administration will allow players to call holds to retrieve their glasses in the dark, should they be knocked off by an errant foam weapon swing.

## Wrong Reasons for Calling a Hold

Do not call a hold because your character is about to be killed by monsters. Do not call a hold because you are waiting for the return of a player who left to go to the bathroom, eat, or sleep. Do not call holds to pick up some more foam bullets. Do not call a hold because you are tired of running, and want to rest. Do not call a hold because the combat looks to be headed for some muddy ground, and you do not want to get your costume dirty. A player should only call a hold if he or she identifies a specific safety or medical issue that must be addressed immediately.

# What to bring to an AIR event

The closest, most appropriate comparison to attending an AIR event, from a packing and preparation perspective, is a camping trip. AIR events are weekend-long, and most are held at state parks, which are usually located away from major urban areas. To get the most out of the experience, a little attention to packing is required, so players don't find themselves in the middle of a rural area at two in the morning without things they need. The outline below is not meant to be an all inclusive list of what to bring, rather, it is intended to provide a useful guideline for players.

## Clothing

Always ensure you check the weather conditions for the weekend prior to completing packing. Events are held year-round, including during the winter and summer months, rain or shine. As AIR is an active game involving a lot of exercise (running around, a lot of walking, jumping about enthusiastically), lacking the proper clothing for an entire weekend during adverse weather can result in not just discomfort, but also lead to serious medical complications.

## Costumes

Costuming is a vital component of the game. While costumes should strive to be appropriate to the setting of the game, and for the character and nation they represent, costumes must also meet more basic requirements. Costuming should also be flexible enough to protect the player in non-temperate weather conditions. This means summer weight costumes should breathe well enough to allow perspiration to escape, and cooler air to circulate in. A heavy costume during summer, one that does not allow for adequate body cooling, can result in heat stroke or heat exhaustion. Winter weight costumes should be warm enough to prevent too much body heat from being lost, but also be breathable enough to prevent a player from perspiring heavily while engaged in activity. Attention should be given to footwear, as a weekend of activity can be rough on the feet. Because they are anachronistic, modern running shoes or 'sneakers' are strongly discouraged. In fact, all anachronistic clothing should be avoided. At first, you will be able to get away with some basic generic costuming, but you will eventually want to improve your costume as you define your character.

## Normal Clothing

Not all of a player's time at a AIR event will be in character. Bring comfortable, weather appropriate, clothing in which to sleep, relax, or head off-site for a bite to eat.

## Sleeping and Camping Gear

Players should bring items and material suitable to make beds, as the cabins in state parks are not supplied with bed linens. This includes sleeping bags, sheets and blankets, pillows, and sometimes even cots. Players will often be fatigued after retiring for the day (or evening), and an uncomfortable sleep period will detract from the overall experience. During winter, additional covers should be brought to ensure comfort and safety.

## Cabin Items

Bring the kinds of items you feel would be useful during the event. This might include, but not be limited to:

- Folding or easily portable camp chairs
- Fans (during summer)
- Cooler (for drinks and snacks)
- Drinks, snacks, and sandwiches
- Flashlights or 'camp lanterns'
- Garbage bags and a broom (for cleanup)
- Decorative props

- Soap, shampoo, conditioner
- Toothbrush, toothpaste, dental floss
- Bath towel, bath robe, 'flip-flops'
- Toilet tissue and paper towels
- Deodorant or antiperspirant
- Baby Powder (soothes rashes or skin rubbed raw by chafing clothing)
- Aftershave, cologne, and/or perfume
- Eyeglasses case (and an extra pair)
- Contact lens case and solutions
- Small hand mirror
- Combs and brushes
- Bug spray
- Sun block

## Medical Supplies

Air keeps and provides an emergency first-aid kit on-site. Further, some players may have jobs or skills in providing medical first-aid in the event of mishap. These players, designated as Medics, are available for emergencies on site. However, it is suggested players bring routine medical items to handle the usual assortment of bumps and scrapes one can accrue during an active weekend in a rural setting. The Administrators suggest the following for basic first-aid:

- Band-Aids, gauze pads, medical tape (does not irritate skin)
- Aspirin, ibuprofen, and/or acetaminophen (Tylenol)
- Topical anti-bacterial ointments and/or sprays
- Aloe Vera lotion (helps with sunburned and dried skin)
- Hydrogen peroxide
- Chemical Ice-pack (in case of a sprain, helps reduce swelling)
- Ace bandage wrap

Any prescription medications your doctor has prescribed, even if you only take them infrequently (the middle of a rural wooded setting is not the time to realize you did not bring your asthma inhaler)

## Game Items

Those items needed to play the game should be brought; this not only includes 'paperwork' needed for your character, but also those items that would be of use to carry with you as you move about the site while playing:

- Foam Weapons
- 'Real' money for off-site restaurants and other expenses
- Small flashlight (useful for looking at your sheet, or looking for a dropped items out of play)
- Foam Bullets/Ammunition
- Light Sticks (for light effects generated by magic)

Also, duct tape, extra pipe foam, and maybe spare PVC pipe for Repair of foam weapons is highly recommended for those players whose characters use foam weapons. Some players choose to bring extra weapons to swap out with if something happens to their primary use weapon phys-reps.

# What you should not to bring to a AIR Event

As always, there are things inappropriate to an event:

- Alcohol (regardless of age)
- Illegal or prohibited drugs
- Cigarettes or smoking materials (only if under age)
- Real weapons of any kind (swords, daggers, firearms, etc...)
- Unattended flames of any kind (candles, tiki torches, etc...)

These rules are inviolate and no exceptions will be made. They are for the safety of the players, of the game, and to help preclude any misunderstandings or hurt feelings between participants of AIR events, or between Administrators and other authorities (such as the Park Service, the Police, Parents, etc...). Those found in violation of these prohibitions will be subject to ejection from the event, and possibly banned from future events. Those violating civil or state ordinances may be subject to prosecution under the auspices of the civil or state authorities.

## A Note About Stealing

Characters may from time to time wish to steal the possessions of other *characters*. This is allowed, but in no circumstance may a *player* steal from another *player*. Doing so is out of game theft and will be dealt with accordingly. To further define this distinction, a character may steal anything that has a bar code on it, or any item that has an in game production value associated with it (*see Skills section*). Props of any kind should never be destroyed or stolen, such as clothing, costume jewelry, banners, etc. When a phys rep is taken, it should be brought to the Entertainment Center immediately, so that nice phys reps (owned out of play) can be returned to their owners, even though another character now possesses the item.

# Entertainment in Air Maglstrom

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## Who are the staff? How does the game run? What can I do to help?

The AIR entertainment model is designed to use very few full time staff. Player volunteers are empowered so that a lot of entertainment is covered with minimal full time staff. Full time staff prep work goes into making sure it's easy for volunteers to show up on a shift and do their job. It's your contribution as a player that is both fun and rewarding, and even helps your character to advance more quickly in the form of Gear Points.

Please understand that everyone works very hard at events and are usually running an endless stream of errands, doing what needs to be done in order to provide you, the player, with an enjoyable experience. These individuals would like to help everyone, but also may not be able to aid every player at every time. Please be patient; every player is important, and their concerns will be addressed. If you have such a concern, find the appropriate person and obtain assistance with your problem.

## Administrators

The Administrators of AIR are the owners and creators of the game, who have worked to bring the game into existence as a LARP for us all to enjoy. Admin run the game and do not play, though they may from time to time play recurring NPCs. They oversee the business aspect of things and help where needed, deal with customer service issues and just generally make sure things run smoothly.

## Writers

Writers are very familiar with the content of the AIR universe and the steampunk aesthetic. They also know the rules of the game well enough to incorporate the proper range of challenges into an adventure. Writers also take care of the main overarching story arcs that the full time storytellers will execute. They may or may not be a player— it is possible that a writer may never even come to an actual event, as their work is largely behind the scenes.

## Storytellers

Storytellers tell the main story arcs of the game through engagement with the town as a whole. They direct all of the other marshals and coordinate and run large scale encounters as well as oversee and help prepare the adventure marshals for their adventures. There are very few Storytellers, and they are rarely players.

## Adventure Marshals

These are people who are approved and qualified to run pre-adventures, and make up the bulk of the actual on site entertainment. They are generally experienced larpers who understand the pacing of Larp game play and show good judgment when tough calls are needed. They also show an ability to run content as written and not deviate unnecessarily and without very good reason from prewritten adventures. They also understand the rules of the game very well, especially the combat and adventure skills. The work can be physically demanding and is always "out in the field". Adventure marshals are players who run adventures during their volunteer shift, and are assigned actors to assist them.

## Crafting Marshals

These people are very familiar with the Economic system and often prefer indoor or less physically demanding volunteer work. They help players at the crafting center go through the crafting process and play the mini-games needed to do so. They must learn to play all of the crafting mini-games and record relevant data. These can be players.

## Rules Marshals

Rules Marshals know well the rules of the game and help act as referees during combat, especially big ones. Players can become combat marshals, and are authorized to make rules calls when disputes arise. Rules Marshals are almost always players.

## Actors

Actors are players who volunteer to be NPCs or combatants in adventure scenarios and town encounters. This is what the majority of players do when volunteering for the game.

## Kitchen Staff

for those handy in the kitchen, a volunteer shift can be taken to help the tavern stay running. Kitchen staff may or may not be players. Players can do their volunteering in Tavern by signing up for work shifts. You can also work a tavern shift in addition to your monster shift and earn Gear Points. Help is always welcomed in preparing and serving food, and in cleanup and maintenance.

## Logistics

These volunteers help with setup and take down and cleanup of the many props and the site. This work is largely done just before or just after the actual play event time. Players may volunteer for logistics work.

## The Game Center

The Game Center is the nerve center of the game. You may deposit your character's money there, obtain or trade in permanent items from Gathering or Production skills, and perform other 'administrative' tasks involving your character's activities. An Administrator or Marshal can generally be found at the Game Center.

## The Entertainment Center

The Entertainment Center is the location from which the Storytellers run the storyline and encounters for the game. Various functions associated with in game actions are handled there, so you should become familiar with its location.

# Character Creation Overview

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The player characters (PCs) involved in a game make the heart of any RPG. Backgrounds and settings serve as the backdrop against which the characters move. The characters make a game unique, each different, and each special. AIR supports a great many skills and heritages, and a nearly infinite number of possible motivations and goals for those same characters. Will your character be bold or cautious, cheerful or dour? It's up to you.

## Create a Character Concept

The first step in creating a character is defining motivations and personality, much like a writer would for a character in a book or TV show. Is the character a rich nobleman's heir, or a simple farmer's child seeking fortune and fame? How about an airship crewmember seeking a bit of coin for a ship of her own? Perhaps you wish to play a merchant hoping to set up shop and manufacture useful goods? Whatever you decide for your concept, choose something you will enjoy playing throughout the course of a weekend, and that you will be able to maintain. The most important thing is that you have fun, so make sure you don't write yourself a role you do not like or will quickly grow tired of.

## Choose a Nation

AIR has seven unique nations represented in the game, each with its own genetically evolved human sub races. Each of these will have advantages and disadvantages with certain skills and professions. You should read each of these and choose one that seems most interesting to you. Just as with a personality, choose a sub race you will enjoy playing.

## Choose a Starting Profession

After choosing a nation, you will select a starting profession with which your character begins the game, such as *Doctor*, or *Pilot*. You can always learn more of these professions later, but the one you start with represents the one you plan to be best at.

## Choose Skills

After choosing a profession, you will want choose skills from a list within your profession. Skills represent the abilities and knowledge your character has learned and perfected prior to entering play. An aspiring combatant may have weapon skills and maybe knows how to use armor; an interrogator knows how to get information, and so forth. These starting skills must be purchased with *skill points*.

## Choose Knacks

Knacks are areas of ability in which a character is naturally adept or for which he has learned a special trick. In game terms they offer the player small bonuses or rare uses of skills or effects that can be useful in a pinch, or avoid the character having to purchase an entire profession to gain simple basic ability. A character can learn any number of knacks, but only some of them may be usable for an event (explained below). A character starts knowing all the knacks listed with their nation. More knacks can be learned over time; knacks are associated with nations and factions, and learning new ones require a high enough reputation with that nation or faction to learn. Learned knacks can be activated for an event by "spending" Reputation with the relevant nation or faction. The Reputation cost to activate a knack is listed with that knack. The character may activate any number of knacks whose sum does not exceed their Reputation total for that nation. Thus, a character with 20 Reputation with Mercia could activate a 3 point knack, a 7 point knack, and a 10 point knack for an event. The character could later choose to activate an entirely different set of knacks at a future event. Thus the "collection" of knacks one has may grow, but the player must still choose only a limited number to be active at any given event. In between events, a player can switch his knacks as he or she sees fit.



## Character Advancement

As you play the game, you will gain more skill points. These new skill points can be spent on new skills, thus increasing the effectiveness and diversity of your character. More complex skills cost more skill points to learn. The section on skills has more complete information.

## Costuming

Costuming can range from the extremely simple (and often inexpensive) to the very elaborate (and often quite expensive). You don't need to invest a lot of money to present a get decent looking costuming. Spend a little bit of time at a thrift store and watch a few period films to piece together an outfit that will be presentable enough for the game. Experienced players can help you with costuming, and point you to useful resources. As you continue to play you can obtain better and better costuming. There are a great many resources and a large community who are quite proficient at making good looking steam punk costumes.

## Create a Character History

Every character has a history, just as every person in the real world does. Plotting out these details (even if only in your head) make your character well rounded and more 'real', more like an actual person. AIR has its own game world, as such, you will want to take your rough ideas and work them into the specifics of the world. The world of AIR runs in a parallel earth timeline, starting in 1908, and has its own unique nations and cultures that have evolved out of a cataclysmic event that broke the world into thousands of floating islands called eyots. Read "The World of AIR" to get more details .If you take the extra step of writing your character background down, you should submit it when completed, and the storytellers will read it and advise you on any inconsistencies or impossible situations you may have created, and help you to tweak things so that they fit perfectly. Once your history is complete, the Storytellers can use it to write encounters for not only you, but for the game as a whole. Ideas come from many areas, and if players realize they have a sense of connection to the events happening around them, it makes the game that much more rewarding for all involved.

## Earn Gear Points

AIR players earn Gear Points, for 'out-of-game' contributions. At the event, Gear Points can be earned by volunteering time as an NPC (non-player character) or monster, working in the Tavern, helping with site setup or cleanup, or similar activities. Between events, Gear Points may be earned by volunteering time and materials, making nice props, weapons, costumes, or generally helping out the AIR Administrators with the game. Not only can Gear Points be converted into Skill Points, but they may also be converted into resources or money within the game itself. The rates at which Gear Points can be converted into Skill Points or other resources are subject to change. More information on what can be purchased with Gear Points can be found on the AIR website, including the ability to purchase Gears and ability to retrain from skills.

# The Nations of AIR

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## The Badlands

The Badlands are a vast and lawless region located to the west of the civilized nations. The people of the Badlands are a rugged and self-reliant bunch, who are used to hardship and have no qualms about taking what they need when they need it. It is no surprise that this region is home to countless pirate groups, all vying with one another for food, water and ammunition, the three resources most critical to their survival.

Most of these pirates are grouped into fleets run like private military dictatorships and controlled by glorified warlords who style themselves as “pirate lords,” whose ruthlessness and cruelty are great enough to force the independent-minded people of the Badlands into line. Other, smaller groups of pirates operate alone, constantly on the lookout for prey to plunder and more powerful enemies ready to do the same to them. Still others walk a careful line between crime and legality, selling their services as mercenaries and privateers to the nations of the east. Life in the Badlands is hard, and breeds great ingenuity.

But in this grim dog-eat-dog world of warlords and renegades, there stands a glimmer of hope. Independent freeports offer shelter and services to all comers, and one of these, the city of Acadia, has taken a remarkable step toward a new direction in the Badlands. The Acadians, styling themselves as “gentleman pirates,” openly reject the dichotomy of law-abiding versus monstrous thrust upon them by both the civilized nations and the pirate lords. Adhering to a chivalrous code of conduct and embracing piracy as a form of laissez faire capitalism, the Acadians demonstrate a third way of life between the extremes of “rampant piracy” and “civilized subservience.” They rob but they do not murder, always leaving their victims with enough supplies to survive until rescue.

But while they embrace a gentlemanly form of conduct, the Acadians are neither cowards nor weaklings. Emboldened by justifiable pride in their self-perceived nobility, the Acadians can and will defend to the death their society and the radical new interpretation of individual liberty that it represents.

**Starting Knacks:** Accurate, Aeronautic Jury Rigger, Aether Gunner, Bladesman, Brave, Careful, Cartographer, Drunken Pilot, Impulsive, Pistolier, Quick Blade, Quick Wit, Rifleman, Skysail Adept, Smuggler, Swift.



# Berowen



Sheltered in the bowl shaped eyot of Each Liath, the stubborn people of Berowen, the surviving descendents of Ireland, have had to make their own way in this harsh new world. With a craggy landscape, numerous bogs and twisted forests, all filled with wild and strange beasts, Each Liath is a dangerous place indeed. In the days that followed the shaking of the World, those that lived in the north of Eich Liath followed the herds of wild horses which lead to the forming of the Gwyr y Ceffyl, “Men of the Horse”, and rejected most of modern technology. Those to the south used what machines and technology they could salvage and repair to flourish.

In the center of the small eyot of Eich Liath sits the great bog Seascann de Gliondar. Hills ring the edge of the eyot, rising to mountains on the western side. Great forests cover most of Berowen. In the north of the eyot, forests give way to fields of red amaranth flowers. Beyond the western mountains lay the Ghealaf (Gelly) Expanse, a wind blasted wasteland of stone and little rain.

By the great bog Seascann de Gliondar, sits Berowen's capital city of Cruach. It is here that bio-chemists have made revolutionary advances in their craft. Rooted in the herbalism of their ancient druidic ancestors, their biotechnology can cure ills, strengthen the body, and invigorate the mind. It is also a key aspect of their breeding programs for improving livestock, horses, and their food supply.

Instead of being toxic and detrimental to the environment, Berowen's chemicals have a reputation of working in harmony with nature instead of against it. They dislike the industrialized

technology of most of the modern world, instead preferring to integrate their biological advances into their lifestyle. One such example is the Berowen bio-airship, a fascinating construction of bio-technology which has led many to believe the ship itself is alive.

In all ways the Berowen people maintain a strong connection to their natural environment, whether they be the nomadic horse clans who thunder across the red meadows of amaranth flowers near the city of Tine, or the herders of the harsh, wind-swept canyons of the Gelly Expanse. This close connection to nature has reinforced the rumor that the people of Berowen are fey touched. Indeed the Berowen people claim that the Tuatha De Danaan of old have returned to them on the very floating ships lore says once took them away. Whatever the truth, they have based their entire system of government upon the ancient fey courts of their ancestor's myths, and the old faith of Druidism has returned to become a dominant force in the culture.

**Starting Knacks:** Agile, Archer, Bladesman, Charismatic, Chemical Handler, Chemist, Curious, Gardner, Hunter, Leathersmith, Patient, Quick Blade, Quick Wit, Skilled Chemist, Stubborn, Willful.

# London Commonwealth

The London Commonwealth is a proud, ambitious and technologically advanced nation with vast territorial holdings and a large, diverse population. Tracing its history back into the mythic age before the Great Upheaval, London considers itself to be the great bastion of reason and civilization. The Commonwealth is governed by the radical concept of meritocracy, whereby power is vested in the best and brightest of its citizens. The heads of the Commonwealth government, far from gaining their positions of power through chances of birth or popular whim, are selected from the nation's academics by a series of rigorous examinations. Similarly, positions throughout Commonwealth society are filled by people selected for their intellect and proven skill. Primary and secondary education is free, universal and mandatory for all members of society, as are aptitude and intelligence tests used to select the best and brightest from the working masses. The capital of the Commonwealth, the city of New London, is an ultra-modern metropolis built across a series of small eyots linked by railway lines. Commonwealth citizens refer to the city as "the capital of the modern world", a prideful but not inaccurate claim. New London is a marvel of science and altogether technology, with modern buildings standing alongside ancient structures that link the Commonwealth to its long history.

The Commonwealth is famous for the quality of its science and technology, and Londoner intellectuals are among the finest in the world. Commonwealth cities are massive metropolises filled with skyscrapers and with clean and orderly streets lit by electrical arc lamps. Railroads make travel through and between cities quick and affordable. Almost all aspects of production are automated, and Commonwealth workers are more akin to engineers than laborers.

Though the Commonwealth strives for peace, when it wages war it is with some of the most advanced weapons in existence. The aircraft of the Commonwealth Air Force fill the sky with their numbers, cutting their foes to pieces with endless firepower. The Commonwealth Army serves as a stalwart defense force, its Fusiliers standing bravely on the firing line, supported by powerful landships, artillery and motorized cavalry.

The people of London are diverse, drawn from countless ethnic and cultural groups from across the Commonwealth. Because of the Commonwealth's meritocratic structure, citizens from all different backgrounds can be found among the various classes and professions in London society. Immigrants flock to the Commonwealth in the hopes of new opportunities, and are promptly absorbed into the dominant culture as if they were native-born.

Londoners often stand at the cutting edge of fashion. Radical new styles are created seasonally in the elite fashion houses of the Commonwealth, and then transmitted to the public through tailors and dressmakers. Even the poor are able to keep pace with changes in fashion thanks to inexpensive factory-made clothing. Londoner garments are elaborate and colorful, filling Commonwealth cities with stunning suits and gowns, top hats and parasols. All Londoners share great pride in appearance, and the working class promenades the streets in their factory-made finery with as much satisfaction as the wealthier classes in their hand-tailored garments.

**Starting Knacks:** Analytical, Auto Mechanic, Boxer, Careful, Clever, Curious, Lightning Adept, Lightning Gunner, Machine Gunner, Monoplane Adept, Pistolier, Proud, Quick Footed, Rifleman, Scholar, Skilled Driver.



# Mercia

A Mercian is man as he should be, proud, swift, and strong. Living hard, fighting hard, loving hard, and drinking deep. Forged in the crucible of strenuous work and physical combat, Mercians strive for physical perfection as the path to a fulfilled existence. The brainchild of Vincent Datheridge, a London Hegemony nobleman, Mercia is a living experiment in eugenics. Its founder believed that by pandering to the ill and disabled, London was weakening itself, breeding a race of human fraught with problems, who would be unable to survive come hard times. Humans could be better.

Harkening back to the England of old, Mercians fancy themselves the true English race, the Anglo-Saxon before he was corrupted by foreign influence. Today, King Alexander leads with the assistance of chosen jarls, a board of advisers from the country's most influential families. Land under Mercian rule belongs to the huskarls, the upper class, who lease their holdings to the middle class yeomen. Below the skilled yeoman labor the working class, veritable slaves. Because Mercia is built on the strong backs of these workers, huskarls are required by law to see that the workers on their land are clothed, fed, and housed. This is the covenant offered in exchange for the eugenics program, in which children at all levels of society are evaluated as newborns and deemed unfit or worthy. It is harsh, but necessary to eliminate weak genes.

As a country, Mercians value skill in war and a strong body. It is said one Mercian soldier is worth three London recruits when sober and five when he's feeling good. All children are taught to exercise their bodies and fight hand to hand. War games are a way to pass the time, especially among nobility. Yeomen and huskarl children are further taught academics. And while huskarls go on to high level military training as officers, yeomen are free to begin a working life, with the understanding that they are always in the militia and will be called upon for drills. Cities and houses are designed to be easily defensible, as enemies may be anywhere. The London Hegemony might come calling again, trying to retake what it once had, and Mercians aim to be ready.

While war may be the method, living life well is the prize. Mercian beer has a reputation worldwide not only for its punch but for its quality. Brewing is an art, and Mercian breweries experiment with all manner of ingredients and methods. Carousing with friends is the national pastime, and no night would be complete without a toast to the passing day and the day to come, for whatever has not killed you, has inevitably made you stronger.

Mercian intellectual interests lean toward the practical, with major advancements in radiant matter technology. Scientists can find work under the patronage of an aristocratic family and hope that they prove themselves worthy of the investment.

Mercians have a cultural affinity for the myths and gods of the Anglo-Saxons, evident in the naming of their vehicles and weapons. For many though, their belief in science and eugenics has usurped the position that religion would have occupied. And they carry on, despite the sometimes unsavory nature of the institution, because of a belief that someday a cataclysm will come again, and if humanity is to survive, it must be prepared. This is not, however, fulfilling for everyone, and some groups of outuses have imported religions from other societies to provide what they feel they are missing.

**Starting Knacks:** Beer Brewer, Bladesman, Boxer, Brave, Impulsive, Pistolier, Proud, Quick Blade, Radiant Matter Adept, Radiant Matter Gunner, Rifleman, Shield Wielder, Stalwart, Strong, Swift, Tough.



# Sonora Confederacy



Outcasts. Outlaws. Pioneers. And lawmen. Their ain't no place freer in the lift than Sonora. Folks with a thirst to make or break themselves by their own sweat come here to stake their claim. Once the American Southwest, the lands of Sonora fell toward the Core, baking their exterior into hard rock and endless sand. Finding the surface inhospitable, la gente bored and blasted their way into the rock, carving out a life in the mineral-rich dirt. They work hard, living every day on the edge, and yet take great pride in the beautiful carved cities they create and prized statuary they export worldwide. The Sonorans scavenge, mine, and smelt whatever they can find, turning solid rock into a honeycombed series of tunnels, caverns, colonnades, polished storefronts, and breathtaking works of art.

It's every man for himself, except harsh conditions demand a certain level of cooperation if any of them are going to survive. Water and food are scarce, stone and metal plentiful. Sonorans do what they can to supply for themselves, sweeping the lift with spongeships to suck precious water from the air. They'll eat fungus grown in the dark caverns if they have to. They often do. If it weren't for trade with Tali, folks would find themselves starved back to where they came from, but they endure for the dream. For riches and the chance to return having made their fortune, regardless of how and where they were born. For the freedom to live comfortably as they see fit. For solitude from the noise and hurry of the Commonwealth. Opportunity rings loud from the mines, drifts across the desert from the great

smokestacks of Defiance, bubbles in the smelting vats of Teakettle Junction, rests just behind the sculpted lips of the Hawk Lady of Zebulon.

The eyots of Sonora are tied together in a loose confederacy. No one wants to die for another man's claim, but no town is big enough to protect itself poachers. Everyone can shoot, and nearly everyone can fly or pilot a dune buggy out of necessity. Hedgehog pilots are some of the best flyers in the lift. Rookies learn to navigate updrafts the likes of which the Uppers ain't never seen...or they die trying. Despite the blowing, baking sands, the Sonorans make regular trips to the surface to scavenge. Broken ships, garbage, even bodies fall from the worlds above, and as they say, one man's trash... But it's a gamble. Fast vehicles and daring drivers can make a run before they succumb to exhaustion, and it's a risky sport among young Sonorans to see who can drive the farthest or stay out the longest without needing rescue. It's a dangerous game, made more dangerous by the cuddleworms that prowl the sands, churning the dust through their gaping maws. Locofuego lizard ranches topside provide a source of meat and leather for those brave enough to trundle through the desert to see to their care.

Sonorans can fix or jury rig just about anything with tracks or wheels, on account of all the mining equipment and heavy machinery in the caves. When you don't have much, you have to make everything last. Doctors even turned these skills on the people, slapping functional but rough automata onto busted limbs. But it's not all a life of grinding hardship on the frontier. Great stress calls for great recreation. When they're not working, they're in the saloons, drinking, gambling, and courting pretty whores of their favorite flavor.

**Starting Knacks:** Accurate, Auto Mechanic, Metalworker, Brave, Clubber, Jury Rigger, Pistolier, Prospector, Proud, Rifleman, Scavenger, Shotgunner, Clockwork Augmentation, Skilled Metalworker, Stubborn, Whittler.

# Kingdom of St Corbin



Some see an orderly nation as an engine of prosperity, but none take that view quite so literally as The Holy Kingdom of St. Corbin. The destruction of the Cataclysm was seen as like unto a second Biblical flood, destroying the unworthy and releasing the sickness that had built up in the Earth. The Corbinites survived through a mixture of faith and technology. The technology became part of their faith, and part of the Corbinites themselves. Now they see it as their holy purpose to rebuild the world and protect the innocent from the sicknesses that plague mankind, both physical and spiritual.

Before the Cataclysm, the Kaiser's united Germany saw great new inventions, rising wealth, social and political reform. This time in the sun was not to last. As the world crumbled, the ancestors of today's Corbinites sheltered in a great cathedral near the Rhine and prayed for salvation, and through some chance or miracle they survived. But after the great upheaval came great thirst, then starvation, then a terrible sickness.

A priest and engineer named Corbin Hartman devised machines to draw water from the ground and air, preserve their food stores and guard them from illness. As others began to seek their help and guidance, the church grew into a theocratic kingdom, ruled by its Furstbichoff. Hartman's writings and diagrams became holy teachings, the roles of priest and engineer became inseparable, and the dream of a prosperous and enlightened new age was once more rekindled.

Corbinites see the world as an unclean place, and wear masks to purify the air that they breathe. Their Rechtsberaters oversee strict cleanliness protocols on their food and important buildings. Combined with the mechanical implants and prosthetics favored by devotees of the Church, some outsiders see Corbinites as alien and unapproachable, even when they are otherwise friendly and charitable.

Their homeland, the large verdant eyot of Joddesforst, contains many natural resources - but also many dangers for the unwary. Some animals have grown unnaturally wild and fierce, and the deep dells of the ironwood forests are rumored to contain secrets that are stranger still. Far from the capital of Rabensberg, beyond the broad trench of the Rhingbedde, the ruins of Altkolle beckon to pre-Cataclysm scholars and ghost hunters alike.

As well as being masters of clockworks they are skilled healers, and Hospitalers often work from mission houses in the poor and destitute areas that other nations seem keen to forget about. Some Corbinites would rather use more active methods to promote their faith, such as the Order of Gundaric Knights who scout out unfamiliar lands to help both heretics and heathens to see the light. Their rousing sermons bolster hope and scold the unworthy; words backed by flame and sword—and often a considerable number of automatic firearms.

**Starting Knacks:** Metalworker, Bladesman, Clockmaker, Clockwork Augmentation, Faithful, Hunter, Machine Empathy, Machine Gunner, Patient, Shield Wielder, Skilled Clockmaker, Stoic, Stubborn, Tough, Willful, Woodsman.

# Tali Consortium

Located at the crossroads of international trade, the Tali Consortium is the economic heart of the Known World. Commerce is the lifeblood of the Talian people, and mercantile pursuits are second nature to them. It is not through simple chance that the Consortium holds the pulse of world commerce. Instead, it comes from an innately Talian combination of ingenuity, hard work, social adroitness and ruthlessness in business. Tali's chemical industry is incredibly advanced, and produces a whole range of goods that are highly sought-after by foreigners.

Tali was originally founded by a community of Swahili-speaking Africans, who encountered and absorbed a smaller group of Greek survivors when their two eyots collided shortly after the Great Upheaval. Over the generations, the Greek and Swahili populations have been absorbed into a single unified culture that, though dominated by the stronger African influences and styles, has become something truly unique and greater than the sum of its parts.

The Consortium, which governs the Talian people, is best described as a company with its own nation. It makes no pretense of its corporate identity, and it regards the Talian citizenry as clients and employees rather than subjects. But in a world where money, not politics, runs the show, the Consortium offers freedom and opportunity rarely found elsewhere in the world. Any entrepreneur willing to pay the appropriate fees and taxes will find the Consortium an eager patron, ready to supply goods, services and loans to all comers. As a result, the Consortium is a hotbed of trade and innovation. The Bank of Tali is the single largest financial institution in existence, and Consortium's stock exchange is constantly active as speculators buy and sell the future of business ventures great and small.

In the eyes of their detractors, the Talians are merely a "nation of accountants" who would sooner run than fight. Yet while the Talians as a whole are a peaceful people, those who pursue the arts of war do so with the same vigor and enterprise as Talian merchants pursuing business. The Consortium's affordable tax codes and permissive stance on mercenary companies has led many such groups to establish their headquarters' in Talian territory. Trained soldiers can find ample employment in Tali, and anyone looking to hire bodyguards or even a private army will find Tali the first stop on their search. Talian soldiers make heavy use of gas weapons and chemical sprayers like flamethrowers and acid guns. Tali's advanced metallurgy has given rise to very strong and lightweight alloys that can be used for armor without a substantial sacrifice in mobility.

The Talians are a gregarious people who love the company of family and friends as much as they love the challenge of a new business venture. Their highly developed social skills make Talians effective merchants and diplomats, and Talian negotiators are in high demand when the foreign relations of other nations go sour. Many Talians are also filled with a boundless sense of adventure, and young entrepreneurs often travel far and wide, seeking their fortunes upon the frontiers of civilization. If there is one thing that all Talians have in common, it is their willingness to take risks in the hopes of future gain, which has secured them a key position in the world community.

**Starting Knacks:** Analytical, Careful, Cartographer, Charismatic, Chemical Handler, Clever, Clubber, Curious, Diplomatic, Good Barterer, Patient, Prospector, Shield Wielder, Spearman, Tradeship Adept, Wine Maker.





# Tentetsu Empire



Tentetsu is a paradox— a relatively new nation with a long history behind it. Since the local cartels seceded from the tradition-bound Jianguo Kingdom and proclaimed their leader the Iron Emperor, modern Tentetsu has formed a strong identity of its own, combining the traditions of feudal Japan and Korea with the marvels of modern engineering.

The Tentetsu people are renowned for their curiosity. They are immensely interested in finding out how things work and coming up with new ways to use technology, and the very cleverest and most competitive of craftsmen rise high in their society. While not as concerned with the big questions in the universe as the academic New Londoners, or as productive in their small workshops as the large factories of many other nations, they are famed for their skill as tinkers and gadgeteers, and following a bedazzling array of new fads and fashions in both their technology and culture.

Of course, some choose not to invent but to come across their discoveries in other ways – espionage is a booming business in the Empire as well. Information is seen as an important commodity; secrets and the power they represent are prizes that Tentetsu citizens will go to great lengths to both capture and defend. The cartels compete amongst each other and with foreign interests to get their hands on the next big thing, both for business advantage and the prestige of having something that others do not. Of course, their thirst for new ideas isn't without its setbacks. While eager to trade with new and interesting nations, more than one workshop has burned down due to someone's science project malfunctioning, misfiring or being outright sabotaged.

Life in Tentetsu does face some threats. While the Iron Emperor's lineage as a descendent of the storm god Sunsano-wo is said to keep the worst of storms at bay, a number of fearsome monsters are rumored to lurk in the clouds of Tentetsu's borderlands. The rebellious Oni Cartels raid shipping despite the military's best effort, and no-one is quite sure what dangers may be building behind Jianguo's closed border...

**Starting Knacks:** Archer, Bladesman, Bomber, Brave, Builder, Curious, Gadgeteer, Jury Rigger, Master Tinkerer, Patient, Quick Footed, Scavenger, Skilled Tinkerer, Stealthy, Swift, Tinkerer.

# Skills

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Skills represent the abilities of characters to perform special tasks. As the game is live action, you will find that nearly every skill requires some sort of physical or mental execution that you, the player, must perform, and this combined with your character's skill rating determines how well the skill actually works. In combat this is pretty straight forward—you actually have to hit your opponent with your weapon or bullet, for example. Other executions are called *skill challenges*, and they are further explained below.

## Disciplines and Fields

Skills are arranged into four broad groups called *disciplines*: combat, economics, exploration, and social. These four disciplines are then each divided into three *fields*:

Combat Discipline	Economic Discipline	Exploration Discipline	Social Discipline
Gunnery Field	Technology Field	Adventure Field	Influence Field
Martial Field	Trade Field	Aviation Field	Oration Field

After you have read further and looked over the professions and skills, choose both a Discipline and a Field within that Discipline. The Discipline you choose is called your *Chosen Discipline*, and the Field you choose the *Chosen Field*. These are important, because they determine the cost you pay for your Profession skills. Note that the Chosen Field has to be one within the Chosen Discipline.

## Professions

Professions are groups of skills within a Field. Choose one starting Profession that represents the skill set that most defines your character. Your starting Profession must be within your Chosen Field. You may then begin buying skills within that profession.

## Skill Points

Skill Points are used to purchase skills within a Profession. Each player begins the game with 220 Skill Points. A player earns another 40 Skill Points to spend after each paid event. There are other ways to get a few small amounts of Skill Points, such as converting Gear Points or attending special AIR functions.

## Skill Ratings

Skill ratings represent how effective your character is at a given skill. Skill points are spent to both purchase a skill and to increase skill ratings. When the rating of a skill is increased, the character gains improved use of the skill, explained within the skill description. A skill can have up to rating three, but may not exceed six with bonuses.

## Profession Skills

### Basic Skills

The first skill a player must purchase in a Profession is the Basic Skill of that profession. This is simply called by the Profession name, followed by term *basic skill* (*Marksman Basic Skill*, *Diplomat Basic Skill*, etc). Basic Skills are so intrinsic to the Profession that every professional knows them, and they may be used an unlimited number of times per event. For example, purchasing the *Duelist Basic Skill* grants the ability to use all melee and throwing weapons. Basic skills have no rating.

## Standard Skills

After the Basic Skill has been purchased, you may begin buying other skills within that profession. The exception is Titled Skills, which represent the most advanced skills within that Profession. These can be purchased in any order the player wishes.

## Titled Skills

Three skills within each Profession may only be purchased when the character has gained Title in the profession. Titles are earned by gaining 12 skill ratings from any skills within a Profession (4 skills at rating 3 each, 6 skills at rating 2, etc). Basic skills have no rating and do not count towards this requirement.

## Skill Costs

The amount a skill costs to purchase is based up the choices of Chosen Discipline, Chosen Field, and Starting Profession. Starting Profession skills cost only 10 Skill Points to buy, and 10 Skill Points to increase the rating by one. Skills in the Chosen Field cost 20 Skill Points to buy, and 20 Skill Points to increase the rating by one. Skills in the Chosen Discipline cost 30 Skill Points to buy, and 30 Skill Points to increase the rating by one. Where these overlap, you always pay the lower cost.

## Secondary Professions

In addition to the chosen profession, you may choose up to three secondary professions from any Discipline. These Professions allow for interesting character concepts through skill combinations. Secondary Professions cost 20 Skill Points to purchase and 20 Skill Points to increase the rating by one.

## Skill Costs Summary

Skill Type	Cost*
Skills within any Profession in the Chosen Discipline	30
Skills within any Profession in the Chosen Field	20
Starting Profession Skills	10
Secondary Profession Skills	20
All other skills	40

\*Pay the listed skill cost again to increase the rating of the skill by one.

## Example

A player picks Exploration as his Chosen Discipline and Aviation as his Chosen Field. He then chooses the starting Profession *Pilot*. He first has to purchase the *Pilot* Basic Skill, which costs him 10 skill points. He then buys the Pilot skill *Cut the Props* for another 10 skill points, and then increases *Cut the Props* to rating 2 for 10 more skill points.

Next he branches out and decides to purchase a skill within his Chosen Field, the *Navigator* Profession. He must first buy the Basic Skill, which costs him 20 skill points. He then buys the skill *Passage Plan* for 20 points and then purchases an additional rating for another 20 points. He next decides to buy the Basic Skill in the *Scout* Profession, and as this is within his Chosen Discipline, he pays 30 skill points for it.

Finally he wishes to branch into some other Disciplines, and so chooses two Secondary Professions: *Naturalist* and *Marksman*. He wishes to purchase the Basic Skills in each of these Professions. Naturalist will all cost him 20 points. Marksman will cost 20 points as well. He then purchases *Leg Shot* to rating 3 for 60 points in Marksman. He has now spent 220 points.

# Using Skills

## Skill Challenges

Many skills refer to *skill challenges*, which are activities that must be completed to determine the level success of the skill. A skill challenge will often have varying degrees of success, so that the better you do, the better the result. These sorts of challenges are generally used in item creation or where long term problem solving is involved, and a better result indicates a better item or more complete solution. Other skill challenges will have a specific “pass or fail” scenario, but they will take time. Such skill challenges are generally used “in the field”, in scenarios that involve chaotic activity where timing is of the essence. The following properties are associated with skill challenges, and may be referenced in skill descriptions (a complete list of skill challenges and properties can be found in the *Air Maelstrom Marshall Book*).

### **Skill Challenge Terms**

**Rating Bonus:** most skill challenges are mixture of player ability and character skills; thus a rating bonus is an amount automatically added to the number of *successes* of a challenge, simply based on the character having a higher skill rating in the relevant skill. This is almost always +1 success per rating.

**Success:** each skill challenge has a potential of solvable solutions, called successes.

**Failure Condition:** the conditions will cause the challenge to be considered a failure. In challenges where multiple successes are possible, the player may hit the failure condition and still get some benefit. However, skills that refer to a failure condition still apply (some skills allow players try skill challenge again if the result was very poor).

**Challenge Rating:** Challenge rating is the number of successes that must be achieved to complete a skill challenge. In some challenges that have varying levels of success, a failure condition lists a number of successes needed to avoid failure. Challenge ratings will often be listed on blueprints and formulas— a common misconception is that this refers to the skill rating needed, but this is incorrect.

- 1: Very Easy
- 2: Easy
- 3: Moderate
- 4: Challenging
- 5: Difficult
- 6: Very Difficult

**Assistant Bonus:** some challenges will allow another player who has the same or a complimentary skill to help them.

## Social Groups

Some Professions allow the player to name a social group, such as an Academic naming players *preferred students*. Social groups are important, because they allow players to be affected by certain skills. Whenever you see the phrase “may designate” in a skill, it means that you may choose any of the players in your player groups to be affected by that skill or ability.

# Professions

Combat Discipline	
Gunnery Professions	Martial Professions
Commander	Body Mechanist
Marksman	Guardian
Sapper	Scrapper

Economic Discipline	
Technology Professions	Trade Professions
Doctor	Craftsman
Engineer	Industrialist
Scientist	Naturalist

Exploration Discipline	
Adventure Professions	Aviation Professions
Cracker	Captain
Infiltrator	Pilot
Scout	Navigator

Social Discipline	
Influence Professions	Oration Professions
Lurker	Academic
Courtesan	Diplomat
Clergy	Lawman

# Combat Skills

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## Combat Engagements

Combat skills almost always have a use of “per combat”, which is defined as the length of a Combat Engagement. A Combat Engagement occurs when combat is initiated in any way. It is considered a self contained event, meaning that if participants are too far away from it, they do not count as being in the Combat Engagement. This distance is generally “practical” line of sight—meaning, if a post or some object is blocking literal line of sight, they are still within the same Combat Engagement. Practical line of sight may not apply well in very large open areas. For example, if the players can see 400 yards away to a combat, they don’t have to be considered part of that combat until they enter the fray itself. The main way to tell the practical distance for a Combat Engagement is whether or not people nearby could have any real effect on the outcome of the combat. If they could not, then they do not need to consider themselves in that Combat Engagement.

### ***Combat Reset***

Generally a Marshal will call for Combat Reset after a Combat Engagement, and all participants of the encounter will check sheets, check item cards, and ensure that their actions during combat were legitimate. If no Marshal is present to call Combat Reset, one automatically occurs when all combatants within the Combat Engagement have stopped fighting for five full minutes. Sometimes a Marshal may call a Combat Reset during a very long combat just to allow players to reset skills.

Effects whose durations are for ‘One Combat’ end at Combat Reset. Skills which may be used once per combat, such as weapon critical blows, reset at this time as well. Combat Reset occurs simultaneously for all combatants involved. Therefore one player running off to hide for 5 minutes does not allow him to reset his skills and rejoin a combat, for Combat Reset has not passed for that combat.

## Gunnery

Commander	Sapper	Marksman
Artillery Barrage	Disease Gas	Armor Piercing
Body Guard	Chemical Attack	Aimed Shot
Covering Fire	Knock Out Gas	Crippling Shot
Fire Control	Poison Gas	Leg Shot
Get in the Way!	Riot Control	Point Blank Shot
Volley Stance	Sting	Trick Shot
Counter Attack	Concussive	Crack Shot
Focus Fire	Impact	Deadly Shot
Hold the Line!	Incendiary	Snipe

## Martial

Body Mechanist	Guardian	Scrapper
Trudge Onward	Dodge	Body Blow
Resilience	Haughty	Disarm
Auto Stabilization	Parry	Slice
Regeneration	Protect	Smash
Transmogrifting	Reduce	Trip
Fortitude	Readjust Armor	Wound
Adrenaline Implant	Block	Daze
Snap Out of It!	Armor Training	Death Blow
Mortalis Stabilization	Toughness	Mortal Wound

# Combat Professions

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## Gunnery

### Commander

Commanders are leaders who coordinate firing lines for maximum effectiveness. Using various known commands to their designated troops, they issue orders which then allow those troops to fire more accurately and cause much greater damage to the enemy. Sometimes Commanders even find their loyal troops taking bullets for them!

**Basic Skill (Strength of Command):** +1 Willpower. May designate up to 6 players or approved NPCs as *allies*.

### Artillery Barrage

All Allies gain a bonus to Machine Guns, Artillery and Cannons; allies may each choose to retry one Artillery skill challenge, but must accept the result of the second skill challenge. Must be used within 1 minute. *Once per combat, per rating.*

### Body Guard

One target *ally* within arm's reach of the Commander may be designated to absorb all Hits and Hit Effects taken by the Commander for the next minute. This does not apply to other non Hit Effects. The Commander should announce "Transfer hit" upon each Hit or Hit Effect being transferred. *Once per combat, per rating.*

### Covering Fire

One Ally designated by the Commander may choose one opponent and call *Double* on that opponent for the current combat. This only applies to weapons usable by the Marksman Basic Skill. *Once per combat, per rating.*

### Fire Control

All Allies gain one free *Triple* as their next attack. Must be used within 10 seconds, and only applies to weapons usable by the Marksman Basic Skill. *Once per combat, per rating.*

### Get in the Way!

One target *ally* within arm's reach of the Commander may be designated to absorb one effect taken by the Commander. The Commander should announce "Transfer <effect>". *Once per combat, per rating.*

### Volley Stance

All Allies gain a free *Double* as their next attack. Machine Guns gain *Double Volley* as the next attack. Rifles gain

*Triple* as the next attack. Must be used within 10 seconds, and only applies to weapons usable by the Marksman Basic Skill. *Once per combat, per rating.*

### Focus Fire (Titled)

All Allies gain a *called shot*. Must be used within one minute. Applies only to Artillery. *Once per combat, per rating.*

### Counter Attack (Titled)

Allies gain one additional skill use of any Gunnery Field skill of the ally's choice, with the exception of Counter Attack, as their next attack. Must be used within 10 seconds. *Once per combat, per rating.*

### Hold the Line! (Titled)

All allies immediately *Recover* from the *Attraction* and *Repel* effects. *Once per combat, per rating.*

## Marksman

The core of all military forces, marksmen are skilled in all manner of firearms. The Marksman uses skills to aim specific types of attacks for the most tactical use of his weapons. At the upper ranges, they can kill even the toughest of opponents with a single shot.

**Basic Skill (Firearms):** The Marksman may use Rifles, Pistols, Carbines, Bows, Crossbows, Shotguns, Radiant Matter Rifles, Lightning Guns, Aether Guns and Blasters, and Machine Guns. Marksman skills may only be used with the above listed weapons, with the exception of Aether Guns, which *may not* use any of the Marksman skills (see Aether Guns for further explanation). Volley Guns may use Volley attacks with any of the Marksman effects (see Machine Guns for further explanation).

### Armor Piercing

May call the *Pierce* hit effect. *Once per combat, per rating.*

### Aimed Shot

May call the *Double* effect. *Once per combat, per rating.*

### Crippling Shot

May call the *Bleed* effect. *Once per combat, per rating.*

### Leg Shot

May call the *Knockdown* effect. *Once per combat, per rating.*

### Point Blank Shot

May call the *Wound* effect. *Once per combat, per rating.*



### Trick Shot

May call the *Disarm* <named> effect. *Once per combat, per rating.*

### Crack Shot (Titled only)

May call the *Mortal* effect. *Once per combat, per rating.*

### Deadly Shot (Titled only)

May call the *Death* effect. *Once per combat, per rating.*

### Snipe (Titled)

May call the *Triple* effect. *Once per combat, per rating.*

## Sapper

The Sapper specializes in demolitions, explosives and chemical weapons. Their versatility allows them to use these weapons directly in combat, or plan ahead and set bombs for enemies to stumble upon. They are able to create a wide range of effects with their many choices of grenades and chemicals, the latter of which they use in weapons such as flame throwers.

**Basic Skill (Heavy Weapons):** May use bombs, grenades and chemical weapons. Grenades call the effect when thrown, bombs call the effect when they go off, and chemical weapons call the attack as a spray attack. They may also operate heavy weapons including Artillery and Cannons, usable in airship combat.

### Disease Gas

May call the *Disease* effect. *Once per combat, per rating.*

### Chemical Attack

May call the *Flame* or *Ice* hit effect. *Once per combat, per rating.*

### Knock Out Gas

May call the *Sleep* effect. *Once per combat, per rating.*

### Poison Gas

May call the *Poison* effect. *Once per combat, per rating.*

### Riot Control

May call the *Repel* effect. *Once per combat, per rating.*

### Sting

May call the *Wound* effect. *Once per combat, per rating.*

### Concussive (Titled)

May call the *Mortal* effect. *Once per combat, per rating.*

### Impact (Titled)

May call the *Stun* effect. *Once per combat, per rating.*

### Incendiary (Titled)

May call the *Burn* effect. *Once per combat, per rating.*

## Martial

### Body Mechanist

Body Mechanists augment themselves with special clockwork enhancements that improve their ability to survive in combat. Through special chemical implants installed by Doctors, they are able to have their bodies automatically injected with concoctions that can heal them, repair damaged tissue and even bring them back from recent Death.

**Basic Skill (Clockwork Enhancement):** May have Clockwork body parts, including implants, limbs and exoskeletons implanted and attached by a Doctor. These must be represented with both an appropriate phys rep, and with *claws* for the actual foam weapon attack. Body Mechanist skills may only be used with Clockwork enhancements.

### Trudge Onward

May instantly *Recover* from either the *Knockdown* effect. *Requires Clockwork Legs. Once per combat, per rating.*

### Resilience

May instantly *Recover* from the *Fatigue* effect. *Requires Clockwork Exoskeleton.*

### Auto Stabilization

May self *Heal* from *Wounded* to *Healthy* on a 10-count. *Requires Clockwork Auto-Stabilization Implant. Once per combat, per rating.*

### Regeneration

May self *Heal* from a *Mortally Wounded State* to *Wounded* state on a 10-count. *Requires Clockwork Regeneration Implant. Once per combat, per rating.*

### Transmogrifying

May expend Body Mechanist skills that *Heal* or *Recover* on others. *Requires Transmo-grafter Clockwork Implant. Once per combat, per rating.*

### Fortitude

May self *Heal* the effects of a *Burn* or *Bleed*. *Announce, "Heal Burn" or "Heal Bleed". Requires Epidermal Grafter Clockwork Implant. Once per combat, per rating.*

### Adrenaline Implant (Titled)

When activated, the player treats a *Mortally Wounded* state like a *Wounded* state for a 10-count. When the skill ends, the player treats the *Mortally Wounded* state as it would normally be treated. *Requires Clockwork Adrenal Implant. Once per combat, per rating.*

### **Mortalis Stabilization (Titled)**

May self Heal from a Dead state back to a Wounded state on a 10-count. *Requires Mortalis Stabilizer Clockwork Implant. Once per combat, per rating.*

### **Snap Out of It! (Titled)**

When activated, may instantly *Recover* from the *Stun* effect. *Requires Clockwork Adrenal Implant. Once per combat, per rating.*

## **Guardian**

Guardians are tough armored foot soldiers who stand on the front lines and protect their comrades. They are the first to rush into enemy fire, and are known for their ability to stand up against melee attackers, and at the higher levels of their training, their ability to withstand even heavy gunfire.

**Basic Skill (Weapon Use):** May use Shields and Melee Weapons. One in each hand only (may not wield a weapon in each hand or a shield in each hand).

### **Dodge**

May call the *Dodge* effect. *Once per combat, per rating.*

### **Haughty**

The Guardian may take one extra Hit before being reduced from Wounded to Mortally Wounded, per rating.

### **Parry**

The Guardian gains the *Parry* effect. *Once per combat, per rating.*

### **Protect**

The Guardian may negate a single incoming attack to a target within weapon reach, other than themselves. Touch the person with the weapon lightly and announce "Intercept". *Once per combat, per rating.*

### **Reduce**

The Guardian gains the *Reduce* effect. *Once per combat, per rating.*

### **Readjust Armor**

The Guardian may reset their Armor Value on a 10-count. *Once per combat, per rating.*

### **Armor Training (Titled)**

The Guardian may gain an additional point to their Armor Value maximum, per rating.

### **Block (Titled)**

The Guardian may instantly *Recover* from a melee or missile attack. *Once per combat, per rating.*

### **Toughness (Titled)**

The Guardian may take an extra Hit before being reduced from Healthy to Wounded, per rating.

## **Scrappɛr**

In a world full of guns, the Scrapper prefers to engage his enemy in close combat with melee weapons, clockwork arms, or whatever weapon they can find. Scrapppers often prefer to use moves that inhibit their enemies, but at their higher levels of training, they are certainly able to kill quickly and efficiently.

**Basic Skill (Melee Weaponry):** May use all melee weapons and throwing weapons, and may use one in each hand. The Scrapper does not allow the use of clockwork arms, but if the character has clockwork arms (from knacks or Body Mechanist) they may use them with all purchased Scrapper skills.

### **Body Blow**

Melee delivered *Fatigue* effect. *Once per combat, per rating.*

### **Disarm**

Melee delivered *Disarm* effect. *Once per combat, per rating.*

### **Slice**

Melee delivered *Bleed* effect. *Once per combat, per rating.*

### **Smash**

Melee delivered *Double* effect. *Once per combat, per rating.*

### **Trip**

Melee delivered *Knockdown* effect. *Once per combat, per rating.*

### **Wounding Blow**

Melee delivered *Wound* effect. *Once per combat, per rating.*

### **Daze (Titled)**

Melee delivered *Stun* effect. *Once per combat, per rating.*

### **Death Blow (Titled)**

Melee delivered *Death* effect. *Once per combat, per rating.*

### **Mortally Wounding Blow (Titled)**

Melee delivered *Mortal* effect. *Once per combat, per rating.*

# Economic Skills

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Economic skills allow for the gathering of raw materials and natural resources, the refinement of those materials, and the creation of interesting and useful goods and items from these resources. Many Economic skills allow the character to craft items, but there are a wide variety of actions beyond just crafting. In fact, crafting is only a small part of where an Economic character will their spend time. The following section explains these actions and when they are allowed.

## ***Economic Actions***

**Harvest:** Allows a character to gather or harvest a material from an appropriate source, using the Harvesting skill challenge.

**Craft:** Certain skills allow characters to create items. Often these items will require multiple materials and parts, and these can take time to make. Most parts a player needs can be or found or purchased from merchants, but if a player wants to make a “better mousetrap” then crafting it is the way to go. See Appendix C for more information on crafting. Crafting requires a skill Challenge.

**Analyze:** Analyze allows the character to recognize any item that could be crafted or used from a known skill, gaining any details the marshal may have. Additionally, analyzing an item will tell the player what the item does (its function), as well as any structure points remaining in constructions. In some cases, specific materials in the item may be revealed, but never a specific formula or blueprint. For example, Jewelry Making might reveal that a ring was made of gold and contained diamond. In some cases with an Adventure Marshal present, analyze will reveal special storyline information, making the economic character useful to have along on adventures. May require a skill challenge.

**Deconstruct:** A player can always opt to use a skill to deconstruct any item that could be crafted from one of their economic skills. The item will be destroyed and rendered non-operational in this process (save for certain skills which bypass this rule). This action will give the player the process used to make the item (the blueprints, formula, etc.) For example, a scientist could choose to deconstruct a Tesla coil in order to gain its scientific blueprint. Requires a skill challenge.

**Salvage:** Throughout an adventure a player may find destroyed machines or constructions that can be salvaged for their spare parts. The rule is that if a player can craft an item with a skill, they can salvage it. The marshal will hand a player all relevant cards from the salvage action. For example, if an Engineer found a wrecked Airship, using the Aeronautical Construction skill, they could salvage its envelope, keel, or whatever the marshal had prepared for the adventure. Requires a skill challenge.

**Repair:** Many items found may be damaged, and not fully usable until repaired (many cards will say “damaged” on them, and need to be fixed). In other cases, you may run into an adventure where the marshal specifically lets you know something needs to be fixed for the adventure to be solved. The rule is that if a player can craft the object with a skill, they can repair it. Destroyed constructions cannot be repaired. This requires a Repair skill challenge.

**Experiment—Mad Science:** Sometimes you may run into phenomena the likes of which you have never seen. In such cases, you may tell the Marshal you wish to *experiment* on a subject with a particular economic skill. Experimenting is unpredictable (requiring the *experiment skill challenge*) but can reveal a great deal of information. The process may often need to be done in several stages, and may or may not result in the loss of materials and resources. Some examples include using Pathology to find a cure for a new disease, or Aetherics to study an ancient artifact.

### Skill Combinations

Certain items require multiple skills to craft, and thus the above actions may require multiple skills or may offer less of a result if only one skill is used. For example: *Biochemistry* (Chemistry + Doctor Skill), and *Bio Engineering* (Doctor Skill + Engineering Skill).

## Technology

Doctor	Engineer	Scientist
Biomechanics	Aeronautical Construction	Alchemy
Field Surgery	Architectural Construction	Galvanics
Forensics	Coax the Machine	Hydraulics
Dissection	Give it a Kick	Metallurgy
Pathology	Jury Rigging	Optics
Toxicology	Mechanical Engineering	Thermodynamics
Mutagenetics	Gadgeteering	Aetherics
Reanimation	Improve Efficiency	Theoretics
Thanatology	Tinkering	Chemistry

## Trade

Craftsman	Industrialist	Naturalist
Armorsmithing	Blood from a Stone	Horticulture
Glassblowing	Fires of Industry	Mining
Carpentry	Get Your Hands Dirty	Smelting
Jewelry Making	Micromanage	Tanning
Leatherworking	Resource Hunt	Woodcutting
Metalworking	Step Up Production	Zoology
Gunsmithing	Maximize Efficiency	Cooking
Weaponsmithing	Research and Development	Gemology
Clockmaking	Crunch Time!	Weaving

# Economic Professions

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## Technology

### Doctor

Doctors specialize in medicine and dealing with afflicted patients. They have an understanding of biology and the nature of disease, poisons and even the workings of biomechanical implants. Though they have some ability to assist on the battlefield, their true home is in the lab. At the highest levels of learning, they are able to bring the dead back to life with special technology devised to reach into the aether and locate the aetheric signature of the soul itself.

**Basic Skill (Diagnosis):** The Doctor has the ability to use the Diagnose effect at will on a 3-count. The Doctor also has First Aid, which allows the Doctor to return a character from a Wounded State to a Healthy State on a 3 count (*First Aid-1...*). The target may not move or fight while the Doctor is administering First Aid, or the skill fails. This and other Doctor skills require a *Medical Kit* to use, and some skills require a lab. The skill allows the use of all *medical devices*, The player must actively use the proper device or medical kit tools when using Doctor skills, actually roleplaying the skill use.

#### Biomechanics

Allows the Doctor to install clockwork body weapons and implants onto a character, and to remove these as well. *Removal requires medical kit and a count: rating-1 thirty count, rating-2 twenty count, rating-3 ten count. Lab use requires a skill challenge affected by rating.*

#### Dissection

Allows the Doctor to harvest body parts and organs from humanoid subjects. *Requires a harvesting skill challenge affected by rating.*

#### Field Surgery

Allows the Doctor to use the *Heal Mortally Wounded* effect on a target, returning them to a Wounded state. Rating-2 allows the Doctor to Recover the *Bleed* effect on a target. Rating-3 allows the Doctor to Recover the *Burn* effect on a target. The skill requires a *Medical Kit*, and the target may not walk or fight while the Doctor is performing this skill or it fails. *Rating-1 thirty count, rating-2 twenty count, rating-3 ten count, "Healing-1, etc.*

### Forensics

The Doctor has an understanding of the nature of injuries, the dead, and dead bodies. When examining a body in scenarios with an Adventure Marshal, the Doctor is able to make a judgment as to the cause of death. Additionally, use of this skill will reveal Torpor and the Feign Death effects. *Requires a medical kit. Use: rating-1 ten count, rating-2 six count, rating-3 three count.* Once this skill has been used on a body, the skill offers another use; by reversing the polarity on an *Antimortifier*, the Doctor may use the Dissipate effect on a Dead target, a target in Torpor, or a target using Feign Death. *Rating-1 thirty count, rating-2 twenty count, rating-3 ten count.*

### Pathology

Allows the Doctor to understand and cure diseases. The Doctor can Recover one target from the Disease effect within the 1 minute disease period, but after infection, only a specific cure created in a lab may be used. *Rating-1 ten count, rating-2 six count, rating-3 three count. Field use requires a medical Kit. Lab use requires a skill challenge affected by rating.*

### Toxicology

Allows the Doctor to understand and use improved poisons, and Recover a target from the Poison effect. *Rating-1 ten count, rating-2 six count, rating-3 three count. Field use requires a medical Kit. Lab use requires a skill challenge affected by rating.*

### Mutagenetics (Titled)

Allows the Doctor to inject and experiment with mutagenetics. *Requires Mutagenetic Injector. Field use (one minute effects): rating-1 ten count, rating-2 six count, rating-3 three count. Lab use requires a skill challenge affected by rating.*

### Reanimation (Titled)

Allows the Doctor to return a Dead character to a Mortally Wounded State. *Requires a device called an Antimortifier. Rating-1 thirty count, rating-2 twenty count, rating-3 ten count.*

### Thanatology (Titled)

Allows the Doctor to use a device to return a character from a Spirit State to Mortally Wounded State. Rating-3 also allows grants the Doctor full Spirit Sight when wearing Medical Goggles. The Doctor must be able to detect the Spirit Resurrect it. *Requires an Aetheroform Reinvigorator.*

## Engineer

Engineers are on the forefront of construction technology, using blueprints to craft all manner of things from airships to aqueducts. In vehicles and on airships they are especially useful, making repairs to the craft and its parts as needed. The most talented engineers are able to reverse engineer most anything and create their own blueprints, or salvage what they can of broken and damaged constructions.

Engineers also have the ability to tinker, by taking broken parts and random found objects which they combine to make new things. These new things rarely have the lasting power of truly engineered constructions, but they often serve their purpose for the time they last.

**Basic Skill (Engineering):** The Engineer is able to understand and copy engineering blueprints, and may use *Structures* and *Mechanical Constructions*.

### Aeronautical Construction

This skill allows for the construction of aircraft such as airships, skysails, monoplanes and gliders from blueprints. *Requires a skill challenge affected by rating.*

### Architectural Construction

This skill allows for the construction of structures such as energy facilities, bridges, mining facilities and other buildings from blueprints. *Requires a skill challenge affected by rating.*

### Coax the Machine

Target non-destroyed machine gains extra *operations* but will be destroyed when the skill ends. *Four operations per rating till the skill ends. Requires a skill challenge affected by rating.*

### Give it a Kick

The Engineer may get more *operations* out of a machine even after it has been rendered non-operational. *One extra operation per rating. Requires a skill challenge affected by rating.*

### Jury Rigging

The Engineer is able to temporarily make a *destroyed* machine work for one additional *operation* of the machine, per rating. May not be used multiple times on a machine. *Requires a skill challenge affected by rating.*

### Mechanical Engineering

This skill allows for the creation of mechanical constructions such as vehicles, steam engines, difference engines and artillery from blueprints. *Requires a skill challenge affected by rating.*

### Gadeteering (Titled)

Allows the engineer the ability to reverse engineer constructions and make *blueprints* without destroying the construction. The Engineer may also try and create his own blueprints for new and unusual devices by expending materials, resources or other items required by the skill challenge. *Requires a skill challenge affected by rating.*

### Improve Efficiency (Titled)

The Engineer is able to increase the efficiency of a machine. *The machine will indicate its increase per rating (see machines). Requires a skill challenge affected by rating.*

### Tinkering (Titled)

The Engineer is able to take spare parts and make them into something temporarily useful. With a Marshal present, the player may choose any known machine and create a makeshift version of it using only half the parts required in the blueprints, and substituting the rest of the parts with any parts that the Engineer has present. Note that the Engineer does not actually have to have the blueprints present (the marshal simply uses them for cost). *The machine will last for 10 operations per rating. Requires a skill challenge affected by rating.*

## Scientist

The Scientist understands the nature of the basic properties of matter and materials. Scientists study energy, force and the motion of matter through time and space. There is much to be learned about the new nature of physics in the changed world, for gravity, magnetism and other such forces are very different. The return of the aether into the world has caused a great deal of new phenomena as well. Scientists use their understanding of these forces to create scientific blueprints and devices, batteries, fuels and many other things.

**Basic Skill (Science):** The Scientist is able to understand and copy scientific blueprints and formulas, and use scientific *devices*. *All Science skills require a lab.*

### Alchemy

Allows the scientist to use the alchemical process to refine goods into higher states of matter, improving their aetheric qualities. *Requires a skill challenge affected by rating.*

### Hydraulics

The Scientist has an understanding of pressurized fluids and gases. Allows the Scientist to create hydraulic devices such as compression cartridges and hydraulic pistons. *Requires a skill challenge affected by rating.*

### **Galvanics**

The Scientist has an understanding electricity and magnetism, including the effects of electricity on the dead. The skill allows for the creation of lightning devices such as Tesla Coils, as well as batteries and magnetic devices, all from scientific blueprints. *Requires a skill challenge affected by rating.*

### **Metallurgy**

Allows the Scientist to create alloys from other metals. *Requires a skill challenge affected by rating.*

### **Optics**

The Scientist has an understanding of the nature of light and how it passes through or reflects off matter. Allows the Scientist to understand and create optical devices from a scientific blueprint. *Requires a skill challenge affected by rating.*

### **Thermodynamics**

The Scientist has an understanding of heat energy transfer and its use in items such as steam engines and radiant matter weapons. Allows the Scientist to create heat based devices from scientific blueprints. *Requires a skill challenge affected by rating.*

### **Aetherics (Titled)**

The Scientist has an understanding of the flow and nature of the Aether. Allows the Scientist to create aetheric devices from scientific blueprints. *Requires a skill challenge affected by rating.*

### **Chemistry (Titled)**

Allows the Scientist to create Concoctions such as acids, gases, fuels, chemical batteries, synthetic crystals and mutagenetics from formulas. *Requires a skill challenge affected by rating.*

### **Theoretics (Titled)**

Allows the Scientist to reverse engineer formulas and scientific blueprints from devices and concoctions, without having to destroy them. Also allows the Scientist to devise and craft new devices and their scientific blueprints by expending materials, resources or other items required by the skill challenge. *Requires a skill challenge affected by rating.*

## **Trade**

### **Craftsman**

Craftsmen work with their hands, using tried and true methods of producing goods. Craftsman make the basic products of the world, such as armor, sails, weapons, and even the parts Engineers and Scientists require to fulfill their blueprints and formulas. Craftsman skills require an appropriate kit and or workshop.

**Basic Skill (Making):** The Craftsman knows all materials needed to make any “part”, and how these materials will enhance the parts properties.

#### **Armorsmithing**

Allows the player to craft armor pieces. *Requires a skill challenge affected by rating.*

#### **Carpentry**

Allows the player to craft wooden products. *Requires a skill challenge affected by rating.*

#### **Glassblowing**

Allows the player to craft items made of glass, such as lenses and vials. *Requires a skill challenge affected by rating.*

#### **Jewelry Making**

Allows the player to use materials such as metals and gems to craft jewelry. *Requires a skill challenge affected by rating.*

#### **Leatherworking**

Allows the player to craft basic leather products. *Requires a skill challenge affected by rating.*

#### **Metalworking**

Allows the character to make machine crafted parts, such as gears. *Requires a skill challenge affected by rating.*

#### **Clockmaking (Titled)**

Allows the player to clocks and clockwork products from parts. *Requires a skill challenge affected by rating.*

#### **Gunsmithing (Titled)**

Allows the player to craft basic gunpowder based firearms, such as pistols, rifles, etc. *Requires a skill challenge affected by rating.*

#### **Weaponsmithing (Titled)**

Allows the player to craft melee weapons, such as swords. *Requires a skill challenge affected by rating.*

## Industrialist

Leading the way in Industry and commerce is the Industrialist. Though they often have some ability to produce themselves, their skills in management and inventory are their hallmarks. By coordinating others, they are able to get maximum production and efficiency from those that work with them.

**Basic Skill (Investing):** The Industrialist gains interest on all Tali Credits kept in the Bank of Tali (the Industrialists player inventory), calculated at 2% per event attended. May name up to 6 players and approved NPCs as *workers*.

### Blood from a Stone

The Industrialist can coax a resource harvesting facility or machine to harvest a few extra materials from locations that have run dry or been abandoned. *Requires a skill challenge affected by rating.*

### Fires of Industry

The Industrialist may give a bonus to a player who is performing a skill challenge in the Technology Field. The player gains a single rating increase of +1 to the Science Skill being used. This may allow the rating to increase above rating-3, but a maximum bonus of +1 per player may be given from this skill (multiple uses do not stack). *One player per rating, per hour.*

### Get Your Hands Dirty

If a worker stops an Economic Discipline skill challenge for any reason, the Industrialist may take over the skill challenge and complete it, even without the appropriate skill. The Industrialist uses their own skill rating if they have the skill, and acts as though they have the skill at rating-0 if they do not have the skill at all (they can still complete the challenge, but with no *rating bonus*). *One player per rating, per hour.*

### Micromanage

The Industrialist is able to assist in any one Economic Discipline skill challenge, even without the skill itself. The Industrialist gives the challenge's *assist bonus*, as if the Industrialist had rating 1 in the skill, or +1 to the skill rating if they do have the skill. This skill will only give bonuses to skill challenges that have an *assist bonus*. It does not allow the Industrialist to perform the skill alone. *One player per rating, per hour.*

### Resource Hunt

The Industrialist is able to assist in any harvesting endeavor from one of the Naturalists harvesting skills (Mining Zoology, or Horticulture). The Naturalist gains one additional resource beyond what would normally be gained. *One Naturalist per rating, per hour.*

## Step up Production

The Industrialist may give a bonus to a player who is performing a skill challenge in the Trade Field. The player gains a single rating increase of +1 to the Trade Skill being used. This may allow the rating to increase above rating-3, but a maximum bonus of +1 per player may be given from this skill (multiple uses do not stack). *One player per rating, per hour.*

### Maximize Efficiency (Titled)

The Industrialist attempts to maximize productivity in their *workers*. All the Industrialist's *workers* performing an Economic Discipline skill challenge may retry that skill challenge once if they do not like the result, but must accept the new result. *Once per 10 minutes, per rating.*

### Crunch Time! (Titled)

The Industrialist announces that he will begin to maximize efficiency—and all their *workers* may begin one Economic Skill challenge. For the next 10 minutes, all of the Industrialist's *workers* may ignore one *failure condition* for that challenge, per rating of the skill. The skill challenge must have a *failure condition* for this skill to apply. *One failure condition per worker for each rating, per hour.*

### Research and Development

Allows the Industrialist to assist in the development of new technology and scientific advancements. Whenever a character is required to expend resources with either the Theoretic, or Gadgeteering skills, the first loss of any one material or item may be ignored. *One item or resource per rating, per hour.*

## Naturalist

**Basic Skill (Locating):** The character has an understanding of the natural world, and is able to prospect for viable Mining locations, discern plants that can be harvested with Horticulture, and recognize animal habitats that would make good harvesting locations for Zoology.

### Horticulture

Allows the character to locate and harvest plants, herbs and woods of all type. *Requires a skill challenge affected by rating.*

### Mining

Allows the character to locate and harvest all types of stone, ore and rocks. *Requires a skill challenge affected by rating.*

### Smelting

Allows the character to refine ore into metal. Requires a skill challenge affected by rating. The player can choose



to forego the skill challenge and accept the lowest rating of refinement.

### **Tanning**

Allows the character to refine hides into leather. Requires a skill challenge affected by rating.

### **Woodcutting**

Allows the character to refine wood into lumber. Requires a skill challenge affected by rating.

### **Zoology**

Allows the character to locate and harvest animals of all types through hunting, fishing, etc. Requires a skill challenge affected by rating.

### **Cooking (Titled)**

Allows the character to create edible products, including brews, herbs and spices, and baked goods. The skill also allows refinement of necessary raw materials such as animals into meats and herbal plants into usable herbs. Requires a skill challenge affected by rating.

### **Gemology (Titled)**

Allows the character to refine rocks into gems and glass. Requires a skill challenge affected by rating.

### **Weaving (Titled)**

Allows the character to refine crops and domestic animals into textiles, and then use those textiles to craft clothing such as coats, dresses, hats, as well as similar items such as sails. Requires a skill challenge affected by rating.

# Exploration Skills

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Although a good deal of your event will involve the local town of Blackwood, there are times when you and your group will find yourself on an adventure, exploring the vast reaches of the world around you. In such times, exploration skills are of utmost importance. On an adventure, social skills will be useful when dealing with people you may meet along the way, combat skills will come in handy if you meet hostiles, and economic skills will allow you to extract resources for profit; however, it is the exploration skills that ensure you can get to your goal and back home safely. As the game is a live action game, clearly a bit of imagination and suspension of disbelief is required on adventures.

## Airship Travel and Flying

If you plan to go anywhere off of your home eyot, you will need to fly. Personal flyers, such as monoplanes and personal gyrocraft, will take one and sometimes two people out for a spin or scouting mission, but they won't get a whole adventuring party anywhere. For this you will need an Airship. There are several kinds of airships, from the silent skysails preferred by pirates to the noisy gyroships of the London Commonwealth. Simulation of airship flight is done by players sitting inside a room that has been set up to look like the bridge of an airship, with fire control stations, navigation charts and a helm. A marshal narrates the journey and uses charts to determine random events that the crew will have to handle. Players must chart a course and anticipate trouble with navigation skills, fight enemies with gunman skills, and pilot safely through all these hazards. If all goes well, the crew and passengers will land safely and begin the next stage of their adventure.

## Vehicle Operation

Once on the ground, vehicle skills can be used to explore, fight, and get the group to their destination. Machinery can then be used to mine and build in rough and uncharted territory. A marshal will narrate and instruct players in the events and details of the adventures.

## Adventure Skills

Adventure skills come in handy for missions involving scouting, stealth and physical challenges. Adventure characters can spot enemies, remain unseen, take up tactical positions, and navigate through difficult or challenging obstacles and terrain. An adventure marshal will be present to instruct and clarify all of these situations.

## Adventure

<b>Cracker</b>	<b>Infiltrator</b>	<b>Scout</b>
Set Traps	Camouflage	Agility
Disarm Trap	Cover Tracks	Balance
Disassemble Traps	Hide in Shadows	Driving
Sabotage	Escape	Search
Lockpicking	Evade	Tracking
Forgery	Smuggle	Wayfinding
Aether Trace	Aetherfade	Aether Scouting
Decoding	Disguise	Perceive
Encryption	Move Unseen	Scrutinize

## Aviation

<b>Captain</b>	<b>Navigator</b>	<b>Pilot</b>
Balance the Hull	Magnetic Fields	Boost the Props
Course Made Good	Passage Plan	Cut the Props
Quick Repairs	Aether Casting	Fire's Up
Reef The Sails	Update the Cards	Give Her Full Rudder
Take the Wheel	Eyot Hunting	Reverse the Props
Trim the Hull	Flotsam and Jetsam	Split
Man the Guns	Check the Winds	Level the Heel
Chins up!	Find the Tides	Quick Escape
Shut Her Down	Spot the Enemy	Ride the Tide

# Exploration Professions

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## Adventure

### Cracker

Crackers are adept at understanding the workings of complex codes and patterns, and complex systems. At the base level this makes them ideal at discovering and disarming traps and defenses of all sorts. As their skill increases, they are able to understand encrypted codes and languages, whether written or even programming into difference engines. This knowledge means that they can crack such codes and at the higher levels of skill, encode them on their own.

**Basic Skill (Cracking):** In adventure scenarios with an Adventure Marshal, the Cracker may identify the presence of traps and coded information when a Marshal is present. This does not give the specific location, only the awareness that they are nearby. Additionally, the Cracker is able to study a machine and know what has been done with it within the past, gaining useful information about where it has been and who may have been using it. This skill also allows for the use of Difference Engines.

#### Set Traps

This skill allows the player to set and arm traps. These can be physical traps, or they can be coded traps in difference engines. *Requires a skill challenge affected by rating.*

#### Disarm Traps

Skill allows for the disarming of traps. These can be physical traps, or they can be coded traps in difference engines. The trap may be destroyed in the process, but it may be able to be salvaged. *Requires a skill challenge affected by rating.*

#### Disassemble Trap

Allows the character to take apart a trap in a given area in such a way so that it may be salvaged, transported and used again. In the case of difference engines traps, the code may be reused. *Requires a skill challenge affected by rating.*

### Lockpicking

Allows the character to open locks. These can be physical locks, or they can be coded security “locks” in difference engines. *Requires a skill challenge affected by rating.*

### Forgery

Allows the character to create forged documents, and to detect forged documents. In difference engines, the Cracker may forge encoded “documents”. *Requires a skill challenge affected by rating.*

### Sabotage

The Cracker is able to subtly disconnect key working parts of a machine or construction so that it will temporarily stop working or completely fail at the time or condition of the Cracker’s choosing. This skill can also be applied to codes in difference engines. *Requires a skill challenge affected by rating.*

### Aether Trace (Titled)

In adventure scenarios with a Marshal, this skill allows the character to intercept messages and communications being sent through aether casters or in the aether itself. This skill can be used to locate the source of the message, as well as pick up messages others could not normally be heard by others. *Requires an aether caster to use. Requires a skill challenge affected by rating.*

### Decoding (Titled)

Allows the character to decode encrypted messages. *Requires a skill challenge affected by rating.*

### Encryption (Titled)

Allows the character to encode encrypted messages into Difference engines, or anything else they want to encrypt. *Requires a skill challenge affected by rating.*

### Infiltrator

Spies are masters of getting into locations and hiding—both themselves and other objects they might wish to smuggle. They are able to blend into woods, shadows, and even at the aether itself. They are even able to disguise themselves and emulate the behavior of others such that they can blend in to other groups and factions.

A very skilled Infiltrator is even able to move while hidden, allowing them to get into position for deadly attacks.

**Basic Skill (Body Control):** The character gains the Feign Death ability at will.

### Camouflage

Allows the character to use the Hide in Woods effect. *Rating-1 ten count, rating-2 six count, rating-3 three count.*

### Cover Tracks

The character is able to limit his or her ability to be tracked. This is a counter to the Tracking skill. *Requires a skill challenge affected by rating.*

### Escape

The character has the ability to attempt to escape when captured or tied up in adventure scenarios with a marshal. *Requires a skill challenge affected by rating. Once per 10 minutes.*

### Evade

In adventure scenarios, the character may attempt to outrun aggressors; if the player makes it to a location designated by the marshal, the pursuers are considered to have lost the Infiltrator. The Infiltrator may not return to the scenario for a period of time based on rating. *Rating-1 15 minutes, rating-2 10 minutes, rating-3 5 minutes*

### Hide in Shadows

The character may use the Hide in Shadows effect. *Rating-1 ten count to enter, rating-2 six count to enter, rating-3 three count to enter.*

### Smuggle

The character has a separate approved container for smuggling items. This pouch may not be searched, and must be ignored as if it were cleverly hidden. The size of the container is based on the rating. Only the smuggler may access the container, unless he or she gives permission to another person with the smuggling skill permission, and then the person must have the proper rating to access the container. *Rating-1: pouch, Rating-2: chest, Rating-3: hidden vehicle hold or small room.*

### Aetherfade (Titled)

Allows the character to enter aetherform, using the *Aetherform* effect. *Rating-1 ten count, rating-2 six count, rating-3 three count.*

### Disguise (Titled)

The Infiltrator is can make himself look different, as if they were from another nation. The Infiltrator is so

convincing that no one has any idea who they really are (this idea extends out of play—the Infiltrator may tell others that he or she is not playing their character, but someone else). *Rating-1 allows for the same nation, Rating-2 any Nation, Rating-3 any humanoid form.*

### Move Unseen (Titled)

The character is able to take steps while using either Hide in Shadows or Camouflage. *10 steps per rating*

## Scout

Scouts are the first people into a mission or adventure. They prefer to go in alone, using their skills of extreme perception to assess the situation and seek out enemy targets. A good scout can make the difference between life or death by avoiding walking blind into an ambush. Their titled skills take their perception skills to the extreme, allowing them to see those hiding both in shadowed or wooden areas, and even use special equipment to see into the aether itself.

**Basic Skill (Reconnaissance):** May confer with a marshal before entering an adventure area to ask questions about what they can see from the starting location of the adventure only, while those without this skill remain behind. The skill also allows the character to use Flight Packs and Gliders, Telescopic Devices, Scientific Goggles and Spectacles.

### Agility

In adventure scenarios with an Adventure Marshal, the player may gain additional distance when facing environmental challenges. This will be measured in additional steps or distance units when jumping, falling, running or climbing. *One additional step or distance unit (defined by the Adventure Marshal) per rating.*

### Balance

In adventure scenarios with an Adventure Marshal, the player may take additional “do-overs” when facing environmental challenges. *One “do-over” per rating.*

### Driving

May operate landships, motorcars, motorcycles, and walkers. *Higher ratings allow for better vehicles.*

### Search

Allows the character the ability to search characters more quickly. In adventure scenarios with a marshal, may be used for better or faster searches of a location. *Count is 2 less than normal per rating.*

### Tracking

Allows the character to follow the tracks of another being or device such as a vehicle. Once per 10 minutes, per rating. Requires a skill challenge affected by rating.

### Wayfinding

When using the Scouting Basic skill, the Adventure Marshal may allow the character to use the skill beyond and into the adventure. *Once per 10 minutes, per rating.*

### Aether Scouting (Titled)

Allows the character to be aware of creatures in the aether. *Rating-1 allows for Aether Alarm within line of sight; Rating-2 allows for exact location within the Alarm but no actual sight; Rating-3 grants full Aether Sight, but requires Aether Goggles or Aether Spectacles to use.*

### Perceive (Titled)

Scout is aware of targets using Hide in Shadows and Hide in Woods. No special devices are required for this skill. *Rating-1 allows for Shadow Alarm and Woods Alarm within line of sight; Rating-2 allows for exact location within the Alarm but no actual sight; Rating-3 grants full Shadow Sight and Woods Sight.*

### Scrutinize (Titled)

The Scout may, at the end of a search count, locate a Smugglers pouch for rating-1, a Smuggler's chest at Rating-2, and a Smuggler's room at Rating-3. *Once per 10 minutes, per rating. Requires a skill challenge affected by rating.*

## Aviation

### Captain

All airships benefit from a good Captain, to coordinate the jobs of the Pilot, Navigator and Engineer. When things get especially rough, a good Captain can make all the difference in the success of the flight crew. Some Captains are even renown for their ability to jump in and save the wheel at a critical moment.

**Basic Skill (Skysailing):** The Captain may name up to 6 crew members to assist in the flying of an airship by using its skysails. Each crew member is able to operate one sailing station. *See the Captaining Skill Challenge document for a full explanation of flying.*

### Balance the Hull

The Captain is able to have his crew move the ship faster by leveling the port and starboard. Upon a successful sailing challenge solve. *Once per flight, per rating.*

### Course Made Good

The Captain may help the Navigator stay on course, by allowing the Navigator to make a single course correction. The Captain may replace one of the current tiles with one his special Captain tiles. *Once per flight, per rating.*

### Quick Repairs

The Captain is able to help the Engineers repair the ship more quickly. One Engineer gains one double repair value on one repair skill challenge. *Once per flight, per rating.*

### Reef the Sails

The Captain commands the crew to reef the sails. Preventing the sails from catching the wind. Normally a standard ship move requires the ship to move both hexes, into the second Hex tile. However, when the sails are reefed, the Captain can slow the skysailer down and take an alternate wind line (blue) if there is one. *Once per flight, per rating.*

### Trim the Hull

The Captain commands the crew to trim the Hull. The crew is able to get maximum speed and turning radius out of the ship through ideal use of the sails. A successful solve allows the Pilot to temporarily gains plus rating to any skill of his or her choice (for one skill challenge solve). *Once per flight, per rating. Requires a skill challenge affected by rating.*

### **Take the Wheel**

If the Pilot fails a skill challenge, the Captain may take the wheel and attempt the skill challenge himself, at a skill rating of -0. The result of the Captain is used. If he does not have the skill, or his own skill rating if the Captain has the skill. *Once per flight, per rating. Requires a skill challenge affected by rating.*

### **Chins up! (Titled)**

The Captain is able to improve crew morale. Each crew member, Navigator, Engineer and Pilot may retry one challenge that met a *failure condition* within the minute after the Captain announcing the skill use. *Once per flight, per rating.*

### **Man the Guns (Titled)**

The Captain is able to increase the effectiveness of the weapon systems. One crew member manning a ship's gun gains a called shot. Must be used within one minute. *Once per flight, per rating.*

### **Shut Her Down (Titled)**

The Captain gains a bonus to Stealth as long as the engines are shut down and those onboard stay quiet. *Chance increases Stealth +1 per rating.*

## **Navigator**

Navigators are adept at planning routes for aircraft flights and even journeys deep into the earth. They are always on the lookout for bad weather, hostile airships and strange phenomena like the solar storms and magnetic activity common since the Great Upheaval. A good navigator can locate aetheric tides, which the pilot can use to fly very quickly and without the need for fuel.

**Basic Skill (Navigation):** May read maps and navigational charts and use *navigational devices*. The Navigator can set down a course for an airship and can navigate airships and aircraft through the navigation skill challenge. *See the Navigation skill challenge explanation for more information on how navigation skills work.*

### **Magnetic Fields**

The Navigator is better navigate magnetic fields on navigational charts. *May draw one extra tile per rating, per flight in magnetic storms.*

### **Passage Plan**

The Navigator can improve a previously set down a course for the airship. *The course may be reworked once for each rating, per flight.*

### **Aether Casting**

The Navigator is better able to use aether devices for navigation and communication. *The navigator is able to*

*detect everything in a single hex radius around the ship's location. Once per flight per rating.*

### **Update the Cards**

The Navigator is able to both create and update navigational charts. *One chart per flight per rating.*

### **Eyot Hunting**

The Navigator is better able to detect eyots on navigational charts. *Detection chance +1 per rating.*

### **Flotsam and Jetsam**

The Navigator is better able to navigate floating obstacles on navigational charts. *May draw one extra tile per rating, per flight when flying through flotsam and jetsam.*

### **Check the Winds (Titled)**

The Navigator is better able to Navigate natural storms on navigational charts and devices. *May draw one extra tile per rating, per flight in storms.*

### **Find the Tides (Titled)**

The Navigator is better able to navigate aether tides on navigational charts and devices. *May draw one extra tile per rating, per flight in aether tides.*

### **Spot the Enemy (Titled)**

The Navigator gains a bonus per rating to detect hidden ships when checking against that ship's Stealth. *Chance increases by +1 per rating. Once per flight per rating.*

## Pilot

Pilots are the operators of aircraft of all shapes and sizes. They can fly anything from the smallest monoplane to the hulking Dreadnaught gyroships. A good pilot can stay on the course charted by the Navigator and even help to get back on course when the navigation has gone awry. At their highest level of skill, they can ride the aetheric tides and travel great distances from nation to nation in record time. *Pilot skills are once per flight per rating.*

**Basic Skill (Flying):** May fly all aircraft, including airships, monoplanes, gyroships, skysails and hybrids through skill challenges. *See the Piloting Skill Challenge document for a full explanation of flying.*

### Boost the Props

The pilot is able to accelerate the airship quickly. A successful solve allows the pilot to move forward one hex outside of normal speed. *Once per flight, per rating.*

### Cut the Props

The Pilot cuts the propellers and slows the craft down quickly, letting the craft drift with the wind. *Once per flight, per rating.*

### Fire's Up

The pilot is able to get the airship up in the air quickly *Once per flight, per rating.*

### Give Her Full Rudder

The pilot is able to turn the airship (60 degree turn). A successful solve allows the pilot to turn the ship one facing. *Once per flight, per rating.*

### Reverse the Props

The pilot is able to bring the ship to a dead stop. *Once per flight, per rating.*

### Split

The pilot is able to turn the airship in a sharp turn (120 degree turn). A successful solve allows the pilot to turn the ship two facings. *Once per flight, per rating.*

### Level the Heel (Titled)

The Pilot is able to stabilize the ship when it begins to roll, caused by extreme winds and storms or aetheric tides. *Once per flight, per rating.*

### Quick Escape (Titled)

Whenever the Pilot's ship is fired upon in an Airship combat, the Pilot may immediately take a free move action. *Once per flight, per rating.*

### Ride the Tides (Titled)

The pilot is able to catch the aether tides for greater acceleration and distance. A successful solve allows the pilot to gain the benefit of the existing aetherwind. Requires aetheric additions to use. *Once per flight, per rating.*



# Social Skills

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## Social Engagements

Social skills almost always have a use of “per social”, which is defined as the length of a Social Engagement. Social Engagements occur when players attempt to use social skill effects on another person. A social engagement is considered a self contained event, meaning that if participants are too far away from it, they do not count as being in the Social Engagement. This distance is generally practical earshot—meaning, covering your ears doesn’t count as stopping it. Thus if another player can hear what is being said, they are part of the Social Engagement. The main way to tell the practical distance for a Social Engagement is whether or not people nearby could have any real effect on the outcome of the engagement. If they could not, then they do not need to consider themselves in that Social Engagement.

### **Social Reset**

Generally a Marshal will call for Social Reset after a Social Engagement, and all participants of the encounter will check sheets, check item cards, and ensure that their actions during the engagement were legitimate. If no Marshal is present to call Social Reset, one automatically occurs when all participants within the Social Engagement have stopped communicating for five full minutes. Sometimes a Marshal may call a Social Reset during a very long encounter just to allow players to reset skills.

Effects whose durations are for ‘One Social’ end at Social Reset. Skills which may be used once per Social, such as weapon critical blows, reset at this time as well. Social Reset occurs simultaneously for all participants involved. Therefore one player running off to hide for 5 minutes does not allow him to reset his skills and rejoin a Social Engagement, for Social Reset has not passed for that engagement.

## Types of Social Skills

- Information based skills get information on adventure scenarios from a marshal, or are used to spread such information.
- Effect based skills cause an *effect* on a target.
- Commanded actions, which are used to make a person perform a specific commanded action designated by the social character.
- Skills affect a statistic of some sort, such as Reputation, etc.
- Content Submission skills.

## Delivering Social Statements

### **Effect Statements**

Social statements allow for a certain degree of improvisation— in fact they require it. Effect statements must always include the name of the effect, as well as a five word or more explanation that believably justifies the use of the effect, and puts the statement into context. If there is a subject of the effect, that subject should be named as well. The following things should be in a social statement, in any order:

- 1) The *effect* name (or one of its valid variants).
- 2) The *target* of the effect.
- 3) A *subject* that creates the effect.
- 4) A five or more word *explanation* involving the subject and used to put it into context.

*target + <effect> +5 or more word explanation involving <subject>*

*Example of the Disparage skill: "I simply Loathe that gentleman for his insult."*

The player delivering the statement should use the "point and click" statement delivery method, and point to the target when saying the effect name.

### **Commanded Statements**

Command Statements can be complete sentences, but the actual command part is limited to four words and indicated by the player using his fingers or hands in a forward gesture towards the target. Note that though the commanded part is four words, any number of other words may be used to put the command into context.

*Example: "Hand me that gun, please."*

## The Spirit of the Rules and Sportsmanship

Many of the social skills state that a player must roleplay a certain type of behavior. This behavior is either related to a specific subject, a person, or in the most extreme cases (insanity), the effect applies to universally. Players will notice that although many of the effects have a "hard mechanic", meaning a specific action the player has to do, there are also quite a number of gray areas. These are intentional, as this is not a video game—the soft mechanics are intended to allow freedom in roleplaying and create an interesting social environment. Players should follow the spirit of the effect and make their best judgment about what make the most sense in terms of behavior and reaction. Failing to do so is not only bad sportsmanship, but is also a violation of the rules. Circumstances will dictate a certain amount of liberty in these skills, and often a marshal can clear things up. However, players who over time show that they are unable to follow the spirit of the social effects— looking for constant crowbars and technicalities—will be reprimanded. Players who do not enjoy this sort of game play should probably look elsewhere for their entertainment.

### **Flubbing Social Statements**

Part of the ability to execute a social statement comes from the wit and real life social and language skills of the player. In conjunction with the Spirit of the Rules, players must appropriately deliver, with good roleplaying, their social statements that create effects. This means that they player must improvise and say things that make sense and are in context to the subject at hand. Doing otherwise is considered "flubbing" the social statement and the effect will not work. Players cannot simply ramble on about

nothing for 10 seconds and then call an effect. In addition, if the player stammers or gets tongue tied for more than a couple seconds, the statement is also flubbed. In such cases, a marshal may call “flub”.

## Defending against Social Statements

There are various ways of defending against social statements, in the following paragraphs.

**Skills:** Several skills grant defenses.

**Willpower:** Each player has a base Willpower value of one; this means they are able to resist one Social Statement per Social. This can be increased through various means, such as fancy clothing, knacks, etc.

**Knacks:** Some knacks allow resistance to specific social effects.

In all cases, a social statement should be defended against with any social statement that includes the name of the defensive effect (“I resist that notion sir”).

## Chained Social Effects

Some Social effects have the ability to affect more than one target, by a process called chaining. Chained effects are used when a player is addressing a crowd or audience, and they represent the ability to affect many attentive people with the same social skill. For example, an Academic giving a lecture might wish to affect many people listening at once.

Chaining requires that the player using a social statement from one of their social skills, and after delivering a successful statement (i.e. the first target was affected) the player may move on to another target without the need for another skill use. The effect must be the same effect, and the social statement must be one that flows in a logical manner during a single cohesive oration such as a lecture or song. The chain ends when any target does not take the effect for whatever reason.

## Social Effects on Players

It should be noted that although these effects can be powerful, use on other players will likely be taken as aggression. The consequences of overuse of social skills on other players can lead to the same reaction one might expect in real life— people will either refuse to speak with the offender or will conspire to take action against them, so be wise in your use of these skills. They are primarily intended for use on NPCs, so think about their use on other players in a similar way you would as attacking another player.

## Reputation

The world of AIR is full of different types of non-player characters (NPCs), as well as various groups called factions. Factions are groups of people tied together by similar purpose, ideals or history. Nations are factions for example, but there are more factions than just nations. Reputation is a rating that measures how well-known a character is within a certain faction. As your characters Reputation increases with a faction, you access to more benefits offered by that faction, such as knacks (knacks are directly purchased with Reputation points).

## Influencz

Clergy	Courtesan	Lurker
Admonish	Cold Shoulder	Antagonize
Behold the Power	Defend My Honor	Bribery
Condemn	Disparage	Enforce
Fear the Wrath	Flirt	In My Sights
Keep the Faith	Pillow Talk	Intimidate
Spread the Word	Small Favor	Moral Ambiguity
Banish	Inflate Ego	Coerce
Exorcism	Psychology	Infuriate
Fanatical Fervor	Seduction	Con

## Oration

Academic	Diplomat	Lawman
Artistic Pursuits	Affront	Challenge
Condescending Critique	National Pride	Flash the Badge
Fascinating Remark	National Provocation	Got a Hunch
One Track Mind	Peace in Our Time	Law on Our Side
Rave Review	Scapegoat	Stay Calm
Voice of Reason	Work the Crowd	Raid
Pedantic Theory	Assurance	Deputize
Scathing Review	Diplomatic Immunity	Protected by the Law
Strict Discipline	Scandal!	Shake Down

# Social Professions

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## Influencer

### Clergy

Clergy devote their lives to a study and understanding of spiritual matters and faith. Very often this is under the umbrella of a specific religion, though it does not have to be. Clergy may represent a wide variety of faiths, whether the old world views of Druidism, the classic Judeo Christian beliefs, or the modern scientific spiritualism of London. Clergy use their spiritual strength to influence and persuade others, with the strongest influence on their closest followers.

**Basic Skill (Theology):** The Clergyman may ask basic information on religious or theological subjects in adventure scenarios. The Clergyman may divinely heal a person, returning them from a Wounded state to a Healthy State on a 10-count. The Clergy may name up to 6 players or approved NPCs as *followers* (social group members).

#### Admonish

The Clergy chooses a target person who has wronged or offended the Clergy or his/her Faith with an action or statement. The target then falls under the *Regret* effect, with the action named by the Clergy as the subject of *Regret*. *Once per Social, per rating.*

#### Behold the Power

The Clergy is able to inflict the *Halt* effect on one target. The Clergy must use a holy symbol relevant to his/her Faith as the source of the *Halt* effect. *Once per Social, per rating.*

#### Condemn

The Clergy makes a statement of religious condemnation, using a standard social statement with a chosen person or thing as the subject of the *Loathe* effect. All of the Clergy's *followers* are then affected by the *Loathe* effect with the condemned person or thing as the subject. *Once per Social, per rating.*

#### Fear the Wrath

The Clergy is able to inflict the *Retreat* effect on one target. The Clergy must have a holy symbol relevant to his/her Faith as the source of the *Retreat* effect. *Once per Social, per rating.*

#### Keep the Faith

The Clergy is able to give the *Focus* effect to all *followers* in his/her social group. A complete social statement is still required. *Once per Social, per rating.*

#### Spread the Word

The Clergy delivers a statement of religious inspiration on a named person or thing of the Clergy's choice of significance to the religion. All of the Clergy's *followers* will experience the *Adore* effect with the named person or thing as the subject of adoration. *Once per Social, per rating.*

#### Banish (Titled)

The Clergy chooses target spirit and after an appropriate social statement is delivered, target spirit takes the *Banish* effect. *Once per Social, per rating.*

#### Exorcism (Titled)

After a 10 second conversation, ritual or counseling session with the target (depending on what is appropriate to the faith), the Clergy can remove an insanity effect on the target. *Once per Social, per rating.*

#### Fanatical Fervor (Titled)

The Clergy puts one target under the *Mania* effect. This can be used as a chained effect when delivered in a religious rant. *Once per Social, per rating.*

### Courtesan

The Courtesan acts as a companion and confidant to those who seek attention and meaningful relationships. Often mistakenly called by less noble names such as prostitute, the Courtesan commonly has no physical relationship with the benefactors to which they are close. Their intimate knowledge of human emotion enables them to mentally aid those close to them, yet these same skills can make them vicious to those who scorn or reject them.

**Basic Skill (Rumormonger):** The Courtesan can spread rumors and gossip through the Storytelling committee (see Content skills). May name up to 6 players or approved NPCs as *benefactors* (social group members).

#### Cold Shoulder

The Courtesan chooses a person who has wronged or offended Courtesan as the target. The target then falls under the *Regret* effect, with an offensive action named by the Courtesan as the subject of *Regret*. *Once per Social, per rating.*

### **Defend My Honor**

The Courtesan creates the *Assault* effect on one target with a named person of his/her choice as the subject. *Once per Social, per rating.*

### **Disparage**

The Courtesan attempts to bruise someone's ego, using a standard social statement with that person as the subject of the *Loathe* effect. All of the Courtesan's *benefactors* are then affected by the *Loathe* effect with the disparaged person as the subject. *Once per Social, per rating.*

### **Flirt**

The Courtesan flirts with someone, creating the *Adore* effect on the target, with the Courtesan as the subject of the *Adore* effect. *Once per Social, per rating.*

### **Pillow Talk**

The Courtesan attempts to gain any information from an NPC target after some brief conversation. (Where relevant, the NPC or marshal will have prepared information unavailable to players not using this skill.) the player should indicate they are using Pillow Talk, and the NPC will reveal any additional information. *Once per Social, per rating.*

### **Small Favor**

The Courtesan convinces a target to do a small personal favor—this cannot involve combat or attacking another, or giving away personal possessions. This is a “Commanded action” skill, and must be delivered with a statement. Must be used on a target that the courtesan has affected with *Adore* from the Flirt skill. *Once per Social, per rating.*

### **Inflate Ego (Titled)**

The Courtesan inflates the ego of one target, causing the *Trust* effect and joining the social group as a benefactor. Must be used on a target that the Courtesan has affected with *Adore* from the Flirt skill. *Once per Social, per rating.*

### **Psychology (Titled)**

After a 10 seconds of counseling with a benefactor, the Courtesan can remove an insanity effect on a benefactor.

### **Seduction (Titled)**

The Courtesan seduces one target, causing the *Obsession* effect, with the Courtesan as the subject. *Once per Social, per rating.*

## **Lurker**

Whereas the lawman is the enforcer of the law, the Lurker is the strong arm of the underworld (though, more than one Lawman has been known to be both). Through coercion and intimidation they seek to organize common thugs into effective criminal organizations. The strongest of Lurkers are so good at enforcing their will that with simply a few words they can manipulate others into useful acts of aggression.

**Basic Skill (Lurking):** The Lurker is able to spot potential criminals and criminal organizations in adventure scenarios where a marshal is present, and may even be aware of who or what they are. May name up to 6 players or approved NPCs as *criminals* (social group members).

### **Antagonize**

The Lurker is able create the *Assault* effect in one target. The Lurker may choose himself or another person as the subject of the *Assault*. *Once per Social, per rating.*

### **Bribery**

The Lurker is able to use monetary or similar offers to bribe targets for information or to gain entry into a restricted location. (Where relevant, the Adventure Marshal will have prepared information unavailable to players not using this skill.). *Once per Social, per rating.*

### **Enforce**

The Lurker is able create the *Focus* effect in his *criminals*. A complete social statement is still required. *Once per Social, per rating.*

### **In My Sights**

The Lurker is able to inflict the *Halt* effect on one target. The Lurker must brandish a weapon or other threatening object at the target for the effect to work. *Once per Social, per rating.*

### **Intimidate**

The Lurker is able create the *Retreat* effect in one target. The Lurker or a symbol of the criminal faction (such as an

underworld tattoo or a gun) must be the subject of the *Retreat* effect. *Once per Social, per rating.*

### **Moral Ambiguity**

The Lurker may instantly recover from the *Regret* effect. *Once per Social, per rating.*

### **Coerce (Titled)**

The Lurker is able to issue a commanded action to any one of their *criminals*. *Once per Social, per rating.*

### **Con (Titled)**

The Lurker is able create the *Trust* effect in one target. *Once per Social, per rating.*

### **Infuriate (Titled)**

The Lurker is able to create the *Psychosis* effect in any target that they have put under the *Assault* effect with the *Antagonize* skill. *Once per Social, per rating.*

## Oration

### **Academic**

Whether teachers, professors, or just lifelong students, Academics dedicate themselves to study and enlightenment. They are adept at study as well as teaching and enlightening the thinking of others. Academics often publish their studies and the results of their research, increasing their reputations in academic circles. When they choose to take on students, their mentorship can give special benefits.

**Basic Skill (Research):** Allows the character to access and acquire information about history, archeology, or the general Humanities in situations where a marshal is present. May name up to 6 players or approved NPCs as *favorite students* (social group members).

### **Condescending Critique**

The Academic delivers a condescending statement to a single target person. The critique will be on a subject of the Academic's choice, either a person or thing. The target will experience the *Loathe* effect with the named person or thing as the subject. *Once per Social, per rating.*

### **Fascinating Remark**

The Academic makes a fascinating intellectual remark that causes someone to stop and take pause. This statement creates the *Halt* effect on one target person

with himself as the subject. His thesis concept should be incorporated into the social statement. *Once per Social, per rating.*

### **Artistic Pursuits**

The Academic dabbles in an artistic pursuit of choice, creating a work of art through writing a short paper, taking a photograph, creating a drawing, painting, sculpture, performance piece or any other work of art that the Academic can convince other players is art. If the Academic can convince 6 other players to support the work, and get a signature from each on a document endorsing such, the Academic can gain +1 reputation at the University of his or her choice. *One University per rating.*

### **One Track Mind**

The Academic is able to give the *Focus* effect to all *favorite students* in his/her social group. A complete social statement is still required. *Once per Social, per rating.*

### **Rave Review**

The Academic delivers a statement of praise on a named person or thing of the Academic's choice. All of the Academic's *students* will experience the *Adore* effect with the named person or thing as the subject of adoration. *Once per Social, per rating.*

### **Voice of Reason**

The character may resist the *Assault* effect with an appropriate social response statement. *Once per Social, per rating.*

### **Pedantic Theory (Titled)**

The Academic delivers a pedantic statement concerning one of his or her overly academic theories. The target suffers the *Catatonia* effect. This can be used a chained effect if used in a formal lecture. *Once per Social, per rating.*

### **Scathing Review (Titled)**

The Academic may create the *Compulsion* effect in one target. The Academic must create this effect by choosing a subject (except a person) to review or comment upon that then becomes the subject of the *Compulsion*. *Once per Social, per rating.*

### **Strict Discipline (Titled)**

The Academic is able to issue a Commanded Action to any person under the effects of a skill that the Academic has used on them. *Once per Social, per rating.*

## **Diplomat**

Diplomats are skilled in the art of non violent negotiation and compromise. They generally use these skills to represent a nation and to increase the renown of that nation as well as their own reputations. They often find themselves welcome in many places for this reason. The Diplomat benefits from the solid reputation of the nation they represent by using national symbols and pride to affect others.

**Basic Skill (Diplomacy):** NPCs that have never met the Diplomat always behave as if they have positive Rapport. The Diplomat may indicate this by saying "I wish to speak with Diplomacy". May name up to 6 players or approved NPCs as chosen nationalst (social group members).

### **Affront**

The Diplomat may cause the *Regret* effect on a target, with the source of the Regret limited to a person that insulted the Diplomat or his nation. *Once per Social, per rating.*

### **National Provocation**

The Diplomat may cause the *Assault* effect on a target with the Diplomat as the subject. The Diplomat must refer to the weakness of the subject's nation in the social statement. *Once per Social, per rating.*

### **Peace in Our Time**

The Diplomat delivers a motivational statement about peace concerning a person or thing of the Diplomat's choice. All of the Diplomat's *chosen national's* will experience the *Adore* effect with the named person or thing as the subject of adoration. *Once per Social, per rating.*

### **National Pride**

The Diplomat may transfer any social effect that targeted the Diplomat to one of his chosen nationals. The effect is "*Transfer <social effect>*". *Once per Social, per rating.*

### **Scapegoat**

The Diplomat may cause the *Loathe* effect on all of his *chosen nationals*, with the source being one person of

the same nation who has done something the nation may consider improper. *Once per Social, per rating.*

### **Work the Crowd**

After a successful conversation using the Diplomacy Basic Skill, the player may gain a +1 Reputation increase with the faction involved if the NPCs indicate the conversation went well. This skill should be handled at the end of the adventure scenario in which it was used. This skill will not allow more than a single Reputation increase with each faction per event. If the NPC is not associated with a faction, the skill has no effect. *Rating-1 requires 3 NPCs to confirm the faction increase, rating-2 requires 2 NPCs, rating-3 only requires a single NPC.*

### **Assurance (Titled)**

The Diplomat assures the target of his or her good intentions, creating the *Trust* effect. *Once per Social, per rating.*

### **Diplomatic Immunity (Titled)**

The Diplomat is very difficult to rattle. The character may resist a social effect with an appropriate diplomatic response statement. *Once per Social, per rating.*

### **Scandal! (Titled)**

The Diplomat reveals something nefarious the target has been involved in, or completely makes something up that seems believable. The target suffers the *Despondent* effect. *Once per Social, per rating.*

## **Lawman**

Enforcer of the law, the Lawman serves as Investigator, sheriff, constable or whatever other title a nation assigns to its keeper's of the peace. Lawmen use intuition to investigate criminal activity, as well as more direct aggression when needed. They also have the ability to enhance the morale and vigilance of those they deputize, further adding to the power of their enforcement.

**Basic Skill (Investigation):** In adventure scenarios with a marshal, the Lawman is able to gain basic clues upon inspecting the scene of a crime or similar situation, as well as by questioning witnesses. May name up to 6 players or approved NPCs as *deputies* (social group members).



**Challenge**

The Lawman attempts to create the *Assault* effect in a single target, with himself as the subject of the *Assault* effect. *Once per Social, per rating.*

**Flash the Badge**

The Lawman is able to inflict the *Retreat* effect on one target. The Lawman must have a symbol of legal enforcement (such as a badge or gun) as the source of the *Retreat* effect. *Once per Social, per rating.*

**Got a Hunch**

In adventure scenarios with a marshal, the Lawman may ask the marshal if a theory or hunch he or she has regarding the adventure is correct. *Once per Social, per rating.*

**Law on Our Side**

The Lawman is able to give the *Focus* effect to all *deputies* in his/her social group. A complete social statement is still required. *Once per Social, per rating.*

**Stay Calm**

The Lawman may instantly recover from the *Assault* effect. *Once per Social, per rating.*

**Raid**

The Lawman is able to inflict the *Halt* effect on one target. The Lawman must use a symbol of legal enforcement (such as a badge or gun) as the source of the *Halt* effect. *Once per Social, per rating.*

**Deputize (Titled)**

The Lawman conscripts someone, creating the *Trust* effect causing them to join the social group as a *deputies*. The skill must be used on a target that the Lawman has affected with *Halt* from the *Raid* skill.

**Protected by the Law**

The Lawman may put one target under the *Delusion* effect. *Once per Social, per rating.*

**Shake Down (Titled)**

The Lawman may inflict the *Paranoia* effect on one target. This can be used as a chained effect when used on multiple targets who are forced to listen to the lawman through capture, arrest, or the like.

# The Core Rules of Game Play

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The core rules are those basic rules that allow simulation of actions such as the crafting products, combat, exploration and even special social engagements. AIR is a game that requires both ability from the player and the character; this means that for not only must the character have the proper skills documented on their character sheet to execute a task, but the player must perform an action of some sort properly. The abilities of the character come from formal *Skills* (outlined in the skill section), and these skills are performed through the abilities of the player using a *Delivery Method*. The player communicates what he is doing through the use of a verbalized word or phrase, called an *Effect*.

## Delivery Methods

There are five delivery methods. Each delivery method is bound by its own rules of safety and playability, to which all players must abide.

### Melee Weapon Delivery

These are effects delivered via a legal, hand held foam weapon or missile weapon.

### Missile Weapon Delivery

These are effects delivered via a legal, hand held foam weapon or missile weapon, or by thrown objects.

### Statement Delivery

Some effects use a statement directed at a player, usually indicated by pointing or gesturing to the player.

### Area Delivery

These are effects delivered verbally as well, affect an entire area or radius. Everyone within the area takes the effect. Area effects are not considered 'targeted.'

### Ingestion Delivery

These are effects are delivered by drinking.

## Melee Weapon Delivery

Melee weapons refer to those that are held in a hand and used by swinging or thrusting, such as swords, maces, daggers, etc. To deliver an effect with a foam melee weapon, merely swing the weapon and say the effect. The effect should be clearly audible to the target, and the weapon should not be swung repeatedly faster than the player can clearly say the effect. Swings that are too fast to call effects clearly make combat unplayable.

## Illegal Swings

When swinging a foam weapon, the player must swing through forty-five degrees (45°), but no more than ninety degrees (90°). Swinging a foam weapon through an arc less than 45° results in a very short swing, and thus is unfair to other players (called shot gunning). Roundhouse swings, windup swings, overhead swings, baseball swings and other large swings that move through more than 90° of movement are illegal. Players should do their best to 'pull their blows'. This means that instead of

striking with the full force of the weapon, they should pull the attack back as it contacts with the target. Players who properly pull blows will almost never be warned for unsafe swinging. When thrusting, the player must take great care to make contact only with the thrusting tip of the weapon, effectively touching the target lightly. *Do not* ram the core of the weapon into the target, as this is both very dangerous and an illegal swing, and will contribute to the early degradation of the weapon.

Because foam melee fighting is a simulation, Air combat does not allow for “double tapping” with melee weapons. This means that you may not strike a player in the same body region twice in a row, but must move on to a new region. The regions in this regard are defined as right arm/shoulder, left arm/shoulder, right leg/hip, left leg/hip and torso. Thus if you strike a player in the right arm, you cannot hit the player in the right arm with the next swing.

## Illegal Targets for Foam Melee Weapons

There are certain areas of the body that are *not* legal targets for a foam melee weapon. When using a foam weapon, the following are legal targets: the torso (preferably avoiding the chest area of female players), arms, legs, and feet. Anywhere on the head, the neck or throat, the groin, or the hands is not a legal target. Strikes should not be aimed at these areas, and any strikes that do impact illegal target areas are considered invalid. Repeated strikes to illegal target areas will result in a discussion with the offending player, and eventually disciplinary action. These target areas are illegal because of safety reasons; overly aggressive padded weapon strikes to these areas may cause pain and possible injury.

## Blocking Melee Weapons

Blocking refers to physically getting a shield or weapon in the way of a melee attack through player execution. Only a legal weapon or shield may be used to physically block a weapon swung at a player. After a successful block, the target ignores the weapon’s hit and effects (unless the effect specifically states otherwise). In questionable cases, if a parry is so weak as to not prevent the attack from making contact with the defender, the strike counts as a hit. This by no means licenses players to swing harder at opponents.

Some attacks use a very specific type of foam weapon called a *claw*. Claws look similar to small swords, but have no hilt or cross guard, and are generally wielded in pairs, held in each hand. Claws may always be used to block weapons, so hitting the claws of a defender does not count as a successful hit, even if it seems odd since the claws are supposed to be part of the target.

When using a shield, a player may not shelter behind the shield in such a manner so as to expose only their head and hands. Doing this results in only illegal targets being exposed to the opponent, and thus is both unfair and dangerous. Sheltering behind a shield in this manner is called ‘turtling’, and is illegal. The shield should be used to block weapons, not to cover behind.

Missile weapons cannot be used to block melee attacks.

## Missile Weapon Delivery

There are two types of missile weapons in AIR: projectile weapons and thrown weapons. Projectile weapons include bows, crossbows, and guns that fire specially padded arrows or foam bullets at a target. Thrown weapons include throwing daggers and the like, as well as grenades.

Projectile weapons can be dangerous if used irresponsibly, so players should exercise common sense when playing with them. See the *Weapons* section for more details.

Thrown weapons are specially constructed or purchased foam weapons with no hard inner core, so they may be safely thrown at opponents without risk of injury. To deliver an effect with a missile weapon merely fire or throw the weapon and say the effect. The effect should be called out loudly enough for the target to hear, and should be spoken as the weapon is released, not afterwards.

## Illegal Targets for Foam Missile Weapons

All areas save the head are legal targets for foam missile weapons. In addition great pains should be taken to avoid 'head shots' with projectile weapons, as these can be very painful if the projectile is poorly maintained. Arrows or thrown weapons that ricochet off of other surfaces before striking their targets fail to deliver their effect.

## Blocking Missile Weapons

In order to promote safety, missile weapon attacks are not stopped by shields, weapons or any other object. This encourages players to safely aim for the shield of a target instead of small exposed areas outside the shield. This rule is also designed to simulate the effectiveness of guns against shields, and the advancements in high powered bows and crossbows that are able to pierce such surfaces or ricochet off into the target. In the case of chemical weapons or grenades, they are assumed to simply explode on the object and take effect on the target. Note however, that some skills give extra defenses against missiles to simulate some manner of effectiveness against such attacks.

## Statement Delivery

Some effects are delivered through a simple statement in social engagements. There are a great many variations on the way a social statement can sound, but those using effects will always contain the name of the effect being delivering. To deliver an effect with a statement, say the statement clearly, including the effect, and use a "point and click" hand gesture, aiming the fingers like a pistol and clicking the thumb down, in an obvious manner towards the target. If the target of the statement, or those right next to the player, cannot understand it due to mumbling, slurring words, speaking too fast, or anything else, the statement is 'flubbed' and will not take effect. If the target is in a circumstance where they cannot reasonable see the gesture indicating they are the target, the effect does not work either. This means that attempting to deliver statements to targets engaged in the middle of combat is generally ineffective. Most statements are intended to be used in social settings, or for marshals to indicate something is happening to a player. This does not give license for a player to abuse the rule and avoid effects. Players who continuously try and avoid effects by abusing the rule will be reprimanded. If there is any dispute a marshal can get involved to arbitrate.

## Area Delivery

Area delivered effects may be caused by a number of things, such as traps or explosions. Area Delivered effects are not specifically targeted. Generally a Marshal will be present to adjudicate Area Delivered effects.

## Ingestion Delivery

Ingestion delivered effects come from liquid substances that are swallowed, such as potions and brews. Unwilling recipients may not be forced to ingest liquids, but liquids may be poured down the throats of dead, bleeding, sleeping, or otherwise debilitated individuals. Note that a player does not have to literally drink the liquid "out of play", but may role-play doing so instead.

# Life and Death

## Hits

All weapons have an attack called a *hit*. A hit is the default attack delivered by a shot from a foam projectile weapon, an arrow, a thrown weapon or grenade, and foam melee weapon. Hits are not called out loud—the object causing the hit just needs to make contact with the player, and the player simply takes the attack as a hit. Hits cause players to change Health States. Unless specified in the effect, when an effect is called with an attack, no hit is taken. In other words, you don't have to take a hit and the effect (just the effect). There are a few types of effects that deliver hits, but that's all they do; thus you never have to keep up with an separate role playing effect and a hit in one attack. Examples are Double, which delivers two hits, and a Triple, which delivers three. Other types of hit effects include those which deliver a specific kind of hit, such as Flame, Ice, Lightning, etc.

## Health States

During the course of the game, your character may move through different states. States are different than effects, and the two should not be confused—effects are delivered, and then can cause a character to enter a state. For example, Death is an effect, and it puts the character into a *Dead State*. Effects will designate if they put a character into a state in their entry. There are many kinds of states, both physical and mental. Some of these states are not clear to your allies or enemies. You do not have to tell someone what state you are in, unless they use a skill or ability that requires you to do so.

A character begins in a Healthy state. Each melee or missile weapon does 1 “hit” when a successful blow is landed in a legal body area. When a character takes a hit, his *state* drops to a lower state.

- When a character in a wounded state takes a hit, he becomes mortally wounded, and enters a *mortally wounded state*.
- When a character in a mortally wounded state takes a killing blow or kill shot, he dies, and enters a *dead state*.

This means that without the use of defenses or skills, every character can be killed with 3 hits from a weapon (melee or missile). Various skills can be used to modify the amount of hits required before changing states, so some characters may be more resilient than others.

If a character in mortally wounded state is not healed, he will die (enter a dead state) in 1 minute. This is handled simply by the player counting out sixty seconds once entering this state. In addition, if a dead character is not revived (using special skills that do so) the character's body will dissipate and return to the aether in 1 minute (60 second count). Dissipated characters may choose to take on a special state called Spirit Form.

## Healthy State

All skills and actions can be taken as normal, unless those skills are limited within their description to certain states.

## Wounded State

When a healthy character (in a *healthy state*) takes a hit, he is considered wounded, and enters a *wounded state*. The character may only walk in “baby steps” while in this state. Baby steps are defined as walking so that the heel of one foot does not exceed the distance of the toe of the other foot when placed forward. If a character stays in a Wounded State without aid for a full 60 seconds, he or she will enter a Mortally Wounded State.

## Mortally Wounded

A character that takes a hit while in a Wounded State, or takes the *Mortal* effect, enters a Mortally Wounded State, also called "Bleeding." A player must begin a 60 second count when entering this state. This count is called the 'Bleeding Count,' and represents the time it takes to die from a mortal wound. While in this state, a character is unconscious and cannot interact with the world around him or her. During this time, the character may be brought back various skills or effects, but if the state is not healed by the end of the count, the character will enter a Dead State. If the character takes a Kill Shot or Killing Blow while in this state, they will enter a Dead State.

## Dead State

If a character takes a 'Death' effect from any acceptable delivery method, the character enters a Dead State. Likewise, a Killing Blow effect while in a Mortally Wounded State (or while under many other effects) will cause a character to enter a Dead State. Characters that "die" should lie or crouch down, remain motionless and begin a 60 second count, called a 'Death Count,' which represents the time it takes for the character's body to crumble and its soul to drift away. If the player completes his 60 second Death Count, the character's body dissipates and the player has the option of entering a spirit state or going out of play entirely. Please note that while in a Dead State, the character is immune to all effects that do not specifically indicate they work on Dead Targets. No skills or abilities can be used while in a Dead State, unless specifically stated with that skill.

## Killing Blows

Any immobilized character, such as one who is in a Mortal State may be subject to the Killing Blow effect. A Killing Blow is a single hit from a melee weapon to the hapless victim, by taking any weapon, placing it against the torso of the target, and announcing the Killing Blow statement with a 5 count: 'Killing Blow-1, Killing Blow-2, Killing Blow-3, Killing Blow 4, Killing Blow 5.' If this statement is completed, with a weapon held to the target, and if it is not knocked away or otherwise prevented, the character is immediately rendered Dead. If the statement is not completed, or if the weapon is knocked away from the victim, the killing blow is not executed, and the victim is left in the state he or she previously was. Some abilities specifically deliver a killing blow effect, and this effect does not require a count.

## Kill Shots

Killing Strikes are Killing Blows that are delivered from missile weapons. The weapon only needs to fire a single shot and the player announce "Kill Shot". These are obviously much faster and more deadly than melee weapons can deliver. All effect rules that apply to killing blows also apply to kill shots.

## Dissipation

Everyone and everything is infused with aether, though it lay dormant until after the Great Upheaval. When the body is no longer "alive" the aether eventually deconstructs its particles and absorbs it. Dissipation is the event that marks the end of a spirit's grasp on the physical world and return into the aether. After being dead for one minute, or after suffering the 'Dissipate' effect while dead, the body crumbles and the spirit wanders off. At the end of the Death count, upon Dissipation, a character and all items carried on the character's person will vanish with him, including the character's weapon if they lay within arm's reach. Characters may be searched up to the moment they dissipate.

## Spirit State

A character that takes the *Dissipate* effect while in a Dead State will enter the spirit world. The rules of the Spirit World vary greatly depending upon a variety of circumstances, but all a player needs to know stating out is that upon Dissipation, they may choose to pass on into the afterlife forever, or they may take on Spirit Form. Once in Spirit Form, they may be returned to life by a Doctor with an Aetherform Reinvigorator through Resurrection.

## Resurrection

To return to play as a living character from Spirit Form, the character must undergo a process called resurrection. Resurrection requires a large device called an Aetheroform Reinvogrator, usable by the titled Doctor skill Thanatology, and found usually within a lab. The Doctor is required to record the death in the *Book of Deaths* found in the lab. It has been noted that those subjected to return by this machine may suffer increasingly disturbing effects after accumulated use. The Doctor will perform a skill challenge, and the Marshal will provide the player(s) with more detailed information on the results of the resurrection. The Marshal will then direct the character to an in-game location where the character may reenter play. Anytime a character resurrects, all effects or active skills on the character are immediately ended. Upon Resurrection, all items that vanished with the character upon Dissipation will return with them as well.

## Torpor

Some creatures such as Undead and Entities do not enter a Bleeding Count upon reaching zero Health, or a Death Count when taking Death effects. Instead, they enter a State of Torpor. While in Torpor, the being is in a state of suspended animation, and is immune to all effects except Dissipate. If not Dissipated, the being in Torpor will go back into a Healthy state after a 60 second count.

## Healing

States can be healed, thus returning the character once again to a Healthy state. Some kinds of Healing only serve to stabilize the character, putting them into a Wounded State, but not actually back to a healthy state. Skills will state how they work specifically.

### Summary of Health States

States	Duration	Penalty
Healthy	Until an effect changes state	May act normally.
Wounded	1 Minute until Mortally Wounded state	May not run (walk only). Limited skill use.
Mortally Wounded	1 Minute count till Dead State	Unconscious and unaware of surroundings.
Dead	1 Minute count till Spirit State.	Unable to do anything. You are dead!
Spirit	Until Character Resurrects.	May not speak or interact. Walk only.

## Dragging Bodies

A character may drag a body (being mindful of the physical contact rules) by taking baby steps so that the heel of the foot moving forward does not surpass the toe of the opposite foot, and repeating the phrase, 'Dragging' while reaching down with an outstretched hand to the body. The player being dragged *must* follow along behind the dragging player. A character with the *Strong* knack may drag a body by moving at walking speed. When multiple people wish to drag the being in opposite directions, the greater Strong knack will win. Equal Strong Knacks create a standstill.

## Searching Bodies

Whenever a character or being is unconscious, they may be searched. Searching is not instant— a character must search a fallen body on a 10-count (*Searching one, searching two, searching three...searching ten*). If the character dissipates before the search count is completed, all items on that character will dissipate with them. Note that some skills allow for a faster search count.



# Weapons

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A player may not use a any weapon unless they have purchased the Profession Basic Skill that allows it, or they have a knack that allows it.

## Guns and Ranged Weapons

Guns fire projectiles, and these are quite deadly. Guns are represented with the foam based projectile guns, such as Nerf or Air Zone weapons. Specific Nerf (or other approved) guns must be used with specific weapon types, based on how they function. They should also be painted and can be customized as long as they follow the correct visual guidelines. These guidelines help players recognize gun types at a glance. If you have a weapon that does not follow the guidelines or is not listed on the approved phys rep list, or has been modified in any way, you will need approval to use the weapon. We love to see great modifications and creative looking weapons, but we don't want to see you spend time and money on a gun that does not follow the guidelines. We ask that you please understand that weapons that do not follow the guidelines will likely be unapproved for both reasons of fairness and world consistency.

Any ranged weapon listed as two handed requires both hands to use. One handed weapons use one hand each, so two one handed weapons may be used together (ranged or melee). Guns are limited to the ammunition clips and barrels described with weapon, and these should be strictly followed.

**Misfires:** Nerf guns, much like real guns, are prone to misfiring. This is an expected and interesting part of playing Air Maelstrom. When a gun misfires and a skill or effect is called with that shot, the effect is sadly lost.

### *Standard Painting Guidelines*

Guns should be painted to the color of the material used to make them. This will almost always be iron or steel, so the gun should be painted black or gunmetal grayish silver. If the player wants a gun to be brass, copper, or a similar material, additional materials can be added to the gun (at additional in game cost) to give them color. These materials are recorded on the item card.

Standard firearms should not have visual modifications such as gears, tubes, lenses, coils or anything that would not be found on a standard firearm. Such modifications are reserved for exotic weapons, or upgrades to standard firearms. For example, a rifle might eventually be given an ocular scope made from brass and glass, which could then be added to the phys rep.



### *Energy Weapon Painting Guidelines*

Energy weapons include Lightning guns, Radiant Matter guns, and Aether guns. These guns should always conform to the phys rep guidelines listed with the weapon, as they have very specific parts from which they are made. Energy weapons give the player great opportunity for creative and interesting

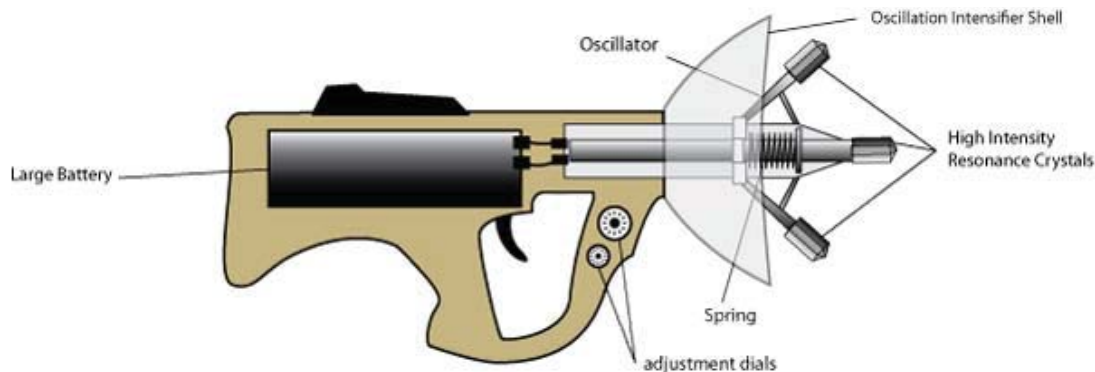
modifications, and we encourage such creativity within the given guidelines, listed with each exotic weapon type.

## Aether Guns

Aether guns are a powerful variation of aether casting; they oscillate resonance crystals to generate aether waves to affect the mind of the victim. The aether gun can fire a standard burst of energy that causes physical damage (they may fire standard hits), but they may not use any Marksman skills like other firearms. Instead, they have the ability to project the psyche of the user, meaning that they can actually send bursts of mental energy at their targets that can cause insanity. To create this effect, the user must have the ability to create an insanity effect with a social skill in a social profession. For example, a Lawman who had the Shakedown skill could fire a shot at an enemy causing the Paranoia effect (the *use* is the same as the skill itself). Using an Aether Gun in this way is considered a direct attack, unlike the more subtle use of the skill in a social situation. Note these weapons have been banned in most cultures of the world, as their use is generally considered inhumane. A shot from an aether gun must use the *Aether* hit effect when not being used to call an Insanity effect. *Aether Guns are one handed.*

**Phys Rep:** Nerf N-Strike Firefly, or the Nerf N-Strike Barricade, modified in the following way: the oscillation shield should be added and the oscillator and resonance crystals exposed. The spring is optional to expose. Add dials or gauges.

**Ammunition Restrictions:** Front loaded barrel, maximum 12 bullets.



## Blasters

Blasters are one handed versions of Energy Weapons (Radiant Matter Rifles, Lightning Guns and Aether Guns). Blasters call the default Hit effect of their larger versions, but only store enough battery power for one devastating attack. They can thus fire once before needed to recharge (reload). After reloaded, the Blaster is assumed to have recharged. *Blasters are one-handed.*

**Phys Rep:** Nerf N-Strike Nite Finder, Nerf Reflex IX-1. These must be modified in the same way as their larger counterparts.

**Ammunition Restrictions:** Front loaded single shot only.

## Bows and Crossbows

A crossbow is a bow mounted on a stock that fires projectiles called bolts. Bows are drawn with a string, but actual bows are not allowed— they are simulated with the same phys reps as crossbows. A shot from a bow or crossbow must use the *Pierce* effect when not being used to call a Marksman skill effect. *Bows and Crossbows are Two Handed.*

**Ammunition Restrictions:** Front loaded single shot only.

## Carbines

Carbines are shorter versions of rifles that fire at a lower velocity. They are cocked with a bolt action or similar mechanic device. Though phys reps allow for the removal of the stock, but a stock must on the carbine. A similar stock can be added if preferred, but this requires approval before use. Carbines may not be modified to fire faster than their cocking mechanism allows; using batteries for automatic repeat fire makes them machine guns. They may only use a 6 shot clip, even though some models come with an 18 barrel clip. *Carbines are Two Handed.*

**Approved Phys Reps:** Nerf Alpha Trooper CS-18, Nerf N-Strike Raider Rapid Fire.

**Ammunition Restrictions:** clip loaded, maximum 18 shot clip.

## Chemical Weapons

Chemical Weapons send a spray fire in a large area (simulated with weapons that fire a great many darts all at once). Chemical Weapons can never do plain hits, but must be used with an effect. However, chemical weapons add the *Spray* hit effect to the effect being used. *Chemical Weapons are two handed.*

**Phys rep:** Nerf Rapid Fire 20, Nerf Magstrike.

## Grenades and Bombs

Grenades and bombs use the same effects from the Sapper profession, except that grenades are thrown (or launched from a grenade launcher) and bombs are set so that they go off on a delay. Grenades and bombs that use ejected darts may be used, and these ejected darts also count when they hit. Bombs will send these darts flying when they go off. (Bombs are different than traps, which although are also set, can use area delivered effects and require a marshal to oversee.) Grenades and bombs only take their effects on targets they physically hit.

Grenades and bombs can never do plain hits, they must be used with an effect. However, grenades and bombs add the *Blast* hit effect to the effect being used (an exception to the combining effects rule). *Grenades are one handed, grenade launchers are two handed.*

**Phys rep:** Nerf Big Bad Titan (Grenades Launcher), Air Blasters Ultimate Missile Blast (Grenade Launcher). For grenades, the small nerf footballs can be used as grenades; the missiles from grenade launchers may also be thrown as grenades. Bombs that shoot darts in multiple directions are permitted, though difficult to find.

## Hand Crossbows

A hand crossbow is a smaller version of crossbow, but without as much impact (it does not call the Pierce effect). In all respects it follows the rules for pistols, except that it can be used with the Archer Knack instead of the Pistolier Knack. *Hand Crossbows are One Handed.*

**Phys Rep:** Any approved pistol, but with a modification to create the crossed bow on the front end.

**Ammunition Restrictions:** Front loaded single shot only.

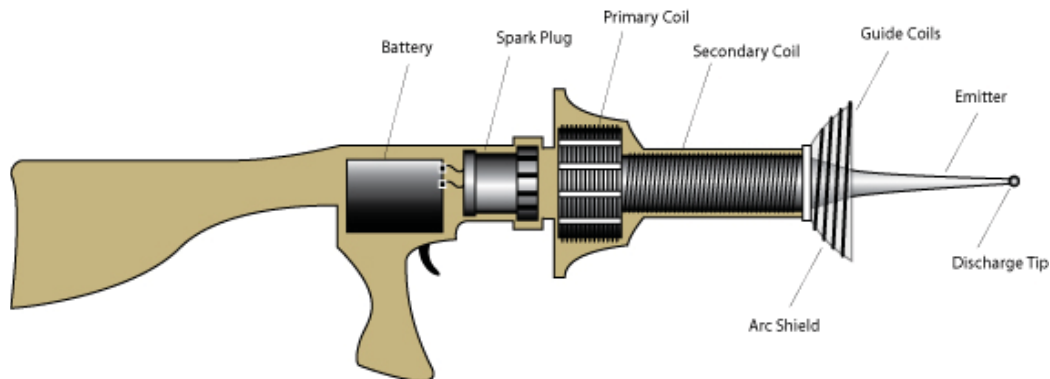
## Lightning Guns

Lightning guns charge a modified Tesla coil to fire arc lightning bolts. A shot from a lightning gun must use the *Shock* hit effect when not being used to call a Marksman skill effect. *Lightning guns are two handed.*

**Phys Rep:** Any of the approved rifles may be used, modified in the following way: the primary coil should be represented, either exposed or with a large drum or case that represents where it would be within the gun. The guide coils and arc shield must be added to the gun as well and visibly seen. The other parts are optional, as they are assumed to be hidden inside the shape of the gun, but they can be

exposed for a more original look. The gun should be painted brass like in color, and coils and emitter can be silver or copper.

**Ammunition Restrictions:** same as rifle.



## Machine Guns

Machine guns (including Gatling guns) are fully automatic firearms that fire rounds in rapid succession. They require two hands to fire, and may only be fired if the player has both feet planted (not simply both feet touching the ground). Machine Guns also have Volley Attacks (found in the Marksman profession). To use them, the player plants both feet and fires the gun until it is out of ammo or the player's feet move. The wielder may call the same effect for each shot as long as these conditions are met. Once the ammo runs out or the wielder's feet move, the Volley Attack ends. *Machine Guns are Two handed.*

**Phys Rep:** Nerf Vulcan, Air Blasters Punisher Gatling Blaster, Buzz Bee Air Blaster Tommy 20, Nerf Stampede.

**Ammunition Restrictions:** Unlimited, but battery driven only (no air pump guns).

## Pistols

A pistol is a firearm designed to be fired in one hand. As they only require one hand, a player may wield two of them. *Pistols are One Handed.*

**Phys Rep:** Nerf Maverick, Air Zone Tec 6 Dart Blaster. *One shot pistols:* Nerf Reflex IX-1, Nerf N-Strike Nite Finder.

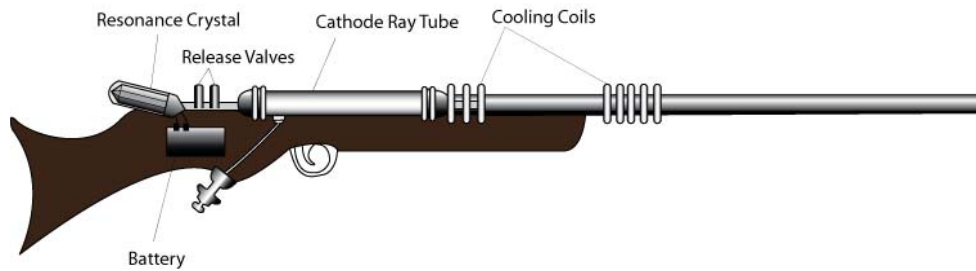
**Ammunition Restrictions:** Pistols should have a front load barrel with no more than 6 shots.

## Radiant Matter Guns

Radiant matter guns generate plasma energy by charging a cathode ray tube filled with aetheric energy. The radiant matter is then encased in an "aether bubble" and fired out the barrel. A shot from a Radiant Matter gun must use the *Flame* effect when not being used to call a Marksman skill effect. *Radiant Matter guns are Two Handed.*

**Phys Rep:** Any of the approved rifles may be used, modified in the following way: the resonance crystal should be visible, or a casing for it added. The cathode ray tube and release valves should be exposed, and cooling coils added around the barrel in some way.

**Ammunition Restrictions:** same as rifle.



## Rifles

Rifles are long firearms that are designed to be fired from the shoulder using a stock with two hands. They are cocked with a bolt action or similar mechanic device. Rifles may call the *Double* effect by default. In order to gain this benefit, or to use Marksman skills, the gun must have its stock attached, and two hands must be on the rifle while firing. Many rifle phys reps allow for the removal of the stock, but a stock must on the rifle. A similar stock can be added if preferred, but this requires approval before use.

Rifles may not be modified to fire faster than their cocking mechanism allows; using batteries for automatic repeat fire makes them machine guns. They must use the standard ammunition device or clip that comes with the gun, allowing for generally six bullets. If the proper resources are spent to upgrade the gun in play, a better ammunition clip can be used allowing for more shots before reloading. *Rifles are Two Handed.*

**Approved Phys Reps:** Nerf N-Strike Longstrike (with stock), Nerf N-Strike Recon (with stock and extended barrel), Nerf Longshot, Air Blasters Belt Blaster.

**Ammunition Restrictions:** clip loaded, maximum 6 shot clip (though two may be attached so that they can be flipped for quicker reloading).

## Shotguns

Shotguns are short ranged assault firearms that fire shells. They have a cocking mechanism that is on the bottom of the gun. They can be fired one handed or two handed. Shotguns may call the Blast effect at the choice of the user whenever fired, even when using any Marksman skill. *Shotguns are One Handed.*

**Phys Rep:** Air Blasters Double Shot Rifle, Nerf Barrel Break.

**Ammunition Restrictions:** breech loaded, maximum 2 shots.

## Throwing Weapons

**Phys Rep:** Throwing Daggers must be at least 6" in length, no more than 10". Each end must include a 1" thrusting tip if made of pipe foam. There should be no pipe or other hard objects in the weapon—padding and tape only, and the tape should not be thick. Throwing Axes and Throwing Hammers must be at least 12" in length, no more than 24". The blade of a Throwing Axe, and head of a hammer, should be 6"-10" wide (as measured from blade edge to blade edge, through the haft of the weapon). They must include a 1½" thrusting tip. There should be no pipe or other hard objects in the weapon—padding and tape only, and the tape should not be thick.

## Ammunition

The approved ammunition is the standard unmodified foam bullets that come with the gun. The exception is the any darts using Velcro, which are strictly forbidden. These may not be modified in any way, such as gluing, added weights or anything else. Such modifications not only cause extreme

differences in performance but are unsafe. Players should write their initials on their ammunition for easy retrieval.

## Melee Weapons

Anyone with the Scrapper or Guardian Basic Skill may use melee weapons. Some knacks also allow for specific melee weapon use. Throwing Weapons are used with the Scrapper Basic Skill only, and Shields with the Guardian basic Skill only. Any weapon listed as two handed requires both hands to use. One handed weapons use one hand, and so a player may use two one handed weapons together, as long as the player has the Scrapper Basic skill. Only one shield may be used at a time.

## Foam Weapons

A foam weapon is a padded weapon used to strike other players in AIR combat. These most common foam weapons are made with a length of PVC pipe encased in 5/8" thick PVC pipe foam, taped securely with duct tape, but not tight enough to compress the foam to the point of hardness. The resulting weapon should be soft and a bit flexible, but should also not 'whip' when swung. A properly constructed foam weapon will hit with a discernable impact when swung properly, but not hurt, and certainly not cause serious injury. The key is to use sufficient padding (5/8" thick), and to ensure all PVC pipe is padded and taped so as to not cause injury. Thrusting tips refer to padding placed on the ends of a weapon, and provide additional protection when using the weapon to thrust at an opponent. Safe pommels are padded and taped to prevent any pipe from being close enough to the surface of the pommel to cause injury. All tape on the part of the weapon that will strike a player must be applied along the length of the foam, not wrapped around in a spiral like fashion, as this will compress the foam too much. All weapons must be checked in for safety; do not be upset if your weapon construction is considered unsafe. You may be asked to remake or modify the phys rep in extreme cases, but there are plenty of people who can make sure that you are able to have a weapon for the Event.

## Ultra-light Weapons

"Ultra-light" weapons use special light core and tapes that are very light. These weapons are much more complex to create and you should seek out members of the community for special instructions on how to create these types of weapons. Ultra-lights must follow all of the above safety rules.

## Foam Latex Weapons

Soft foam latex weapons are approved for use, however these weapons can sometimes be painful if used improperly. They *cannot* be used for thrusting, and you should be careful not to swing illegally. If these rules cannot be followed, and other players make frequent complaints about a specific player constantly violating the rules, that player may be asked to fight with another type of weapon.

## Melze Weapon Descriptions

### Claws

Claws are used to simulate the being hitting with its arms, claws or physical body; several creatures in the AIR game world attack with claws. These claws must be between 22" and 32", with a 2" tip. Hits to claws are not taken by the wielder of the claws. Claws are also immune to *Disarm*. The classification of claws depends on the creature type; when not specified, claws are considered Small. *Claws are one-handed.*

### Great Weapons

Great weapons include great swords, axes, mauls, hammers and the like. Great Weapons must be at least 50" in length, no more than 60". There must be at least 24" of padding below the blade. There must be a thrusting tip of 2", and a safe pommel. *Great Weapons are two-handed.*

### Hand Weapons

Hand weapons include knives, daggers, hand maces, clubs, hand axes and the like. Hand weapons must be at least 10" in length, no more than 24". There must be a 2" padded thrusting tip, and safe padded pommel. The weapon must be padded at least 6" from the tip. Axes, maces, spears and the like must have safe padded foam for their heads. Daggers should have a safe cross-guard if they use a cross guard. *Hand Weapons are one-handed.*

### Long Claws

Very Large creatures may use long claws. Long claws can be anywhere from 33" to 42" inches. They must be padded at least 18" from the tip. *Long Claws are one-handed.*

### Long Weapons

Long weapons include long swords, maces, axes, hammers, spears and the like. Long Weapons must be at least 33" in length, no more than 48". There must be a 2" padded thrusting tip, and safe padded pommel. The weapon must be padded at least 18" from the tip. Axes, maces, spears and the like must have safe padded foam for their heads. Swords should have a padded cross guard on the hilt. *Long Weapons are one-handed.*

### Polearms

Polearms must be at least 64" in length, no more than 78". The haft must have padding of at least 30" in length from the tip, and the blade should provide at least 12" of padding. There must be a 2" thrusting tip, which should be further extended at least 1" beyond the padded tip. There should be a safe pommel. Weapons this long tend to whip, and will not pass safety inspection if they do so. Generally special materials are needed to prevent a polearm from whipping in combat. The best technique is to use kite spar. *Polearms are two-handed.*

### Shields

Shields should conform to the following: The longest dimension of a shield cannot exceed 36 inches. The maximum area of a shield is 531 square inches (a 26 inch diameter circle). When calculating the area of a shield, recesses, voids, holes and concavities in the shield silhouette are counted towards the total area of a shield as if the recess, void, hole or concavity did not exist. Wrapping a taut string along the

edge of the shield and calculating the area of the figure that the string now defines allows the measurement of the shield are according to this rule. *Shields are one-handed.*

## Small Weapons

Small weapons include short swords, hammers, maces, , clubs and the like. Small weapons must be at least 24" in length, no more than 32". There must be a 2" padded thrusting tip, and safe padded pommel. The weapon must be padded at least 18" from the tip. Axes, maces and the like must have safe padded foam for their heads. Swords should have a safe cross-guard. *Small Weapons are one-handed.*

## Staves

Staves must be at least 58" in length, no more than 72". Each end must have at least 18" of padding, plus 2" thrusting tips. *Staves are two-handed.*



# Armor and Clothing

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Armor and clothing in AIR provides protection against weapon hits when properly phys-repped and worn by the player. The phys-rep must be accurate to the armor piece; this means a jerkin made of leather will count as 'Leather,' while a breastplate from a suit of real plate mail armor will count as 'Metal.' If you want the armor points of metal, you must wear metal.

Clothing provides some protection against hits as well, when worn and properly phys-repped. The phys rep must be accurate to the clothing piece; thus if you want the benefits of a hat, you must wear something like a top hat or a similar period piece. Anyone may use armor and clothing, though the benefits offered may be limited, such as in the case of armor value.

## Armor Value

Armor Value (AV) refers to the protection a piece of armor yields its wearer. This value is the number of hits that a piece of armor will stop each combat, preventing the character from entering a Wounded State. Armor Values from individual pieces add up to a total Armor Value. Thus three pieces of armor with an AV of one each would create a total AV of 3, allowing the player to negate three hits before going into a wounded state. The AV provided by a piece of armor or clothing will be indicated on the Card, and varies based on the material with which the armor was made. Generally however, each piece of armor has an AV of one for metal,  $\frac{1}{2}$  for leather, and  $\frac{1}{4}$  for clothing. Total AV is rounded down, so fractions are lost. (For clothing, the easy way to keep up with this is that for every four pieces of nice period clothing you are wearing, you will get 1 AV.)

## Who May Gain Armor Value

All characters may wear armor and clothing, though without additional skills or knacks, all characters have an Armor Value maximum of *three*. If the points worn exceed AV 3, the character still only gains a benefit of three. The ability to wear more armor comes from specific skills, so unless you have purchased these skills, you may not gain the benefits of armor. Feel free to wear whatever you like for costuming purposes, but the armor benefits will not apply without the skills. You must carry all your Armor Cards with you.

## Social Value

Specially made clothing adds Social Value (SV), which refers to the benefit a piece of clothing confers to the wearer against social skills. This value is added to Willpower, and used to resist social attacks (in AIR Maelstrom, a well dressed person is more socially intimidating). The SV provided by a piece of armor will be indicated on the Card. Social Values from individual pieces add up to a total Social Value. Total SV is rounded down; thus it takes 4 pieces of clothing to make a full SV point. Sometimes, exceptionally made armor made provide SV as well.

## Gas Masks

A Gas mask, when properly worn on the face, grants the wearer one resist versus either the Disease, Poison or Sleep effect per combat (just one single resist, not three). Note if the mask is not being worn properly, the effect cannot be resisted.

## Armor Values of Clothing and Armor Pieces

Clothing	AV
Arm Garters	¼
Belt	¼
Boots	¼
Cape	¼
Cloak	¼
Coat	¼
Gaiters	¼
Gloves	¼
Hat	¼
Mantle	¼
Mask	¼
Pants	¼
Sash	¼
Shirt	¼
Shoes	¼
Vest	¼

Armor	AV
Helmet, Metal	1
Visor, Metal	1
Full Helm, Metal	2
Gorget, Metal	1
Chain Mail Shirt, sleeveless	1
Chain Mail Shirt, w/sleeves	2
Breastplate, Metal	2
Pauldron, Metal	1

Armor	AV
Girdle, Metal	1
Spaulders, Metal	1
Bracers, Metal	1
Gauntlets, Metal	1
Cuisse, Metal	1
Greaves, Metal	1
Sabaton, Metal	1
Brigandine	1 ½
Cuirass, Metal	1 ½
Helmet, Leather	½
Visor, Leather	½
Full Helm, Leather	1
Gorget, Leather	½
Jerkin, Leather	½
Pauldron, Leather	½
Girdle, Leather	½
Spaulders, Leather	½
Bracers, Leather	½
Gauntlets, Leather	½
Cuisse, Leather	1
Greaves, Leather	½
Sabaton, Leather	½
Cuirass, Leather	1
Breastplate, Leather	1

## Armor and Clothing Slots

A player may gain the benefits of wearing multiple pieces of armor and/or clothing items, limited by a number of *slots*. A player can choose to wear either enhanced clothing or armor in a given slot, but not both. (A player can of course create a mixture of clothing and armor, as long as only one is used per slot.) Characters with social skills will find enhanced clothing benefits them more, and combat characters will prefer to wear armor. A player can always change clothes to fit the proper situation!

Slot Region	Clothing Examples	Armor Examples
Head	Hat	Helmet
Eyes	Goggles, Spectacles	Visor
Face	Mask	Full Helm
Neck	Necklace	Gorget
Shirt	Shirt	Jerkin
Underchest	Vest, Mail Shirt	Mail Shirt
Overchest	Coat	Breastplate, Brigandine, Cuirass
Shoulders	Mantle	Pauldron
Back	Cloak or Cape	Brigandine, Cuirass
Waist	Belt, Sash	Girdle
Upper arms	Arm garters	Spaulders
Forearms	Watch	Bracers
Hands	Gloves	Gauntlets
Upper Leg	Pants	Cuisse
Lower leg	Gaiters	Greaves
Feet	Shoes, Boots	Sabaton

Some pieces of armor cover more than one region, and thus may take up more than one slot. As an example, a full plate helm would use the Head, Eyes, and Face slots, while a Brigandine would use both the Overchest and Back slots. These will be indicated on the equipment card for the item. Note that these limits are for the benefits of armor and clothing— you can always choose to wear more to improve the look of your costume.

# Clockwork Enhancements

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Clockwork parts have base abilities when implanted, aside from those offered by skills. Only one implant may be installed of each type, though effects of different implants are cumulative, where relevant. Clockwork Arms and Legs are limited to two each, one per limb. All Clockwork parts require appropriate phys reps to gain the benefits.

Removing clockwork enhancements requires the Doctor skills *Biomechanics* and *Dissection*. Note that because normally when a character Dissipates, the clockwork parts will dissipate with them and return upon resurrection. However, when removed and taken off the body, these enhancements are not on the player and thus will not dissipate with them (the same for as for all other looted items).

Clockwork Part	AV	Basic Skill or Knack Use
<b>Clockwork Adrenal Implant</b>	0	Bleeding Count extended 10 seconds.
<b>Clockwork Arm</b>	1	May use Claw (Immune to Disarm).
<b>Clockwork Auto-Stabilization Implant</b>	0	Bleeding Count extended 10 seconds.
<b>Clockwork Epidermal Graftor Implant</b>	0	<i>Bleed /Burn</i> effect extended 10 seconds.
<b>Clockwork Exoskeleton</b>	2	May take one additional Hit before being reduced to Mortally Wounded.
<b>Clockwork Leg (single)</b>	1	Resist one <i>Repel</i> effect per event.
<b>Clockwork Legs (pair)</b>	1	Resist one <i>Repel</i> or <i>Attraction</i> effect per event.
<b>Clockwork Mortalis Stabilizer Implant</b>	0	Death Count Extended 30 seconds.
<b>Clockwork Regeneration Implant</b>	0	Bleeding Count extended 10 seconds.
<b>Clockwork Transmograftor Implant</b>	0	Returns the implanted character from a Wounded State to a Healthy State on a 10 count, once per event.

# Concoctions

These items are products made from various different of things and made into usable chemical substances such as gases, chemicals, fuels, healing concoctions, and the like. They require *formulas* and the proper rating of Chemistry skill to create. Concoctions are consumed for a single use, and then are gone. Concoctions are created in batches, which have a number of doses per batch. They are represented with small plastic bottle phys reps and labels, and should be turned into a marshal after use. Effects of the same concoction do not stack. In order to gain better benefits, you need an upgraded version of the concoction. Anyone can drink a concoction, but must do so on a 3-count (drinking-1, drinking-2, drinking-3).

Concoction	Single Dose
<b>Absinthe</b>	All other profession skills except for the Academic profession skills are reduced by one rating. Academic profession skills are all at +1 rating for the duration.
<b>Pain Tonic</b>	User may take an extra Hit before going from Wounded to Mortally Wounded.
<b>Disease Remedy Tonic</b>	Recover Disease.
<b>Speed Tonic</b>	Gain 1 Dodge, single use only.
<b>Deadly Poison</b>	Death effect.
<b>Morphine</b>	Reset Death Count effect.
<b>Pick Me Up Tonic</b>	Recover Regret effect.
<b>Wound Healing Tonic</b>	Heal target from Wounded to Healthy
<b>Liver Tonic</b>	Recover Poison.
<b>Insomnia Remedy Tonic</b>	Recover Sleep.
<b>Digitalis Poison</b>	Bleed effect.

# Mutagenetics

Mutagenetics are special types of chemical that combine with radiation to give enhancements. Though powerful, they have the ability to create unwanted or unexpected mutations in the subject. The following are known mutagenetics:

Mutagenetic	Intended Effect
<b>Pain Killer</b>	Reduce, x1 per event
<b>Quick Reflex</b>	Dodge, x1 per event
<b>Sharpen Senses</b>	+1 Willpower
<b>Strength</b>	Mat call Double with a melee attack, x1
<b>Toughen Flesh</b>	May take +1 Hit

# Machines

The Air universe is full of machines of all types, from difference engines and steam engines. Machines are special types of *constructions* that have specific properties and terms that will be referred to within a skill description or on the card for the machine. These explain how the machine interacts with other skills and items. *A machine can only be used if the character has a skill which allows that machine to be used.*

Skill	May Use
<i>Engineering Basic Skill</i>	<i>Structures and Mechanical Constructions</i>
<i>Scientist Basic Skill</i>	<i>All Devices</i>
<i>Cracker Basic Skill</i>	<i>Difference Engines</i>
<i>Navigator Basic Skill</i>	<i>Navigational Devices</i>
<i>Pilot Basic Skill</i>	<i>All Aircraft</i>
<i>Body Mechanist Basic Skill</i>	<i>Clockwork Enhancements</i>
<i>Marksman Basic Skill</i>	<i>Gun Devices</i>
<i>Sapper Basic Skill</i>	<i>Heavy Weapon Devices</i>
<i>Doctor Basic Skill</i>	<i>Medical Devices</i>
<i>Scout Basic Skill</i>	<i>Flight Packs, Gliders, Telescopic Devices, Scientific Goggles and Spectacles</i>

## Machine Terms

**Damage:** a reduction to structural points on a machine, caused from explosions, crashes, etc.

**Damaged (State):** a machine that is over zero but less than full structure points is considered damaged.

**Destroyed:** a machine that has been reduced to zero structure points is considered destroyed. The Destroy effect will also put a small enough machine into this state (see Destroy).

**Operation:** what happens each time a machine is used “once”.

**Operational:** a machine that is able to be used; working regardless of damage.

**Non-operational:** A machine that cannot be used, regardless of damage. For example, an electrical discharge might make a machine non-operational even though it suffered no damage.

**Structure Points:** machines are measured in structure points, similar to the number of hits a player can take. Damage reduces structure points, and puts the machine in to a Damaged State.

**Parts:** Components used to make up a machine.

**Blueprints:** the plans required to make a machine.

**Efficiency:** refers to how efficient the machine is, and offers a number that can be improved through better crafting or other skills.

## Devices

Devices are special physics *machines* made from materials and parts. Devices take the properties of whatever was used to make them and transfer them into their own set of properties. They require *scientific blueprints* and the proper rating of Physics skill to create; in some cases, both a Physics skill and a skill from another Profession are required. A character must have the appropriate skill to use a Device.

### Resonance Crystal Oscillator

A resonance crystal is a special crystalline structure that is imbued with particular aetheric property: specifically, these crystals can be made to resonate strongly on one or more aetheric frequencies, and can be used to transmit vibrations across the aether through a device called a resonance crystal oscillator. While the first resonance crystals were mined, and are still used in specialist applications where their refined harmonic properties are most vital, modern alchemical techniques have allowed the production of synthetic crystals that serve many of the more mundane needs. These are created by artificially inducing a concentration of aether within certain alchemically-prepared media and then "grown" to a particular size and shape within that substance. Synthetic crystal quality can vary wildly, depending on the care and skill with which the alchemist prepares his crystal medium and perturbations of the aether from outside forces. A skilled alchemist can concentrate the aetheric flux and produce crystals that perform better than all but the purest of natural crystals— but trying to do so in poor conditions or with imprecise equipment can run the risk of inducing a dangerous "cascade explosion" in the material.

### Aethercaster

Aethercasting is the means by which messages are sent across vast distances by "casting" energy waves out across the aether. While such aetheric waves can normally only be detected at short distances, the Resonance Principle and specially-attuned crystals can be used to transmit a signal far into the air - even to other far-off nations. When a crystal is charged, vibrations within that crystal will emit energy across the aether that creates a resonating vibration within other crystals of the same type. That "carrier" frequency can then be used to encode a signal that is sent to other crystals across the aether. "Broadcast" signals are sent in all directions using the frequencies of very common crystal types. "Narrowcast" or "Tight-beam" transmissions are used for more private communications. If the direction of the intended receiver is known, a transmission can be sent along a narrowly-angled cone in the aether. Private transmissions typically employ rarer, natural crystals resonating on secret frequencies. The most secure of transmissions, such as those of the Bank of Tali's financial channels, use a technique called "frequency hopping" to make intercepting a transmission even more difficult.

### Aetherscope

Where an aethercaster is a device of strong signals and singular purpose, an aetherscope is a more delicately-balanced piece of equipment. Employing the same resonance principle in a different fashion, an aetherscope uses a special kind of resonance crystal and charged "fog gas" to provide a map of sorts of the surrounding area. The aetheric echoes caused by nearby ships, eyots and other entities (natural or otherwise) are divined by complex difference engines that focus lenses and interject filters so that a clear image may be viewed. The aetherscope is as essential to modern shipping as the aethercaster is to long-range communications, especially for prospectors, explorers and our military forces.

## Scientific and Medical Goggles and Spectacles

There are various types of goggles and spectacles which offer special sight, such as Scientific Goggles which allow the use of Aether sight with the appropriate skill. Scientific Goggles/Spectacles grant the *Aether Alarm* ability once per combat/social (for 1 minute), and Medical Goggles grant the *Spirit Alarm* effect once per combat/social (for 1 minute). A player is required to wear actual goggle or spectacle phys reps over their eyes in order to gain the benefits. More powerful versions, made with better materials, grant increased ability, and can even grant ability to those without the skill.

## Telescopic Devices

Telescopic devices can those with the Scouting basic skill to see far into the distance and gain detailed information from range. Marshal will let players know exactly what information they gain when the telescopic device is used.

## Antimortifier

The Antimortifier is a device which sends a burst of electricity into a body of a person who has recently died in order to bring the person back to life. Its electrical charge also sends a small aetheric pulse into the body to prevent the spirit from leaving or accidentally being expelled in the violent shock.

## Aetheroform Reinvigorator

An amazing device of modern science, the aetheroform reinvigorator is a giant device that has the power to send an aetheric energy signal into the spirit realm which can be made to resonate with a specific aetheric signature. An Aetheroform Reinvogrator causes the aether to reconstruct the body from information encoded into the aetheric signature of the spirit. Such resonance, when sent with the proper amount of electrical energy, can force the spirit to manifest and take on physical form, returning the dead to life from the aether. Spirits gone too long, or with the will to resist or escape this energy signal may remain unaffected. Note that this device has an additional ability; it causes all spirits (in spirit form) within ten feet to become visible.

## Tesla Coil

A Tesla coil is a transformer invented by Nikola Tesla in 1891. It is used to produce high voltage, low current, high frequency electricity. It can be used as a power source for many other devices.



# Aircraft

Anything that flies can be considered aircraft, and indeed there are many such constructions in the World of Air. These may be crafted with the Aeronautical engineering skill, and are flown and operated with Aviation skills.

Classification	Approximate Size Range
<b>Personal</b>	20-40 feet
<b>Small</b>	40-80 feet
<b>Medium</b>	80-130 feet
<b>Large</b>	130-230 feet
<b>Huge</b>	230-360 feet
<b>Gigantic</b>	360-525 feet
<b>Colossal</b>	525-780 feet
<b>Juggernaut</b>	780-1000 feet

## Airships

Airships are lighter than air vessels which use an envelope containing a light gas to keep them afloat, often in combination with propellers, paddles or sails for propulsion. They come in a vast array of shapes and sizes, from those which like the traditional zeppelins to others which appear like actual sea ships. With the landmass of the world either destroyed or distributed throughout the skies, gravity is not nearly as strong and vessels that would never fly in the old world float across the air with ease.

## Gliders

Gliders are small winged contraptions which a single person can use to glide great distances. They are a favorite of pirates who use them to swoop down on the tops of vessels before a boarding to wreak all kinds of damage on their prey. They can also be used for a quiet scouting mission when silence is needed, or as an escape from a crashing airship.

## Aeroplanes

Aeroplanes are steam engine powered planes that can hold one or more people. They are usually equipped with guns and used for combat or scouting missions. In the dangerous storms of the Maelstrom, they can be a quite risky to operate.

# Mechanical Constructions

## Artillery

Artillery are heavy weapons such as cannons, anti-aircraft guns that are used to fire at other vehicles or airship in combat. They can be found aboard most airships and are used in aerial combat. Artillery cannot be used without the proper knack or skill.

## Difference Engines

Difference engines, descendants of Charles Babbage's punch card machines, are the computers of the World of Air. Once these have been crafted or purchased and brought legitimately into game, the player may use real computers and handheld devices such as smart phones, ipads, etc. as difference engines. Note they may be used only if the character can use difference engines (with a skill or knack).

## Flight Packs

Flight packs are dangerous but exciting tools for jumping through the air. They use compressed steam for short boosts and to hop over enemy lines, or from airship to airship. Standard Flight Packs (Factory good) have one use per combat before the steam is expended. To use the flight pack, the player puts his arms in the air (in a flying like gesture) and may take 20 full steps at a brisk walk (or run) before landing. During this time, other players may see the flying character, but may not interact with them in any way, nor may the character interact with those on the ground. Upon landing (completing the steps) the character may begin acting as normal. The 20 steps must be in a straight line, and cannot be reduced (must take a full 20) without an upgrade to the device to allow for more control over the pressure. Note that sometimes this can leave the character in a less than ideal position. Flight packs require an appropriate phys rep.

## Steam Engines

Steam Engines are the primary source of energy in the World of Air. During the great upheaval, all most all of the petroleum in the world ignited, leaving no chance for traditional gas powered engines. Electrical engines, though sometimes used, have a terrible tendency to react wildly to the frequent solar and magnetic storms, and actual electronics have no chance of working with any predictability. Thus steam engines are actually quite practical; the evaporation of the World's oceans created a cloud layer that creates frequent storms and water is actually in quite abundant supply for those prepared to catch the falling rain.

## Vehicles

Vehicles refer to machines that operate on or under the ground. They come in many forms, such as Motorcars, motorbikes, tanks and massive landships. Though not often used, vehicles can be extremely useful in the right circumstances, such as drilling far beneath the ground.

# Structures

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Structures are buildings which are built onto solid earth or into the hulls and gondolas of airships. Though they include traditional buildings such as houses and civic buildings, their primary game uses come in the form of labs, workshops, and facilities.

## Harvesting Facilities

Harvesting facilities are buildings built upon harvesting locations such as mines and fields to increase the yield of materials, and more importantly, to harvest while the players are not in the actual location.

### Mines and Mining Equipment

These are used to increase mineral resources.

### Agricultural Facilities

These are used to increase plant and flora resources.

### Farms Processing Plants

These are used to increase animal and fauna resources.

### Energy Facilities

These are used to increase power to other facilities and machines.

## Buildings

### Labs and Workshops

Labs and workshops are required for many of the Technology skills. Players may often want to build one for their own use, either in their place of residence, or on their airship.

### Mechanical Traps

Traps are constructions which require some sort of phys rep that can actually be disarmed and triggered, but there are a wide variety of options. When activated, traps can do hits or call effects, all based on the blueprints.

# Effects

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The way the other players and marshals know what skills and abilities you are using is by listening for *effects*. When a player uses a skill or ability through any of the above delivery methods, they announce an *effect* that tells everyone else what they are doing. A player who is the recipient of such an effect should role-play it appropriately. When all players know what each effect does, the game runs along smoothly as each player takes effects and reacts accordingly. Every effect in AIR can be found in the *Effects List*. As soon as possible, you should begin to learn the Effects List so that you will know how to properly react during play. The number of effects can be quite daunting, but new players will find that most of the effects make intuitive sense. New players who get hit with an effect they do not recognize should just ask what the effect does, and role-play it accordingly. Note that two effects cannot be combined. If a player has an option to use one or more effects, he or she must decide which one to use.

## Combining Effects

Two effects may not be combined unless specifically stated by a skill or item. The *Blast* and *Spray* hit effects can be added to another effect for example.

## Overlapping Effects on a Target

Multiple effects can stack onto the same target. Thus, a target could be under the effects of *Stun* and *Bleed* all at the same time. Some effects may cause contradictions; in such cases the following rules apply:

- When a new effect directly contradicts a current one, the most recent effect must be played. The other effects are merely suspended, not cancelled.

*Example: A character is under the Retreat effect. Suddenly he is hit with a Sleep. The target takes the Sleep, but is still under the Retreat effect when he wakes up.*

*Example: A character is under the effects of Attraction. The character is then hit with a Repel. The Repel is played, but if it is cancelled, the target is still under the Attraction effect.*

- Immobilizing effects always take precedence over all other effects.

*Example: A character is under the Retreat effect and must run away. She is then hit with an Attraction effect. She still is still under the Retreat effect, but must move towards the source of the Attraction.*

## Named Targets in Effects

Some effects have a variable target in them, represented by *<named>* after the effect. Such effects always explain what may be targeted with the effect, and can be chosen at the time when the effect is used. Often items will be named in these effects. In these cases, if a target holds only a single item, such as a sword, then simply saying 'Sword' as the named item is sufficient. If the target has multiple items of the same type (two swords, etc.), and if the item is not named specifically, such as 'Long sword', the target may choose the item affected.

## Defensive Effects

An effect of your own that stops another effect is called a *Defense Effect*. Defensive effects are announced in response to being hit with another effect, and indicate that the unwanted effect failed. When a player hits you with an effect, there is a split second thought process that should occur:

- What was the name of the effect I just got hit with, and what does it do?
- Do I have an effect of my own that can stop it? If so, I announce my effect to indicate that it does not work.
- If I cannot stop it, I must roleplay the effect appropriately.

There are three main categories of Defense effects:

- **'Resist'** - A Resist negates one effect before it is ever delivered and then the Resist goes away. Resists are usually innate abilities of a character or creature. An individual may have several Resists against the same effect.
- **'Recover'** - A Recover indicates that the target actually took the effect, but then the effect immediately wore off.
- **Skill Defenses** - These are non-Resist skills that counter effects. Examples are 'Parry,' and 'Dodge' (*see the Skills section*).

If you do not announce a Defensive effect, it means you must take the effect with which you were hit. You should never be hit with an effect and just ignore it; you must either roleplay the effect or announce the appropriate defense. Sometimes in the heat of combat, you will be shouting effects of your own, and may find it hard to announce your defensive effects. There is a simple rule about this:

If you announce any other effect other than weapon delivered effects before you announce your Defensive effect, you forfeit the right to use your defense and must take the effect.

Additionally, you must announce the Defense effect within one (1) second of the attack. You are allowed to finish saying a single effect before announcing your defensive effect.

*Example: A character is hit with an effect while saying 'Death'. He can finish saying 'Death' but must then say his 'Dodge' effect before stating another effect, or else he takes the effect.*

## Immunities

Some targets may be completely immune to an effect. The target will indicate this by saying, 'No Effect' when hit. Immunity means that although the effect was not stopped, it simply did not work on that specific target. (Sometimes a Marshal will assist by announcing which effects are obviously not working.) This also means that any effects combined with the effect to which the target is Immune will also not work. Immunity is very rare.

## Courtesy Effects

In a complicated combat, the player is not obliged to continue repeating 'No Effect' every time he is hit, but should announce it at his convenience as a courtesy to other players. Several other Defensive effects follow this same mold, where the defender announces the effect as a courtesy to the attacker, but is not required to say it every time it takes effect. See *Courtesy Effects* in the Effects List for more details.

## Duration of Effects

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<b>10 Seconds</b>	Effect sustains for a ten second period.
<b>1 Minute</b>	Effect sustains for a 1 minute period.
<b>Event</b>	Effect sustains for one Event, or until removed.
<b>Instant</b>	Effect immediately applies itself to the target. The effect is no longer considered within its duration after taking effect.
<b>Permanent</b>	Effect sustains until removed, from event to event.

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## Duration of States

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<b>Count</b>	State or state change sustains for the duration of time it takes to repeat a required phrase. Although there is no fixed time period for a count, the words should be said so that each syllable is audible and do not become mixed with other syllables. As a rough estimate, a typical 3-count verbal takes about two seconds of real time. A 3-count completed in one second would be too quick. Counts said too quickly are flubbed and fail. If no phrase is given for an effects count, use "Counting-1, Counting-2, Counting-3".
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## Use of Effects and Skills

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<b>Count</b>	Effect use requires the amount of time it takes to repeat a required phrase. Although there is no fixed time period for a count, the words should be said so that each syllable is audible and do not become mixed with other syllables. As a rough estimate, a typical 3-count verbal takes about two seconds of real time. A 3-count completed in one second would be too quick. Counts said too quickly are flubbed and fail. If no phrase is given for an effects count, use "Counting-1, Counting-2, Counting-3".
<b>Once Per Combat</b>	Skill may be used once in a combat. The skill may be used again 5 minutes after all combat in line of sight has ended.
<b>Once Per Flight</b>	Skill may be used once in a flight. A flight is defined from takeoff to landing.
<b>Once Per Social</b>	Skill may be used once in a social engagement. The skill may be used again 5 minutes after a social engagement has ended.
<b>Once Per Event</b>	Skill or Effect may be used once per event.
<b>Constant</b>	Skill or Effect is always working constantly as long as known.

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# The Effects List

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Understanding what effects do is key for a player to interact in the AIR game world. Referred to throughout this rulebook, the Effects List defines what happens when an effect is applied in-play. Players should familiarize themselves with these effects, so they can react appropriately.

## Altered State Effects

### Aetherform

The target enters the aetherform state and can only glide slowly along the ground. The Target's physical state is altered in such a way that it cannot be seen, heard, touched or otherwise affected by any effects or characters outside the aether, except area delivered effects. While using this effect, a being may take very limited actions. Their movement is limited to walking, so they may not bend over, crawl, duck, run or otherwise move from an upright standing or walking posture. For purposes of game play, the individual may step on or over objects, brush past leaves and partially obscuring objects, including weapons held by 'non aetheric beings,' but anything that entirely blocks his path may not be crossed.

Both arms *must* stay crossed above the head to signify that the player is aetheric. Aetherfading out is indicated by a count of 'Fading Out-1, <etc...>' and Fading in by a count of 'Fading In-1, <etc...>'. This count must be said in a normal voice, heard in game as a shifting of air. Reversing fading requires reversing the count. While fading in or out, the target is subject to both aetheric and non-aetheric effects. Fading out breaks Line of Sight durations (10 seconds must still pass), although a being cannot fade out if an effect renders him unable to walk. A Fading count is considered one effect, so the player may finish his Fading count before announcing Defensive effects. To make this simple the player can announce defensive effects between each Fade count.

- 1) While in this state, the character is unaffected by all effects save Social Effects and the Aether hit effect.
- 2) They may deliver a single melee or missile attack on any other being, or manipulate any single item on their person they wish, but must return to the aetheric hand position between each action for a full 10 seconds before performing any such action again. They may only call the Aether hit effect when delivering hits.

- 3) They may whisper a single sentence to any being, (aetheric or not) and thus may deliver social skills, but must wait a full ten seconds in between sentences. This ability does not allow the character to see aetheric beings, however, so they would need a way to see or detect them to affect them socially.
- 4) All items and possessions will fade in and out with the being, but bodies will not. Any object that is with the player will only remain aetheric as long as an aetheric creature supports its mass.
- 5) If a being dies while aetheric, he or she does not fade in (become non-aetheric). The being can only be healed from another aetheric source.

### <specified> Alarm

Character may detect creatures or things normally undetectable. Examples include, but are not limited to Spirit Alarm (the ability to sense Spirits), Aether Sense (the ability to sense creatures who are aetheric) and Shadow Sense (the ability to sense those who are hidden in shadows). The specific location is not known, only that something within the area of effect is detected.

### Burrowing

Burrowing allows the target to dig into the earth, represented by claws held parallel to the ground and above the shoulders, with the player moving them as they walk to indicate digging. Only a creature with claws may burrow. Burrowed creatures cannot be seen, and can see nothing, but make a rumbling noise that can be detected within 10 feet. The burrowed target can also sense moving targets within 10 feet (that are normally detectable). Any earth or stone that has not been covered in another surface (such as wood) can be used for burrowing. The statement used is 'Burrowing in-1, Burrowing in-2, Burrowing in-3,' for entering and 'Burrowing out-1, Burrowing out-2, Burrowing out-3,' for exiting the earth. Reversing the Burrowing requires reversing the count. While entering or existing the ground, burrowing creatures can be affected as normal. Burrowed creatures may not see or interact with each

other unless a Marshal allows for it on a specific encounter.

## Communicatz

Target can fully understand all languages and dialects for the duration. Effect duration is 1 minute.

## Ghost Form

Ghost Form is such a strongly manifested form of a Spirit that it is almost impossible to tell the difference, save for the pallid skin color and often old and tattered clothing (makeup). Ghosts only take Social effects and either the Aether or Shock hit effect.

## Hidz in Shadows

Enables the character to hide within a suitably sized shadow. To use the skill, the character must stand within a shadow and count quietly to themselves ('Hiding in Shadows one, Hiding in Shadows two, Hiding in Shadows three', etc). Upon completion of the count, the character is hidden within the shadow, and cannot be found so long as the shadow remains. Any shadowed area a character can stand within and be completely covered in shadow is sufficient for use of this skill; if the shadow moves or is removed, the character is exposed. While hidden in shadows, the player must fold his or her arms up with hands on the back of the neck (similar to the position taken when under arrest) to indicate to other players that they can't see the hidden character. This skill may only be used at night (or in a cave, etc at the Adventure Marshal's discretion) and the character hidden in shadows must remain completely still and attempt to be completely quiet or they are revealed. If the character is subjected to the Reveal Hide in Shadows effect, the character is no longer hidden in shadows and may no longer utilize the Hidden in Shadows stance (you can't keep your hands behind your head pretending you haven't actually been Revealed). So long as the character is attempting to make no noise, small noises (such as creaking twigs as they shift their weight) will not reveal them.

## Hidz in Woods

Enables the character to hide within a patch of woods. For purposes of this skill, a patch of woods is treated as any area where the player can position himself between four grown trees, all roughly within five feet of the player. To use the skill, the character must stand within the defined patch of woods and count ('Hiding in Woods one, Hiding in Woods two, Hiding in Woods three', etc.).

Upon completion of the count, the character is hidden and cannot be found. While Hidden in Woods, the player must fold his arms across his chest to indicate to other players that they are hidden.

The character must remain completely still and attempt to be completely quiet or they are revealed. If the character is subjected to the Reveal Hide in Woods effect, the character is no longer hidden and may no longer utilize the Hidden in Woods stance (you can't keep your hands behind your head pretending you haven't actually been revealed). So long as the character is attempting to make no noise, small noises (such as creaking twigs as they shift their weight) will not reveal them.

## Fzign Dzath

Target enters a State of Torpor, and should say "no effect" to all effects besides Dissipate. However, any diagnose will reveal a Dead State. While using this effect, the character cannot see or hear anything specific, but is aware enough of their surroundings to choose to not wake up at the end of the 60 seconds, and can choose to extend the Torpor. Coming out of Torpor requires a 3 count to awaken, "Awakening-1, Awakening-2, Awakening-3."

## <spezifzd> Sight

See Device effects.

## Spirit Form

To enter a Spirit Form, a player uses a specific hand signal, indicated by folding both palms together (rather like praying). The Spirit State is a state of partial manifestation where the character exists in the aether and is in play, but cannot interact with anyone without abilities which specifically allow for such. Spirits are subject to the following rules:

- 1) A spirit may not do anything but walk, and all effects of any kind are suppressed while in a spirit state.
- 2) No one can see a spirit except another spirit, or someone with 'Spirit Sight.'
- 3) Spirits cannot attempt to communicate or interact *at all* with any being, or each other, including gestures of any kind.
- 4) A spirit is immune to all effects save social effects, but the player affecting them must have some way to see or detect them in order to speak to them.



- 5) The character will have no memory of his or her time as a spirit after Resurrection.

## Water Breathing

Water Breathing is identical to Burrowing, except that it requires a body of water in proximity to the player instead of earth. The same hand signal is used, but claws are not needed. Any body of water within five (5) feet of the player and deep enough for a body to be completely submerged within it allows the use of Water Breathing. The statement used is 'Water Breathing-1, Water Breathing-2, Water Breathing-3', for both entering and exiting. Water Breathing creatures may not see or interact with each other unless a Marshal allows for it on a specific encounter.

## Combat Effects

### Attraction

Target must move at a brisk walk, or faster, directly to originator without delay, and follow the originator wherever they go, as long as the originator of the source continues to keep the source (such as a lightning gun) aimed at the target, for up to 1 minute. If the Target is affected by more than one (1) Attraction or Repel effect, the first effect is the only one that works. Effect duration is 1 minute.

### Bleed

Bleed creates a deep bleeding wound that cannot be easily stopped. The character under the Bleed effect will enter a Mortally Wounded State (Bleeding) in 10 seconds.

### Burn

Burn begins searing the target. The character under the Burn effect will enter a Dead in 10 seconds.

### Death

Target humanoid is rendered in a Dead State. Some powerful targets may not be affected, or may simply alter health states. Dead beings should immediately begin a Death Count. Note that Immune to the Death effect does not make one Immune to the Dead State.

### Diagnose

The player immediately knows the target's state (Dead State, etc.) and also any effects on the target that target

wishes to make known. This effect may target beings in any State.

### Disarm <named>

The target must drop the named item instantly, and may not retrieve it for the duration. Any object held in the hand may be affected. Non Center grip shields and claws are immune. When delivered with a melee weapon, the target arm must be struck (do not hit the item). Effect duration is 1 minute.

Players are not required to drop their nice phys reps, and can instead roleplay the effect in one of two ways:

- 1) They may holster or sheathe the item, or allow it to hang from a strap, or put it quickly away into some sort of pouch for the duration of the effect.
- 2) They may put their arm by their side and do nothing with the arm for the duration. The arm cannot be raised or used for anything during the duration (to avoid confusion).

### Disease

The character feels ill, and may not run or walk swiftly, and may not use melee delivered effects (normal hits can be made, but no effects delivered). At the end of the one minute duration, a diseased character will become *infected*. Within the 1 minute duration, the disease effect can be removed, but after the disease becomes an infection, it can only be removed with an appropriate cure, made by a Doctor in a lab. Infections are storyline based, and Adventure marshals will explain to players the further implications of being infected (diseases are storyline based, and require unique cures). If no Marshal is present, the disease effect ends normally.

### Dissipate

Dead Target Body is instantly removed from play, as if the character had reached the end of the Death Count (see Death and Dying: The Life Cycle of Air).

### Dodge

The user is able to avoid any single missile delivered effect or hit.

### Fatigue

The character feels tired, and may not run or walk swiftly, and may not use melee delivered effects. Normal hits can be made, but no effects delivered while under the Fatigue effect.

## Hasten *<state>* Count

This effect targets a being in the named state. If that state has a count associated with it, the count is immediately moved down to the 10 second mark. This has no effect if the target is below the 10 second count.

## Heal *<specified state>*

Target in the specified state is returned to the State one step above the specified state.

## Intercept

May negate a single incoming attack to a target within weapon reach by touching the person with a weapon lightly and announcing "Intercept". The user may not target themselves with this effect.

## Knockdown

The target must go to one knee for the duration. Effect duration is 1 minute.

## Mortal

The target enters a Mortally Wounded state.

## Parry

The player negates one melee attack.

## Poison

The character will feel ill and begin to vomit, and may not move faster than a walk. Once the effect is taken, the character may not be the source of or generate any defense effects (Dodge, Parry, Resist, Recover, etc). This means the target may not use their own skill, knack, etc. to Recover from Poison, but an external Recover effect such as a Concoction used on them will work.

## Recover *<effect>*

Removes an active effect named by the Recover.

## Reduce

May reduce a Double or Triple attack into a single Hit.

## Regenerate

Upon successful completion of a Mortally Wounded Count instead of beginning a Death Count, player is returned to a Wounded State. The *Diagnose* effect does not indicate the presence of Regenerate.

## Repel

Target must immediately take 10 steps back in the opposite direction of the originator of the effect. The effect ends after the ten steps have been taken. If the target is affected by more than one (1) Attraction or Repel effect, the first effect is the only one that works. Effect duration is 1 minute.

## Reset Armor

Target's Armor Value is reset to full on a 10-count.

## Reset *<specified>* Count

Target must reset any count (Death Count, Bleeding Count, etc...) named by player to zero, and begin the Count again. Reset effects may target beings in the appropriate State for the specified Count.

## Resist

This is a Defensive effect that indicates that another effect was negated through an innate or powerful magic ability. One resist is used per effect, but a creature may have more than one, and they can be very specific (Resist Sleep, etc.). All Resists are motivated by the will and Spirit of the Target with the Resist. This means that the player may choose to activate the Resist when hit with the relevant effect, even if the character is unaware or Dead.

## Sleep

Target is immediately put into a forced slumber. Normal attempts to rouse the target will not cause him or her to awaken. The target may be damaged, Killing Blowed, or Killing Shot while asleep. The target may stand with eyes closed instead of falling to the ground. The effect can be ended with a 10 count of someone shaking the person awake (Waking-1, etc).

## Stun

Target should roleplay being stunned and disoriented, and may not walk, fight or use any skills, except to recover from the Stun effect. Target may not be Killing Blowed or Kill Shot unless subjected to another effect that allows for a Killing Blow. Effect duration is 1 minute.

## Transfer *<effect>*

The player may transfer one effect to another player by announcing "Transfer *<effect>*" with the effect name, and gently touch the target player on the back or

shoulder. The target player then takes the effect and may use any relevant defense effects.

## Wound

Puts the character into a Wounded state.

## Hit Effects

### Aether

This effect delivers a hit that that will affect creatures in Aetherform. It is also the effect creatures in this form call when delivering a hit. Some creatures are only effected by *Aether* for example.

### <specified> Blast

The Blast effect cannot be dodged. It can be used alone, counting as a single hit, or if the skill allows, with another effect in front of it (such as Double Blast).

### Double

Counts as two hits, but can only lower the target by one state. Thus a character that is in a Healthy State and takes a Double is only reduced to a Wounded State. This attack is designed to be effective against targets that take multiple hits to drop into the next state.

### Flame

This effect delivers a hit that that will affect some types of creatures better than others. Some creatures count Flame as a Double for example.

### Ice

This effect delivers a hit that that will affect some types of creatures better than others. Some creatures count Ice as a Double for example.

### Pierce

Delivers one hit that cannot be stopped by armor.

### Shock

This effect delivers a hit that that will affect some types of creatures that normal weapons cannot affect. Some creatures are only effected by *Shock* for example.

### Silver

This effect delivers a hit that that will affect some types of creatures better than others. Some creatures count Silver as a Double for example.

### <specified> Spray

The Spray effect is used to indicate one effect for many projectiles fired in a burst. Spray hits always count as a single hit. Spray can be added to an effect—thus when used after another effect, any targets hit take the effect only, no matter how many bullets strike them. Thus if a target were hit by 10 bullets using the Spray effect alone, the target would resolve it as one hit. However, if those 10 bullets hit 10 different targets, they would each take one hit as well. Spray is obviously best when attached to an effect and hitting multiple targets, as every target hit by any bullet in the <effect> Spray all take the <effect>. The Spray effect is used for weapons that fire projectiles in bursts faster than they can be counted by the target, and thus the Spray effect is called once for each burst of shots. A player that fired a burst of 6 shots from a chemical weapon in a Bleed Spray would announce “Bleed Spray” once and thus cause the Bleed effect on every target hit by a dart in the burst of fire.

### Triple

Counts as three hits, but can only lower the target by one state. Thus a character that is in a Wounded State and takes a Triple is only reduced to a Mortally Wounded State. This attack is designed to be effective against targets that take multiple hits to drop into the next state.

## Device and Item Effects

### Darkness

This effect targets a being and negates any object with a Light effect they are holding. The target must put away the light source immediately. Should the Darkness effect persist, any new Light effects used or brought onto the target being must be hidden and lose their ability to Reveal and those with Hide in Shadows will not be forced to reveal themselves.

### Destroy <named>

Target named and visible object is rendered broken. The item is still in one piece but it is unusable. Weapons, shields, and objects no larger than 2' x 2' x 2' may be targeted with the destroy effect. Weapons and Shields should be discarded by the player immediately, and any card for the destroyed object should be turned into the Game Center or a Marshal after combat. Objects that are parts of larger objects cannot be destroyed (such as doors and locks attached to doors). The only objects that can be the legal target of a Destroy are non-prop items and materials. When this effect is area delivered, all legal targets within the area are affected.

## <specified> Lock

Character may stop the count of certain actions in other characters or creatures. Examples include, but are not limited to Burrow Lock (the ability to stop Burrowing) and Aether Lock (the ability to stop creatures of characters from fading in or out). A successful Lock keeps the target in whatever state or condition it was in when it began the count. Creatures in the middle of a count are considered “targetable” by both sides of their transition.

## Reveal <specified>

This effect forces any creature or character affected to move out of the specified Hide stance and prohibits them from reentering until they are no longer under the effect. In game light sources such as flashlights that have been crafted with economic skills may create a Reveal effect within ten feet of the light source.

## <specified> Sight

Character may see creatures or things normally invisible to characters. Examples include, but are not limited to, Aether Sight (the ability to see creatures who are in the Aether) and Shadow Sight (the ability to see those using Hide in Shadows). Use of this ability creates no discernable effect. This ability provides no power to communicate with anything seen. Some abilities require devices, such as aether sight.

# Social Effects

## Banish

Target Spirit is must go out of play for ten minutes.

## Assault

The target becomes angry about whatever subject or person is being used to create the assault. (The source of the assault will either be the person who created the Assault effect, or it will be a thing named by the person who created the Assault effect.) *The target will immediately attack the source of the assault. If unable to attack, the target will yell at the source of the assault and refuse to help anyone.* Effect duration is 1 minute. Variants: **Assaults, Assaulting, Assaulted.**

## Loathe

The target becomes disgusted about wloathever subject or person is being used to create the Loathe effect. (The source of the Loathe will either be the person who

created the Loathe effect, or it will be a thing named by the person who created the Loathe effect.) *The person will reject the subject of loathing, refusing to touch it or interact with it in any way. If they are holding it or forced to touch it they will throw it away or attempt to get away from it. If it is a person, they will not engage in any conversation with them. If this is a skill challenge, they will refuse to do it.* Effect duration is 1 minute. Variants: **Loathes, Loathing, Loathed.**

## Focus

The target becomes vigilant about whatever task being used to make them vigilant, and gains increased ability to focus attention on the task. (The source of the focus will be a task named by the person who created the Focus effect.) *The target will continue to focus his or her attention on the task at hand, unwilling to discuss anything else, diverting all conversation and activity back to the task. While under this effect, the target may retry any failed skill challenge, ignoring the first failure. The target of this effect instantly recovers from the Retreat effect.* Effect duration is 1 minute. Variants: **Focused, Focusing, Focuses.**

## Retreat

The target becomes afraid about whatever subject or person is being used to create Retreat. (The source of the Retreat will either be the person who created the Retreat effect, or it will be a thing named by the person who created the Retreat effect.) *The target must attempt escape or hide from the source of the retreat. If unable to hide or escape, the target will remain as far away from the source of the retreat as possible. The target will not attack the source of the Retreat, or anyone or anything that might invoke the wrath of the source of the retreat, unless first attacked by such a source while under this effect (friends striking the affected target will not allow them to attack).* Effect duration is 1 minute. Variants: **Retreated, Retreats, Retreating.**

## Adore

The target becomes excited about whatever subject or person is being used to create the Adore effect. (The source of the Adore will either be the person who created the Adore effect, or it will be a thing or task named by the person who created the Adore effect.) *The target will attempt to retain the source of the Adore if it is an item, or stay near the source of the Adore if it is a person or immovable object. If the source of the Adore is a task or activity, the target will repeat this task for the duration. The target of this effect immediately recovers*

from the Remorse effect. Effect duration is 1 minute. Variants: **Adores, Adoration, Adoring, Adored.**

## Trust

The target trusts and admires the person who is the source of the Trust effect. (The source of the Trust will either be the person who created the Trust effect, or it will be another person named as the source of the Trust effect.) *The target will agree to become a member of the person's Social Group (troop, deputies, thug, fan, etc.) for the duration. Once a member of the person's Social Group, the target may not resist any of the character's social effects, and will try and protect the character from harm (such as by defending them, healing them, etc). The target of this effect immediately recovers from the Loathe effect.* Effect duration is 1 minute. Variants: **Trusts, Trustworthy, Trusted.**

## Regret

The target becomes regretful about whatever subject or person is being used to create Regret. (The source of the Regret will either be a harmful wrong action named by the person who created the Regret effect, or it will be a damaged or stolen thing named by the person who created the Regret effect.) *If the source is a thing, the target will make all attempts to return or repair it; if it is an action, the target will attempt to right the wrong done to the person.* Effect duration is 1 minute. Variants: **Regret, Regretful.**

## Halt

The target becomes so distracted by whatever subject or person is amazing them, that they lose ability to focus attention on anything else. (The source of the Halt will either be the person who created the Halt effect, or it will be a thing named by the person who created the effect.) *The target cannot pay attention to anything else except the subject of the Halt, and cannot engage in any combat or any other activity (such as mini-games and challenges), except to defend themselves if attacked—however, once the attack ends, the target will go back to being halted at the subject. The target of this effect instantly recovers from the Assault effect.* Variants: **Halting, Halted, Halts.**

# Insanity Effects

## Catatonia

Catatonia is the Halt effect taken to the extreme. The target is put into such a great state of hyperactivity that they become totally rigid. The target is halted and

becomes totally and unable to move. Nothing will bother them, not even being attacked. The catatonic person will also not attack anyone or initiate combat. The character is immune to all social effects while under this effect. Effect duration is 1 minute.

## Compulsion

Compulsion is the Loathe effect taken to the extreme. The target is so disgusted by their environment that they are incapable of doing anything except trying to organize or clean whatever mess is in sight. The target can choose what to be compulsive about within the above limits, but whatever it is it cannot involve combat, a skill challenge, or anything that will get them dirty or disheveled. In fact, they will try and leave a combat scenario and avoiding fighting at all costs.

## Delusion

Delusion is the Trust effect taken to the extreme. The target is completely convinced that through some faith or similar belief, he or she is capable of any feat, and will treat all challenges or dares as a commanded action for the duration. Effect duration is one minute.

## Despondent

Despondent is the Regret effect taken to the extreme. The person must act as if they have lost all hope. They no longer care about their own safety, and will not attempt to defend or protect themselves in any way, considering that such harmful situations might end their misery. This is all they will want to talk about, if they can even be coaxed into speaking at all. Effect duration is one minute.

## Mania

Mania is the Adore effect taken to the extreme. This effect may use a designated course of action. The target is so exhilarated about carrying out this course of action that they will not deviate from that course of action until it is completed, or the duration runs out. This is all they will want to talk about or interact with. The course of action is designated by the skill. If no course of action is named, such as when fired from an aether gun, the target will do nothing else except run around laughing maniacally. Effect duration is one minute.

## Obsession

Obsession is the Focus effect taken to the extreme. The target's attention becomes so totally focused on something that they can do nothing but think about, talk about and pay attention to the subject of the Obsession. The subject cannot involve getting them in to combat,

and the target may only fight to defend themselves and the subject of the Obsession, and will not engage in combat that takes them away from the subject. The Effect duration is one minute.

## Paranoia

Paranoia is the Fear effect taken to the extreme. The target believes that everyone is out to get them. The player must attempt maintain a ten foot range from everyone for the duration. Any conversation will an attempt to discern what harm the speaker is trying to attempt. Effect duration is one minute.

## Psychosis

Psychosis is the Assault effect taken to the extreme. The target is overtaken with an uncontrollable psychosis and becomes totally irrational. The person must attack everyone in sight, starting with the nearest target and moving to the next nearest target for the duration. The target must attempt to engage, close on, attack and pursue any perceived enemy. They will not bother speaking except to discuss their harmful intent. Thus if an enemy runs away while the target is engaging him, a person under the Psychosis effect would chase the enemy down. Effect duration is 1 minute.

# Appendix A: Knacks

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Knack	Description
Accurate	When a Marksman skill is used with a missile delivered attack, and that bullet misses or the effect is negated in any way, the character does not count the skill as having been used, once per event.
Aeronatic Jury Rigger	The character gains the Jury Rigging skill for one use, once per event, at skill rating one. The knack is only usable on Aircraft.
Aether Gunner	May use Aether Guns.
Agile	The character gains the Agility skill at rating-1, once per event.
Analytical	The character may use difference engines.
Archer	May use bows, crossbows and hand crossbows.
Armor Adept	The character gains an additional one Armor Value maximum.
Artilleryman	The character may use artillery and cannon weapons.
Auto Mechanic	The character gains the Mechanical Construction skill for one use, once per event, at skill rating one. This knack is only usable on Vehicles.
Beer Brewer	The player may retry one skill challenge when a failure condition is met when creating any Beer item with the Cooking skill.
Metalworker	The character gains the Metalworking skill for one use, once per event, at skill rating one.
Bladesman	The character may use bladed melee weapons in one hand at a time only.
Blend	The character gains the Camouflage skill at rating-1, once per event.
Bomber	The character may use bombs and grenades.
Boxer	The character may use non Scrapper skills with fists (represented by two claws) limited to Body Blow, Smash and Stun.
Brave	Gain x1 resist vs Retreat, once per event.
Builder	The character gains the Architectural Construction skill for one use, once per event, at skill rating one.
Carbinier	May use Carbines.
Careful	Gain x1 resist vs Trust, once per event.
Carpenter	The character gains the Carpentry skill for one use, once per event, at skill rating one.
Cartographer	The character may read maps and navigational charts.
Charismatic	The character gains the Work the Crowd skill for one use, once per event, at skill rating one.
Chemical Handler	The character may use chemical weapons. The character gains the Chemical Attack skill at rating-1, once per event.
Chemist	The character gains the Chemistry skill for one use, once per event, at skill rating one.

Clever	The character gains the Academic basic skill (Research ) for one use, once per event.
Clockmaker	The character gains the Clockmaking skill for one use, once per event, at skill rating one.
Clockwork Augmentation	The character may have one clockwork enhancement installed.
Clubber	May use blunt melee weapons in one hand at a time only.
Curious	Gain x1 resist vs Loathe, once per event.
Diplomatic	The character has the Diplomatic Immunity skill at rating-1.
Drunken Pilot	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when flying an Airship under the influence of “in-game” alcohol.
Duelist	The player gains the Disarm skill at rating-1, once per event. Only usable with melee weapons.
Eyot Hunter	The character may draw an extra tile when Navigating through a weatherstorm hex, once per event.
Faithful	The character may resist one Trust effect per event, when used with a Holy Symbol not of the character's national religion.
Farmer	The player may retry one skill challenge when a failure condition is met when gathering <i>Crops</i> with the Horticulture skill, once per event.
Fast Flyer	The character gain the Boost the Props skills at rating-1, once per event.
Flexible	The character gains the Escape skill at rating-1, once per event.
Gadgeteer	The character gains the Gadgeteering skill for one use, once per event, at skill rating one.
Gardner	When using Horticulture to harvest plants, the player may retry one skill challenge to get a better result, but must accept the new result, once per event.
Glider Adept	The Character may use Gliders.
Good Barterer	The player may reuse one social skill when resisted during a bartering transaction (whenever something is being bought or sold), once per event.
Gyro Pilot Adept	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when flying an gyroship
Hunter	When using Zoology to harvest animals, the player may retry one skill challenge to get a better result, but must accept the new result, once per event.
Impulsive	Gain x1 resist vs Focus, once per event.
Jury Rigger	The character gains the Jury Rigging skill for one use, once per event, at skill rating one.
Landship Driver	The character may operate and drive landships, but is considered to be at rating-0 for skill purposes.
Leathersmith	The character gains the Leathersmith skill for one use, once per event, at skill rating one.
Lightning Adept	May call the Repel or Attraction effect with Lightning guns, once per event.
Lightning Gunner	May use Lightning guns.
Machine Efficiency	The character gains the Improve Efficiency skill at rating-1, once per event.
Machine Empathy	The character gains the “Give it a Kick” skill at rating-1, once per event.
Machine Gunner	May use machine guns.
Master Tinkerer	The player may retry a skill challenge any time when a failure condition is met when using the Tinkerer skill, but must accept the second result.



Monoplane Adept	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when flying a Monoplane, once per event.
Paddlesail Adept	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when flying an airship using paddlesails.
Patient	Gain x1 resist vs Assault, once per event.
Pistolier	May use Pistols.
Prospector	When using Mining to harvest minerals, the player may retry one skill challenge to get a better result, but must accept the new result, once per event.
Proud	Gain x1 resist vs Regret, once per event.
Quick Blade	The character gains the Parry skill at rating-1, once per event.
Quick Footed	The character gains the Evade skill for one use, once per event, at skill rating one.
Quick Wit	The character gains the ability to <i>Recover</i> from one social skill effect for one use, once per event, with a clever rhetorical statement.
Radiant Matter Adept	May use call the Burn effect with Radiant Matter Weapons, once per event.
Radiant Matter Gunner	May use Radiant Matter weapons.
Rifleman	May use Rifles.
Sailmaker	The player may retry one skill challenge when a failure condition is met when creating a sail with the Weaving skill, once per event.
Scavenger	The character may use the Salvage action on any single item, once per event.
Scholar	The character may reuse any Academic social skill effect when resisted or the effect fails in any way, once per event.
Sculptor	The character is able to create artistic sculptures as with the Artist Pursuits skill, at rating-1, once per event.
Shield Wielder	May use shields in one hand at a time only.
Shotgunner	May use shotguns.
Skilled Metalworker	The player may retry one skill challenge when a failure condition is met when creating any item with the Metalworking skill, once per event.
Skilled Carpenter	The player may retry one skill challenge when a failure condition is met when creating any item with the Carpentry skill, once per event.
Skilled Chemist	The player may retry one skill challenge when a failure condition is met when creating any item with the Chemistry skill, once per event.
Skilled Clockmaker	The player may retry one skill challenge when a failure condition is met when creating any clockwork item with the Clockmaker skill, once per event.
Skilled Driver	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when using the Driving skill, once per event.
Skilled Gadeteer	The player may retry one skill challenge when a failure condition is met when using the Gadeteering skill, once per event.
Skilled Galvanicist	The player may retry one skill challenge when a failure condition is met when creating any item with the Galvanics skill, once per event.
Skilled Leathersmith	The player may retry one skill challenge when a failure condition is met when creating any item with the Leathersmithing skill, once per event.
Skilled Smelter	The player may retry one skill challenge when a failure condition is met when using the Smelting skill, once per event.

Skilled Tinkerer	The player may retry one skill challenge when a failure condition is met when using the Tinkerer skill, once per event.
Skilled Trapsetter	The player may retry one skill challenge when a failure condition is met when using the Set Traps skill, once per event.
Skysail Adept	The player may retry one skill challenge when a failure condition is met in any adventure scenario with a Marshal when flying an Airship that uses Skysails, and only with a skill that employs sails, once per event.
Smasher	The character gains the <i>Triple</i> effect, deliverable with two handed melee weapons only, once per event.
Smelter	The character gains the Smelting skill at rating-1, once per event.
Smuggler	The character gains the Smuggler skill at rating-1. The character may access their own smuggling container once per event.
Spearman	The character may a single spear or polearm.
Stalwart	The character may Resist one Retreat effect per event.
Stealthy	The character gains the Hide in Shadows skill for one use, once per event, at skill rating one.
Stoic	Gain x1 resist vs Adore, once per event.
Stormchaser	The character may discard a tile and draw a replacement tile when Navigating through a weatherstorm hex, once per event.
Strong	May walk when carrying a body.
Stubborn	Gain x1 resist vs Halt, once per event.
Swift	The character gains the Dodge skill at rating-1, once per event.
Thrifty	The character gains 1% interest per month on all credits saved in the bank.
Tinkerer	The character gains the Tinkering skill for one use, once per event, at skill rating one.
Tough	The character can take one extra hit when Wounded before becoming Mortally Wounded.
Tradeship Adept	The player may retry one skill challenge when a failure condition is met when flying a Trader Airship.
Treat Disease	May use the Pathology at rating-1, once per event. Field use only (may not be used in the lab).
Vehicle Jury Rigger	The character gains the Jury Rigging skill for one use, once per event, at skill rating one. This knack is only usable on Vehicles.
Very Stealthy	The character may choose to say "no effect" to the Reveal effect, but when the Reveal effect is used on the player, the player must move five feet away from the source that revealed them. If they cannot move away from the source, they may not say "no effect".
Whittler	The player may retry one skill challenge when a failure condition is met with the Woodcutting skill.
Willful	The character has +1 to Willpower.
Winemaker	The player may retry one skill challenge when a failure condition is met making wine with the Cooking skill, once per event.
Woodsman	The player may retry one skill challenge when a failure condition is met when gathering <i>Wood</i> with the Horticulture skill, once per event.

# Appendix B: Raw Materials List

## Flora

Herb	Rarity
Anise, Green	C
Black Willow Bark	R
Cotton	S
Echinacea	C
Fennel	C
Foxglove	C
Milk Thistle	S
Nightshade	R
Poppy	S
Scullcap	C
St. John's Wort	C
Valerian Root	S
Wormwood	R

Crop	Rarity
Barley	S
Cayenne Pepper	S
Cocoa Beans	R
Coffee Beans	S
Grapes	S
Honey	C
Hops	C
Wheat	C

Wood	Rarity
Cedar	S
Cherry	C
Mahogany	R
Pine	C
White Oak	S

## Fauna

Hide	Rarity
Bear Hide	S
Cow Hide	C
Deer Hide	C
Elephant Hide	R
Lizard Hide	S
Sheep	C
Wolf Hide	S

Animal	Rarity
Bear	S
Bees	C
Bream	C
Carp	S
Catfish	C
Cattle	C
Deer	C
Elephant	R
Harp Spider	R
Pheasant	C
Rattle Snake	R
Sheep	R
Trout	S
Wolf	S
Babel Fish	R

## Minerals

Rock	Rarity
Coal	C
Diamond	R
Garnet	S
Quartz (Silica, Sand)	C
Synthetic Aether Crystal	C
Topaz	S

Stone	Rarity
Gray Granite	C
Limestone	C
Marble	S
Obsidian	R
Sandstone	S

Ore	Rarity
Copper Ore	C
Iron Ore	C
Silver Ore	R
Tin Ore	S
Zinc Ore	C

# Appendix C: Crafting Rules

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## The Crafting Process

Crafting an item is a process that can take several steps:

- 1) Refining harvested Raw Materials into Refined Materials.
- 2) Craft Materials into Products. Some of these products are for final use, such as armor and concoctions, while others are parts used to make Constructions. Some of products require formulas.
- 3) Craft Constructions from parts, using blueprints.

## Raw Materials

*Raw materials* can be found in many locations of the AIR universe, based upon their commonality rating. These resources can then be harvested and refined into *refined materials* which can then used to produce *products*, which in turn can be engineered into full *Constructions*.

### Rarity

Raw Materials are not all equally common in the world. Materials are labeled as common, scarce, rare, and unique.

**Common:** Found everywhere in the world in every nation and region

**Scarce:** Found in limited nations or regions.

**Rare:** Found in only one nation or region.

**Unique:** Found in only one location within the world.

### Properties of Raw Materials

Each Raw Material has a set of special properties based upon its rarity rating. These properties are cumulative and transfer over to the items into which they are crafted. When refined, these properties increase, making higher quality materials which in turn can make higher quality products.

## Refined Materials

Resources exist in raw form when gathered, but can be refined to increase properties with various refining skills. The amount of property increase is based upon a refinement skill challenge. The refinement is noted by an "Rf" and the number of times it has been refined next to its name. The highest level of refinement is rf6, called "pure". A player can choose forego the refining skill challenge, and simply accept the lowest level of refinement. Not all materials require refinement; some can be directly used in, and as the refinement is considered part of the process used to create the end product.

## Products

Refined materials can be crafted into *products* by various skills. These products gain up a certain number of properties transferred from the properties in the materials used to make them, and may in addition gain new properties of their own. These parts can then be combined to make Constructions. Every product has a number of *material* slots that must be filled in order to craft it. Once a character has the proper materials, they may attempt to craft the product. To do so, the player goes to a lab center and completes the skill challenges given by the marshal. The player may choose to forego the skill challenges and make a factory good (see below).

## Constructions

A construction is anything that can be made from Parts. Some Constructions are even made from parts and other Constructions. They require blueprints and skills from the Scientist or Engineer profession. Constructions include are broken down into Machines and Structures. Constructions are made at a lab or workshop through skill challenges given by the marshal. The player may choose to forego the skill challenges and make the construction as a factory good (see below).

### ***Crafting Books***

Players should have their own books to write down any formulas and blueprints they learn. These will then be signed by a marshal. Crafting can only be performed with the approved appropriate written material in the player's book.

### **Factory Goods**

Factory Goods are made from the lowest common denominator of materials and parts. Factory Goods can be easily and quickly mass produced, but are inferior to goods made with special care (through skill challenges). They are so named because the factories of large cities such as New London churn such goods out cheaply. They offer no bonuses or special properties and often have expiration dates.