

# DARK VEIL

QUICKPLAY PREVIEW

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ROLEPLAYING GAME



# DARK VEIL



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Version 1.58





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## WHAT IS DARK VEIL?

Dark Veil is a TTRPG (tabletop role-playing game) that centers on a diverse universe splintered in time, cohesively connecting eras of medieval fantasy, Victorian steam and steel, cyberpunk, and the infinite realms of the Veil. With role-play at its core, Dark Veil offers a simple success-based skill system that is quick and approachable for the modern geek enthusiast.

## WHAT ADVENTURES CAN I EXPECT TO PLAY IN A DARK VEIL GAME?

- Explore the infinite realms of the Veil.
- Discover Magi secrets and unlock powerful spells.
- Practice spycraft against organizations and factions.
- Harness and wield the souls of demonic monsters.
- Chart dangerous sectors to seek out ancient power.
- Fight in medieval, Victorian, and cyberpunk cities.
- Protect gates and cities from the chaos of bandits, Veil monsters, rival factions, and criminals.
- Form friendships with allies across a splintered universe of time to create your own adventures in the ever-dangerous and infinite realms of Dark Veil.

## HOW DO I PLAY THIS GAME?

All games require one player to act as the storyteller and the other players to act as characters in the game. The players have control over their character's role-play, but decisions require a skill dice roll made on a player's turn. When a dice roll is made, successes are totaled to see how successful the player was at the skill.

## WHAT IS IN THIS QUICKPLAY?

This book includes a brief description of the universe setting, rules to play, skills and their uses, storyteller tips, custom enemy generation tips for additional encounters, and pre-made characters. Storytellers should also download the preview starter adventure.

## WHAT DO I NEED?

You'll need this quickplay book and 5-6 six-sided dice. Print a pre-made character sheet from this book or use our digital pre-made characters from our website. Sharpen a pencil or use a digital device to take adventure notes on your digital character sheet.

## WHAT IS A PRE-MADE CHARACTER?

In this Dark Veil quickplay, we provide a pre-made character. This character is a fully ready-to-play version of a character with a small background as a guide. Players can customize their own characters in the complete Dark Veil role-playing game.

## WHAT'S A STORYTELLER?

The storyteller enforces rules for the game, makes narrative decisions, controls enemies, and paces the adventure. If rules don't exist for an event happening in the game, the storyteller determines the outcome in a fair and balanced manner. Storytellers reward story points to players, to use for leveling up character skills and to add new player organization tiers. The most important role of the storyteller is to guide the other players along the story. The storyteller is NOT the decider of fate for players but simply the narrator of the story. We will guide storytellers in the starter adventure to set the scene, introduce a story hook to engage the players, and provide enemies and plot points for conflict.

## HOW DO I GET MORE DARK VEIL?

We wanted to provide players and storytellers enough content in this guide and the starter adventure to give the tools necessary to start an adventure in the Dark Veil but there is so much more to explore. Check out our website for Kickstarters and options to pre-order more Dark Veil starting summer of 2021.



# THE DARK VEIL UNIVERSE

## THE TIME EVENT

When the time dimension shattered, moments of the universe fractured into different timelines. Most of life was lost in obscurity. Gone but not forgotten. Those who didn't vanish found their way back to the same point of existence. Whether by luck or design, it matters not, for we survivors now travel in one singular breath of existence, adventurers across divided nations of steel, steam, Veil, and spacecraft. Each time is sectioned off from the next by borders of darkness—pathways to dimensions of infinite realities. We call it the Dark Veil. Our Magi, wielders of magic and the essence of the Dark Veil itself, built gateways between the darkness—allowing us to link what echoes of the universe still remain. Allowing us to choose a new future unified as one time against the darkness.

## WHAT IS REALITY

Some feel our hope for a future is only possible if we control order within the sectors, that we must unite the factions from each time as one. It is a difficult task. Each nation has their own journey. Though arbitrary as they may seem, compared to the daunting presence of the Veil, the surviving nations cling to remnants of their past. The challenge is not in their abilities, but in their self-aggrandizing determinations for power. We have cataloged the different time realities merged in the new timestream and determined three unique times from what we have begun to call the reality realm. The Veil is an entirely different amalgamation of surreal dimensions all caught in a similar time event split into realms of infinite realities, but this place is different. The reality realm timestream follows conventional, ever-moving, forward in time rules. A place that travels the universe organized by science and logic. There are very few reality timestreams in our research, and only this one seems to have survived the event. The reality realm is, as far as we can discover, a large planetary mass that floats in a galactic terrain of darkness. Time manages to hold on this rock even as it cycles a burning star with two large rocks orbiting above. The people of the planet call them moons. I call them hope.

Though the time dimension split the reality realm into three distinct periods of the planet's past, middle, and future eras, they all share the planet's space in balance. We call each of these Veil bordered regions sectors.

## THE KINGDOMS ERA

We have simplified the naming of the three reality time periods based upon the technology found within them. The Kingdoms era is a time of great stone-constructed cities. Their castles house their leaders and are surrounded by farmers, merchants, and traders who work harder than nearly any civilization I have ever encountered. They are all simply people focused on survival, hopeful for their next day. It was our initial impression they would find the advancements of other eras a relief to their near-constant struggle against the elements. Strangely, many have not gravitated to the ease of technology that presents itself so readily to them; instead, they seem to prosper in simplicity and perfection of the mundane. Despite their ancient constructions, they have a keen ability to craft metal into weapons and armors, the likes of which rival many of the armaments formed within the very elite of Veil civilizations. Several sectors of this era have formed an alliance with one another; they call it the Alliance of Kingdoms. It brings together some of the most powerful nations of the time, benefiting them in commercial trade, protection, knowledge, and land—a thing most rare. We see great strength in the heart of these nations and their ability to survive so much change, though not all nations have found their way into the alliance and many groups of this time still cling to isolation and egocentric pretenses.

## THE VICTORIAN ERA

We deemed the middle period the Victorian era, an era of steam technology, sprawling culture, and expansive stretching destiny. The Victorian era is where I have met many great philosophers and inventors, creators combining magic with engineering in truly fascinating ways. I find their construction of vehicle transportation the most appealing. They not only managed to create fast-moving, land-based vehicles that run on steel-beamed tracks, but also sky-bound air ships that float against the clouds as effortlessly as their earlier era neighbors would against the waves. It is, however, with their advancements we also see the most dangerous of war machines. Giant mechanical golems tower across city skylines raining down death and destruction. This timeline was unfortunately split during a massive world war, and though only remnants of both sides remain spread out across the planet, the tension between them still unfolds daily. Even more painful is the learned truth that the third era gave an answer to the victor. We see great conflicts between the main nation of power in this time, the Retian Steam Republic, and that of the future space eras, Order of the Veil who once waged war in this time and now

are pulled back. Some of my people formed allegiances on each side of this war, but I remain neutral hoping it finds an end quickly so all can focus attention on the Dark Veil that lingers at its borders.

### THE SPACE ERA

We deemed the electronic technologically advanced time the Space era. This era is largely controlled by one organization, the Order of the Veil. This massive conglomerate of organizations, nations, and armies is responsible for most gate constructions between Veil sectors, expanding its reach even to kingdom and Victorian eras. The linked system, a computer network of data streams controlled and operated by the Order of the Veil, houses information and technological trade secrets that give the Order massive control over the planet quickly and efficiently. Though the Order finds themselves still fighting a war with the Retian Steam Republic, a war in their history they had already won, they strive mainly for peace and organized process throughout the planet. The Order of the Veil is the one organization, despite war and cultural differences across time, to bring a peacekeeping group forward. Known as Knight Agent Inquisitors, this organized group manages conflicts and fights against both Veil enemies and criminals of all times. The Knight Agents work with factions across the planet to bring control to their borders and are the only organization of peacekeepers that have managed to sustain this accessible relationship. The agents and power of the Order are attempting to unify sectors of the reality realm and are, despite some enemies, a capable ally we need.

### THE THREAT OF THE PRIME

Creatures, monsters, demons, demi-gods, and pure evil fill the realms of the Dark Veil. But the largest threat in the Veil is the Prime, a group devoted to unifying all manners of creatures under their sole directive: the Prime Initiate, a single voice to rule all. The Prime civilizations exist deep within the Veil realms, and though they mainly spread throughout realms bordering their regions of control, they are growing ever closer to the reality realm of this planet. Some of the Prime seek dominance through peaceful coexistence, but I fear they will destroy what beauty and life exists in this place if they attempt to take control. The Prime are made of many different species of humanoid creatures called the Mirikore. These warriors travel the Veil, swallowing civilizations for the Prime. Rumors speak of their imminent arrival, but I believe they are already here among us.

### THE MAGI

Magi are knowledgeable of the Veil and could be the savior of reality and realm alike. They studied its power and, like my Dircaen ancestors, found ways to control its infinite energy. Wielding Veil matter, we watch carefully as these masterful casters manipulate the fabric that holds

back a great and many evils. Their skills protect it and may even lead to rebuilding time itself. However, power can corrupt. The Veil is unforgiving, mysterious, and difficult to wield. Those who do not respect its awesome power could lead to our total and complete destruction.

### THE DARK VEIL'S GRASP

The timeline of each of these eras severed from their initial point and now co-exist at once with their neighbors. Each border is another moment in time, another snapshot of its existence. The Veil, though thin, surrounds each sector in a dome of protection—and to some, a prison. From far away, the Veil is seemingly transparent, allowing the viewer to see through it and into what should lay just beyond or above. This phenomenon is evident in viewing the planet's two moons. The Sky Moon, mainly covered in water and ice, shines bright blue in the night sky. With the Star Moon, a green and yellow glow is only seen in the night sky of the Kingdoms era. From any other era, the star moon is a massive, burning-red glow, forever scarred by a comet strike that changed the face of the planet below, nearly killing all life. This dramatic scar is just one of many reminders to these reality realm walkers of how fragile their existence is. The top of each Veil border kisses the surface of the atmosphere next to what they call outer space. Through mountain, tree, structure, ocean, and river cross back and forth through portions of the Veil, the dark magic of the event has managed only to impact the organic beings of its prison. Those who accidentally or foolishly travel into the Veil without a gate or breach find themselves transported into one of the infinite realms it contains. A perilous inter-dimensional zone of infinite locations awaits the traveler. Without a guide, the traveler will drift into oblivion and might never find home again.

I will continue to document this new and unique universe with all its peoples, cultures, and wonder, but I will not forget my main goal in this wondrous place: to find a way to replace the time that has been broken. May whoever had a hand in keeping what is left of life alive watch over us all.

*~Syn Fel*  
Dircaen Ambassador



## GATES

There are various types of Veil travel devices throughout the universe. Some devices are constructed to exist as a doorway to the Veil itself. Gates not connected to the Veil directly are known as forsaken gates. These forsaken entrance ways are jumping off or returning points to the infinite possible destinations within the Veil. They are only operated from a Realm of Reality (a non-Veil connected realm). An operator of a forsaken gate must know the exact target destination into a realm within the Veil when using. Miscalculation when opening a forsaken gate could lead the user to a dangerous realm within the Veil, allowing whatever dark creatures dwelling within entrance into the Realm of Reality from where it stands. Forsaken gates are considered illegal by the Order of the Veil. These gates are often unmonitored and are an open invitation to dangerous realms of the Veil. The Order of the Veil has constructed Veil gates that connect sectors split by the Dark Veil itself within the planetary Realm of Reality. These Veil gates connect sectors across time and act as portals between the sectors. Veil gates are often powered by Veil gems, and the secret of gate construction is highly guarded by the Order. Magi created doorways and temporary portals are called breaches. Breaches can only last as long as a Magi can initiate and hold the breach open. This is often the way travel is performed within the Veil itself as gates are rare and difficult to construct within Veil realms.









# STORY, CONFLICTS & ACTIONS

**DAEADRIN**  
*Freelancer Magi*  
*Shadow Market Guild*





## STORY

Story moments are defined by everything happening during the game, including all conflicts and actions. Players can interact with that story by role-playing their character, like a character in a book.

Every action a player takes is reflected in skill dice rolls. Characters have unique traits and abilities that give them advantages during the game that apply to their skill dice rolls.

## CONFLICTS & STARTING INITIATIVES

When players have conflicts with non-player characters (characters managed by the storyteller), such as pick-pocketing a barkeep or fleeing from the city watch, a conflict occurs. During a conflict, the storyteller announces a conflict has started and asks players to make a quick (1 action) tactics skill roll. This quick roll starts a conflict. Players roll 1 quick action worth of their tactics skill dice and, as a group, the player with the highest successes sets the group's starting initiative. If players score higher or equal-to-the enemy total, they act first. If they fail to meet or beat the enemy tactics success total, they act second. If a conflict occurs as a surprise and players fail to beat the enemy successes, the enemy will gain two phases before the players get their first. Likewise, if players intend to surprise enemies and score higher, they gain two full phases of full turn actions before the enemy.

## PHASES

Conflict phases switch between enemies and players until a resolution is reached. A phase is complete when players have used all their turn actions. All players share a phase, and all enemies share a phase. Phases last, in story time, roughly thirty seconds to one minute. Storytellers control the enemy phase, rolling for enemy skill rolls and deciding their tactics in the conflict.

## AVOIDING CONFLICTS

Players may choose to avoid conflict for various reasons. Any player avoiding conflict can only perform 1 quick dice roll outside of the conflict—this might include negotiating with the enemies, investigating the answers to a puzzle, or trading with a merchant unconcerned that your fellow party members are currently chased by local militia. A player can re-join allies during the ally phase only. If a player betrays their group, they can join the enemy on their phase.

## TURN ORDER

If players cannot decide which player acts first during the player phase, all player turns are determined by the first person closest to the storyteller's left, then clockwise until everyone has rolled.

## PLAYER ACTIONS

During the conflict phase, when players act, each player gets a full turn (3 actions). Players cannot share actions with others or hold actions for future turns. When all players are done with their actions or have chosen not to take any, the phase moves to the opposing group. During an opposing enemy phase, a player is required to make a reaction, meaning the players make a quick turn (1 action) dice skill roll.

## QUICK TURN, REACTION (1 ACTION)

Any dice roll that is made as a reaction is considered a quick turn and only allows the player or enemy 1 action worth of skill dice. These are reactions to an event or moment that does not allow for a full turn worth of actions. Storytellers declare a quick dice roll from players when a player is making a save against a possible condition, reacting to an environmental or story moment, or any other scenario where time is limited. Some skills require a quick reaction roll from their target. Most failures of a quick dice roll leaves the character suffering a consequence.

## FULL TURN (3 ACTIONS)

Except for a quick roll, players always get 3 actions to roll skills on their full turn. The skill roll is declared by the player when time is readily available. Players decide which skills, and how many actions for each skill, they will use. Players are not required to use all 3 actions of a full turn. *[Example: A player wants to jump over a wall, then swing their sword at a thief. The player would roll their fitness skill dice and melee skill dice. The player must decide how many actions for each skill they want to apply. To ensure climbing the wall, they might want to spend 2 actions on their fitness skill and 1 action on their melee skill.]*



## SUCCESSES ON DICE (5 & 6)

Players roll their skill dice to score successes on their turn.

Players choose how many actions they will apply for each skill and then roll their total skill dice for each action to score successes. The more successes, the greater the result of their skill. A player rolls a success when they get a 5 or 6 on a six-sided die. If the player rolls a 6, they get a success, and they get to roll that die again. All successes are totaled for multiple actions used with the same skill in the turn. When rolling multiple skills across the player's 3 actions, each skill has its own successes totaled. Players must declare the skills they intend to roll on their turn before they start rolling any of their actions. This ensures all successes are applied to the appropriate skill. Successes on dice are not shared across additional turns.

## BONUS SUCCESSSES ON SKILLS

Players will have gear and traits which apply bonus successes to the skill dice rolls. These bonus successes are recorded on the player's character sheet next to their skill as a bonus. These successes only apply if the skill is rolled and the player does not critically fail. A player adds the bonus successes after all actions are used and only applies it once, regardless of how many actions were rolled for that skill. Note: Players do not get bonus dice—bonus successes are typically applied from traits and gear with gear scores.

## DICE SKILLS START AT 1

All skills begin at 1 dice and are usable by any player to attempt. Raising skill dice requires a player to spend story points or earn free dice increases through the origin character creation path.

## GROUP TARGETS

Enemies are grouped or solo when engaged in conflicts with players. All skills rolled against a grouped enemy are counted against the entire group. Likewise, all attacks or skills rolled from the group (and some solo enemies) to a player are rolled at once against all the players in the vicinity.

## ROLLING A 1 (BURNT & CRITICAL FAIL)

When a player rolls a 1 on any dice during a skill roll, that dice becomes unusable burnt for all remaining actions in the player's turn. If all available skill dice roll 1s before or by the end of the player's turn, the player has rolled a critical failure with that skill. All 1s remain (burnt) for any skill rolled in the turn, even if the player is attempting a different skill. All dice are returned to normal at the start of the player's next turn.

*[Example: A player is escaping the local guard. The player has three fitness dice and four stealth dice. The player performs a full turn (3 actions) and chooses two actions for stealth and one action for fitness. On the player's first action, they roll stealth to sneak up to a building. They roll the following numbers: (1, 4, 5, 1.) That's two dice burnt (1, 1) and a success (5), and the (4) is ignored. On their second action, they now only get two skill dice to roll. This is because they burnt two dice rolling (1, 1) on the first action. On the player's second turn action, they roll their stealth skill and get the numbers (5, 5.) The (5, 5) are two more successes. They now have three successes for stealth. The storyteller rolls a quick action roll from the guard as they pass, but the guard fails to see the hiding player. On the player's third and final action they roll their fitness skill to climb to a rooftop. They normally use three dice on fitness skills but now only get one. Even though it is a different skill, they burnt two dice this turn in other actions, and those dice are unavailable. They roll their fitness dice and get another (1). This is a failure for their fitness skill AND they end their turn, having burnt all their available skill dice.]*



## CONSEQUENCE OF FAILED ROLLS

Critical failed rolls should have consequences that further the story and increase the situational trouble the player is in. All skills have consequences when critically failed, and the storyteller should increase the story tension without thoroughly crushing the player for their failure. *[Example: In an instance of a critical failed fitness check while climbing a mountain, a player loses their grip and*



*begins to fall. The storyteller could then have the other players perform a quick dexterity skill roll to see if they can react and attempt to grab the falling character. A storyteller should describe a critical failure in detail, describing the events as an accident or mistake that naturally provides additional story moments.]*

### SPLITTING SKILLS ACROSS ACTIONS

A player must declare their skill allocation in actions at the start of their turn, and how they intend to use them. A player can combine all three actions for the same skill, divide them into two skills where one skill has two actions and the other one, or divide them up among three different skills, each with one action. Burnt dice only affect skill attempts in the same turn.

### GROUP VS SOLO TARGETS

Enemies combine their numbers as groups or solo boss targets. When fighting group enemies, all skills are applied to the group target when performed. Group enemies share defenses, attacks, skills, and life points.

### HEROIC ACTIONS

Players earn heroic actions from storytellers by performing stellar role-play, solving puzzles, and overcoming story obstacles. Storytellers provide 1-3 heroic actions in a fair manner to all players when one of the above situations occur, but players cannot exceed a total of more than 5 heroic actions without special traits. Players declare how many heroic actions they intend to use and can use all of them on their turn, if they choose. Players do not burn dice (1s) when making heroic action dice rolls and use all their skill dice on the bonus heroic action rolls. Players can choose multiple skills across multiple heroic actions, but each is declared prior to rolling. Alternative heroic action use for critical failed rolls is allowed, but in this instance, a player must use all available heroic actions after the critical failure—heroic actions are only used for the follow-up skill roll to recover from the critical and not as a replacement for the critical failed roll. Players can share heroic actions with another player once per game session, but the receiving player must immediately use the heroic actions shared.



**DIRCAEN**

*Spectre  
Shadow Market Guild*



# DEFENSE, LIFE POINTS & COMBAT

## COMBAT

A conflict starts with players attempting to roll the highest quick tactics dice roll.

Then players and enemies go back and forth in phases with a full turn (3 actions) worth of skills to attempt to defeat their opponents.

If skills that deal damage score successes, those successes are applied to the target's defense. If the incoming successes are lower or match the defense of the target, no damage is applied to the target character. If incoming successes are higher than the defense, the target will take hits to their life points equal to that amount. All combat successful attacks on a target, even if by different skills, are totalled and applied as a single hit per character.

## ARMOR DEFENSE

Wearing armor can increase a character's defense and protect against incoming hits from successes. Characters are not required to wear armor but it will greatly protect against incoming damage. For more robust rules and gear, consult the full Dark Veil game.

## MOVEMENT

A player's movement is tracked through role-play.

All players can move while performing actions but, should state how, in case their location influences the story. For complex movement, such as climbing, sprinting, or jumping over obstacles, a fitness skill is used. For tactical movement, the tactics skill is used. In the instance of stealth, the player will roll their stealth skill, and targets within visual range will use a face off perception skill roll to attempt to spot them.

## DODGE FOR DEFENSE

The dodge skill is rolled on a player's turn to grant extra defense bonuses equal to the number of successes rolled. The bonus lasts until the player's next turn.

## DEFENSE

A character's defense is all defenses from armor, skills, and traits combined. The defense is used to block all incoming attack hits from an enemy or environment. A player can find the defense on their character sheet and it should increase and decrease when changes occur.

## LIFE POINTS (LP)

All incoming damage successes past a character's defense will hit life points. Characters have a starting total of 10 life points. When a character takes damage to their life points, they reduce their total by the damage taken in hits. If a character is reduced to 0 life points they fall unconscious. If a character takes more than 0 life points they begin to die. Characters can only gain additional life points beyond 10 through certain traits in the full Dark Veil game.

## UNCONSCIOUS

An unconscious character will wake after thirty minutes, or if another player performs a medical aid skill roll and scores at least 2 successes. Only one attempt is allowed every thirty minutes to wake an unconscious character.

## SAVING FROM DEATH

When a character attempts an on death's door saving throw, any conditions currently on that character are ignored. A player must roll at least 1 natural success on their saving throw. (A character cannot save only from bonus successes.) Heroic actions are highly recommended when performing saving throws.

0 resistance successes = death

1+ resistance successes = conscious at 1 life points

## NATURAL HEALING

Players naturally heal life points once a day by rolling a full turn of their soul skill dice for successes. This total is the amount healed that day in life points. Healing life points will cause a character to wake to consciousness, if unconscious.



## MEDICAL AID & HEALING DEVICES

Players heal themselves or others with the medical aid skill. A healing device, such as a med pack, is required when healing. Healing devices are used to heal the target but only heal up to the total successes rolled in the medical aid dice roll. Without a healing device, a target's life points cannot be healed through medical aid. Healing devices are crafted with the proper healing device materials and a medical aid dice roll. Crafting healing devices is not allowed during conflicts and takes up to one hour to perform per device. Scavenging for supplies to create a healing device is done with the survival skill, allowing a player with supplies to craft 1 healing device for every 3 successes made with the survival skill dice roll. Storytellers should limit the number of times survival scavenging is allowed based on the environment and surroundings the players are attempting to scavenge in. To craft a healing device, a player must also roll at least 3 successes on their medical aid dice roll, or the healing device and all of its scavange resources are destroyed.

## SPELLS TO HEAL

Magi can perform powerful magic to heal targets applying successes in healing to a target's life points. Characters must have the spell, and roll the appropriate skill, to heal a target's life points.

## TIME TO HEAL

Players can only receive healing once every twenty hours from both a healing device and through magical healing. A healing device will require the player to wear the wrap, balm, or bandage for twenty hours, preventing them from applying another healing device. Magical healing will leave a magical essence on the character, preventing additional magical essence application for twenty hours.

## CONDITIONS

Some traits and effects will leave a condition on a target. Most conditions initially require a quick skill roll or face off dice roll. If the player does not avoid the condition in the initial skill roll, it will continue to impede the character every turn it remains applied. Once a condition is applied, a player can only remove it on their full turn by rolling successes equaling the condition skill and rating. [See Conditions pg 26 for more specific details.]

### **HUMAN**

*Mech Hunter*

*Retian Steam Republic*





# SKILLS



**ZATILOK**  
*Skip Tracer*  
*Tracer's Guild*

## QUICK VS FULL TURN

All quick skill dice rolls allow the character 1 action worth of dice rolls. This only allows the player a single action to react with their skill. Full turn dice rolls allow the player 3 actions worth of skills. Players can split these skills up among all 3 actions or use the same skill for all 3. When a player rolls a 1, they burn that die for all subsequent action rolls in the player's turn. If a player burns all the dice for their skill (has all 1s at the end of their turn), they fail.

## TIME & SKILL ACTIONS

Skills are rolled in a singular action or across multiple actions of a player's turn. The player can repeat skills indefinitely across turns, provided they roll the skill in a new situation. Successes only apply to an individual turn and do not add together across multiple turns. When a player fails a skill on a specific task, they cannot re-roll the skill to fix the previous failure. Players deal with the consequences of failure through the storyteller. Some skills will result in a failure that will not allow players to reattempt the skill until twenty hours has passed. When a player attempts to use time to their benefit, they apply a success bonus, at the storyteller's discretion, of 1-3 successes. The amount of time used depends on the skill and availability of time as a factor. The storyteller should grant time bonuses to players over hours, days, weeks, months, and years, but never provide more than a maximum of 3 successes total. Other players can assist in time situations at a minimum of one hour by making a single quick action dice roll and applying those successes to the main player's total successes.

If any of the assisting players burn all their dice and fail the assist, the main player's attempt also fails.

## FACE OFF ROLLS

When face off skills are rolled, they force an immediate dice roll from the target at an equivalent action amount. The target does not roll a quick dice roll and instead rolls an equivalent number of actions (up to 3) as the character engaging in the face off skill. This allows for the initiating character to set the limit of actions (1-3). The number of actions used for the roll is determined before rolling and any heroic actions used are also declared prior to the dice roll. (Heroic actions do not increase action amounts of targets, but

players can use heroic actions when reacting.) Targets must match or beat the successes of the face off to succeed

against it. *[Example: A player is attempting to hide from a roaming band of chaos*



*demons within the Veil. The player chooses 2 actions to roll their stealth skill. The chaos demons will get only 2 actions of perception skill dice to roll.]*

### **COST TO RAISE SKILL DICE**

When raising skill dice a player spends story points.

*Cost to raise skill dice to (2, 3, 4) = 1 story point per dice*

*Cost to raise skill dice to (5, 6, 7, 8) = 5 story points per dice*

### **SKILL DIFFICULTY RATINGS**

#### **BASIC TASK:** 0 Successes

A basic task is accomplished without a skill dice roll.

*[Examples: Stepping over a puddle; spotting a red hat in a small crowd of black hats; climbing a small boulder; treating a minor cut; reading a map; leading a horse to water; or having a conversation in a known language.]*

#### **EASY SKILL:** 1 Success

An easy skill roll that requires enough effort to make sure it is done correctly but not enough effort to require a great level of skill. *[Examples: Staying calm with a celebrity in the room; quietly placing a metal sword on a metal surface without making a noise; skipping around a small puddle; finding dry firewood in a forest of dry, fallen trees; entry-level engineering; and knowing how to find a tavern from the centre of a town square.]*

#### **MODERATE SKILL:** 2 Successes

Moderate skill rolls require slightly more than an easy effort. *[Examples: Hearing a muffled yell behind a closed door; jumping a meter without a running start; climbing a slightly steep three-meter hillside; holding one's breath for thirty seconds; noticing a smudged signature on a forgery; remembering detailed information about a location visited often; fixing a fairly simple mechanical problem; finding a path in the woods that leads in a seemingly safe direction; and operating a vehicle with some limited visibility.]*

#### **HARD SKILL:** 3-4 Successes

Hard skill rolls require a bit more practice than other tasks and are often not easy to replicate without patience and focus. *[Examples: Catching a fly; operating a vehicle in stormy weather during the day; spotting a stitch coming off the seam of someone's clothing from several meters away; discovering a rare plant in the tundra of the wild; discerning the murder weapon of a crime scene; spotting a line of code; forging an elegant weapon from shoddy ingredients; and getting a celebrity to notice you across a crowded room.]*

#### **EPIC SKILL:** 5-7 Successes

Epic skill rolls require extensive practice, luck, and determination, often requiring years of training to master. *[Examples: Seeing a water stain on a countertop and*

*identifying the glass carried by a patron of the tavern that it came from, along with the level of their intoxication, by only admiring the stain; remembering a childhood neighbor's secret hiding spot; spotting a fly across the room and identifying what window it came in from; identifying the murderer of a crime scene by the evidence left behind with a 90 percent probability rate; holding one's breath for an above-average amount of time; and surviving temperatures that would cause most people to pass out from exhaustion.]*

#### **LEGENDARY SKILL:** 8-10 Successes

Legendary skill rolls are rare, and reflect someone in the very top 1 percent of their craft. These skills are sometimes random and lucky, but rarely repeated unless the person has dedicated years to achieving them in a regular manner. *[Examples: Jumping off a six-story building and taking no damage; climbing a vertical cliff face of ten meters in under thirty second; ignoring a deadly toxic gas without a mask; counting the number of matches dropped on the floor from a crate of matches that just broke open; tracking someone through a tornado; and maneuvering a vehicle in moments they were not designed for, such as convincing a horse through a glass window and onto a rooftop five meters below, without the horse or yourself taking any damage and the horse forgiving you after.]*

#### **UNIMAGINABLE SKILL:** 11-14 Successes

When someone attains unimaginable rolls, they do so with great luck, magical focus, and an entire life's work of dedication. *[Examples: Flying an airship through a devastating twister; understanding alien technology never before seen and rebuilding it blindfolded; jumping four meters horizontally or one and a half meters vertically while in a hailstorm and landing on a thin balance beam only centimeters wide; or rescuing multiple drowning people trapped in a whirlpool.]*

#### **UNCANNY SKILL:**

15+ Successes

Uncanny dice rolls are one-in-a-million moments in time. These rolls are only achieved by dumb luck or massive group efforts by extremely skilled individuals. *[Examples: Everything impossible to believe and likely to get someone killed trying.]*



## COMMON SKILLS

Players can perform these skills as quick or full actions based on the availability of time.

### DEXTERITY

Dexterity skill rolls determine how dexterous a character is when stealing, manipulating small devices, and completing sleight of hand tricks. Dexterity can also function to catch a moving or falling object. This skill is often rolled against a predetermined or reactionary quick dice roll of successes. When stealing, a target uses their perception dice as their quick reaction.

When a thief only has seconds to steal an object, they should only get an equivalent quick action worth of dice to do so with (1) action. When more than thirty seconds is available to steal, a thief can use their full (3) actions. If the environment makes it more challenging to steal from a target, the target should gain additional bonuses. Likewise, a thief will gain more bonuses in the dark or during moments of distraction. When manipulating traps, a character rolls their dexterity skill against the difficulty applied to the trap when it was crafted through engineering or magical means. Hacking a lock requires the hack skill.

### ENGINEERING

Characters use this skill to craft technical gear that uses tech gear points to equip. STT, or Steam Transfer Technology, is found in the Victorian steam era and deals with steam transfer-related technology. This technology is found in airships, steam weapons, and cities powered by this type of engineering, like the city of Maven. NST, Nuclear Steam Transfer, developed in the Space era, comes in battery form. Each battery houses a different amount of NST energy and repurposes it. Energy weapons, powered armor, and cities—like the Kalin Arc—are powered by NST technology. Kingdom technology relates to medieval craftsmanship of ships, water wheels, flintlock weapons, most melee martial weapons, irrigation, pulley elevator systems, and trebuchet war machines. Though technology from the Kingdoms era is the lowest tech level, it still has advanced engineering aspects. Veil technology relates to technology created within the realms of the Veil. This technology is found in weapons, armor, vehicles, and cities of species like the Mirikore, Dircaen, and Rylex. This type of technology is a mix of Veil energy and mechanical advancements used for Veil Techno-Magi cybernetics.

## FITNESS/ENDURANCE

Endurance-related activities such as running, jumping, swimming, climbing, holding one's breath, putting out burning clothing, smashing through a wall, jumping through a Veil breach before it closes, crawling through confined spaces, pushing heavy objects, and walking across narrow objects requires a fitness skill dice roll. The storyteller should determine the successes required for a fitness skill prior to the player attempting it. Lighting, weather, and terrain conditions should factor into success difficulty. In the instance where a character wishes to grapple or wrestle a target, a character can attempt a face off dice roll with the target to grapple. The initiating grappler must roll more successes with fitness than their target to grapple them. If the target fails to match or beat the initiating grappler, the target becomes grappled. A grappled character is under the grappled condition until they break free. Breaking free requires the grappled target to perform a face off dice roll against their grappler. If a target breaks free from a grapple, they can either control the grapple or are set free from it. Performing traits with fitness, such as dealing damage during a grapple, pinning a target, or throwing a grappled target, requires training. The storyteller can allow role-play-based fitness functions similar to their tactical equivalent traits but without the benefits of the trait itself.

### HACK

When hacking a computer system, electronic system, linked virtual network, medieval lock, steam device, or Veil device, a character uses their hack skill dice. The difficulty to hack a system is set by the security of that system. When setting a security level, a player can use this skill to add a security difficulty to a device. To hack a device, successes rolled must match or bypass that of the systems security difficulty. Attempts at hacking systems are allowed immediately after a previous attempt but failure may alert authorities. Some systems have multiple layers of security to bypass. Most NST technology has a security setting which requires hacking to break into if a character does not have the proper code or permission to access. Security clearance levels on systems, like the Order of the Veils linked computer system, will grant characters immediate access to their security clearance rating level.

### INVESTIGATION

A player can use investigation to search for items, find clues, expose a disguised person, spot a forgery, discover hidden objects, investigate a crime scene, or solve a puzzle. This may require a player to first realize something has the potential for investigation with a perception skill check. Once a player starts searching for truth, or has revealed something worth discovering, they investigate the mystery. *[Example: A player uses perception to spot a painting with one corner less dusty than the others. They then make*



LANGUAGE	SPECIES/REGION OF ORIGIN
Trade	100 word sign & spoken trade language (All)
Tradian	Complex Trade (Human)
Orelin	Realm of Narrows (Dircaen)
Gyx	Planet Regulos Seven, Gyx Peoples (Gyxan)
Pradaxis	Realm of the Prime Initiative (Mirikore/Veil)
Lar-bout	Laerish Isles Unknown Origin (Laerish)
Zatil	Zatilok Wilds (Ancient Zatilok)
Ferrian	Ferrian Jungles, Rylex Planet (Ferrian)
Kalin	Kalin ARC/Order (Human)
Retian	Grand Retian/Maven (Human)
Ra'ket/Ra	Ra-cu'ket (Human)
Zarychen	Azridian Cities/Giya (Human)
Daeadrin	Southern Continent of Dae'adrin (Ancient Magi)
Draike	Draike Jungles, Draikenook (Human)
Estyrleen	Estyrleen Provinces (Human)
Kelmorian/Kel	Northern Regions of Kelmoria (Human)
Parin	Parinvian Cities/Giya (Human)
Peki	Peko Island (Human)
Sarrosian	Lus Sarros Free Cities, Pirates/Traders (Human)
Symees	Gypsy Tongue from Symbda (Human)
Toluse/Tolusian	Tolusian Cities (Human)
Zephyr	Shadow Market/Zephyr Pirates (Human)
Hex	Planet Hex/Spacer (Human)
Moore	Moorelander/Outlands (Human)
Ceronic	Hive Telepathic language (Hive)
Cho	Ar-Kon Chorin Homeworld (Chorin)
Tesckian	Tesck Homeworld (Tesck Telepathic )
Baracki/Rider	Northern Kelmoria (Baracki Kel Thul Rider)
Rylex	Rylex Horned Beast (Rylex)
Reptin	Dead Marshes Grand Retia (Lizard folk)
Gale'	Planet Dhorrummixxi (Dhorrum upper class)
Drixil	Planet Dhorrummixxi (Dhorrum lower class)
Lux	Planet Lux (Luxen)
Rifter	Outer-rift space symbols (Runic Veil)
Kuo-Ton	Realm of the Reotoaka/Eternum Time (Veil)
Hvid-Hvid	Realm of Chaos (Hvid Demon)
al'Nastor	Realm of Darkness (Nasaradi Elite Demon)
Rayki	Realm of Shadow (Nasaradi Grunt Demon)
Brek	Realm of Bones (Brek Demon)
Luze	Realm of Blood (Luzo Demon)
Vot	Realm of Rot (Votali Demon)
Krell	Realm of Death (Krellin Demon)
Oell'hallo	Realm of Sorrows (Nre've'sck Demon)
Suerin	Realm of Light/Matter (Giallani Demon)
Eeo	Realm of Fear (Eeo Demon)
Ys'j	Realm of Horrors (Yasheer Demon)

*an investigation dice roll and discover a hidden button that opens a doorway to a secret basement.]*

## KNOWLEDGE

Players roll this skill to identify knowledge of history, theology, politics, aristocracy, social, military, science, agriculture, geography, Magi lore, Veil lore, organization information, and any other necessary knowledge about the universe around them. When players roll a skill dice roll for knowledge, the storyteller should give them benefits and penalties based on the era of the roll compared to the character's origin era. Players should only roll knowledge skill dice for information that is lesser known, secret, or requires first hand experience.

## LINGUISTICS

A character uses linguistics to communicate with verbal or physical signed language. The more foreign the language, the more challenging the success requirement is to understand or communicate. Players can attempt to understand and communicate for the next twenty hours in a language they are exposed to with at least 3 successes. If the player rolls 5 or more successes, they become fluent in the language forever. Players only get one attempt to learn a language each month they are exposed, or at a shorter interval determined by the storyteller. Some scenarios may leave a character only able to speak, sign, or read a language despite passing their 5 successes. This might happen when a language is only signed, spoken, or exposed in written form to the player learning. This is often the case with many Veil languages, only existing in sign or verbal form.

Characters all speak the one-hundred signed gesture and spoken word Trade language. The universal Tradian language is a much larger version of Trade and is signed or spoken by most humans. Characters who actively engage in trade can learn fluent Tradian with 5 successes. Linguistics can also be used to decode or translate a cypher of secret information when language or symbols are a factor. Use storyteller discretion to determine how often and when linguistics skill dice rolls should occur between players of a group.



## MEDICAL AID

Medical aid is used to evaluate a target character's injuries when healing life points, removing some conditions, and waking unconscious characters. A healing device, such as a med pack, is used to heal a target's life points only after a successful medical aid score is rolled, providing life point's worth of successes to the target. A medical aid skill attempt is only allowed once per target per hour. When applying a successful medical aid and using a healing device, only one healing device is applied per day per target. (See "Combat" for more specific details about healing targets.)

## OPERATE

Players can operate ground craft, hoverbikes, sailed airships, water-sail vessels, piloted airships, spacecraft, underwater craft, animals, or custom-built gear and vehicles. Operate skill dice are used for all vehicle operation. Some traits provide additional training to operate the vehicles, and it is the only way to increase bonus successes while operating. Exotic or unique vehicles, such as armor with float or fly conditions, will also use the operate skill dice rolls for flight purposes. A storyteller should increase or decrease benefits to players operating based on the knowledge the character has of the vehicle and experience around them. *[Example: If a character is from the Veil and has never seen an airship, that character should have fewer benefits at flying than a steam pirate who is highly familiar with airships. Storytellers should require at least 1 success from operation rolls when there is a chance a vehicle could make a simple mistake that influences the gameplay, but otherwise operating dice rolls are only required when conflict or fast-paced maneuvers are attempted in high stress situations.]*

## PERCEPTION

Perception includes seeing, smelling, touching, tasting, and listening. When making a perception roll in the form of an observation, players will gain information equaling the level of successes they scored on the dice roll. For searching or discovering more information beyond the senses, a player must roll investigation. When using this skill to see through a disguise, a character rolls successes against the disguise. The total disguise successes (from survival) combined with any stealth roll sets the difficulty challenge level for any character attempting to perceive.

## PRESENCE

Presence can persuade a guard to look the other way, convince an innkeeper to let you sweep the bar after hours in trade for a free meal and a night's rest, calm a wild animal, or turn an angry mob back to passive townsfolk. When presence is rolled, it forces an immediate face off dice roll from the target character or creature. The amount of successes over the target is the equivalent benefit in negotiation, intimidation, or charm the character is intending to apply. Failing to beat the target fails outright and may have other penalties applied based on the situation. A player or enemy who has failed a presence roll can only re-roll once every twenty hours. A player can use presence against a merchant to charm them in order to haggle or barter. This roll is used to negotiate price. When rolling to barter, roll a face off dice roll against the target. The character with more successes gains a benefit against the target. *[Example: 1-2 more success gains a small monetary benefit; 3-5 more successes gains an upgrade of the item or a small trinket thrown in; 6 or more successes gains a storyteller benefit that suits the situation.]*

## RESISTANCE

Resistance is used to fend off poison, extreme temperatures, death, and some conditions. Most resistance dice rolls are made as quick dice roll reactions. When a condition is already applied to a character which requires a resistance dice roll to remove, a player can use all of their actions on their turn to remove the condition with the resistance dice roll. When a player drops below 0 life points they are considered critical and must make a quick resistance skill roll to save themselves from death. (See the section on "Saving From Death" for more information regarding saving rolls.) When poison and extreme temperatures are a concern for characters a set success difficulty should exist for the player to roll their resistance skill against. If time is limited, the roll is a quick roll. If time is available, for example a player is crossing a freezing glacier over the course of a day, a player should get their full turns worth of actions to defend against the weather.

## SOUL

The soul skill is used to defend against some spell-like effects, power certain spell traits and abilities, and represents the inner mystical energy of a character. Soul dice rolls are often made as a quick reactionary action against a condition. Soul is used to heal life points daily, giving the player a full turn worth of actions (3) and applying the successes as healed life points. Healing oneself with soul is allowed once every twenty hours.

## STEALTH

Stealth skill rolls apply to hiding from someone, concealing something, or moving quietly near targets that may attempt to see the character. A face off dice roll is made using the total successes of a stealth skill dice



roll against the perception skill dice in a face off. All available targets nearby may make the face off attempt. If targets fail, they do not attempt the skill roll again unless something alerts them to do so. A character can stay hidden, but if they attempt to move while stealthed, they must make another face off dice roll. Hiding should gain a character advantage in dark situations, poor weather conditions, or if distractions have previously occurred. When attempting to camouflage an object or vehicle the player must do so with their survival skill.

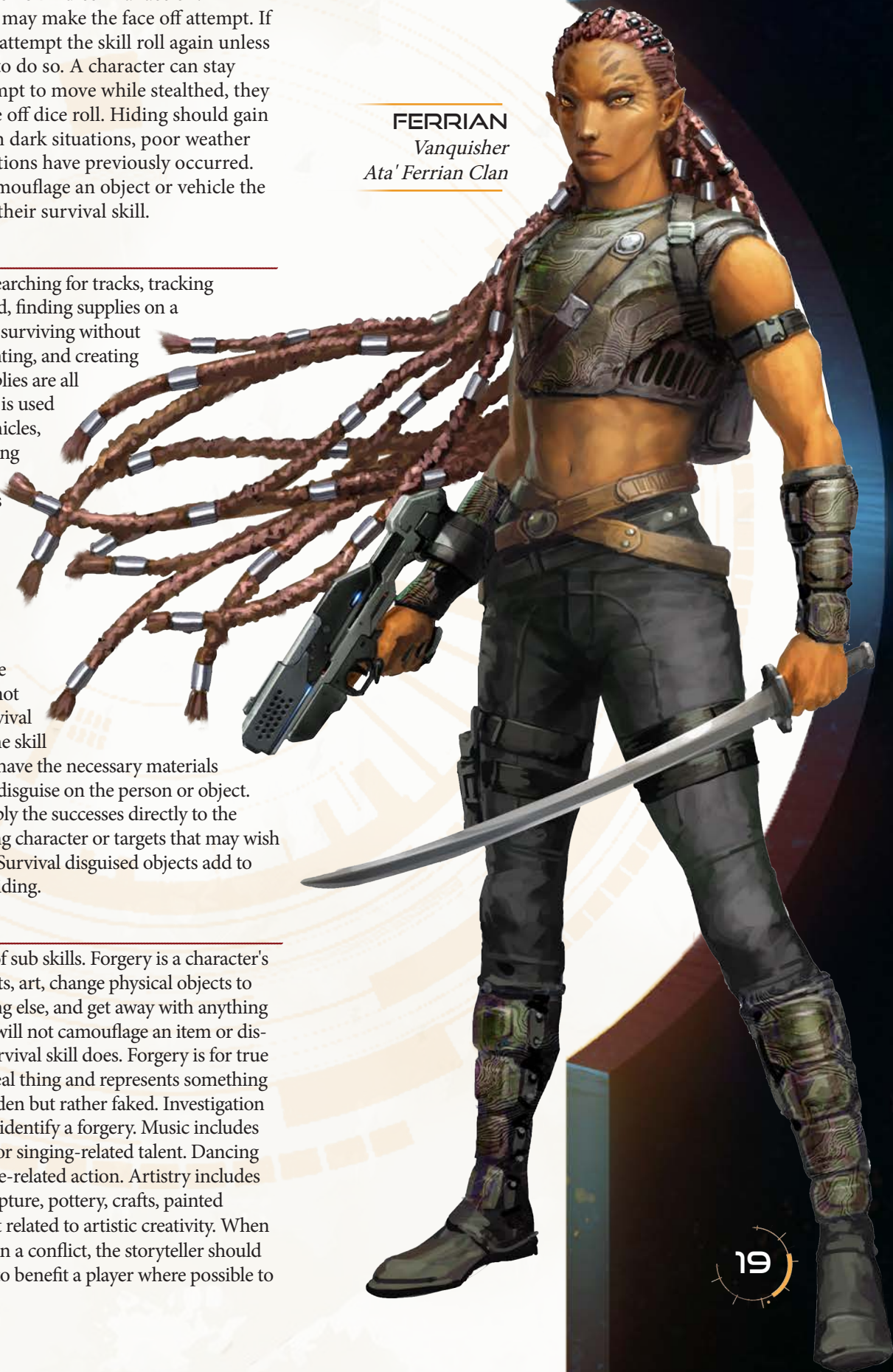
## **SURVIVAL**

Disguising something, searching for tracks, tracking a person through a crowd, finding supplies on a battlefield or in the wild, surviving without supplies by foraging, hunting, and creating shelter with foraged supplies are all part of survival. Survival is used for navigation within vehicles, map-making, and knowing what a vehicle is capable of handling in dangerous environments. This can come into moments of serious importance if a player is taking a vehicle over a lake of ice, an airship into a magnetic ion cloud, or a submarine into depths the ship cannot sustain. When using survival to disguise something, the skill rolling character should have the necessary materials available to perform the disguise on the person or object. All disguise dice rolls apply the successes directly to the difficulty of the perceiving character or targets that may wish to discover the disguise. Survival disguised objects add to stealth successes when hiding.

## **TALENT**

This skill has a number of sub skills. Forgery is a character's ability to forge documents, art, change physical objects to be perceived as something else, and get away with anything crime-related. This skill will not camouflage an item or disguise it in the way the survival skill does. Forgery is for true replications of another real thing and represents something not attempting to be hidden but rather faked. Investigation skill rolls are required to identify a forgery. Music includes any musical instrument or singing-related talent. Dancing is any performance dance-related action. Artistry includes artistic abilities with sculpture, pottery, crafts, painted canvas, and any other act related to artistic creativity. When a character uses a talent in a conflict, the storyteller should make all considerations to benefit a player where possible to promote role-play.

**FERRIAN**  
*Vanquisher*  
*Ata' Ferrian Clan*





## COMBAT & MAGI SKILLS

*Costs double story points to raise these skills.*

### DODGE

The dodge skill is rolled to increase defense against attacks and avoid conditions that require the character to physically move out of the way with agile-based precision. During conflicts the skill is rolled to add bonus dodge defense to the character until their next turn.

### MELEE COMBAT

All melee combat skill dice rolls require a melee weapon or some form of unarmed weapon that is considered lethal. These lethal melee dice rolls apply life point hits on targets they strike and are reduced by the defense of a target. All non-lethal strikes from a melee weapon, or while unarmed, deal hits as a condition called knock-out (KO).

### RANGED COMBAT

All ranged attacks require a ranged combat skill dice roll and apply life point hits to the target they strike. These attacks are reduced by the defense of the target. Regardless of weapon era, the ranged combat skill is rolled for both martial-style weapons (bows, thrown spears, thrown axes, and knives) and futuristic ranged weapons (energy pistols and rifles). The ranged combat skill does not account for distance. A storyteller should, in certain cases, benefit or penalize players for height advantage, close range, and difficult-ranged attacks. Throwing objects as a ranged weapon that are not meant for combat requires a trait.

### TACTICS

The tactics skill is typically rolled as a quick action skill with two main functions in gameplay: stealing tactical traits from targets and determining turn order at the start of conflicts. All players can, if they choose, roll a tactics quick dice roll at the start of a conflict to determine how quickly a character reacts to conflict turn order. The highest player's tactics success roll is used as the group's score and compares to any other enemies scores in the conflict.

When using tactics to steal tactical traits from targets on the battlefield, the storyteller should allow characters to roll a quick tactics dice roll in response to witnessing the trait and if they understand its function. To steal a tactical trait and use it for twenty hours a character must roll at least 5 successes with their quick dice roll. To permanently steal a tactical trait and use it forever, a character must roll at least 8 successes with their quick dice roll. Only one tactical trait is allowed to be stolen in a twenty-hour period. Only one stolen trait may be held at a time, even if it is a permanently stolen trait. When a player fails to steal a tactical trait they must wait twenty hours before attempting the steal again. After the twenty hours, players must witness the trait performed again in order to attempt to learn it. Storytellers should not allow players to steal each other's traits without role-play and dice rolls.

### LAERISH

*Tempest Magi  
Eunsuri Clava*



## ARTIFICER

The artificer skill is used to craft Magi-related gear, repair Magi items, create gates, and power some spell-like traits. This skill is not fully available in the quickplay guide.

## MATTER MANIPULATION

Matter manipulation is rolled when a character is performing a Magi spell or trait that manipulates matter. Matter manipulation does not manipulate the Veil or elements of energy from the Veil. Matter manipulation is commonly referred to as reality magic, where all manipulation of matter occurs within the known reality of existence and does not require outside influence of energy from another location. Common spells revolve around alchemy, elements, and illusions. Failure of these spells often results in catastrophic explosions, elemental mishaps, and unintended illusory distortion consequences of reality.

## SPELL THIEF

This skill is commonly rolled only as a quick reactionary dice roll when stealing magic. If the player has time to inspect an object imbued with a spell they can spend a full turn when attempting to reproduce the spell.

To steal a spell temporarily for twenty hours, a character must roll at least 5 successes as a quick dice roll as soon as the spell is cast in front of the character. During this time, the spell thief does not need spell requirements, such as a spell-channeled device, but will still need to meet necessary skill dice rolls to produce the spell. After twenty hours, the spell knowledge and trait fade from the spell thief's memory.

To steal the spell permanently, the character must roll at least 8 successes in the quick dice roll after witnessing the spell. The thief can cast the spell for twenty hours but for permanent casting this may require the spell caster to build spell-channeled devices, acquire grimoires, craft elemental devices to store elements, keep spell notes and books as reference for spells, tattoo the spell on their body, use their internal soul to power a spell, or use the Veil. *[Example: If a stolen spell requires a grimoire, the stealing character can cast without a grimoire for twenty hours. After twenty hours, they must use a grimoire with the spell written on its pages to cast it again.]*

When a player fails a spell thief roll, they cannot attempt to steal the spell again until twenty hours has passed and they witness the spell cast again. Players can only have one stolen spell stored at a time and must wait a twenty-hour period before they steal a new spell.

Storytellers should not allow players to steal each other's spells without role-play and dice rolls. Magi spend a great deal of time traveling with one another, it would make role-play sense that they might share spells. This is how Magi in the universe trade magical secrets with one another, and players should experience the same benefit at the cost of them rolling to learn the spells.

## VEIL WIELDING

Veil wielding spells and traits are performed with the Veil wielding skill. These types of spells and traits use the energy from the realms of the Veil as a power source. Due to the infinite availability of realms, these spell types range from necromancy, energy, control, gateway breach creation, travel to and from as well as within the Veil, and to control creatures from the Veil. The power of these spells are known to be extremely dangerous and are typically banned by most organizations and factions.

## CRITICAL SPELL FAILURES

Rolling all 1's on dice rolls for a Magi skill should result in unintentional breach gates to a random realm dimension within the Veil; the spell working but in a way the initial wielder never intended; a breach in the Veil opening and allowing Veil creatures from an unknown realm to appear; unwanted teleportation across realms of the Veil; the wall of the Veil moving; negative Veil energy spreading out across a region infecting it; Veil devices and soul captured creatures becoming freed; and any other potential story event the storyteller can come up with that fits their story.

This type of critical failure should always result in a magical story moment to show how magic is manifested within the universe and dangerous when performed incorrectly. In the event that players are transported, the storyteller should always teleport the entire group of players from a surrounding area. This group teleport can ensure all players are kept together during the story. *[Example: A player critically fails by burning all their dice on a dimension warp spell that was found chalked on an interior building wall. The storyteller secretly teleports everything and everyone within one hundred meters to a random realm within the Veil. Players walk out of the building later to discover they are not where they thought they once were.]*



# STORYTELLER TIPS



**MIRIKORE**

*Technomagi*

*Prime Initiate*

## STORY, INTERACTION, & CONFLICTS

The storyteller's role in Dark Veil is to fill the setting and story with life and constant adventure. We believe a storyteller has three main focuses in the game: story hooks, player engagement, and narrating the universe. Storytellers should have a rough idea of a story hook they want to introduce in their game.

## INTRODUCE A STORY HOOK

The story hook is easiest to create with a simple, plotted adventure idea that has a beginning location with an engaging event that forces the players to participate. This can start anywhere in the game's universe. The storyteller should describe and set the scene of the location and why the players' characters are there. Once the storyteller has established the location, they should start having the players engage with the locations, people, places, and anything else that appeals to the players' curiosities. Think of this like the start of a book, where the author is introducing the reader to the universe, slowly bringing the environment around the main characters of the story to life through explanation and interaction. Once the scene is set, the storyteller introduces the hook. The hook is the moment of conflict that engages the players to want to interact, uncover the answer to a mystery, hunt down a wanted fugitive, flee from danger, or journey into an unknown region for answers. Whatever the hook, the players will seek adventure. If the hook isn't appealing enough for them, the storyteller may have to force them to engage by introducing conflict that directly engages the players. This engagement can come in the form of: players being asked to participate; hired to do a job; wrongfully or rightfully blamed for a crime that has been committed and hunted by the law or local population; empowered through heart and emotion to want to help locals overcome a threat; and any other story hook that engages the players directly to need to travel or work together over time to win the day.



## PLAYER ENGAGEMENT

One of the responsibilities of the storyteller is to keep players enjoying their time playing by engaging them constantly with skill dice rolls and story that rewards and challenges them. To do this, the storyteller should lead the group to work together, and ask them to make skill dice rolls to investigate, perceive, and discover story moments. It's easy to just tell players what is happening around them, but by asking for quick perception, investigation, knowledge, and other skill dice rolls that reveal additional information, players feel like they are the ones that are changing the outcome of the adventure by being useful to the party. When players don't succeed at a skill, use this to build mystery about what it was they didn't discover. Continue to ask for these same skill checks over time, building the intrigue to what it is they aren't aware of, and pay off that intrigue with a conflict or rewarding story item or moment.

Storytellers should pay attention to players who are not engaging by directing new story moments toward those players for more interaction—this keeps everyone in the group equally engaged in the fun. In the rare instances that players have conflicting opinions, are taking exceptionally long to come to decisions, or do not know what to do next, the storyteller should introduce non-player characters, enemies, or story moments from the world to help guide the players in a direction. This introduction of new moments is treated like tiny hooks that keep the story moving toward the big hook the players are journeying for. Storytellers should avoid, when possible, “railroading” or using “Deus-ex-Machina” type story elements that do not allow player input. An example of these story elements are overly powerful gods dropping into the moment, killing players with them having no chance of surviving, forcing players to go a direction they do not want to go, and changing a player's choices to better fit the story. When in doubt, always move the story in the direction of fun. Once that fun starts to fade, introduce a new hook and let the adventuring continue. It's not the storytellers job to tell “their” story; it's their job to tell “a” story—all that matters is it is engaging and fun for the players.

## NARRATING

Storytellers are required to role-play and describe the universe of the game world. This may require them to improvise dialogue with players; go into detail about places within the universe they need to make up on

the spot; and control and create enemies and monsters for the players to engage with. Conflict phases occur whenever players need to roll skill dice against enemies or make decisions that require the group to take turns. Storytellers can include a conflict phase when players are having difficulty making decisions. A storyteller should add conflicts where necessary but should avoid lots of conflicts if the players are focused on role-playing and avoiding fights.

## CONFLICTS AND COMBAT

Whenever combat does occur, the storyteller should introduce the moment with a description of the environment for players to use as necessary. They should describe where the grouped enemies and the players are standing at the start of the conflict. Since a game board is not used in Dark Veil and all movement and combat is done through description, a storyteller should allow players to prepare at the start of a conflict and position according to where their player last was, provided the players aren't caught by surprise. Storytellers will control the enemies and environment during a conflict.

## CREATING ENEMIES & NPCs

A storyteller can create enemies and NPC (non-player characters). For mixing group enemies with solo enemies, a storyteller should create more challenging solo enemies to represent bosses or leaders. This promotes a challenge for players where the solo enemy leads a group or band of lesser challenging enemies. When players succeed well against a less difficult enemy, the storyteller should increase to a higher-rated enemy in the next conflict. For the quickplay, the storyteller should stick to the quick enemy creation chart when creating enemies. Some enemies may have multiple weapons, such as a group of enemies wielding both ranged and melee—for these instances, the storyteller should describe both types of weapons but still make one dice roll. The full-released version of Dark Veil details gear and loot rewards.



## GROUP ENEMY

These enemies can come in any number from two to 200, but when a player rolls a skill against them, they roll against the entire group. Whenever possible, grouped enemies represent mobs, gangs, and in some cases, armies. Whenever a grouped enemy is attacked or is forced to a quick reaction dice roll, the entire group rolls as one. A storyteller should describe conflicts with these grouped enemies in ways that show the players slowly defeating the larger group. An enemy can surrender before they are fully at 0 life points, flee, or even join the players if convinced. These fights are spectacularly more thrilling when the appearance of chaos in the fight is described. To add extra drama, a storyteller should describe each strike from players as another part of the group defeated. The group attack applies their dice against as many players as possible. In some instances, a specialized group might have members performing different tasks and the storyteller will have to decide if they should perform individual sub-actions within that group. This might represent scenarios where a pilot is operating an air ship with multiple gunners firing and jet packed soldiers landing on the player's ship, ready to swing their swords. In these complex scenes, the storyteller should perform dice skill rolls that are appropriate to fill in the necessary tasks. They could roll extra actions for the ship operators and jet pack soldiers but use the main groups actions as the ranged guns and melee swings combined. This may appear like these grouped enemies have more actions than necessary, but it will be essential and possibly rewarding to players to find out the airship pilot critically failed an operate skill dice roll and is now crashing their ship into the players. These types of moments add story and more fun to the scene and are okay to experiment with, provided any attacks on players are still performed as the normal action amounts of the group to keep combat fair.

## SOLO ENEMY

Solo enemies attack as a single enemy. Storytellers should make a point to use single enemies as important story characters who possess knowledge the players need,

important items, and valuable gear. Single enemies do not share their dice rolls and reaction rolls with other enemy groups. Single enemies are often used as bosses, leaders, massive monsters, or story characters who the players must seek out. A storyteller should, when possible, surrender solo enemies to allow players to gather additional information from them, allow them to flee if they roll a skill roll to do so, and always connect them to the hook or story. A solo enemy can still strike all available players during an attack if it makes sense in the story and environment. Simply firing a ranged weapon with a volley of arrows could be described as attacking multiple players at once. A rapier could dance wildly in the hand of a skilled master slicing all players around them. These are both rolled as one attack from the solo enemy but will apply to multiple players defenses and promote a challenging foe. Only attack all players if they are within the enemies reach and sight.

## ENEMY ACTIONS & SUB-ACTIONS

The standard actions for an enemy is based on the difficulty level. This number should increase with more challenging enemies and decrease with extremely easy targets. In certain instances, grouped enemies might get additional sub-actions to describe special unique members of that group performing additional tasks. These sub-actions should never apply as additional combat actions toward players but represent the larger story taking place. These types of actions could include: hacking, knowledge, fitness, investigation, linguistics, operation, perception, tactics, and engineering. When performing additional sub-actions in conflicts, the storyteller should limit to only the required extra actions for groups, and the result should add to the story and conflict. Solo enemies should not get sub-actions.

## CREATING ENEMIES QUICK CHART

	Easy	Standard	Tough
ACTION(S)	1-2	3	3-6
SKILL DICE			
Common skills & weapon skills	1-3 dice	1-5 dice	4-8 dice
SKILL BONUSES			
choose skill(s)	1-2 skills at +1	2-4 skills up to +2	3-6 skills up to +3
DEFENSE			
Armor defense & magic defense	1-2	2-4	5-8
LIFE POINTS	1-5 LP	6-10 LP	11-20 LP
SPECIAL TRAITS			
Traits, spells, or other abilities	0-1	1-3	2-5



## ENEMY TRAITS

All game enemies can have traits that grant them special abilities and functions in conflicts. For the quickplay preview adventure, enemies have listed traits. Additional enemy and player tactical and spell traits are available in the full Dark Veil role-playing game.

## ENEMY DEFENSE & LIFE POINTS

Enemies take life point damage after hits are made against them by players. When enemies reach 0 life points, a storyteller should perform an At Death's Door resistance dice roll to see if they are unconscious or dead. In the instance of a group enemy, a storyteller may describe some of the group wounded, dead, or partially fled from the conflict and on the run.

## ENEMY SKILLS

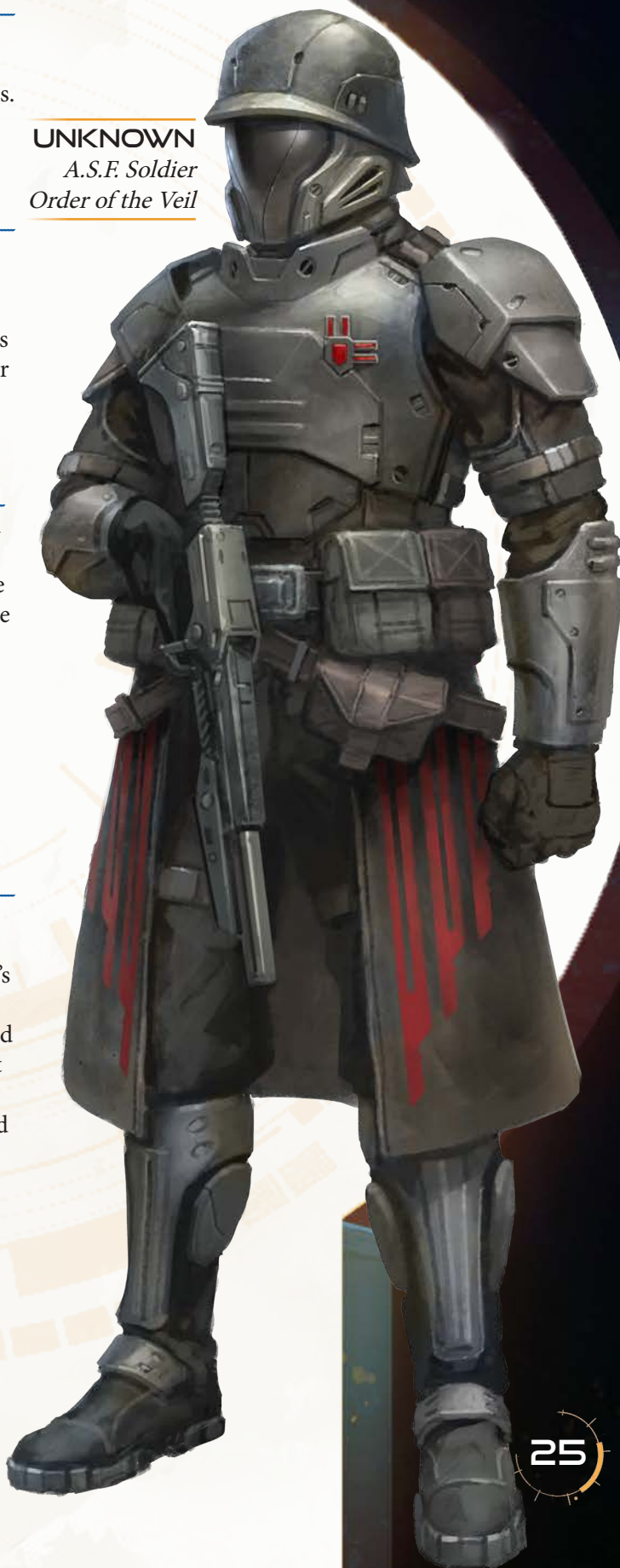
Quick skill builds for enemies will assume all common dice have the same skill dice amount. This may differ from their combat and Magi dice. For enemies who use combat and Magi abilities, the storyteller should choose the dice amount for each skill to make them more unique. Then, storytellers should apply skill bonuses to specific skills based on the chart. This will keep dice rolls quick and easy for a storyteller and diversifies all enemies making a tracker more successful at tracking, a medic more successful at healing, and soldiers more successful at fighting.

## ENVIRONMENT CIRCUMSTANCES

Light, sound, range, dense surroundings, temperature, or other situational events can impact a scene. A storyteller should grant a bonus success to a character's or enemy's dice roll in a circumstance that benefits them. They should increase the total successes required for skill checks in a circumstance that does not benefit them. In moments where both enemies and players are penalized or gain the same bonus, both players and enemies gain both. Storytellers should grant bonuses or increase difficulties from 1-5 based on their discretion of the circumstance. An increase by one could represent a bright light that blinds the player where an increase of 5 might represent total darkness that rendered them blind temporarily. These benefits and penalties are applied to any skill based on circumstance. Storytellers can apply these bonuses in secret, or engage and share with players by asking them to make skill dice rolls to counter circumstances or gain benefits from them.

### UNKNOWN

*A.S.F. Soldier  
Order of the Veil*



# CONDITIONS

## CONDITIONS

We have provided a sample set of conditions for the quickplay guide. A more complete list of conditions are found within the complete Dark Veil role-playing game. A condition is a penalty or benefit that remains on a character until removed. Some conditions resolve with time, but others remain until removed by a skill. *[Example: Magi armor will disappear after a set number of hours, but poison will continue to inflict life point damage until removed.]*

## AVOIDING CONDITIONS

All players can attempt to initially avoid a condition with a quick dice roll. Players must equal or beat the condition success target to avoid the condition. If the character fails to equal or beat the success target initially, the condition becomes active. Some conditions require a face off skill dice roll to avoid.

## REMOVING ACTIVE CONDITIONS

To remove an active condition a player must roll the success target of the required skill. A player chooses when, and the number of actions used, to remove an active condition. If they choose to ignore removing the condition, it will continue to penalize the character each turn. Consult the condition for its effects.

## THE CONDITION CHART

Follow the condition chart for quick details about each condition. For more specific details, read each condition breakdown.

The effect result will last until the condition is removed or fades over time.

A condition target that requires a face off dice roll is listed as FO. If the target equals (#) success is dependent on the trait. *[Example: Poison will require a success target based on its lethality.]*

CONDITION	TARGET	SKILL	EFFECT
bleed	3	medical aid	-1LP & bleed each turn
crushing	3	fitness	crushed -1LP
drowning	2	medical aid	drown -1LP
energy burn	2	medical aid	fusion burn -1 LP
exhaustion	4	resistance	-1 dice
fear	2	soul	-1 success per fear stack
fire	2	fitness	-1LP & burn
grappled	FO	fitness	grappled
knockout	2	resistance	stacks KO till unconscious
pierced	2	medical aid	-1 success per pierce
poison	#	resistance	-1LP & -2 fitness success
prone	3	fitness	some skills -3 successes
stun/slow	2	resistance	-1 action
suppression	3	dodge	immobile & -2 sense skills
trampled	2	dodge	-1 all skill successes
Veil sickness	3	soul	Veil merge (stack builds)

## BLEED

Targets take 1 life point damage, and each consecutive turn increases the bleed by 1. Bleed is initiated when life points are struck by a bleed trait weapon and start on the next turn.

## CRUSHING

The target is crushed, including any breakable objects, taking -1 LP at the end of each turn.

## DROWNING

The target takes -1 LP at the end of each turn and is considered to be drowning. The target makes a fitness roll to remove if submerged and resistance dice roll if drowning by magical means.

## ENERGY BURN

The character takes -1 LP at the end of each turn. Energy burn requires a single medical aid dice roll at minimum 3 successes within twenty hours of the energy burn or a character permanently gains a scar.

## EXHAUSTION

This condition applies to characters who fail resistance skill rolls against long journeys, epic battles, weather conditions, some spell-like attacks that target endurance, and some traps. Exhaustion will cost the character dice as if one dice has been burned until removed with a resistance dice roll. Resistance does not suffer a penalty when rolled.



## FEAR

The fear condition impacts characters with a -1 to all skills except the soul skill. Fear can stack on a character multiple times, each dealing an additional -1 to skills.

## FIRE

The target burns for -1 LP at the end of each turn. In addition, any flammable objects worn will burn.

## GRAPPLED

Face off fitness skill dice rolls are used to grapple with a target, with the initiating character attempting more successes than the target.

## KNOCKOUT

Knockout (KO) is applied when a character deals non-lethal damage on a target. KO adds up as a condition stack for each non-lethal hit. If KO equals the target's life points, the target falls unconscious. Players can remove KO with resistance for each stack or at a speed of 1 KO per hour. If failure occurs with a resistance skill roll, the character must wait an hour before manually attempting again.

## PIERCED

Targets suffer 1 piercing condition for each stack of pierce. Each pierce requires a different medical aid skill roll to remove.

## POISON

The target suffers -2 fitness successes and -1 LP until removed. To remove poison a character must roll resistance successes equal to the poison.

## PRONE

Characters who are hanging from a ledge after a failed fitness skill roll, fall flat on the ground, or are disoriented, are considered prone. The player is able to move but rolls dodge, dexterity, fitness, talent, tactics, artificing, engineering, and medical aid skills with a -3 success penalty.

## STUN/SLOW

The target loses 1 action each turn when stunned or slowed. A stunned character may experience disorientation and confusion while they are stunned. This condition is removed if the target drops below 0 LP.

## SUPPRESSION

The target is immobile and rolls sense skills at -2 successes. Sense skills are investigation and perception as well as any

other skill that provides a sense benefit. Suppression continues only if something is actively suppressing the target or a dodge skill is used to remove.

## TRAMPLED

Characters who are considered trampled take a penalty of -1 to all skill successes.

## VEIL SICKNESS

The character merges with the Veil, slowly becoming part of it and suffering sickness every twenty hours they spend continuously in the Veil. Requires 3 soul successes to remove, or applies -1 on soul dice rolls. Veil sickness can stack with itself each time, increasing the soul successes required by 3 and negatives to dice rolls by 1. Mirikore, humanoids who have spent years within the Veil, do not suffer the penalties of Veil sickness, but they also cannot remove the illness from their bodies. Investigations by various factions are underway to discern a cure for the sickness.

### GYXAN

*Dust Ranger  
Kingdom of Azrid*





7 NAME

8 STORY POINTS

9 ORIGIN & BACKGROUND

10 HEROIC ACTION POINTS

1 PORTRAIT

COMMON SKILLS	D6 DICE	BONUS SUCCESSES
DEXTERITY		
FITNESS		
INVESTIGATION		
LINGUISTICS		
MEDICAL AID		
OPERATE		
PERCEPTION		
PRESENCE		
RESISTANCE		
SOUL		
STEALTH		
SURVIVAL		
TALENT		
ENGINEERING		
HACK		
KNOWLEDGE		

11 TECH ARMOR MAGI ARMOR

12 DEFENSE TOTAL LIFE POINTS

13 GEAR POINTS TECH MAGI

CONDITIONS

14 GEAR

15 ORIGIN PATH & TRAITS

Combat Skills (x2 Story Points to raise)

DODGE	
MELEE	
RANGED	
TACTICS	

Magi Skills (x2 Story Points to raise)

ARTIFICING	
MATTER MANIPULATE	
SPELL THIEF	
VEIL WIELDING	

Additional Skill Notes

Cost to raise skill dice to (2, 3, 4) = 1 SP per dice  
Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

5 LANGUAGES

6 CURRENCY





# CHARACTER BASICS

## HOW TO USE A CHARACTER SHEET

Characters are built in the full Dark Veil role-playing game starting with an origin path to outline the characters background. The origin path walks the player through the characters upbringing, organization affiliations, schooling, special traits, character archetype, and a choice of starter skill dice. Players can increase their characters after origin by spending story points to upgrade skill dice and unlock additional organization tiers for special traits and abilities. Players do not need to spend skill points to steal spells and learn tactical traits on the battlefield.

### 1: PORTRAIT

Character portrait location. For pre-generated characters, the portrait is filled.

### 2: COMMON SKILLS

Common dice skills and success bonus location. To keep track of dice for common skills and common skill success bonuses.

### 3: COMBAT SKILLS

Combat dice skills and success bonus location. To keep track of dice for combat skills and combat skill success bonuses.

### 4: MAGI SKILLS

Magi dice skills and success bonus location. To keep track of dice for Magi skills and Magi skill success bonuses.

### 5: LANGUAGES

To keep track of languages learned by the character throughout their adventures.

### 6: CURRENCY

To track different currencies carried by the character. Currencies range in Crowns, Chips, Credits, and Gems.

### 7: PLAYER & CHARACTER NAME

Player and Character name.

### 8: STORY POINTS

To keep track of character story points, earned through adventuring and spent to increase dice and trait tiers.

### 9: ORIGIN & BACKGROUND

Characters species, age, era of origin, home city, faction affiliations, and organization ties.

### 10: HEROIC ACTION POINTS

Players earn heroic action points through role-play and can spend these points during games to increase skill actions or attempt to recover from critical failures when burning dice.

### 11: GEAR POINTS & ARMOR

In the full Dark Veil role-playing game, players earn gear points for tier unlocks in organizations. Players can equip gear using gear points for additional benefits.

### 12: DEFENSE & LIFE POINTS

To record current defense and life points.

### 13: CONDITIONS

To keep track of current conditions.

### 14: GEAR

To record character gear, its gear point cost, and location equipped.

### 15: ORIGIN PATH & ALL TRAITS

Details of origin path, origin bonus abilities, organization traits, and learned traits from tactics and spell thief.

# DARK VEIL

## Tam Dirgl

name idiom in Lar-bout (Twin Dirgl)

## STORY POINTS

## ORIGIN & BACKGROUND

- Laerish, Western Aov'alla (Kingdoms)
- Tempest - Eunsuri Clava (Elementalist Club)
- Documentation: Freelancer (forged) (5)
- Opportunist Origin Path
- Aov'alla Kingdoms Allegiance

## HEROIC ACTION POINTS

4/7

## COMMON SKILLS D6 DICE BONUS SUCCESSES

DEXTERITY	1	0
FITNESS	3	0
INVESTIGATION	3	1
LINGUISTICS	3	0
MEDICAL AID	1	0
OPERATE	1	0
PERCEPTION	4	0
PRESENCE	3	0
RESISTANCE	3	0
SOUL	3	1
STEALTH	3	0
SURVIVAL	3	0
TALENT	1	0
ENGINEERING	4	0
HACK	3	1
KNOWLEDGE	3	2

Combat Skills (x2 Story Points to raise)

DODGE	1	0
MELEE	2	1
RANGED	1	0
TACTICS	3	3

Magi Skills (x2 Story Points to raise)

ARTIFICING	1	0
MATTER MANIPULATE	4	2
SPELL THIEF	2	2
VEIL WIELDING	1	0

Additional Skill Notes

- 
- 
- 
- 

Cost to raise skill dice to (2, 3, 4) = 1 SP per dice  
Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

## LANGUAGES

- Lar-bout (Laerish Isles)
- Trade (universal 100 gesture/spoken)

- 
- 
- 
- 
- 

## CURRENCY

- 4400 Kingdom Crowns

- 
- 
- 

## TECH ARMOR

0

## MAGI ARMOR

4

## DEFENSE TOTAL

10

## GEAR POINTS

TECH

1

MAGI

5

## CONDITIONS

- 
- 
- 

## GEAR

- CLOTHES Magi 3 Tempest Armor: Defense 3, Matter Manipulation 1, Spell Thief 1
- WEAPONS Tech 0 Mining Pick: Melee 1
- NECK/COAT Magi 1 Tempest Cowl: Immune to wind/ice/rain conditions, Matter Manipulation 1
- HEAD Empty
- HANDS/ARMS Magi 1 Gloves of the Thief: Defense 1, Spell Thief 1, Tactics 1
- BOOTS Tech 1 Elemental Leather Boots: Immune to electric/fire/ice conditions from surfaces
- BACKPACK, BELTS Charm of Saint Tryl pinned to coat, elemental capture device (stone bag with 5 perfect stones), elemental capture device (ice container), x1 rations(good 1 per day), journal.

## OPPORTUNIST ORIGIN PATH

- Eunsuri Clava Member: You are an active member in the elemental club known as Eunsuri Clava, an underground illegal Magi group that practices elemental magic. As an active member, you know the markers of the club that identify the secret locations in any major city. You gain an additional 1 Magi gear point.
- Eunsuri Documentation: Freelancer documents forged by the Eunsuri Clava.
- Lucky: Once every twenty hours, force any enemy or NPC an immediate re-roll of a full turn skill dice roll.

## BACKGROUND ORIGIN PATH

- Background (Brave): 2 extra heroic actions at the start & a maximum of 7 heroic actions.
- Background (Tactical Expertise): +2 bonus successes whenever a tactics dice skill is made.
- Background (Compassionate): Cooperative disposition that always prefers to lend a helping hand and values others leadership and abilities. This person is a follower most of the time but leads through love and trust.
- Background (Lawful Hero): Good or Bad in intention, no matter the cost you bring peace and prosperity to those you care for. +1 investigation dice skill bonus success.
- Background (Magi Academy): Attended a Magi institution for training and education gaining +1 knowledge & soul bonus successes.
- Background (Modest Upbringing): +1 hack & knowledge bonus successes.
- Background (Saint Tryl): Tryl, the first Laerish, is believed to float as a ghost throughout the universe granting well wishes and safety to Laerish travelers.

## TEMPEST UNLOCKS & TRAITS:

- Craft Elemental Device: (Unique/Item) Binds device to element with minimum 3 artificing successes. Has hit points equal to the successes used to craft. Element must be within 1 meter to cast.
- Pull Element: (Unique) Pulls elements 1 meter from up to 3 meters x matter manipulate successes away.
- Exploding Stone: (Spell trait) Requires a perfect round stone with minimum 3 survival successes +1 stone for every additional success used with an elemental capture (stone bag). Hurlled successes /2 rounded down with matter manipulate. Can strike multiple targets at destination as an explosive blast.
- Stone Pillar: (Spell trait) Requires stone, erects 1x1 meter sized pillar x successes of a matter manipulation dice roll. The magi can shape the pillar into a size based on the successes of the cast. The pillar(s) has 1 hit point for every success and disintegrates after 1 hour.
- Ice Path: (Spell trait) Requires an elemental capture (ice container). Creates a slick ice path that stretches 2 meters x successes of a matter manipulation dice roll. Causes targets who step on it to risk the prone condition. Can be shaped into objects up to size cast. Melts with heat and over time based on environment. Has 1 hit point per success of spell.

(All bonuses already applied)





# DARK VEIL

## Evosal Una

name idiom in Orellin (the first voice)

### STORY POINTS

### ORIGIN & BACKGROUND

- Dircaen, Realm of Narrows (Veil)
- Spectre (Shadow Market Guild)
- Documentation: Freelancer (forged) (10)
- Opportunist Origin Path
- No Faction Allegiances

### HEROIC ACTION POINTS

2/5

### COMMON SKILLS

COMMON SKILLS	D6 DICE	BONUS SUCCESSES
DEXTERITY	3	2
FITNESS	2	3
INVESTIGATION	2	0
LINGUISTICS	3	3
MEDICAL AID	1	0
OPERATE	1	0
PERCEPTION	3	0
PRESENCE	3	2
RESISTANCE	2	2
SOUL	2	1
STEALTH	3	1
SURVIVAL	2	2
TALENT	1	0
ENGINEERING	3	2
HACK	2	0
KNOWLEDGE	3	1

Combat Skills (x2 Story Points to raise)

DODGE	2	1
MELEE	3	1
RANGED	3	1
TACTICS	2	0

Magi Skills (x2 Story Points to raise)

ARTIFICING	1	0
MATTER MANIPULATE	1	0
SPELL THIEF	3	2
VEIL WIELDING	3	1

Additional Skill Notes

- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- Cost to raise skill dice to (2, 3, 4) = 1 SP per dice  
Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

### LANGUAGES

Kelmorian (Northern Kingdoms of Aov'alla)  
Orellin (Realm of Narrows Veil-Dircaenean)  
Trade (universal 100 gesture/spoken)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### CURRENCY

220 Kingdom Crowns  
Empty Order of the Veil Credit Stick

- \_\_\_\_\_
- \_\_\_\_\_

TECH ARMOR  
3

MAGI ARMOR  
0

DEFENSE TOTAL

LIFE POINTS

GEAR POINTS  
TECH 4 MAGI 2

10

### CONDITIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### GEAR

- CLOTHES Tech 2 Kel Guardian Armor: Defense 2, Fitness 1, Stealth 1
- WEAPONS Tech 0 Steel Short Blade: Melee 1 | Tech 1 STT Revolver: Ranged 1, Presence 1
- COAT, NECK Magi 1 Cowl of the Imposter: Spell Thief 1, Veil Wield 1, Soul 1, Fitness 1, Dodge 1
- HANDS & ARMS Tech 1 Retract Shield: Defense 1, Resistance 1, Engineering 1
- BOOTS Magi 1 Magi Boots of the Cricket: Spell Thief 1, all solo distance skills gain 2 meters.
- BACKPACK, BELTS STT Revolver 6 rounds (8 total rounds in pack), 8 meters thin metal wire, x3 rations (good 1 per day), extra pair of socks, wire cutting device Kingdoms, weapon holsters.

### OPPORTUNIST ORIGIN PATH

- Shadow Market Guild Member: They are an active member in the Shadow Market Guild, an underground illegal trading group located in nearly every location of commerce. As an active guild member, you profit off the market itself and must participate in guild related tasks, upkeep, and work to retain your guild membership. As a guild member, they gain an additional 1 gear point (Magi chosen by Evosal Una.)
- Guild Documentation: Documents forged by the Shadow Market Guild gain additional +5 security rating.
- Lucky: Once every twenty hours, force any enemy or NPC to re-roll a full turn skill dice roll.

### BACKGROUND ORIGIN PATH

- Background (Loner): +1 survival & +1 knowledge bonus successes.
- Background (Fast Talker): +1 Additional Language (Kelmorian), +1 linguistics bonus success.
- Background (Curious): Appreciates curiosity, imagination, creativity, but often independent and not fond of routine behavior. Commonly makes decisions on impulse or just for the fun of it.
- Background (Chaotic Hero): For sport or unintentionally, no matter the cost, they sow destruction and chaos in the universe around you. +1 resistance bonus success.
- Background (Life Schooled): No formal education. Learned your skills on the streets and in the wilds. +1 linguistics & +1 survival bonus successes.
- Background (Poor Upbringing): +1 fitness, dexterity, engineering, & presence bonus successes.
- Background (Non-Believer): They believe everything can be explained by science, magic, and research. A non-believer doesn't follow a formal god like entity. They may believe gods followed by others once existed, but they denounce their existence as godly and instead replace their nature as explainable.

### SPECTRE UNLOCKS & TRAITS:

- Cut of the Profits: (Unique) Once per week at a Guild Market, gain 100 x presence successes in local currency.
- Nimble Nature: (Unique) Gain +1 dexterity and linguistics bonus successes permanently.
- Spycraft: (Unique) Increase heroic action points by 1 every twenty hours up to Evosal Una's maximum (5).
- Skeleton Key to the Veil (Spell trait/Item): A rare spell key usable every twenty hours with a minimum 5 successes on a Veil wielding skill roll. Opens a Veil breach sized 1 meter for each success. Lasts 30 seconds.
- Shadow Merge: (Unique) When rolling 3 or more successes on a stealth skill, you gain the shadow merge condition. Increases defense by 1 and the next skill rolled by 2 dice. After the next skill rolled, the condition ends.

"To walk the shadows like a ghost, my past identity lost in the wind. I will grow influence only of the guild in secret. For at which a time my notoriety grows too large, I will leave the shadows of the guild and walk back into society. I will then be ally, friend, and savior to those still secret. I will hold secret all the whispers I possess and never reveal to any soul what I know, am, and will always be. Loyal to the cause." ~ Creed of the Shadow Market Guild

(All bonuses already applied)



# DARK VEIL

COMMON SKILLS	D6 DICE	BONUS SUCCESSES
DEXTERITY	3	0
FITNESS	3	0
INVESTIGATION	3	0
LINGUISTICS	3	1
MEDICAL AID	1	0
OPERATE	3	0
PERCEPTION	3	0
PRESENCE	2	2
RESISTANCE	3	0
SOUL	4	2
STEALTH	4	1
SURVIVAL	2	3
TALENT	3	0
ENGINEERING	2	0
HACK	1	0
KNOWLEDGE	4	4

Combat Skills (x2 Story Points to raise)

DODGE	2	3
MELEE	3	1
RANGED	1	0
TACTICS	2	0

Magi Skills (x2 Story Points to raise)

ARTIFICING	1	0
MATTER MANIPULATE	1	0
SPELL THIEF	3	1
VEIL WIELDING	1	0

Additional Skill Notes

- Melee weapons only gain 1 bonus success.
- Using Soul instead of Matter/Veil -2 success

- Cost to raise skill dice to (2, 3, 4) = 1 SP per dice
- Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

## LANGUAGES

- Lar-bout (Laerish Isles)
- Retian (Grand Retian/Maven)
- Trade (universal 100 gesture/spoken)
- Tradian (Universal Earth & Full Trade)
- Kuo-Ton (Realm of Time/Reotoaka Realm)

## CURRENCY

- 10,500 Credits (Order of the Veil Credit stick)

## Micah lockheart

name idiom in Tradian (Watching Judge)

## STORY POINTS

## ORIGIN & BACKGROUND

- Daeadrin, Unknown Origin (Kingdoms)
- Daeadrin Magi - No Organization
- Documentation: Freelancer (forged)(5)
- Wanderlust Origin Path, Immortal
- Sarrosian Free Peoples Faction Allegiance

## HEROIC ACTION POINTS

2/5

TECH ARMOR  
3

MAGI ARMOR  
1

DEFENSE TOTAL

LIFE POINTS

## GEAR POINTS

TECH  
3

MAGI  
2

10

## CONDITIONS

## GEAR

- CLOTHES Tech 2 Leather Wanderer Armor: Defense 2, Survival 1, Stealth 1
- WEAPONS Tech 0 Long sword: Melee 1 | Magi 1 Short sword: Melee 1, Soul 1
- NECK/COAT Tech 1 All Weather Coat: Defense 1, Dodge 1, Presence 1
- HEAD Empty
- HANDS/ARMS Magi 1 Ring of the Lazy Magi: Defense 1, Spell Thief 1, Soul 1
- BOOTS Tech 0 Padded Boots: Good for rural adventuring, bad for urban environments
- BACKPACK, BELTS x2 medical healing devices, x3 rations (good 1 per day), journal, weapon holsters, x1 crystal of finding (flashes in direction of a known organic object until next to that object).

## WANDERLUST ORIGIN PATH

- Device of Assistance: A small STT mech that fits in the owners hands. Provides the user, when with them, the ability to convert a [1] on a die roll into a [6], once every twenty hours. Mini mech appears to have its own soul.
- Aov'allan Citizen Documentation: Freelancer Aov'allan Citizen documents forged in a gambling deal.
- Vehicle Package: Personal STT airship. 10 Hull Armor |10 Life Points, (open deck w/ one room 150 sq ft.)

## BACKGROUND ORIGIN PATH

- Background (Loner): +1 Survival & +1 Knowledge bonus successes.
- Background (Immortal): +2 Knowledge bonus successes. The character ages at an unknown rate over an unknown time. Prolonged life experience and jumbled memories lead to forgetfulness.
- Background (Internal): Sensitive to the emotions of the space and people around them. Finds solitude and reflection their best ally in battling the chaotic universe around them. Not often calm or even-tempered but familiarity in variety allows them to excel in creative and decisiveness solutions.
- Background (Balanced Hero): A grey area mix of law and chaos. +1 Presence bonus successes.
- Background (School of Life): No formal education. Learned your skills on the streets and in the wilds. +1 Linguistics & +1 Survival bonus successes.
- Background (Wealthy Upbringing): +1 Knowledge bonus successes.
- Background (Non-Believer): They believe everything can be explained by science, magic, and research. A non-believer doesn't follow a formal god like entity. They may believe gods followed by others once existed, but they denounce their existence as godly and instead replace their nature as explainable.

## DAEADRIN MAGI UNLOCKS & TRAITS:

- Soul of Daeadrin: (Unique) The Daeadrin casts magic from their inner soul wielding Matter and Veil requirement spells instead with the Soul skill at a -2 success penalty.
- Daeadrin Touch: (Unique) When touching an organic life, reveals a target's thirst, hunger, core temperature, sleep, conditions, life points, or darkness of their soul. Requires a soul skill of 4 or more successes.
- Daeadrin Defense: (Unique) Gains +2 to dodge success bonuses due to their life experiences.
- Matter Energy Break: (Spell trait) Directs matter energy at an object or target when touched with a soul dice roll. Targets make a quick dodge skill dice roll equal to the successes or are hit as an attack. Non-living objects take x2 hit point damage. (Armor has 10 hit points per gear rating. Example: Tech 1=10 HP)
- Telepathic Connection: (Spell trait) Can telepathically communicate with other telepathic creatures. Targets can resist with a face off soul roll. Critical failure clouds the senders mind for twenty hours.
- Matter Energy Blast: (Spell trait) Ranged energy blast of soul skill dice at meters x successes leaving targets knocked backwards and prone with any necessary effects of the environment.

(All bonuses already applied)





# DARK VEIL

## Parwin Ori

name idiom in Sarrosian (Starlight)

STORY POINTS

### ORIGIN & BACKGROUND

- Retian Human (Victorian)
- Cloud Pirate - Captain's Council
- Documentation: Freelancer (forged) (5)
- Wanderlust Origin Path
- Grand Retian Republic Faction Allegiance

HEROIC ACTION POINTS

2/5

COMMON SKILLS D6 DICE BONUS SUCCESSES

DEXTERITY	3	2
FITNESS	2	0
INVESTIGATION	1	0
LINGUISTICS	3	0
MEDICAL AID	2	1
OPERATE	3	5
PERCEPTION	3	0
PRESENCE	3	2
RESISTANCE	2	1
SOUL	2	0
STEALTH	2	1
SURVIVAL	3	1
TALENT	3	1
ENGINEERING	1	0
HACK	3	1
KNOWLEDGE	2	1

Combat Skills (x2 Story Points to raise)

DODGE	2	1
MELEE	1	0
RANGED	4	1
TACTICS	3	1

Magi Skills (x2 Story Points to raise)

ARTIFICING	1	0
MATTER MANIPULATE	3	1
SPELL THIEF	2	0
VEIL WIELDING	1	0

Additional Skill Notes

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- 

Cost to raise skill dice to (2, 3, 4) = 1 SP per dice  
Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

### LANGUAGES

- Retian (Grand Retian/Maven)
- Trade (universal 100 gesture/spoken)

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### CURRENCY

- 120 Chips (Grand Retian Chips)

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TECH ARMOR  
3

MAGI ARMOR  
0

DEFENSE TOTAL

LIFE POINTS

GEAR POINTS  
TECH 4 MAGI 1

10

### CONDITIONS

- 
- 
- 

### GEAR

- CLOTHES** Tech 4 Sky Pirate Armor: Defense 3, Survival 1, Presence 1, Resistance 1, Dodge 1, Operate 1
- WEAPONS** Tech 0 Flintlock Pistol: Ranged 1 (deals pierced condition per round fired)
- NECK/COAT** Magi 1 Coat of the Wind: Spell Wind Blast, Matter Manipulation 1
- HEAD** Empty
- HANDS/ARMS** Tech 0 Leather Gloves: Keeps out wind and rain.
- BOOTS** Tech 0 Leather Racer Boots: Good for urban adventuring, bad for rural environments
- BACKPACK, BELTS** x1 medical healing device, x1 ration (good 1 per day), weapon holster, hidden armor pockets for currency and documentation, x8 flintlock ammo rounds and blast paper.

### WANDERLUST ORIGIN PATH

- Device of Assistance:** Tracker's data display screen modified into arm armor for skill boost. Benefits user an additional two dice for every action of a turn once every twenty hours. Applies to any skills used that turn.
- Sarrosian Free Peoples Documentation:** Falsified Sarrosian Faction documents.
- Vehicle Package:** Modified armor provides the wielder the float condition with a distance traveled using the operate skill dice roll equal to 2 meters x successes. All float conditions apply.

### BACKGROUND ORIGIN PATH

- Background (Mischievous):** You are quieter than most gaining a +1 bonus success whenever attempting to stealth or perform dexterity skills.
- Background (Wanted):** Notoriously wanted throughout the planet, you are chased by law organizations of all kinds. Gain a +2 bonus success in a chosen common skill. (Parwin Ori selected Operate)
- Background (Extroverted):** Stimulated by the attention of others, high energy, and assertive behavior. You prefer to be in adventure and high risk situations always taking a chance if it delivers excitement.
- Background (Balanced Hero):** A grey area mix of law and chaos. +1 presence bonus successes.
- Background (Military Academy):** You attended a military academy by choice or by force. You gain +1 bonus successes in tactics & medical aid dice rolls.
- Background (Poor Upbringing):** +1 knowledge, +1 dexterity, +1 talent, +1 hack bonus successes.
- Background (Veil Eternum):** The Coming of the Veil believes the Veil is an omen of the end times. These believers are widespread and are known to throw themselves into the Veil in homage to its power. Where they go after they pass through the darkness is often unknown but those that return are forever changed.

### CLOUD PIRATE UNLOCKS & TRAITS:

- Helm Operator: (Unique)** Gains +2 bonus successes with operate skill dice rolls.
- Ricochet: (Tactical trait)** Any hit on a target's life points grants an extra action of the same skill on a different target. Uses the new action dice and any bonuses of the skill. (Does not apply first target successes.)
- Dazzle: (Unique)** With a minimum of 4 successes in a quick presence dice roll at the start of a conflict, instead of rolling for tactics to posture for initiative, gains a +1 on all attack dice rolls till end of the conflict.
- Cloud Fall: (Tactical trait)** With a minimum of 3 operate successes, the jumper can maneuver any free fall. When landing on an object mid jump or impacting with the ground, a minimum of 5 successes or more is required to land safely. Failure of a maneuver mid air and the jumper spins off course. Failure of a landing and the jumper smacks the terrain with life point hits at storyteller discretion.
- Wind Blast Spell: (Spell trait)** Matter manipulation successes x meters wind gust generated in front or behind the caster propelling them forward or knocking targets over. Targets react with quick dodge or fall prone. (All bonuses already applied)



# DARK VEIL

## Scera Hasting

name idiom in Retian (Wealth Violence)

STORY POINTS

### ORIGIN & BACKGROUND

Gyxan, City of Maven (Space)  
Grimoire Magi - Hetaria Grim  
Documentation: Order of the Veil Tracer (7)  
Mysticism Origin Path, Magi Attuned  
Order of the Veil Faction Allegiance

HEROIC ACTION POINTS

2/5

COMMON SKILLS D6 DICE BONUS SUCCESSES

DEXTERITY	1	0
FITNESS	2	0
INVESTIGATION	2	1
LINGUISTICS	2	0
MEDICAL AID	1	0
OPERATE	1	0
PERCEPTION	2	0
PRESENCE	2	2
RESISTANCE	2	0
SOUL	3	0
STEALTH	3	1
SURVIVAL	1	2
TALENT	3	0
ENGINEERING	1	0
HACK	3	0
KNOWLEDGE	3	3

Combat Skills (x2 Story Points to raise)

DODGE	2	1
MELEE	3	1
RANGED	3	1
TACTICS	3	0

Magi Skills (x2 Story Points to raise)

ARTIFICING	1	1
MATTER MANIPULATE	1	0
SPELL THIEF	3	1
VEIL WIELDING	4	1

Additional Skill Notes

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Cost to raise skill dice to (2, 3, 4) = 1 SP per dice  
Cost to raise skill dice to (5, 6, 7, 8) = 5 SP per dice

### LANGUAGES

Gyx (Traditional Gyxan)  
Retian (Grand Retian/Maven)  
Trade (universal 100 gesture/spoken)

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### CURRENCY

11,500 Credits (Order of the Veil Credit stick)

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\_\_\_\_\_

TECH ARMOR  
2

MAGI ARMOR  
1

DEFENSE TOTAL

LIFE POINTS

### GEAR POINTS

TECH

2

MAGI

3

10

### CONDITIONS

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\_\_\_\_\_

\_\_\_\_\_

### GEAR

**CLOTHES** Tech 2 Fitted Leather Armor: Defense 2, Survival 1, Stealth 1

**WEAPONS** Tech 0 Short sword: Melee 1 | Magi 1 Revolver of the Nejli: Ranged 1, Nejli whisper Spell

**NECK/COAT** Magi 1 Hetaria Grim Cloak: Defense 1, Dodge 1, Presence 1

**HANDS/ARMS** Magi 1 Grimoire of Hvid: Defense 1, Spell Thief 1, Veil Wielding 1

**BOOTS** Tech 0 Padded Boots: Good for rural adventuring, bad for urban environments

**BACKPACK, BELTS** x1 medical healing device, x2 rations (good 1 per day), empty grimoire, weapon holsters, Vial of Doubt (-3 presence 1 hour), Vial of Demon's breath (+3 success one use weapon)

### ORIGIN PATH & TRAITS

#### MYSTICISM ORIGIN PATH

- Bound to the Veil (Unique): With 3 Veil Wielding successes, allows passage through a Veil wall to the sector on the other side (not Veil travel). Veil passage open for 30 seconds. Additional Veil Wielding successes will allow 1 ally per success to pass with the caster. Failure blocks bound to the Veil for 20 hours.
- Maven Citizen Documentation: Tracer privileges legitimately signed by Maven Knight Agent Bureau.
- Device of Assistance (Unique): Revolver of the Nejli. Living soul item that whispers to the wielder granting an additional two dice for every action of a turn, once every twenty hours. Applies to any skills used that turn.

#### BACKGROUND ORIGIN PATH

- Background (Loner): +1 Survival & +1 Knowledge bonus successes.
- Background (Magi Attuned): Magi organization tier cost reduced by 1 story point and +1 artificing.
- Background (Extroverted): Stimulated by the attention of others, high energy, and assertive behavior.
- You prefer to be in adventure and high risk situations always taking a chance if it delivers excitement.
- Background (Balanced Hero): A grey area mix of law and chaos. +1 presence bonus successes.
- Background (Elite Private Education): Attended an elite private school for the wealthy and gifted. Gains +1 investigation and +1 knowledge bonus successes.
- Background (Wealthy Upbringing): +1 knowledge bonus successes.
- Background (Non-Believer): The seven created the planets, realms, and all life. Often called, the old faith, many followers believe all other religious deities as prophets of the seven reincarnated.

#### HETARIA GRIMOIRE MAGI UNLOCKS & TRAITS:

- Craft Grimoire: (Unique) (requires soul) Creates a Grimoire with spell pages equal to artificing successes.
- Bind Spells: (Unique) Binds spells to a Grimoire by casting spell and a minimum 3 successes of artificing.
- Capture Soul: (Unique) (Requires Grimoire) A Veil Wielding face off roll vs. the demons soul skill.
- Speak to the Dead: (Unique) (Requires Grimoire and a Veil gem) Targets a dead creature with a bound soul, within meters x successes of a Veil wielding dice roll. Once found, requires minimum 3 successes of Veil wielding to speak to the soul, lasting an equivalent in success minutes.
- Sight of the Abyss: (Unique) Sees 10 meters into a Veil wall with a minimum 3 soul successes and grants the caster emissive eyes that gain +1 perception, +1 survival, +1 Veil wield, & +1 investigation bonus successes while active. Re-cast to remove. Penalizes caster -1 bonus successes to all other skill dice rolls.
- Nejli Whisper Spell: (Locked Spell Trait) Different from the Device of Assistance, the whisper spell causes the condition "whisper" to effect an area of 5 meters x successes of a Veil wielding dice skill roll silencing all noise for minutes x successes. The spell is generated by the Nejli soul within the gun.
- Antidote of Eoo: (Spell trait) (Requires Grimoire) Removes fear condition of a target within visual range. Increases number of targets for every 2 successes of a Veil wielding dice skill roll.







## Altex, the Outlander

*name idiom in Zatil (Neighbors Defender)*

STORY  
POINTS

### ORIGIN & BACKGROUND

- Zatilok Human (Victorian)*
- Skip Tracer - Tracer Guild*
- Documentation: Outlands Tracer (7)*
- Adrenaline Origin Path*
- Neutral Allegiances to all Factions*

HEROIC  
ACTION  
POINTS  
**4/7**

TECH  
ARMOR  
**5**

MAGI  
ARMOR  
**0**

DEFENSE  
TOTAL  
**10**

GEAR POINTS  
TECH **5** MAGI **0**

### CONDITIONS

### GEAR

**CLOTHES** Tech 3 Duelist Tracer Armor: Defense 3, Tactics 1, Survival 1

**WEAPONS** Tech 0 Twin Dgersha: Melee 1

**NECK/COAT** Tech 2 Ockvald Leather Trench: Defense 2, Tactics 1, Survival 1

**HANDS/ARMS** Tech 0 Leather Fingerless Gloves: good for tactical combat, bad for cold weather

**BOOTS** Tech 0 Leather Chaps: good for urban adventuring, bad for rural environments

**BACKPACK, BELTS** x1 medical healing device, x3 ration (good 1 per day), Dgersha holsters, hidden pockets for currency and documentation, set of lock-pick pins, +1 hack on traditional locks, heavy scarf for cold weather, NST Manacles, Tracer Guild personalized signet, wax, x3 candles, lighter, oil glass jar.

### ORIGIN PATH & TRAITS

#### ADRENALINE ORIGIN PATH

*Tactical Upgrade:* Technomancer spinal implant of reflexes. The character is provided a burst to their agility increasing fitness, melee, and dexterity bonus successes by +1 but suffering -2 to soul bonuses successes.

*Outlander Tracer Documentation:* Legal Tracer documentation authorized by the Tracer Guild.

*Prepared:* The character gains an additional +2 perception bonus successes.

#### BACKGROUND ORIGIN PATH

*Background (Brave):* The character starts with an extra two heroic actions and can have a max of seven.

*Background (Famous):* A popular individual known throughout the Victorian era for their exploits.

*Gains +1 presence and +1 survival bonus successes.*

*Background (Organized):* Conscientious of planned behavior, often studied in academics, and successful in studied behavioral routines. This person does not often partake in spontaneous behaviors.

*Background (Balanced Hero):* A grey area mix of law and chaos. +1 presence bonus successes.

*Background (Military Academy):* You attended a military academy by choice or by force. You gain +1 in tactics & medical aid bonus successes.

*Background (Poor Upbringing):* +1 knowledge, +1 talent, +1 stealth, +1 hack bonus successes.

*Background (Kerra the Witch):* Kerra is the immortal Zatilok living god. Her age is unknown but she currently dwells in the caves of the Qurr Zatilok. Though Qurr, many Taldorin and Niyuli Zatilok believe the wisdom and knowledge of Kerra is divine and follow it with a cult like obedience.

#### SKIP TRACER UNLOCKS & TRAITS:

*Tracer Coin Exchange: (Unique)* The Tracer earns coins from the Tracer's guild that are traded in exchange for bounties. The more coins, the more powerful Trace becomes available to the Tracer. Tracer Coins are incredibly difficult to forge requiring (talent 8) to attempt and the right materials (survival 8).

*Interruption: (Tactical trait)* When a target performs a common skill, the character can reduce the outcome with a quick tactics roll, with every success over the target's, reducing the targets successes by that amount. Only usable within 5 meters of a target and once per minute. Requires role-play to describe interruption.

*Famous Flourish: (Tactical trait)* The character makes a dazzling flourish of their weapon with a talent skill dice roll of 3 successes or more, and applies the fear condition to targets who fail to avoid it (2 soul).

*Natural Truth: (Unique)* The character is adept at deciphering lies from locations and people gaining a +1 to presence and investigation bonus successes permanently.

*Dgersha Spiral: (Tactical trait) (Requires Dgersha)* Targets take the pierce condition from a successful turn where the Dgersha hit LP. Pierce deals -1 skill success. Removed with medical aid (2) per stack of pierce.



# DARK VEIL



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