

In the sky above us - blocking out the sky above us - is the other planet. Scholars call it Planigrum. Religious leaders have called it many things, both divine and profane. Those that can see it, we call it Otherworld.

It's easy to find magic-users, for those that know. They're the children that ask about the great, black planet hovering just above ours. The distance is immeasurable, in the same way as the distance between yourself and your mirror's reflection is immeasurable, but incredibly close. Maybe it's two miles, or three. Not more than five. It sits over our heads like a sky of its own, the edges barely curving away and allowing us a sliver of sky all around like a bright ring. We can still see the stars, the sun, the moon, they're simply imposed over Otherworld, or they occupy the same space, maybe.

That sight, the way we can see Otherworld, that's a skill. Othersight, magesight, the second sight, the third eye, whatever it's called in a given culture it means sort of the same thing. We can see the other things, energies, that occupy the same space as our waking world. Spirits, sometimes. The use of magic. Sometimes it's impossible to tell what's 'real' and what's mystical until someone else walks through it, or ignores it.

It draws us. Otherworld. It lifts us up, and it draws us to it. I've only seen two people ever go too high, though. They reached that point of equilibrium, and hung there for so long, and then they passed that point of no return and began to fall. I saw light. I don't know if they burned up in that other place's atmosphere, or perhaps they glittered as they fell to their new home, or maybe it's just a trick of the air over there, to shine. I've gotten close, once or twice. Close enough to see the old, black pine trees move in the wind of another world, and feel the sizzle of lightning over the black clouds that cover that world. Everything there is black, just in different shades. I couldn't make out any details, just different shades of black on black on black.

One day I'll float there, too, suspended between the real world and Otherworld, and tip myself over, and fall.

RULES

Mages of whatever kind draw their power from the invisible energy that suffuses Otherworld. Every magic-user has at least three magical stats that other people and creatures don't: Power, Control, and Otherness. Power represents how much energy you can channel, while Control represents how you can shape that energy. Otherness is rated one to ten, and shows how far from reality you are.

When you perform magic you can choose how many Power dice to roll, up to your Power score. Different Workings of magic will use those successes to do different things, and some Workings may have minimum successes required to occur. For example, a few common combat Workings include: sear, which is a blast of heat or flame. The damage dealt is equal to the successes rolled on the Power roll; shield, an invisible disk or wall of energy that disperses a number of damage points equal to the successes rolled; or flight, which requires one success to hover off the ground and levitate, three to fly at a walking speed, or five to fly like a bird.

For every success you get on Power you add one to your Other track.

When you perform magic you also roll your Control dice. Some effects may require Control to target, shape, or limit the side effects of. Using some of the examples above: sear is an uncontrolled blast of heat, often radiating out in a fan of sputtering flames and heat-wave ripples. Hitting a specific target requires a Control roll, just like firing a gun. If you fail to hit your target it may miss them completely; the heat may be too diffuse to harm anyone at all; it may hit a number of targets, including those you didn't want it to hit; or it might backfire and catch you in the blast. Typically, missing your target by 3 or more successes causes a Calamity, while botching the roll (rolling more 1s than successes) causes a Backfire. A critical botch results in an automatic Calamity, is of course a failure, and causes a Backfire.

When you roll Control, you limit the additions to your Other track by that same number. So, for example, if you rolled 4 Power successes and 2 Control successes, you would add 2 to your Other track rather than 4. If you rolled 3 Power successes and 5 Control successes you would add nothing to your Other track.

Other is a measure, one to ten, of how connected to reality you are. Most humans have an Other rating of 0, except in periods of high stress. Drugs, neuro-divergence, religious ecstasy, or some Workings can raise those, briefly exposing normal people to Otherworld. Magic-users always have an Other rating of at least 1. A magic-user's Otherness rating is subtracted from the dice pools of their interactions with Other-zero individuals or creatures (like most animals: most cats, some dogs, very clever birds, and magical animals have Otherness ratings). This Otherness does not bother creatures and people that, themselves, are Other to some degree or another.

When a magic-user's Otherness rating reaches 10 they are completely disconnected from reality. They rise into the sky, hover for a moment at the Lagrange Point between Earth and Otherworld, and then may tip over and fall. They typically have one last chance, rolling their whole Power pool and whole Control pool. If the Power successes equal or exceed Control they tip over and fall to Otherworld; if Control exceeds Power they reduce their Otherness by 1.

Magic-users can also reduce their Otherness by engaging with the 'real' world and avoiding practicing magic. For every 24 hours spent without Working magic, using anything that requires Otherness (such as magical tools and potions), interacting with Otherbeasts, or otherwise engaging with the Other world at all, the magic-user's Otherness is reduced by 1. There are meditations and rituals that can reduce Otherness as well, which can typically be used to reduce Otherness once, and which can be used after the magic-user gains Otherness again. There are also places, drugs, and experiences that are incredibly Earthen, and which can reduce Otherness, such as sensory-deprivation chambers, working at a call center or shopping mall, and some psychoactive drugs. Anything that is oppositional to magic, fundamentally, will do the trick. Typically these practices can advance Other loss by a day, meaning that working at a mall for a day while abstaining from magic would reduce Otherness by 2.

Calamities are manifestations of Otherness leaking into the world. Because they are opposed to reality - not morally, but by their nature - these events almost always cause confusion and trouble. The archetypal Calamity, taught to initiate magicians, is a breach event. Breach events are the manifestation of an Otherbeast on Earth, or the transformation of a person or animal into an Otherbeast, like a giant spider. It can also be the production or manifestation of materials from

Otherworld, such as a portal opening and dumping out a thousand gallons of magically-tainted seawater into the street.

Other Calamities include accidental brainwashing of large crowds or mental access by powerful Otherbeasts to mundane individuals; wild magical effects like lightning strikes or gusts of blizzard wind; covering everything within a hundred feet in ectoplasmic webbing; changing the magic-user's primary language temporarily or permanently; changing the shape of an object, creature, or person nearby; causing wild wobbles in likelihood, like coins landing on edge or three cars parking next to each other with license plates off by one; or etc.

When a Calamity occurs compare the triggering individual or effect's Otherness to the table below. Magic-users can roll Control, reducing the severity of the effect by the successes they roll.

0 Calamity averted: no effect. 1 A minor sparkle in the air, a disquieting noise, or a strange smell. 2 3 4 5 6 7 8 Breach event: a major manifestation from Otherworld pushes into reality. 9 The magic-user immediately takes 10 dice of damage and causes a breach event. 10 The magic-user immediately takes 30 dice of damage and causes a breach event.

CREATURES

Cats (On a 1-5 cat has Otherness 0; 6-8 it's 1; 9 it's 2; 10 it's 3)

Dogs (On a 1-8 dog has Otherness 0; 9-10 it's 1)

Wild Animals (On a 1-9 animal has Otherness 0; 10 it's 1)

Chimeras

Ghosts

Oozes

Otherbeasts (animals that are wrong, or primal)

MAGIC

Magic-users have, or can learn, ways to use their Power. These are classified into Realms of Working:

Abjuration - protection and shielding, both against physical threats and magical effects
Conjuration - summoning or transporting real objects through space
Transmutation - changing the physical nature or shape of a thing, like lead into gold or changing a table into a bookshelf
Divination - divining the future, scrying other places and people, and reading thoughts
Enchantment - changing the emotions, thoughts, or memories of other people
Illusion - crafting images, or even real solid things, that last only until the Power fueling them is expended
Evocation - creating short-lived expressions of Power as energy or physical effects, like gouts of flame

There are also several ways to use magic that rely more on Control than on Power. These are Schools of Working.

Artifice - creating physical objects (like potions, magic swords, wands, and magic mirrors) and imbuing them with Power so that they can be used later by anyone
Other Ritual - creating, practicing, and using mnemonics and tools to more safely use your Power
Enhancement - permanently empowering your body or mind beyond human capacity by a blend of artifice, surgery, and Power Infusion - temporarily empowering your body or mind beyond human capacity by channeling Power straight into yourself

These Schools and Realms are Skills. Typically they use Power or Control for their associated stats: Power for Realms, Control for Schools.

MUNDANE

Everyone has a set of stats that they measure their speed, strength, intellect, and the like.

Brawn - a measure of physical strength and resilience, used for running, climbing, and lifting
Agility - the character's dexterity, used for picking pockets, aiming, and fine motor skills
Body - the lower of your Brawn and Agility
Wits - cleverness, used for learning, observation, and quick thinking
Intellect - the ability to synthesize and recall information, and produce new, cogent thoughts
Mind - the lower of your Wits and Intellect
Charm - how you conduct yourself, charisma and presence
Empathy - social perception and understanding, as well as being able to imagine another's thoughts
Persona - the lower of your Charm and Empathy

Skills are trained areas of expertise that add dice to rolls you make with your stats. Specialties are focused narrow areas within those skills that you gain an additional bonus to when rolling with a skill.

Attacking typically uses Agility or Brawn, depending on whether it's a light weapon, firearm, or heavy weapon. Damage for melee weapons is Brawn-based.

The target number for an attacker to hit you - your Defense - is your Agility, if you are aware of them. If you are unaware of the incoming attack it's half your Agility, rounded down.

Your Defense is reduced by 1 for each enemy that has attacked you since the beginning of your last turn, to a minimum of 1. That means that someone boxing you can benefit by having a few friends around to harass and feint at you, even if they're not serious combatants themselves. Typically only three individuals can engage one other at a time, though large opponents can be attacked by five or more, and small enemies can similarly team up on average-sized people. Attackers firing at range ignore this limit, of course, provided they have a sightline to their target.

If you dodge an enemy you can roll an appropriate Skill - like boxing or unarmed - to add successes to your Defense against a specific opponent. This is a special form of splitting your action, it is simply declared when it's not your action. Each time you Dodge it's another split, imposing a further penalty. Because you don't know how many actions you may be taking before the end of your next turn Dodging is counted a little differently. The first Dodge you make takes no penalty. The second takes a -3 penalty (because you've now taken 2 actions, with an additional -1 penalty for the second), the third is at -4, the fourth at -5, and so on. These penalties carry on into your turn, such that you can start your turn with a -3 penalty or higher even when you're only taking one action. Note that because you can only split your action as far as your Wits score you can only Dodge as

many different attacks as your Wits score, and it's possible to enter your turn with no actions left to take because you spent all of your available actions Dodging.

Taking ranged attacks into a crowd can be dangerous. If you have an ally engaged in hand-to-hand with your target you take a -3 penalty to your attack pool. If you botch a ranged attack into melee you hit your ally (or a random ally if there's more than one in your line of fire). Use the successes on the botch to determine if you hit or not.

Critical botches in combat are very dangerous, usually destroying your weapon, dealing attack damage to yourself, taking a -3 penalty to all rolls for the remainder of the scene, or otherwise compromising your ability to fight for the remainder of the combat.

The Health of an average person is 5. You get 5 free hits that represent minor nicks, dings, and exhaustion during combat. Once your Health is 0 any overflow damage, or damage in the future, is dealt directly to your stats. You choose what is reduced as you take it, so a character taking 3 damage with 1 Health loses their last point of Health, then might choose to reduce Wits by 1 and Agility by 1, describing it as a hit to their head that causes a minor concussion, slowing their thinking and reaction times. Further hits would reduce their stats even further. If any stat hits 0 you are paralyzed, unconscious, dead, or brain-dead, depending on what caused the damage and what stat you sacrificed.

Health recovers after a few minutes to catch your breath. Stats typically return at a rate of 1 per week, or 1 per day of rest & care. If a stat has been reduced to 0 you may require serious medical care, either in a hospital or by a trained companion. Regaining the first point from a stat reduced to 0 requires a week of rest & care or 1 day with a trained healer.

Armor reduces the amount of damage dealt to you by attacks. Armor has two stats, Armor and Durability. Armor reduces damage dealt to you 1 for 1, but the armor itself takes that hit instead. The same amount of damage prevented is applied to the armor's Durability. When the Durability is filled up that armor is broken, and no longer prevents damage. Any damage that would overflow the Durability is applied to the armor's wearer as the attack goes through the armor. So, for example, a character wearing makeshift modern armor built of sports pads and a Kevlar vest (Armor 3, Durability 10) would reduce damage against them by 3 until the armor had 'soaked up' 10 points of damage, at which time they'd take damage normally.

Weapons have a base number of damage dice should they hit, and some may offer a benefit to the attack roll as well. When an attack exceeds the targets Defense any excesses are added to the damage dice pool.

For example, Dee is a character with an Agility of 3, a Brawn of 2, and Melee skill of 3 wielding a knife (attack bonus +3, base damage 3) against a target, Ace, with an Agility of 2 and 3 dice of gymnastics, who's wearing a motorcycle jacket (armor 1, durability 3). Dee rolls Agility + Melee +3 to attack, 9 dice versus Ace. They roll 3 successes, 2 of which are 10s. On the exploding reroll they get one more success, for a total of 4. Ace has an Agility of 2 and is dodging, so rolls 3 dice to defend. Ace gets one success, raising their Defense to 3 against Dee's attacks until the start of Ace's next turn. The attack is successful, with the minimum success, 1. That means Dee will roll at least one die on damage. Dee's knife adds another 3 dice to the roll from their knife. On those four dice they

get only 1 success, which is reduced by 1 by Ace's armor to 0. Ace takes no damage from the attack, as the knife hits their motorcycle jacket and tangles with it before reaching their skin. The jacket takes 1 damage.

On Dee's next attack they roll four successes again, versus Ace's Defense. Ace rolls no successes on gymnastics, so Dee rolls 5 dice on damage this time. Dee gets 3 successes. Ace's motorcycle jacket reduces that by 1 and takes 1 damage, but Ace takes the other 2 points of damage. Still a flesh wound - it affects Health, not stats - but a solid one.

Splitting Actions: You can take multiple actions on your turn, but suffer penalties to each. When you choose to do multiple things in one turn (besides your 'free' actions, like moving your normal speed, speaking, or interacting with a single object or item) you first identify the rolls you're going to make, and in which order you're trying to make them. The first roll is made with a penalty equal to the number of actions you're taking, the second with that penalty +1, the third with that penalty +1 again, and etc. You can take a maximum number of actions on your turn equal to your Wits. These penalties 'reset' to 0 at the end of your turn.

Because Dodging is a split action, if you split your action to Dodge off your turn you may take your action with a -3 penalty or greater on your turn, even if you don't do anything else. It's also possible to Dodge so many times that you use up all of your split action opportunities - each is an action, and you can only take as many actions as your Wits score - and so you can spend your turn doing nothing but 'free' actions and resetting your split action penalty.

For example, Banana the psychic has Agi 3, Wits 4, and Unarmed 3. She's in a brawl with Wrupert, and on the defensive until her friends arrive. Wrupert gets a quicker start and makes two attacks with a crowbar, splitting his own action. Banana Dodges, rolling three dice to add to her Defense. She gets a 10, a 10, and an 9, and rerolls the two 10s, getting an 8 and a 4. That's four successes on three dice - a great roll. Her Defense against Wrupert's first attack is 7. He has 8 dice to this roll, and since he's splitting his action he'll make his first attack with a -2 penalty and his second with a -3. His first roll nets 3 successes, a bad miss. Banana considers dodging the second attack, but knows that would severely penalize her own actions on her turn. She decides to try her luck against Wrupert's second attack - not smart, it turns out. He rolls a 7, 10, 8, 5, 2, then gets a 9 on the exploding 10 reroll for a total of 3 successes. Banana's Defense is 3, so Wrupert hits with his crowbar - though with no shift, thankfully. He rolls his Brawn (4) plus the base damage of the crowbar (4) for 8 dice, and deals 4 damage. Banana's wearing some light armor (2 Armor, 5 durability), so she takes 2 damage to her Health, marks 2 damage to the armor, and starts her turn. She's already Dodged once so anything she does will be at a -3 penalty at least. She decides she can't wait for help, so pulls out all the stops. She splits her action again, taking a -4 to her first action and -5 to the second. She makes the first action a bit of Athletics to slide over a pile of barrels and get behind cover, hoping to impose a further penalty to Wrupert's next assault. And, just in case, she pulls out a beaten old .38 pistol and fires a shot in the air, making a Presence attempt to intimidate Wrupert and get him to back off. Her Athletics is OK (3), but the penalty is harsh. With Agi 3, Athletics 3, and a -4 penalty she rolls 2 dice. She only needs 1 success, but she rolls a 1 and a 4: critical botch. Before resolving the event the GM has her roll the attempt to intimidate. Banana's specialty is social interaction, and she has Charm 4 and Presence 4, with a +1 specialty in intimidation. The gun, the GM reasons, grants another +2 bonus (normally its attack bonus, but the

GM figures that should apply here as well). Her dice pool is 11, reduced by -5 from the split action penalties. She rolls 2, 3, 4, 2, 3, a truly abysmal roll, but not a botch. The GM thinks for a moment, then narrates Banana's attempt to duck behind cover and scare Wrupert off. The attempt to dodge was a critical botch, and Banana not only fails to clear the pile of barrels and rubbish, but falls down beside them upside-down, ankles over ass. She nevertheless fumbles the pistol from her pocket and fires twice, nearly deafening herself but failing to scare Wrupert. The GM describes how Wrupert, seeing her incapacitated, swings his crowbar twice again (the maximum for him, with Wits 2). Because of her critical botch Banana can't Dodge, and she's prone. Effectively her Defense is 2, and she can't do anything about it. Wrupert gets 2 successes on his first attack, 3 on his second. He rolls 3 damage on the first (reduced to 1 by the armor), and 3 more on the second (the armor reduces it by 1 and is then destroyed, and 2 damage gets through). Banana has so far taken 5 damage, all of her Health. Luckily her support - a few of her neighbors - heard the gunshots and come around the corner just as Banana's turn starts, so Wrupert may be in for some harsh retribution. With four attacks levied against him each turn Wrupert can do little but Dodge twice, leaving him unable to take actions due to his low Wits, and try to run for the end of the alley and away.

Talents are abilities your character has that are above and beyond Stats and Skills. These may be specific to a Skill or Stat, or not. There are both mundane and magical Talents. They may affect specific rolls, give you the ability to perform a special maneuver, or etc.

When you reach the 5th, 7th, and 9th points of a Stat or Skill you get a free Talent point to spend related to that Stat or Skill. You still have to meet any prerequisites for that Talent.

Some Talents cost multiple points, or have multiple levels. You can save up points from increasing your Stats and Skills, or can spend XP to buy Talents directly.

SKILLS

Skills are described below, along with lists of common specialties. Some skills may require a specialty to use in a specific way. For example, a character with 2 points in Driving may be able to start and steer a backhoe, but would be unable to operate the hoe itself without the tractors & heavy machinery specialty.

Each Skill also has an 'invisible' specialty that can be taken: knowledge. Normally if a situation calls for a character to recall facts about something or make an educated guess they'll roll the skill involved. The knowledge specialty gives the character a greater breadth and depth not in the practice of that Skill, but in understanding it. For example, a character trying to identify an opponent's stance in a martial arts dojo might roll Wits + Unarmed, while a character with the knowledge specialty in Unarmed would gain a bonus to that roll. A character that shares the same martial arts style as their opponent might also add their specialty, or even automatically identify it.

Neither the list of Skills nor specialties is exhaustive. If a character wants to add a new Skill or specialty should first check that it doesn't fit somewhere else, then work with the GM to create something appropriate.

Most specialties apply to either a specific activity you can use that Skill for, or a piece of equipment you can use with that Skill. This helps define how broad or narrow a specialty should be. For example, the running specialty in Athletics is broad enough to cover running through a city, racing an opponent, or rushing through the jungle. A movement specialty is too broad: it could apply to jumping, swimming, and climbing as well as running. A sprinting specialty is too narrow, on the other hand: it could hardly ever be used.

Specialties are rated 1 to 5, adding that many dice to the roll. You can have multiple specialties in a single Skill. Only one specialty is ever added to a roll, even if the action could fall under more than one specialty.

Athletics - physical training for running, jumping, climbing, gymnastics, and any other kind of common athletics (running, swimming, climbing, parkour, or other specific sports or activities)

Crafts - any kind of practical construction, from repairing cars to carpentry, though specifically the non-academic application of skills and handiwork (vehicle, carpentry, plumbing, landscaping, or other specific fields of craft)

Driving - driving vehicles of all kinds (stunt driving, racing, tractors & heavy machinery, sailing, ships, helicopters, planes, motorcycles)

Unarmed - hand-to-hand combat of many kinds, from boxing to muay thai (improvised weapons, striking, disarming, grappling, blocking)

Melee - close-combat weapons ranging from modern batons to ancient sabers and clubs (clubs & batons, swords, knives, axes, polearms & staves, improvised weapons, parrying)

Ranged - ancient ranged weaponry like crossbows, bows, slingshots, and throwing knives (crossbow, slings & slingshots, spears, throwing knives, bows)

Firearms - modern firearms of all kinds (hunting rifles & shotguns, automatic rifles, pistols, running & gunning, sniping)

Thievery - all the arts illegal (lockpicking, security systems, B&E, pickpocketing, casing)

Stealth - staying unseen and unheard when it's important (stalking, hiding, moving silently, concealing objects)

Performance - any kind of artistic expression that's temporary or transitory is a kind of performance (dance, oratory, singing, specific instruments, acting, DJing)

Expression - artistic expression that is permanent, or semi-permanent, is included here (music production, video editing, painting, sculpture, woodworking, poetry, journalism)

Woodcraft - surviving off the land, finding your way in foreign parts, foraging, and trapping (trapping, tracking, foraging, shelter, sea navigation, orienteering)

Academics - most fields of academic study reside here, while their practical applications are often covered by other skills (history, literature, geography, sociology & anthropology, research, archaeology)

Computer - the practical application of computer sciences, as well as hardware, online research, and cybersecurity (cybersecurity & hacking, coding, online research, web & app design, hardware)

Occult - while only Others can work with or see magic, the academic understanding of magical histories and practices are within the grasp of any interested person (occult history, occult research, occult ritual, occult individuals, occult creatures, occult theory)

Politics - academics might tell you who's in power, but politics will tell you how they got there and why (local politics, national politics, global politics, criminal politics, corporate politics, make connections, spot connections, conceal connections)

STEM - a mix of pure and practical knowledge, there is overlap here with academics and computer, but this skill focuses on understanding and using science, technology, engineering, and mathematics (biology, chemistry, physics, pure mathematics, mechanical engineering, electrical engineering, medicine)

Presence - some people are 'people people,' and those people have presence (make an impression, read the room, build rapport, subterfuge, persuasion, intimidation, cold read, project persona)

Abjuration - protection and shielding, both against physical threats and magical effects (specific Workings)

Conjuration - summoning or transporting real objects through space (specific Workings)

Transmutation - changing the physical nature or shape of a thing, like lead into gold or changing a table into a bookshelf (specific Workings)

Divination - divining the future, scrying other places and people, and reading thoughts (specific Workings)

Enchantment - changing the emotions, thoughts, or memories of other people (specific Workings)

Illusion - crafting images, or even real solid things, that last only until the Power fueling them is expended (specific Workings)

Evocation - creating short-lived expressions of Power as energy or physical effects, like gouts of flame (specific Workings)

Artifice - creating physical objects (like potions, magic swords, wands, and magic mirrors) and imbuing them with Power so that they can be used later by anyone Other (specific Workings)

Ritual - creating, practicing, and using mnemonics and tools to more safely use your Power (specific Workings)

Enhancement - permanently empowering your body or mind beyond human capacity by a blend of artifice, surgery, and Power (specific Workings)

Infusion - temporarily empowering your body or mind beyond human capacity by channeling Power straight into yourself (specific Workings)

TALENTS

Exceptional Health (1 - 3): You gain an extra point of Health for each level of this Talent you have.

Fancy Footwork (1 - 3): You ignore one point of penalty from fighting multiple attackers per each level of this Talent you have.

Pressure Points (2): You can attempt to strike your opponent's joints and pressure points to slow them down. To use this Talent you must make a melee attack against your target against double their Defense. If you hit you deal damage normally and impose a -1 penalty on their physical rolls until the start of your next turn. You can impose this penalty multiple times, up to a maximum equal to your Wits.

Ignore Armor (2): You are adept at targeting the weaknesses of armor. To use this Talent you must make a melee attack against your target's Defense + their Armor. If you hit their armor does not reduce the damage at all.

Grappler (2, 4): You learn to pin your opponents when fighting hand-to-hand unarmed or using an appropriate weapon (like a club or stick, any kind of rope or chain, or some hooked weapons that allow you to control an enemy's limbs). When you attempt to wrestle your opponent you add +1 to your roll if your rank in this Talent is 2, or +2 if you have the 4-rank version. When you have a target grappled you can use your action to attempt to pin them, restricting their movement. While they are pinned your opponent's speed is reduced to 0, neither you nor they can Dodge, and you can choose two of the following effects to impose on your opponent. You can change which effects each round on your turn.

- You cover their mouth, and they cannot speak.
- You free a hand and can attack them Unarmed or with a one-handed weapon you're holding.
- You restrict both their arms (which may not help if they have more than two arms), preventing them from attacking, using items or objects, or similar.
- You free your own legs enough to move at half your Speed, dragging your enemy with you.
- You hold them still, reducing their Defense to 1.

Weapon Snatch (1 - 3): You've practiced disarming your enemies of their weapons. You add your rank in this Talent to attempts to disarm an opponent. If you have a hand empty when you successfully disarm an opponent you are able to grab their weapon. If you have 3 ranks in this Talent you may immediately make an attack with that weapon, provided you split your action to do so beforehand.

Multitasking (2, 4, 6): You're practiced at splitting your action, and can do so with lower penalties. At the first rank of this Talent you reduce the penalty to your second-and-ongoing actions by one; at the second rank you reduce the penalties of your third-and-ongoing actions by one; and at the third rank you reduce the penalties for your fourth-and-ongoing actions by one. So, for example, if you had two ranks and split your action four ways the total penalties would be -4, -4, -4, and -5.

School Flexibility (1 - 3): Select a specific school of magic when you take this Talent. When you attempt to improvise a Working in that school you add your rank in this Talent to the dice pool. You

can take this Talent for multiple schools, tracking the ranks for each separately. This bonus only applies during improvisation, so can't be combined with skill specialties.

GLOSSARY

When you roll dice there are a few terms to be aware of:

The dice pool is the number of dice you roll.

The target number is the number of successes you must meet or exceed to accomplish a task.

Excess successes are sometimes called shift, which are any successes in excess of the target number. Some rolls rely on shift often, such as attack rolls where shift is turned into damage, while other rolls do not benefit from shift.

An internal bonus, or internal penalty, adds or subtracts dice from the pool.

An external bonus, or external penalty, adds or subtracts from your successes on a roll. This can also be viewed as raising or lowering the target number - either way it's an external bonus or penalty.

When a die rolls a 10 it explodes, allowing you to roll that die again. If the re-roll is also successful that success is added to your total. If that re-roll shows another 10 it explodes again.

The success threshold of a die is what number it has to be showing, at least, to count as a success. By default the threshold is 8, meaning that 8s, 9s, and 10s are successes. Some Talents or effects can reduce that, such that 7s also count as successes, or even 6s. Rare effects can reduce the success threshold, causing 8s or 9s to no longer count as a success. 10s are always successes.

Some rolls can be bypassed, meaning that the roll is never actually made. In cases without immediate harm or threat a character can choose to bypass a roll with a target number lesser than one fourth their dice pool. Effectively, the calculation is: if every 4th roll came up a success, would I pass? If a roll is bypassed it is considered to have passed without any shift. The bypass calculation may be affected by either or both internal or external bonuses and penalties. For example, a dice pool of 7 with a +1 internal bonus and +1 external bonuses would be able to bypass a TN of up to 3.

Certain equipment, Talents, or effects can change the explosion threshold of a roll. This is most often referred to as 9-again, meaning that both 9s and 10s explode, though some unusual effects can also create 8-agains. When making a roll only successes can explode, meaning that if an effect grants 7-agains but 7s are not successes, those cannot explode.

A botch occurs when a roll shows more 1s than successes. This typically has a negative effect, even moreso if the roll is also a failure. For example, a thief might succeed at opening a lock with 2 successes, but because there are also 3 1s in the results, cause a botch, which in this case manifests as breaking the lock in an obvious manner.

A critical botch is even more severe than a regular botch, and it occurs when a roll shows no successes and has at least one 1 in the pool. Critical botches lead to failure at the task in a dramatic or catastrophic way.