

Gear

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Proficiencies

Heavy Hide			
Weapons	Armor / Shields	Gadgets	Mods
Advanced	Advanced	Simple	Simple

Operator			
Weapons	Armor / Shields	Gadgets	Mods
Advanced	Simple	Advanced	Simple

Light Weight			
Weapons	Armor / Shields	Gadgets	Mods
Simple	Simple	Advanced	Advanced

Item Traits

Ammo (Type)

This item or weapon has ammunition, which is consumed when the item is used. The item specified is the item that is expended when the item is used.

Range (Tiles)

This item can be used in tiles not immediately next to the character using it during time-stress. Instead, the weapon may be used by targets up to the distance specified.

Breaking (Toughness)

Breaking items can break armor at, or below, the specified toughness.

Piercing (Toughness)

The item is able to ignore a piece of equipment that is guarding something if the piercing value is at, or above, the equipment's toughness.

Heavy

This item requires 1 extra stamina to use. For passive items, such as armor, that extra stamina is applied to movement.

Sluggish

Equipping this item requires 1 extra stamina.

Infused (Effect)

The item applies some status effect found in the status effects section.

Immunity (Effect)

The item has some property that allows it to block a status effect while not broken.

Ruckster (Breaking Chance)

Whenever the item is used, roll a D6. If the number is below the breaking chance, the ruckster core of the weapon shatters. It requires a reload with another muck core or ruckster core, or it can be repaired normally with spare parts.

Chained (Range)

The item is on a chain with a mechanism to reel in the item or to keep the chain at a specific length. These items can be anchored into something if its able to get past that things armor rating or toughness. After being anchored, the item can only go up to the chains range before needing to make contested checks against the user to drag them along. Chains may also have their maximum range decreased by the items user. Chains may be removed with a strength check that exceeds the items toughness.

Cover

The item is big enough it can be treated as cover, preventing attacks from being made against those hiding behind it.

Bonus

The item provides some level of bonus to some type of check. This is treated much like a profession. A bonus will have some category unique to the item, and when a check falls within that category (and the item is in use), the bonus adds an amount of dice to the dice pool. The amount is also dependent on the item, similar to how there are various levels of profession.

Illegal

Illegal items use forbidden technologies, which mostly matters for role playing purposes. Having items that are visibly illegal will get one into trouble should they step into anywhere under Greedo (including most Outposts). This is because these technologies are illegal under the Founder of Creation, which is considered a higher legal authority than Greedo.

Weapons

Engineered Weapons

Name	Prof	Paws	DMG	Traits	Rarity	TGH	Slots
Standard Grade							
Standard Issue Sword	Simple	1	+1 Ripping		Standard	2	1/2
Standard Issue Crossbow	Simple	1	+1 Ripping	Ammo (Arrow), Range (10)	Standard	2	1/2
Bigger Sword	Simple	2	+2 Ripping		Common	2	1
Pickaxe	Simple	2	+1 Crushing	Breaking (2)	Common	2	1
Splitting Axe	Advanced	2	+2 Ripping	Breaking (2)	Uncommon	3	1
Basic Warhammer	Advanced	2	+1 Crushing	Breaking (3), Heavy	Uncommon	3	1
Enforcement Grade							
Spear	Simple	2	+2 Ripping	Range (2)	Common	1	2
Heavy Crossbow	Advanced	2	+1 Ripping	Ammo (Arrow), Range (10), Breaking (2), Heavy	Uncommon	3	1
Chain Hook	Advanced	2	+2 Ripping	Chained (5)	Rare	2	1/2
Riot Master's Sword	Advanced	2	+3 Ripping	Infused (Fire), Breaking (4), Heavy	Scarce	4	2
Military Grade							

Grimm Issue Sturdy Sword	Simple	1	+1 Ripping		Common	4	1/2
Grimm Issue Sturdy Crossbow	Simple	1	+1 Ripping	Ammo (Arrow), Range (12)	Common	4	1/2
Terra Issue Ornate Sword	Simple	1	+2 Ripping		Uncommon	2	1/2
Terra Issue Ornate Crossbow	Simple	1	+2 Ripping	Ammo (Arrow), Range (10)	Uncommon	2	1/2
Auco Issue Blade	Simple	1	+2 Ripping	Infused (High), Piercing (2)	Rare	3	1
Auco Issue Ballista	Advanced	2	+2 Crushing	Ammo (Bolt), Range (15), Heavy	Rare	4	2
Ari Issue Cleaver	Advanced	2	+2 Ripping	Breaking (3), Heavy	Valuable	3	1/2
Ari Issue Crossbow	Advanced	2	+2 Ripping	Breaking (3), Range (10), Heavy	Valuable	2	1
Pip Issue Harvesting Blade	Advanced	1	0	Infused (Exposed), Piercing (2)	Valuable	3	1/2
Pip Issue Pacifier Crossbow	Advanced	2	0	Infused (Void), Piercing (3)	Valuable	2	1/2
Teddy Issue Big Ass Sword	Advanced	2	+4 Ripping	Breaking (4), Heavy	Scarce	4	2
Teddy Issue Big Ass Bow	Advanced	2	+3 Ripping	Breaking (4), Heavy	Scarce	4	2

Guild Grade

Steam Rifle	Simple	2	+1 Ripping	Ammo (Steam Core), Range (8)	Common	3	1
Steam Repeater	Simple	1	+2 Ripping	Ammo (Steam Core), Range (4)	Common	2	1
Ruckster Rifle	Advanced	2	+3 Crushing	Ruckster (2), Range (10)	Uncommon	1	1
Combat Gauntlets	Advanced	0	+2 Crushing	+1 AR	Rare	4	1/2

Human Grade

Baseball Bat	Simple	2	+2 Crushing	Breaking (2)	Uncommon	3	1
Fire Axe	Simple	2	+2 Ripping	Breaking (2)	Uncommon	3	1
Sledge Hammer	Simple	2	+1 Crushing	Breaking (3)	Uncommon	3	1
Locked Riot Rifle	Simple	2	+3 Ripping	Ammo (Bullet), Range (20), Breaking (2)	Valuable	3	2
Pistol Boomstick	Simple	1	+2 Ripping	Ammo (Bullet), Range (20), Breaking (3)	Rare	4	1
Rifle Boomstick	Simple	2	+3 Ripping	Ammo (Bullet), Range (30), Breaking (3)	Rare	3	2
Shotgun Boomstick	Simple	2	+2 Ripping	Ammo (Bullet), Range (8), Breaking (4)	Rare	3	2
Unlocked Riot Rifle	Simple	2	+5 Ripping	Ammo (Bullet), Range (15), Breaking (2)	Scarce	3	2

Chainsaw	Advanced	2	+5 Ripping	Ammo (Oil), Piercing (4)	Scarce	4	2
Starship Rifle	Advanced	2	+5 Ripping	Ammo (Bullet), Range (40), Breaking (7)	Elusive	4	1
Starship Pistol	Advanced	1	+5 Ripping	Ammo (Bullet), Range (30), Breaking (6)	Elusive	5	2

Invented Weapons

Making weapons is done using a series of steps and modifications focused around modifying the weapons damage. A weapon's starting damage is based on it's rarity, as found in the table below. The weapon may be invented with just that amount of damage, as a 2 paw melee weapon with 2 toughness and 1 bag slot of space. However, one may find it fun to go through the various sections of the invention process to trade damage for weapon features. For instance, taking -1 damage to free up a paw in combat.

An invented weapon can have as many modifications as the creator wants, as long as the damage does not exceed 2 higher than the starting amount, and the damage does not go under 0.

Rarity	Damage
Standard	1
Common	2
Uncommon	3
Valuable	4
Rare	5
Scarce	6
Elusive	7

Basic Stats

The basic attributes of a weapon are the most important things about it, but also some of the most simple ones. Feel free to select the stats from the following sections to best fit your weapon's characteristics.

Proficiency - All weapons start with a simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 damage.

Paws - All weapons start with a requirement of 2 paws to wield them. A weapon may be wielded with 1 paw by remove 1 damage, or it may be wielded with no paws by removing 3 damage.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, weapons have a toughness of 2. This may be increased by removing 1 damage and gaining 1 toughness as many times as one desires.

Slots - Most engineered weapons are made to be packed well, but invented weapons can be a little bit more of a beast to carry. They start at 1 bag slot. They may be reduced to 1/2 a bag slot by removing 1 damage. They may also increase in bag slots by adding 1 damage and 1 bag slot as many times as desired.

Traits

Traits make up the core of inventing a weapon. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of weapon you're looking to build.

Ammo

Weapons using ammo means they require more upkeep. This can gain a weapon a decent amount of damage depending on how hard that ammo is to come by. Use the table below and gain that much damage, but add the requirement that the tied item is required to use the weapon.

Arrows	+1 Damage
Bolts	+2 Damage
Steam Cores	+2 Damage
Fuel	+3 Damage
Pyrotechnics	+3 Damage
Shells	+3 Damage
Bullets	+4 Damage

Range

Range is a powerful tool for a weapon to have. This can make it cut into damage for a long amount of range. For every damage sacrificed, gain 5 tiles of range.

Breaking

Weapons that can break armor are particularly useful, but also particularly hard to make. A good hammer can break a good piece of armor, but good luck finding a good hammer. For every 3 damage sacrificed, gain +1 Breaking.

Piercing

Unlike breaking, Piercing can make a single attack more powerful, but it does not permanently discount an enemies protection. This can make it easier to work with, since putting a small hole in a steel plate is easier than snapping it in half. For every 2 damage sacrificed, gain +1 Piercing.

Heavy

A powerful but heavy item can be a tide changer, but it's a real pain in the butt to haul around. Making a weapon heavy gives that weapon 3 extra damage.

Sluggish

Sluggish items are beasts to handle, but pack more of a punch for the trouble. Making a weapon sluggish gives that weapon 2 extra damage. Weapons that are not frequently equipped and unequipped should not be given sluggish.

Infused

Weapons with infusions are incredibly useful, but very very rare for a reason. To add an infusion 4 damage must be sacrificed, and the toughness of the item cannot exceed 4.

Ruckster

Ruckster weapons are notoriously unreliable. Ammo that breaks on a chance is typically considered a non-starter, but no one could look past the raw power output of a crystal that explodes. When adding Ruckster to a weapon, select a break chance ranging from 1 to 5. Add that amount of damage to the weapon.

Chained

Typically used by those trying to take prisoners, chained weapons are particularly useful for trapping enemies in the room with you. To add a chain, you can sacrifice 1 damage for every 3 tiles of chain added to the weapon.

Illegal

A weapon which can use illegal technologies, which adds 2 damage.

Armor

Engineered Armor

Name	Prof	Region	AR	DMG Reduction	Traits	Rarity	TGH	Slots
Standard Grade								
Standard Issue Plate	Simple	Torso	+1	-1 Ripping		Standard	2	1
Standard Issue Hide	Simple	Torso	+1	-1 Crushing		Standard	2	1
Standard Issue Shield	Simple	1 Paw	+2	-1 Ripping		Standard	2	1
Ruiner Plate	Simple	Torso	+2	-1 Ripping		Common	3	1
Spark Hide	Advanced	Full Body	+1	-1 Crushing	Immunity (Fire)	Valuable	3	3
Enforcement Grade								
Refined Iron Plate	Simple	Torso, Limbs	+2	-1 Ripping		Uncommon	3	2
Refined Hide	Simple	Torso, Limbs	+2	-1 Crushing		Uncommon	2	2
Runner Harness	Advanced	Under Armor	+0		+2 Bag Slots	Uncommon	2	1
Red Carbon Suit	Advanced	Full Body	+0		Immunity (Void)	Rare	2	3
Military Grade								
Grimm Issue Light Iron	Simple	Torso, Limbs	+1	-2 Ripping		Common	2	2
Grimm Issue Heavy Iron	Simple	Torso, Limbs	+2	-2 Ripping	Heavy	Common	3	2

Terra Issue Plate & Robes	Simple	Torso, Limbs	+2	-1 Ripping, -1 Crushing		Uncommon	3	2
Ari Issue Black and Gold	Simple	Torso, Limbs	+2	-2 Crushing		Valuable	3	2
Pip Issue Refined Iron	Simple	Full Body	+2	-2 Ripping		Valuable	4	3
Pip Issue Wall Shield	Advanced	Shield	+4	-2 Ripping, -2 Crushing	Heavy, Sluggish, Cover	Valuable	5	4
Teddy Issue Overly Heavy Darksteel	Advanced	Torso, Limbs	+4	-2 Ripping, -2 Crushing	Heavy	Rare	6	2
Auco Issue Mage's Robes	Advanced	Torso	+1	-1 Crushing	+1 Max AP	Rare	2	1
Pip Issue Darksteel	Simple	Full Body	+4	-3 Ripping, -3 Crushing	Heavy	Scarce	6	3
Comet Issue Red Steel	Advanced	Full Body	+2	-1 Crushing	Immunity (Void), Heavy	Scarce	3	3

Invented Armor

Armor is invented using a series of steps and modifications focused around modifying it's AR bonus. An armor's starting AR is based on it's rarity, as found in the table below. The weapon may be invented with just that amount of AR, with a toughness of 3 and 1 bag slot. However, one may find it more fun to go through the various sections of the process below to trade AR for armor features.

Invented armor can have as many modifications as the creator wants, as long as the AR does not exceed 2 higher than the starting amount, and the AR bonus does not go under 0.

Rarity	AR
Standard	1
Common	2

Uncommon	3
Valuable	4
Rare	5
Scarce	6
Elusive	7

Basic Stats

The basic armor attributes are some of the most important, and some of the most simple parts of making invented armor. Feel free to select the stats from the following sections to best fit your armor's characteristics.

Proficiency - All armor starts with simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 AR.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, armor has a toughness of 3. This may be increased by removing 1 AR and gaining 1 toughness as many times as one desires.

Slots - Invented armor starts at 1 bag slot. This may be reduced to 1/2 a bag slot by removing 1 AR. They may also increase in bag slots by adding 1 AR and 1 bag slot as many times as desired.

Traits

Traits make up the core of inventing armor. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of weapon you're looking to build.

Ammo

Armor that uses "Ammo" is rare, and a little bit confusing. An easier way to think about it is armor that requires power for it's bonuses, like some sort of power armor. Because of this the types of ammo armor can use is much more limited than gadgets, mods, or weapons. In combat, powered armors take 1 fuel to block an attack. If the armor fails to block an attack, fuel is not used.

Steam Cores	+1 AR	Pressurized orbs of steam used with hydraulics to make heavier armor easier to move
Fuel	+2 AR	Some kind of burnable liquid, usually oil or gas

Breaking

Breaking armor is rare and niche, but does exist. When charging at an enemy, armor with the breaking trait may be used to try and break the armor of an enemy. This removes any other effects of the charge. Breaking works like a normal breaking attack. For every 2 AR sacrificed, gain +1 Breaking.

Heavy

Big heavy armor feels very powerful, but can be a serious stamina drain. Making armor heavy gives that armor 2 extra AR.

Immunity

Armor can provide immunity to specific status effects through some specialized means. These tend to be weaker, but can make the difference in specific environments. Adding an immunity to armor bring the AR down by 4.

Damage Reduction

Armor tends to provide extra reductions to specific types of damage depending on its purpose. You may add -1 Crushing or -1 Ripping by removing 1 AR as much as desired.

Shields

Shields are armor bonuses that must be equipped, and thus must use 1 or more paws by themselves. To make armor a shield, increase its AR by 2, and add a 1 paw requirement. A 2 paw requirement may be added instead by increasing AR by 3, but be aware this means that no other weapon may typically be used with this shield.

Sluggish

Sluggish shields are beasts to handle, but pack more of a punch for the trouble. Making a shield sluggish gives that shield 1 extra AR.

Cover

Shields that provide cover are typically called wall shields, and are used by Valley Walkers to protect those they are aiming to guide out of the valley of death. This takes 3 AR from the shield.

Illegal

A piece of armor which can use illegal technologies, which adds 2 AR.

Gadgets

Types

When it comes to gadgets, there are 4 types. A Gadget type is only used to describe how the item is used mechanically, and does not imply anything more.

Kits

A set of tools which take full attention to use, requires a chunk of time to setup, or is otherwise unusable without standing still for a period of time. Kits should not be used during time stress. Attempting to use a kit in a time stress scenario can only be done if *no other actions are taken* in a given turn. Additionally, some kits may require several turns to setup (such as a Beacon Kit).

Tools

A single item or mechanism which is intended to be immediately accessible. Tools are typically one handed, and available during time stress. Unless a type of ammo is specified, Tools can be used multiple times without issue.

Expendable

An item which is depleted by using it. Usually these are something consumed (like a brew), or used in repair (like spare parts or enchanted threads). After its use there is no way to recover it.

Ammo

This item does nothing by itself, and instead acts as ammunition for a weapon or other piece of gear.

Engineered Gadgets

Gadgets

Name	Prof	Type	Effect	Rarity	TGH	Slots
Standard Grade						
3 Spare Parts	Simple	Expendable	Used when repairing items	Standard	1	0

20 Arrows	Simple	Ammo	Basic ammo for crossbows.	Standard	1	1/2
2 Enchanted Threads	Advanced	Expendable	Restore up to SKL Life Points or Lethal Wounds using 1 Stamina.	Common	3	1/2
Enforcement Grade						
16 Electric Arrows	Simple	Ammo	Attacks done with the arrow against a target also applies to the closest living creature, up to 3 tiles away.	Common	2	1/2
8 Explosive Arrows	Simple	Ammo	Attacks done with the arrow against a target also hits anything in the 4 adjacent tiles next to the target.	Uncommon	3	1/2
14 Flaming Arrows	Advanced	Ammo	Targets that take damage from the arrow gain the Fire effect.	Uncommon	3	1/2
10 Voidic Arrows	Advanced	Ammo	Targets hit by the arrow take 1 Void Strain along with normal damage.	Valuable	2	1/2
Military Grade						
Armor Repair Set	Advanced	Tool	Repair any single piece of armor with a Toughness at, or below, your SKL. Requires 1 Stamina.	Common	4	1

10 Blasting Bolts	Simple	Ammo	Attacks done with the bolt also apply to the 8 surrounding tiles of the target.	Common	3	1
8 Electric Bolts	Simple	Ammo	A blasting bolt, with the attack also applying to any enemies within 3 tiles of an enemy damaged by the bolt.	Uncommon	3	1
7 Flaming Bolts	Advanced	Ammo	A blasting bolt, but any enemies that take damage also gain the Fire effect.	Uncommon	3	1
4 Massive Bolts	Advanced	Ammo	A blasting bolt, but all tiles adjacent to the bolt's effect are also effected.	Uncommon	3	1
5 Voidic Bolts	Advanced	Ammo	A blasting bolt, but any enemies that take damage also take 1 Void Strain.	Valuable	3	1
Beacon Kit	Advanced	Kit	Setup or breakdown a working emergency beacon using 2 Stamina.	Elusive	2	2
Guild Grade						
10 Steam Cores	Simple	Ammo	Basic cores used for steam based guns.	Common	1	1

Inventor's Tool Box	Advanced	Tool	Repair any single gadget with a Toughness at, or below, your SKL. Requires 1 Stamina.	Uncommon	3	1
Alchemical Kit	Advanced	Kit	Allows for making brews without needing to be at a bar, or similar alchemy station.	Valuable	1	2
Steam Spiker	Simple	Tool	Fires nails made from Frigus origins that last 24 hours, Allows for 1 meter wide Barricades to be built with the hardness of brick using 2 stamina. Uses 1 steam core.	Valuable	3	1

Ruiner Grade

Lockpicker's Kit	Advanced	Kit	Bypasses an old human era lock.	Common	1	1/4
Campfire Pack	Simple	Kit	An ignus campfire that restores AP as if you were in a city over the course of a few hours.	Uncommon	4	1
Terror Wards	Simple	Kit	A small network of void crystals that can hide about 1 small building's worth of arcana from being detected from outside of it.	Uncommon	4	2

10 Fuel	Simple	Ammo	Basic combustible fuel.	Uncommon	1	1
Conqueror's Ward	Simple	Tool	Hides the holder from Jawson, the Apprentice of Saints, and by extent the Conquerors. Passive.	Uncommon	4	1/2
10 Pyrotechnics	Advanced	Ammo	A set of exploding powders, in or outside of a medium (such as a firework rocket).	Uncommon	2	1/2
Terror Bait	Advanced	Expendable	Attracts night terrors when placed in a dark location (including at night). Must be activated.	Valuable	5	3
5 Bullets	Simple	Ammo	Old human bullets for old human guns.	Valuable	3	1/4
3 Shells	Advanced	Ammo	Explosive shells for old civil war artillery pieces. +2 Crushing Damage and effects 8 tiles surrounding the target.	Scarce	4	1

Invented Gadgets

Inventing gadgets can be much more vague and annoying than inventing weapons or armor. Gadgets are much more open ended and much less focused on numbers. For that reason, while most of these are guidelines, follow your gut and work together with your RM to make sure everything feels right.

Gadget inventing will use a similar mechanic to other invention types, but remember that its more pliable. For a gadget, one works with the concept of Potential. While negative traits for the gadget increase the potential, your goal should be to have the potential end up at 0. This is due to the fact

that once the invention process is over, left over potential does not give any bonus, like damage or AR. Reference the table below for the gadget's starting Potential.

Rarity	Potential
Standard	-1
Common	0
Uncommon	1
Valuable	2
Rare	3
Scarce	4
Elusive	5

Basic Stats

The basic attributes of a gadget is one of the most important things about it. Feel free to select the stats from the following sections to best fit your weapon's characteristics.

Proficiency - All gadgets start with a simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 potential.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, gadgets have a toughness of 3. This may be increased by removing 1 potential and gaining 1 toughness as many times as one desires. Alternatively, one may decrease the toughness by 1 and gain 1 potential.

Slots - Most engineered gadgets are made to be packed well, but invented weapons can be a little bit more of a beast to carry. They start at 1 bag slot. They may be reduced to 1/2 a bag slot by removing 1 potential. They may also increase in bag slots by adding 1 potential and 1 bag slot as many times as desired.

Type - Gadgets come in 4 types: Kits, Tools, Expendables, and Ammo. Each have a set of rules on how they are used, but all provide changes to a gadget's potential. They all have stats specific to them that will be relevant. Each will shift the items potential in some way, as indicated in the parenthesis next to the sections header.

Kits (+1 Potential)

Kits are stationary bundles of tools and equipment, changing some of their basic stats. They cannot be used easily in time stress.

Tools (-1 Potential)

Tools are gadgets meant to be wielded, even during time stress where they can be used at the cost of 1 stamina. This gives them some unique stats they may add to a gadget:

Paw Count - All tool gadgets start with a 1 paw requirement. This may be increased to 2 paws to gain 1 potential, or be lowered to 0 paws at the cost of 2 potential.

Expendables (+1 Potential)

Expendable gadgets have a 1 time use before being gone. Consumables like brews, or repair tools like threads would be considered expendable.

Ammo (Variable Potential)

Ammo is used with another type of gear to give it use. Normally, ammo does nothing by itself, but it can be modified to give additional effects depending on the ammo. Below is each of the plain ammo types, their effect on the gear's potential, and the normal count. There will also be a quantity cost, which allows you to remove or add more of the actual ammo itself in trade for potential. Additionally, no bonuses may be gained from toughness or slots. While the potential may seem counter intuitive, it is important to note that rarer ammo like Bullets will already be giving the weapons they are used in a significant bonus.

Type	Potential	Count	Quantity Increase (-1 Potential)	Quantity Decrease (+1 Potential)
Arrows	+1 Potential	20	+5 Count	-4 Count
Bolts	+1 Potential	10	+3 Count	-3 Count
Steam Cores	+0 Potential	10	+3 Count	-2 Count
Fuel	-1 Potential	10	+3 Count	-2 Count
Pyrotechnics	-2 Potential	10	+2 Count	-2 Count
Bullets	-2 Potential	5	+2 Count	- - -
Shells	-5 Potential	3	+1 Count	- - -

Additionally, ammo can provide an area of effect, based on a radius from point of impact. For each additional tile of radius, take -1 potential. To see the specific shape of a radius, see the explosives section of time stress

Traits

Traits make up the core of inventing a gadget. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of gadget you're looking to build.

Ammo

Some kinds of gadgets may use ammo to perform their functions. Ammo gadgets cannot require ammo to function. Each use of the gadget will use 1 of the specified ammo.

Arrows	+1 Potential	Basic arrows used in most crossbow types
Bolts	+1 Potential	Heavy, large, explosive arrows traditionally used in ballistas
Steam Cores	+1 Potential	Pressurized orbs of steam, not as strong as a gun, but it can shoot a bullet-like thing
Fuel	+2 Potential	Some kind of burnable liquid, usually oil or gas
Pyrotechnics	+2 Potential	Custom made explosive powders, usually fireworks or something similar
Shells	+3 Potential	Old human explosive shells, usually smaller ones. Incredibly rare
Bullets	+3 Potential	Very rare form of ammunition no longer in production, Packs a heavy punch if you can find it

Range

Range allows the gadget to apply its effects far from the user without being thrown. For each 2 tiles of range, remove 1 potential.

Breaking

Gadgets that can break gear and aren't weapons themselves tend to be special ammo, or forms of especially deadly substances, like thermite bombs. Each point of breaking applied to the gadget requires 2 potential. However, if the gadget is ammo, or expendable, each point of breaking only requires 1 potential.

Heavy

Heavy gadgets tend to be complex mechanisms or particularly complicated kits. This allows them to pack more uses into their form factor, adding 1 potential to the gadget.

Sluggish

Gadgets suffer most heavily from sluggish, as they tend to be frequently rotated in an out of ones paws. Adding sluggish to a gadget provides 2 potential.

Infused

Gadgets with infusions are incredibly useful, often being brews or chemical bombs. To add an infusion 3 potential must be sacrificed, and the toughness of the item cannot exceed 3.

Ruckster

Ruckster gadgets are rarely made due to ruckster weapons being notoriously unreliable. Ammo that breaks on a chance is typically considered a non-starter, but no one could look past the raw power output of a crystal that explodes. When adding Ruckster to a gadget, use a breaking chance of 2 to gain 1 potential, or a breaking chance of 4 to gain 2 potential.

Chained

Chained gadgets aren't common, as most thrown and recovered items tend to be weapons. Despite this, a chain can be added to the gadget that extends 3 tiles for every 1 potential used.

Bonus

Gadgets may provide some kind of bonus to certain checks. Treat this the same as a character profession, and pick a broad (but not overly broad) category. For each dice that is added to the dice pool from this bonus, take away 2 potential.

Recovery

A gadget can have a recovery trait, which means the item can restore AP, SP, LP, Lethal Wounds, Void Strain, or similar stat which has a shifting value. For each 1 point in that stat that is recovered, 1 potential is used for expendable and ammo gadgets. Tool and kit gadgets must use 2 potential for 1 point of that stat.

Boost

A gadget can provide a boost trait, which means the item can increase the maximum tolerance of some stat for a period of time. Stats like max AP, max SP, max LP, max Lethal Wounds, and max Void Strain are increased. These can last until the end of time stress, until a rest, or after it feels that enough time has passed. For each 1 point increased, remove 3 potential for expendable and ammo gadgets. Tool and kit gadgets must use 4 potential for a 1 point increase.

Ability

The gadget may also provide some custom ability when using it, such as letting one perform alchemy, or make temporary structures. For these, use 2 potential for an ability that can be obtained in an outpost or the city. Otherwise, use the class tables (Casting Styles and War Patterns) and search for a similar enough ability. The level of that ability is the cost in potential to make the invention.

Illegal

A gadget can use illegal technologies, which adds 2 channels.

Husk Mods

Husk mods use a work on the concept of "mind channels," or how many things a single bear mind crystal can control at once. Normally, bears have 8 channels spare after most of their normal functions are accounted for. These are bundled in sets of 2 for controlling husk mods, leaving most bears with 4 husk slots. This means that bears have a strict cap on the amount of directly installed husk mods. To increase husk slots, one should consider the use of engineered mod managers under the illegal section, or limb removals under the standard section.

Engineered Mods

Name	Prof	Trigger	Bonus	Rarity	TGH	Husk Slots	Bag Slots
Standard Grade							
Arcana Injector	Simple	-1 SP, Action	+1 AP	Common	4	1	1/2
Follower's Symbol	Simple	- - -	Chosen founder gains ability to appear in any encounter	Common	5	1	1/2
Blank Eye (Remove Eye)	Simple	-1 Perception, Passive	+1 Husk Slot	Common	4	0	1/2
Steel Ear (Remove Ear)	Simple	-1 Perception, Passive	+1 Husk Slot	Common	4	0	1/2
Arm Cap (Remove Arm)	Simple	-1 Paw, -1 DEX, -1 SKL, -1 STR, Passive	+3 Husk Slots	Uncommon	5	0	1
Military Grade							
Voidic Shielding	Simple	2 AP, Reaction	Convert damage into an equal amount of Voidic Strain	Rare	3	2	2

Overcharger	Advanced	1 AP, 1 SP, Action	Gain the Overcharged effect	Rare	4	2	1
Mundane Resurger	Advanced	1 less Max AP, Reaction	Lose 1 Max AP until rest, remove ABS Voidic Strain	Scarce	3	2	1

Guild Grade

Brew Reserve	Advanced	Action	Store a brew for later. Use an action to instantly gain the effects	Valuable	3	1	1/2
Spell Container	Advanced	Action	Store an already casted spell for later. Spell may be removed and be instantly casted. Does not work for spells that must be instantly casted.	Valuable	4	2	1

Ruiner Grade

Sparkhide Weaving	Simple	---	Gain immunity to Fire	Uncommon	5	1	2
Concealed Pocket	Simple	---	Store 1 extra bag slot of items without them being noticeable	Uncommon	4	1	1/2
Runner Spikes	Advanced	---	Ignore the Stamina requirement for Climbing	Uncommon	4	1	1/2

Traitor Grade (Illegal)							
Arcana Parser	Simple	Perception checks with a vision spell active	Gain information about spells recently used in an area	Uncommon	3	1	1/2
Mod Obfuscator	Simple	- - -	Treat Advanced mods as Simple mods	Valuable	5	3	1
Mod Manager	Advanced	- - -	Install up to three 1 slot husk mods, but if any of them break, all of them break.	Valuable	3	1	1/2
Physics Calculator	Advanced	Physics based SKL checks	+1 SKL for physics based checks, including shooting	Rare	4	1	1/2

Invented Mods

Husk mod inventing will use a similar mechanic to other invention types. For a mod, one works with the concept of Channels. However while channels are important for inventing a husk mod, they are not the main concern when it comes to installing or using a husk mod. Instead, those use the concept of Husk Slots, which each operate on 2 mind channels. This that each bear has 4 husk slots which can be used for husk mods. This means that when finalizing a husk mod, the amount of slots used is half of the channel count, rounded up. Invented husk mods can have as many effects as you want, as long as the husk has enough room for the channels. Husk mods cannot use a negative amount of channels.

Rarity	Channels
Standard	9
Common	8
Uncommon	7

Valuable	6
Rare	5
Scarce	4
Elusive	3

Basic Stats

The basic attributes of a mod is one of the most important things about it. Feel free to select the stats from the following sections to best fit your mod's characteristics.

Proficiency - All mods start with a simple proficiency. Should one desire, they may increase the proficiency to advanced and remove 1 mind channel.

Toughness - The toughness of a husk mod tends to be higher than most other gear. This is because the toughness factors in the difficulty of targeting the item as well. This is difficult in a husk, where the item may not be visible to begin with. Because of this, all husk mods start with a toughness of 4. This may be lowered by 1, removing 1 channel. This may be done as many times as desired

Bag Slots - Most mods are small, since they need to fit in a small frame. This means mods start at 1/2 a bag slot, which may be increased to 1 to remove 1 channel.

Type - Mods can either be active or passive in nature. Active mods are either usable during an Action or Reaction during time stress, and on command otherwise. Active mods only do their effect once, requiring their trigger be used again to use the effect multiple times. Passive mods are always in use, providing their benefits and their trigger at all times. All mods start as passive, but may become active by removing 1 channel.

Triggers

Husk mods require triggers to activate, which may always be in effect with passive mods, or which may be taken at opportune moments with active mods. Each trigger added to a mod removes 1 channel. Multiple triggers can be applied, including multiple of the same kind. However, none can be identical or share significant overlap.

Attribute Reduction

A single attribute is reduced by 1 to trigger the effects of the husk mod. This lasts until the next rest for active mods, and is active at all times for passive mods. Passive mods cannot effect temporary stats like SP or AP directly, and instead change the maximum amount for that stat.

Situational Requirement

Situation requirements can be added to passive husk mods only. They specify when the mod can have its passive effects used, and assumes they cannot be used any other time. This is done by specifying a type of skill check, or by a situation. For instance, a mod may require that it is only used with SKL checks, or checks involving dogs. This must be related to the purpose of the mod. A mod that boosts SKL should not have a requirement for STR checks.

Traits

Traits make up the core of inventing a mod. Traits for mods are somewhat open ended but simpler than most other types of invention.

Bonus

Mods may provide some kind of bonus to certain checks. Add a bonus to a specific attribute. For every +1 to that attribute, add 1 channel.

Recovery

A mod can have a recovery trait, which means the mod can restore AP, SP, LP, Lethal Wounds, Void Strain, or similar stat which has a shifting value. For each 1 point in that stat that is recovered, 3 channels are used.

Boost

A mod can provide a boost trait, which means the mod can increase the maximum tolerance of some stat for a period of time. Stats like max AP, max SP, max LP, max Lethal Wounds, and max Void Strain are increased. These can last until the end of time stress, until a rest, or after it feels that enough time has passed. For each 1 point increased, add 2 channels.

Ability

The mod may also provide some custom ability when using it. For these, use 2 channels and use the class tables (Casting Styles and War Patterns) and search for a similar enough ability. The level of that ability is the cost in channels to make the invention.

Illegal

A mod can use illegal technologies, which removes 2 channels.

Concealed

A mod which is entirely hidden from sight. This adds 1 channel.

Equipment Breaking

Most types of equipment can break when faced with enough direct force. Each piece of equipment has a Toughness, which can be thought of as how resistant it is to breaking, either from good construction or hardy materials. If something is able to do enough damage directly to the piece of equipment (and not to something the equipment is covering) the equipment is considered broken. This means that it is effectively unusable, but the specific nature of how it breaks may still allow it to have some use. If a sword's blade is cut in half, technically the remaining bit is still someone damaging, and the RM could allow it to do half it's normal damage. Unless these specific natures are allowed, breaking a piece of equipment multiple times has no effect. All equipment can be broken, even armor and gadgets.

To break a weapon during combat, one must make an attack with enough success to exceed the sum of their enemies DEX & STR. Should they bypass the enemies resilience, if their weapon's break damage is equal to, or higher, than the equipment Toughness, the equipment breaks.

Repairing equipment can be done either by class abilities, or by using 3 stamina and spare parts. Repairing a piece of equipment with spare parts removes an amount of parts equal to the item's Toughness. If you don't have enough spare parts, other pieces may be scrapped for 2 stamina into an amount of spare parts equal to that equipment's toughness.