

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
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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.

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