

## THE ARTIFACTS GAME

Abilities are grouped in three ways. Statistics (used to determine the outcome of a contest), Powers (abilities that are always on or functional) and Triggered (powers requiring internal or external means to trigger or activate, as well as, being dependent on statistics. (the owner's or the item's)

### STATISTICS

<b>STRENGTH</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked	<b>WARFARE</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked	<b>ENDURANCE</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked
<b>DEXTERITY</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked	<b>PSYCHE</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked	<b>PSYCHE DEFENSE / SHIELDING</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked
<b>INTELLIGENCE / SENTIENCE</b> 1 Human ranked 2 Chaos ranked 4 Amber Ranked 8 Younger mid ranked 12 Younger top rank 16 Elder Mid ranked		

### ATTRIBUTES

#### DAMAGE ABILITY

- 1 Extra hard - will not break/dull, become unbalanced etc. in ordinary use
- 2 Double damage - weapon doubles the damage it would normally cause with a strike
- 4 Double damage with Deadly damage to a specific type of creature/environment (shape shifters, by the light of the moon, against Amberites, sorcerers, etc)
- 8 Deadly Damage
- 12 Deadly damage with Destructive damage to a specific type of creature/environment ( shape shifters, by the light of the moon, against Amberites, sorcerers, etc)
- 16 Destructive damage

#### ARMOR/SHIELDING

- 1 Resist normal weapons (halves damage) - clubs, swords, claws, teeth, etc. (Not energy weapons/attacks)
- 2 Resist Normal weapons (halves damage) With invulnerability versus one specific type (firearms, arrows, physical attacks etc.)
- 4 Invulnerability versus normal weapons
- 8 Invulnerability versus normal weapons with resistance versus one specific type (fire, cold, magic bolts, radiation etc.)
- 12 Resist energy attacks (halves all attack types)
- 16 Invulnerability to energy attacks of most natures.

#### HEALING

- 1 Item can heal at double normal rate (Chaos Level)
- 2 Item can heal at Amber rank.
- 4 Regeneration within hours
- 8 Regeneration within hours and possibility to reattach limbs/parts severed.
- 12 Regeneration within minutes and possibility to regrow limbs/parts severed in days.
- 16 Regeneration within minutes and possibility to regrow limbs/parts severed in hours.

## **TRIGGERED**

### **SHADOW TRAVEL**

- 1 Follow fresh shadow trail
- 2 Follow normal/set shadow trail
- 4 Can seek in shadow equal to a Hell ride
- 8 Can seek in shadow but smoother trail (shadow trail)
- 12 Can seek little known objects but not shadows/items of desire
- 16 Can make leaps/gates/teleports through shadow to known places

### **SHADOW MOLD**

- 1 Shadow alteration - change one aspect - (currency, weapons, tech, etc)
- 2 Shadow mold -shape simple items
- 4 Shadow shift - change one aspect (shadow wide) slightly from original (magic, tech, barriers, society, people etc.)
- 8 Shadow shift - change several aspects shadow wide slightly from original (magic, tech, barriers, society, people etc.)
- 12 Major Shadow shift - Change one aspect far from original (magic, tech, barriers, society, people etc.)
- 16 Major Shadow shift - Change several aspects far from original (magic, tech, barriers, society, people etc.)

### **MOVEMENT** (speed through shadow is also dependent on shadow travel ability)

- 1 Olympic speed - high end of human speed
- 2 Chaos speed - high end of animal speed (jaguar, cheetah etc.) (Can levitate if could not before)
- 4 Engine speed - fast as a tech vehicle (car, jeep) (actual flight if not normally possessed)
- 8 Jet speed - fast as a tech vehicle (lear jet, rocket)
- 12 Atmospheric speed - Escape velocity (high end of what can be used in an atmosphere)
- 16 Immense speed - warp speed / light speed travel through space within a shadow

### **FORMS**

- 1 Alternate form/state
- 2 Named and numbered forms/states
- 4 Limited shape shift (12 forms and ability to learn more or one category of forms such as low tech weapons, felines, ground vehicles, etc)
- 8 Limited shape shift (one category with greater range (any weapon type, any vehicle, animals, inorganics, elementals) (requires Endurance (2))
- 12 Shape shift (Not equal to char. SS. No healing, full forms only, no partial shapes) (requires endurance (4))
- 16 Shape shift as above with specialty - partial shifts, add/lose mass easily, subdivide components, etc. (Requires endurance (4))

### **TRUMP POWERS**

- 1 Single Trump image (any original creator can make and can be switched/changed by trump creator)
- 2 Named and numbered Trump images (any original creator can make and can be switched/changed by trump creator)
- 4 Trump deck (any original creator can make)
- 8 Trump link - can handle several contacts at once (requires Psyche (2))
- 12 Trump processor - can handle several contacts, can also put contact on hold, open gates, detect trump energy. Id callers etc. (Requires psyche (4) )
- 16 Trump computer - can create trump sketches (psyche (4) and with sufficient psyche (8) trumps)

### **POWER WORDS**

- 1 Single Word
- 2 Named and numbered Words
- 4 Power Word dictionary (can use whatever words creator provides)
- 8 alter/direct Power Words - use true name or attack specific points etc. (requires psyche (2))
- 12 Power Words linking - can use power words in quick succession to create specific affects, can channel Power Words through sources of power if possessed (pattern, trump etc.) (requires psyche (4))
- 16 Can create new Power Words given sufficient time and psyche (4)

## **SORCERY**

- 1 Hang one spell
- 2 Hang named and numbered spells
- 4 Hang and cast named and numbered spells
- 8 Can rehang own spells (only the ones originally hung) (requires psyche (2))
- 12 Can rehang own spells from spells practiced and known by caster (requires psyche (2))
- 16 Can create and hang new spells based on psyche and intelligence. (requires psyche (4))

## **CONJURATION**

- 1 Conjure Single item (within a shadow, May have points within that shadow only not cross shadow capable)
- 2 Conjure Named and numbered items (within a shadow, May have points within that shadow only not cross shadow capable)
- 4 Conjure Shadow Items of a single class type (within a shadow, May have points within that shadow only not cross shadow capable)
- 8 Conjure Cross shadow 0 Point items
- 12 Conjure Cross shadow up to 2 point quality items
- 16 Conjure Cross Shadow up to 4 point quality items

## **QUANTITY Multipliers**

Unique	Times One
Named and Numbered	Times Two
Horde	Times Four
Shadow Wide	Times Eight
Cross Shadow Environment	Times Twelve
Ubiquitous in Shadow	Times Sixteen

**Devotees** 1-5 points (describe position and relationship.)

Any former allegiance or relationship one can call on for aid / information. A trusted source of influence / insight. A devotee is more or less looking out for the Character and will continue to do so provided they are well treated. They will not sacrifice themselves for the characters, they are just good friends or trusted sources who for whatever reason have proven to work in your favor.

**Obligations** +1-5 points to total (describe position and relationship)

A single person or group that the character feels they owe allegiance. A superior or master that is obeyed usually without question. This is much like a Devotee but in reverse. You are someone else's devotee and work toward their betterment.

**Contributions** +1-4 points per contribution Presented.

Includes diaries, stories, poems, web-site pages, spell list, logs, trumps, and anything else that contributes to the character's development or the game overall. The amount of points depends not on the quality of work as much as the effort put into it.

## **SHADOWS**

A Shadow's cost depends on the shadow's potential and level of reality.

Amber / Chaos

- 1 A standard shadow just personalized to the character's taste / a personal ways with up to six connected shadow pockets
- 2 A shadow of the realm (being close to Amber not quite as definable but more real) or the reflection of a Primal shadow (though subject to changes from the Primal Shadow it reflects). /Family ways connection - a personal ways of up to twelve pockets connected to the Family ways, personal, but under House scrutiny and protection.
- 4 Primal shadow / Primal Ways - a stabilized primal pocket with up to twelve shadow pockets connected to it.
- 8 Primal Shadow with shadow Power source (source has some very limited cross shadow survivability) / Primal Estate ways - A much larger primal shadow pocket with several smaller primal shadow pockets (up to six) attached as well as up to twelve more standard shadow pockets
- 12 Primal shadow with the reflection of a Primal Source / Primal Shadow Estate - holder of the largest possible primal shadow in the courts, Equal to a Minor House's main house ways.
- 16 Primal Shadow with a Primal source (broken Pattern, fixed Logrus etc...)

## **SHADOW CONDITIONS**

Each shadow condition is bought separately. The Shadow's condition cost is added to the base cost of the shadow type listed above. If any are bought for a Chaos Ways the control/access may be set at different levels in each pocket but control/access is bought for the entire Ways. The stronger the base shadow the stronger the shadow conditions.

Shadow conditions can be changed within a shadow purchased by an individual without purchasing that level of control or access though these changes will slowly shift back to the original over time without reinforcement. By paying for it the conditions can be altered quickly with minimal effort. Otherwise it takes the normal time and effort to shift but it can be done. Any shadow manipulation of a purchased shadow is even more difficult for anyone other than the purchaser.

### **SHADOW CONTROL**

- +1 Contents - Control over the people places and nature of the shadow, including tech and magic levels.
- +1 Time Flow - Adjust relative time flow compared to Amber.
- +1 Destiny - Allows the user to place the shadow along someone else's path.
- +1 Shadow paths rearrangement / changing of shadow conduits in a Ways - forces those entering a shadow to arrive at a set place, also allows shifting of restricted access paths easily.

### **ACCESS**

- +1 Communications block - Prevents communication through power means to and from the shadow.
- +1 Restricted access/travel - restricts access to a specific path and/or conditions.
- +1 Hidden/Concealed - shadow blends well with others including its own reflections.
- +1 Guardians - an army to a single guardian that protects the shadow from intruders.