

Steampunk game

Inspired on Eldritch Express

Save the World system

Rule Draft

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Version 0.2

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Introduction

The objective is to make a solo and cooperative game in a steampunk world threaten by demons from another dimension, using a system inspired from Eldritch Express. The goal would be to make a reusable system for other theme using different but similar mechanics. The game must be printable through game crafters. Keeping the box small and the number of components low is one of the objective. Another indirect objective is to keep the number of artwork low. Iconic pictures are OK, and should make the production easy enough. Still I might give a try at doing my own art for this game (Maybe enchanted pixel art with scaling algo and effects). The world is a huge analogy to a computer system. The demons are virus and other threat from the internet (astral plane) trying to destroy, control or corrupt the system.

According to recent playtest, there will be two system, “saving the city” and “saving the world”. The main difference is the scale of the theme and objectives of the game. I might decide to reintegrate many mechanics in those rules with the original Eldritch Express game to create the “Saving the city” system which is more about putting out fires and defending the city. “Saving the world” would focus more on investigation and would require further mechanics searching.

General design objectives

Keep the number of components low, reusable, multi function etc.

Keep the number of special abilities low, limit unique text. Must be programmable with computer

Keep the number of cards, or items with cycling low. Harder to implement with computer and harder to balance.

Favor reusable content rather than disposable content (ex: expandable items on cards)

Keep the core rules simple, but the components adds complexity (like Sentinel of Multiverse, the complexity and variety is in the character decks.) One of the advantage is that you can build up and have new ideas without changing the core rules.

Expansion only add more variety, no new rules. New rules and game play implemented in a different theme.

Components

1 Map: a 8"x16" map separated in 8 areas (4x2 grid) with a doom track and a clock(5 space). The map might ne be separated with squares to fit the shape of the world (Could be a fictional world). Each of the 8 space will be identified with a number/letter/code/name, there will be 2 space for monster cards, and space for clue tokens and player pawns. The edge of the board will allow holding encounter cards under the board for rifts and mysteries in the corresponding area. The area will have encounter tokens. There will be an astral plane special location acting as a lost in time and space location.

X Research(clue)/Contact Cards(mini cards): Contains an **encounter (not sure)** in a specific location and a reward **asset**. It's possible contact information could be placed on the back of the card. Only a location info is necessary. Not sure if demons can have their own cards, maybe they specify groups of cards. Could be substitute for reusable clues. Contact and clues have very similar effects. They give bonus or substitute attributes. Types (3: Evidence, Information, Witness?). Else could match skill group and give a temporary skill. (Ex: physical, mental, social, Mystical). Maybe contacts are located, while clue/knowledge can be carried. Contact subsitute skill, while knowledge adds to current value.

X Encounter cards: Includes different type of encounters like rift, mystery, Disaster, Cultist, omen, expeditions, mystic ruins(temple), quests, etc. Each encounter has 2 parts: The success consequences, and the casualties consequences. It could contain some treath information. I contains a special reward if taking risks. If encounter is surged, there are some bonus casualties to consider. Else only the treath is increased.

X Condition/health Cards (mini cards): Contain an **Injury** and a **Madness** condition. The flip side contains regular health loses. Not sure if there will be positive conditions like bless or curse which is not associated to health and sanity.

X Treath tokens: Each encounter has an associated threat token. The tokens could contrain the threat information to get an encounter there. The information could be on the ancient one too (More cross referencing). Each token will have a flip side for surging. Making them stronger

16 character cards: They are double sided cards, 1 character on each side. It hold the max of the various resource: Body, Mind, Aether, Supplies, Fate?(flushable exp?), a starting location, special passive ability and a unique action. There will be 8 attributes for encounter resolution. Maybe there can be a limit on the number of contacts and clues that can be kept.

16-32 character asset/quest cards: Those cards contains an **encounter** specific to a character with maybe an asset on the flip slide that can be used (no need to hide this). If lost, the quest can be reattempted. Basic character abilities could be on a card instead to allow mobility, like losing or disabling the ability. Assets would be skills, access to resources or artifacts. (no more expandables)

4 color character track cards: Those cards are use to keep track of the various resources of a character. Cards slotted on the left are conditions, cards slotted on the right are assets. This could make the color matching for the pawn on the board. Could keep track of supplies and Aether and fate with cubes or dices

5x4 color tokens (plastic/wood/cardboard): Used as marker to keep track of resources.

4 Meeples: Meeples are of 4 different colors: red, green, yellow, blue. Delayed characters are placed on the side.

3-6 double sided demon cards: They are the villain to defeat in the end. They will apply special rules to rift and mysteries. Rift might replace a creature while, mysteries will change some rules.

3 Action dice: Dices with 6 unique faces representing the action you can take during the game. (Rest, City, Travel, Skill, Investigation, Research, sin, etc)

2 eight sided dice (1 green, and 1 red): Used for resolving encounters and avoiding monsters.

3 Map Track Disk: One for the doom (black), one for the astral seal (white) and one for the clock(???)

X clock speed tokens: +1 or -1 speed on each side. Added to the clock to change it's speed.

Threshold token: Marks the doom track with the threshold position.

Cost estimation

This is a cost estimation according to game crafter's pricing.

Setup

1. Select Characters: Each player draw a character sheet a meeple and a set of cubes of the same color. The player choses a character on either side of the sheet, set his Supplies and Ether cube to the maximum. Fate(exp) starts at 1 unless more specified on the character . Player takes assets specific to his character.

2. Map tracks: Place the doom and astral seal tokens on the 13 space. Place the clock token on the top point of the star. For shorter or longer game, place both tokens on 11 or 15. For easier or harder game, place doom token+2 or -2 space than the astral token. Place the threshold token at the space equal to $\text{astral} / 2$ round up (ex: $\text{space } 13 / 2 = 7$).

3. Select demon: Choose one of the demon you want to play against. Some of them might have special setup rules, but most of their effects occurs during the game.

4. Deck of cards: Shuffle each deck of cards separately, Once all the cards are shuffled, give a research and or quest to each player.

5. Seed the world: Perform each step of the clock once without moving the doom track. This will spawn encounters(worshipper, disaster, mystery, rift token, ancient temple, expedition) and clues on the board. The location of these encounters are selected randomly with a d8.

6. Starting player: Choose the first player randomly.

Gameplay

In clockwise order, each player perform the list of steps below until either the astral seal marker reaches zero which makes the player wins, or until the doom marker reaches zero which makes the game win. A player's turn is composed of 3 phases:

- 1. Action phase:** player roll action dice and resolve actions.
- 2. Encounter phase:** Players chooses an encounter to resolve.
- 3. Demon's phase:** Advance the clock and resolve the effects.

Action Phase

Note: Player actions basically gives the characters the resources to do stuff. Since there are some undefined game elements, the configuration of those actions is very likely to change.

Players starts by rolling 3 action die. Set 1 action aside, then roll again, set another die aside, then roll the last die again. For each remaining action die, he can perform the action specified on face rolled in any order. Delayed characters will only be able to use one of the dices rolled of his choice (OR Delayed = lose 1 turn (but not fun)).

Rest (cross, red): The character recovers 1 point of body and 1 point of mind. You cannot remove special condition tokens. OR Flip a condition marker to a regular wound side. Could recover mental condition, sanity and eather (if put physical and mental recovery on separate faces.

Research (book, purple): Allow players to draw an research card. They take the top card form the deck and add it to their hand. OR You can also gain contacts token in the area. Or collect clue/research int he area or flip the cards they have to unlock their ability.

Investigation (lens, green): Allow the characters to pickup 1 clues located in the same area of the board OR draw (or roll) a clue and add it on the board. Maybe fusion with research.

Travel (train, blue or brown or black): Move octogonally on the map to an adjacent area OR send one of your possession (Asset, artifact, etc) to another character on the same or adjacent space (not everything is tradable). You can warp around the world so americas are connected to asia. With 3 travel action, you can move anywhere in the world. Astral travel could be the alternative to travel. But need

to define what is possible to do in the astral plane. Either different encounters, or different actions are available. Could be a push your luck desperate move to save the game.

City (Cityscape, Orange/brown): Either you acquire assets from 2 valid choices. Some assets might require certain attributes to use. Could recover supplied and health and physical condition. Could also trigger abilities in the area(used for training). Not sure if will keep this.

Character Skill (?, yellow): Allow character to perform one of their active skills on his character sheet. Allow you to use your native skill or other skills acquired from assets or artifacts.

Sin (?): This is a lost action. You spend time fulfilling your sin or you get a physical or mental condition. Could be one way to avoid this. Maybe, on character sheet, specify the sin and if a mental or physical effect applied. Maybe a special condition card for the character. That could give a reroll (not a sin), or a face of your choice. Maybe need 2 sin dices to fusion them to anything. Sin could be some sort of limited wild, you get any face, at a cost.

NOTE: Have to determine what is a non-encounter and what is a action die action. They can easily be swapped from one to another. Limit the amount of non-encounters, else it will make action dices useless. Single use per turn is a good indicator.

Astral Plane (TODO and complete)

When a character is in the astral plane, the results of the action dices are different. Astral plane could have specific encounter cards or simply no encounters. Else a different way to resolve encounters. Else action dices have impact on the game in different ways. Simply have a flip side reference card for the astral plane. The astral plane is connected to all areas.

IDEA:Character is astral planes could yield +1 to all other characters in encounter resolution OR give bonus tokens to specific encounters (requires additional components). Could use a common pool of resource, or just give fate.

Action dice results

Travel: Allow moving out of the astral plane to any location on the board. Encounter are then real world or astral? Or just no encounters.

???: Get corruption condition, this is the treshold for not staying in the astral plane.

???: Spawn clues on the board

???: Add delay to the clock

???: Give fate to characters

???: Boost a pool of resource(works like fate) commonly used by players. Not sure.

???: Play with the cards of the deck, Cycle them, change the order, preview cards, etc

???: Unsurge an encounter token. Could replace encounter tokens with different threat.

TODO: Astral Plane: Maybe special actions or effect like get assets, or progress astral seal, but get health conditions. More like a desperate move try to win the game. Could be a form of push your luck to save the game.

Encounter phase

Players can perform one of the many encounter cards matching the current location of the character. There are various sources of encounter, most of them are required to help winning the game, or preventing losing the game. Characters can have quests they can complete, those are still valid encounters, but they cannot be fulfilled by other characters. Still, if you do not want to perform any encounter in your area, you have various alternatives

Training: When training, you do not trigger the encounter threat. You can increase the attribute on your character matching the current area of the board. Each location will power up different attributes. You either gain a +1 or remove a -1 on your attribute. You cannot gain more than +1 per attribute. The encounter is an automatic success.

Provoke: You can try to provoke the enemy by playing with fire. Sometimes it can pay off. Each character will draw a different encounter card according to their skills. They do not place a threat token on the board, but resolve encounter threat. The encounter is discarded whatever the resolution outcome. It does not make the astral seal progress when completed, but can get the success reward and the risk taking reward. Maybe on success, it blocks a type of card. If you block cultists, then cultist will not spawn on their turn.

IDEA: Could also work like a gate seal in a specific area of the board instead of the card stack.

Encounter threat

Most encounter adds a threat token on the board. Those threat tokens add a condition to fulfill, else the character will get a consequence. The more encounters in an area, the more threat there will be. Surged encounters will have more difficult threat. So all encounters contribute to make the area more dangerous, some encounters might not add threat.

The resolution is deterministic. In any order you want, verify the condition of the threat token. Most of the time, a weapon strength must be greater than a value. If one of the conditions is fulfilled, the consequences are ignored. If an asset requires spending supplies or aether, it must be spent once for each threat (OR remains active for the encounter.) Else every weapon capability can be used once per battle. For standardisation, threat could be combat only.

Encounter resolution

Each encounter has 2 sections that each contains skill requirements and consequences. There is also a bonus reward if the players are willing to take the risk. Going for the special reward adds a +2 penalty to both die rolls. Delayed character cannot go for the special reward.

The encounter resolution is done by rolling 2 dices, the accomplishment(?RENAME?) and casualty die. For each required attribute where the roll is \leq than the value, you gain a success (Failure, partial and complete success). The casualty rolls will generally more casualties the less successes you have.

While the success track, a partial success will complete the encounter but have negative consequences. Completed encounter cards and threat tokens are removed from the board and discarded. Treat goes back in the pool while encounters will be reshuffled later.

If taking a risk for the reward, you need to achieve partial success to get the reward. You can use contact or knowledge cards to substitute attribute requirements if they are better than your character.

You can spend fate(exp) to reduce the value of any roll by 1 for each fate point spent. If no fate is spent, a failure on success or casualty rolls can each give you 1 fate.

Demon's Phase

At the end of the player's turn advance the token on the clock on the next space in clockwise order. Each space have a different icon which has different effects. Most of them matches one of the symbols on the threat tokens. Some threat tokens adds various effect to the located area. Each demon will have a list of rules applied for each type of token. The marker advance 2 spaces per turn. Special effects could speed up or slowdown the progress of the clock. Maybe the clock speed change is capped at +1 and -1 per turn to avoid excessive progression. Maybe multiple +1 and -1 tokens can be stacked, but only the top one is resolved per turn. They do not cancel out each other, so a stack of +1,-1,+1 will move the marker: 3,1,3 spaces.

Each space has the effect below, most of the time, it spawn bad stuff (encounters and threath) and good stuff(clues, expedition, etc)

IDEA: For more flexibility, maybe 5 abstract space identification, but the effect is determined by the demon. Some demon might not have all type of encounters. Or multiple types of the same encounter (could change balance).

Most encounter will come with their associated threath tokens on the map. They are both linked together. If you resolve the encounter, you resolve the threath.

If the same type of encounter trigger on the same space, it gets surged. That means it get flipped and it's more powerful.

Demon effects/stats

Doom threshold: When doom track each a certain value, a special effect becomes active on the board. It changes how the game plays to make it less repetitive.

Doom area condition: If an area fulfil this condition, a threat token is added to the area for the rest of the game, and the doom track progress by 1. Conditions could be presence of encounters, surge, or other.

Clock effect: Each symbol on the clock will be determined here what will happen. Positive and negative encounters. Encounters are placed on the edge of the board face down. The first player to encounter it will flip it and reveal it's outcome.

Surged tokens: If an encounter of the same type spawn at the same location, you surge the encounter. Surged encounters and threath are harder to resolve. If a surged encounter get surged again, the doom track advances by 1 point. Maybe the surged token effect listed here instead of the encounter cards.

DESIGN NOTE: Waiting and aiming for surged encounters is one way to reduce the number of encounters in play even if 2 spawn per turn but only 1 can be resolved per turn.

Clock effects

Below, there is a lits of effects, will need to be resorganised, or might be modified by ancient one.

Doom: Advance doom track by 1 points. Probably spawn a special threat token that cannot be removed, it remains there for the rest of the game. It could be surged to become more difficult. Maybe it's a simple threat.

Mystery and or Cultist: Draw a mystery token from the top of the stack and place it in the matching letter area. Add a special ability to the area, changing how the game plays. The condition will be Demon specific.

Disaster/omen: When surged the disaster triggers, applying permanent effects in the area. Maybe a partial resolution is possible. Else remain permenents. Could prevent certain actions to be performed here when the surge occurs. The effect could be demon specific. See if blocking an action face breaks the game.

Rift: Draw a rift token and place it into play. Player prefent other world creature to come in. Most failure lead to getting trapped int he astral plane. Could allow movement to astral plane. More likely to spawn offworld weird monsters.

Cultist/Worshippers/Monsters: creates underground activities. Cultist could make doom progress when surged. Could summon an epic monster when surged.

Rumors/Civilians: The civils becomes awared creating panic and changing condition. Could be the results of a surge. Population becomes more dangerous.

Expedition/ruins/temples: Change the position of those positive encounters

Spawn knowledge/clues: Add clue cards on the board that can be collected. Not sure contacts can be spawned this way.

Quests: Positive encounters that needs to be drawn and kept by the player, only known to him. Could be located or acquired as rewards.

DESIGN NOTE: The game needs to last arround 32-36 turns. See how progression works with simulations.

Other Rules

Delayed: When a character gets delayed, it is placed on the side. On its turn, a delayed character will only perform one of the 3 actions. The character returns to normal after the encounter resolution. Delayed characters cannot take risks during encounters (NOT SURE, could be another consequence)

Health and conditions: Characters can suffer wounds to his mind or his body, those value determine the maximum they can accumulate before dying or becoming insane. This is marked with health cards. Those health cards can be flipped or appear on the condition side during the game. Conditions have additional effects that the player will need to deal with. Curing character can remove health cards or flip condition to a regular wound. If you get twice the same condition, the effect applies only once.

Converting wounds to conditions: When a character is taking more than 1 body or mind wound from a same phase (threat, encounter casualty, etc), he can chose to substitute all his wounds cards for a single condition card.

Corruption condition: This is a special condition not part of the the mind body pool. They hold curses and other effects. Not sure if they can be cured. They could be linked to the sin system, or just be additional sins. All 7 sins could be the corruption condition. Maybe limit of 3 corruption to die. Or each corruption removes an action die that can be performed. Maybe corruption condition can be placed on the mind or the body of his character. Could be flexible and reassigned if more wounds of one type are acquired.

Defeated characters: If a character acquire a number of health cards equal to its body or mind points, he is defeated. All the character's assets are discarded. The doom track progress by 1. The player takes a new character and place his pawn in the new starting location like during setup.

Contacts: Rewards that can give a free action in a specific location. Or that can do attribute substitution for encounters. It is know to a specific player. Hesitating between free action in area or simply attribute substitution. Clues/knowledge could be attribute substitution or bonus.

Assets: Characters can acquire assets, but, they need to have the attribute requirements to be able to use it, preventing to warrior to use magic for example.

Expedition and Temples: Maybe there is only 1 marker for each and the top card determines where those take place like in the Original EH game. The cards would be face up on the board, so you know what they do. Temples could be a source of cure or gain skills, while expeditions would be more about getting clues and artifacts. Multiple expedition and temples is an option where only the encounter card is placed in the area without a threat token.

Demon threshold: If the astral token reach the threshold token, flip the demon on the back side to increase the difficulty of the game. If the doom token reach the threshold, from now on, the threshold token moves at the same speed as the doom token.

Variant rules

Flat earth: You cannot wrap around the board.

Difficulty: Difficulty can be adjusted by changing the initial doom track position. Move 1-2 space in front or behind the astral seal. Each demon has a different difficulty level.

Game Length: Add from -2 to +2 to the astral seal and doom token.

Reference

Encounters (World and Demon)

Attributes: 2 for accomplishment, and 2 for casualties. An attribute can be present in both categories. Difficulty +2 encounter is surged.

Type: Demon: Rift, Mystery, Disaster, Worshippers. World: Expedition, Temple/Wonder/Monument, + maybe 2 more for symmetry (but only 1 copy of each in play)

Success/Failure= What happens on success, partial success and failure. There is a description words for each outcome.

Consequences ideas: (see tablet for more ideas) B= 1 body, M= 1 mind, F=1 Fate, C=1 random clue??, S=1 Supply, E=1 Aether, K= +1/-1 clock, D = Delayed, A=Astral Plane, BC= Flip body condition, MC= flip mind condition. AS=Astral Seal +/- 1, DT: Doom Track +/-1.

Reward: Asset acquired for taking extra risks. One of the 8 categories of assets. World encounters does not have extra difficulty, this is the objective of the challenge.

Fear: Type of fear. Make the encounter unachievable by that character.

A list of fears can be found here:

<https://www.verywellmind.com/list-of-phobias-2795453>

Hierarchy of fears can be found here:

<https://www.psychologytoday.com/ca/blog/brainsnacks/201203/the-only-5-fears-we-all-share>

IDEA: Clue requirements, not sure exactly how clue works. But maybe need to know certain type of clues or knowledge to be able to get a bonus to accomplishment or casualties to solve this encounter.

NOTES: I am not sure if all 4 types of demon encounters make the astral plane progress. Probably yes, but they each have a side effect. Instead of making astral progress, it can make the doom track reduce. But could lead to unfinishable game.

TODO: List possible effects for Accomplishment and casualties. Check tablet.

Attributes(copy): Strength(ST), Dexterity(DX), Influence(IF), Charisma(CH), Intelligence(IT), Observation(OB), Lore(LR), Willpower(WL)

Realistic Painting

Type: Rift

Reward:

Fear:

Accomplishment attributes: Lore, Observation

- * Full success: Destroyed painting: Astral seal +1,
- * Partial success: Sealed rift: Astral seal +1, Aether -2 else mind wound
- * Failed success: Disturbed time and space: Clock -1, fate+1

Casualties attributes: Willpower, Intelligence

- * Full success: Dazed: Partial
- * Partial success: ??? : Mind wound
- * Failed success: Irrational sights: Mind condition

NOTE/IDEA: Conditional effect in ACC partial Success.

Metal gate in the woods

Type: Rift

Reward:

Fear:

Accomplishment attributes: Intelligence, willpower

- * Full success: Glyphs on frame discovered: Astral seal +1, Gain clue
- * Partial success: Closed gate: Astral seal +1.
- * Failed success: Absorbed: Move to astral plane

Casualties attributes: Strength, Observation

- * Full success: Attached itself: Supplies -1
- * Partial success: Projectile collision: Body wound
- * Failed success: ?Moved collision?: Body condition

Devouring fog

Type: Mystery A

Reward:

Fear:

Accomplishment attributes: Lore, Observation

- * Full success:
- * Partial success:
- * Failed success:

Casualties attributes: Intelligence, dexterity

- * Full success:
- * Partial success: 1 Body wound
- * Failed success: 2 Body wound

Effect

Mindless workers

Type: Mystery B

Reward:

Fear:

Accomplishment attributes: Influence, Lore

- * Full success: destroyed entity: gain clue
- * Partial success: Banished entity:

* Failed success: Delayed
Casualties attributes: Willpower, Intelligence
* Full success: ?not attacked?
* Partial success: Resisted possession: 1 mind
* Failed success: Possessed for a period of time: 1 mind condition
Effect: Delayed when enter area

Secret society

Type: Worshipers A

Reward: Artifact

Fear:

Accomplishment attributes: Influence, Charisma

* Full success: Expose cult, + clue

* Partial success: Kill their leader

* Failed success: Tortured: Mind Condition

Casualties attributes: Strength, Dexterity

* Full success:

* Partial success: Battle: Body wound.

* Failed success: Imprisoned?: Body and mind wound.

Marked believers

Type: Worshipers B

Reward:

Fear:

Accomplishment attributes: Influence, Strength

* Full success:

* Partial success:

* Failed success:

Casualties attributes: Willpower, Charisma

* Full success:

* Partial success:

* Failed success:

Security Mercenaries

Type: Barrier A

Reward:

Fear:

Accomplishment attributes: Influence, Intelligence

* Full success:

* Partial success:

* Failed success:

Casualties attributes: Strength, Observation

* Full success:

* Partial success:

* Failed success:

Effect

Power shielding

Type: Barrier B

Reward:

Fear:

Accomplishment attributes: Lore, Observation

* Full success:

* Partial success:

* Failed success:

Casualties attributes: Dexterity, Willpower

* Full success:

* Partial success:

* Failed success:

Demon Encounters common effects

Each type of encounters have special effects that are common to all demons. It's part of the game's mechanics. Probably surge does not add more monsters, either stronger new monsters, or simple +X modifier.

Doom: Permanent threat in the area (cannot be solved). The goal is to make the game harder over time. The doom track progress at the same time.

Rift: Adds monsters in the area as threat (killable). Allow astral travel. Idea, could add more monsters than other encounters. Maybe 2 threat for rifts. Astral seal=YES

Mystery: Add threat in the area. Add a special rule in the area that should be demon specific. Maybe the rule is encounter specific, because the disaster/doom is already demon specific. Maybe face up to show special effect, unless effect is on demon, and mystery encounter is just the source, not the effect. Could be not the demon's bidding.

?Disaster/Population Unrest?: Special effect in the area once surged only. Becomes permanent, cannot be undone at that point. Not sure if there is a threat. ELSE special effect in the area when present, when surged, it becomes permanent (Similar to doom. Little encounter possibilities with disaster, see Eldritch Horror). Could add population threat (thief, maniacs, etc)

Worshippers: Add threat in the area. Trigger an extra surge, or when omen pawn moves around the board, if a surge can happen in the area, the event triggers here. Astral Seal=YES

IDEA: Barriers: Something that prevent players from choosing an encounter in the area because they are protected. Or something that is so urgent that it must be attended first. Does not always make sense to progress astral seal. Maybe face up, not sure it's a secret.

NOTE: if mystery has no astral seal, 8 mystery in play should trigger something. Mysteries and barriers could only add effects in the area. Rifts and worshippers, have no effects, but they allow progressing the game. Only need 13 seals: 2 doom per 5 turns = 35 turns. While 4 sealable per 5 turns = 28 source of seals. Twice more than doom.

Threat Design

Will be placed probably on the demon sheet and will be shared by encounters of the same type. Surged encounters does not have the same threat, different monsters. Creates even more variety since threat is now on demon.

Consequence: More info on the tablet

How to avoid: Multiple element types with a value. This is how the threat can be killed. If you use a weapon that is \geq than the value, you avoid it. If there is no matching element, then it is immuned to that attack type.

Clue type: NOT SURE: I don't know exactly how clues works, but maybe if own knowledge or matchin clue type, you can reduce the value by 1, or you can just avoid the threat completely.

IDEA: Traps are offensive threath, they attack the player (must save), while monsters are defensive threath, you need to kill to avoid consequence. I am not sure about this, 2 ways to solve 1 thing.

Character Design

Body/Mind: Single value for each between 3-6. Balance each other most of the time 3:6,4:5,5:4,6:3, sum always 9. The "track" is made out of condition cards.

Fate track: Small track that can accumulate points (max 5 or 8). Same for everybody. Could use tokens instead.

Supplies/Aether: Single value. Use a die or a track to record current value. Limits between 1-4. Other variations are 0-3 or 2-5.

Starting Location (LOC): Area where the character is positionned at game start, 8 possibilities

Attributes: Strength(ST), Dexterity(DX), Influence(IF), Charisma(CH), Intelligence(IT), Observation(OB), Lore(LR), Willpower(WL). Maybe all character's default value is 1 unless stated otherwise. This should shorten the list a lot. Else a table box of stats. 32 points, max 6 to be upgradable to 7. min 1, downgradable to 0 (auto fail).

NOT SURE: About willpower, maybe more magic/mystic related: Potency, Talent, Power, ???

Proficiencies/Weapons (for combat): Characters should have 2 max 3 proficiencies. Use words to describe weapon. Types available: Impact (physical), Biological, Energy, Mind, Soul/holy/Spirit. Use same range as attribute to allow rolling.

Active skill: Requires an action die with the right face to activate. Game assets can give new skills. Active skills changes the game status and can be used on other characters in the same area.

Passive skill: Ability that is always active. Game assets can give new skills.

Sin: Not sure how it works anymore. But like fear, could trigger on certain situation. Else it's just for thematic purpose. List: Pride, Greed, Wrath, Envy, Lust, Gluttony and Sloth. 8th: Despond(like sloth), Deception/Hypocrisy(not sin, not compelled), Desire(gred+lust), anti-religion/freedom?, Cruelty(like wrath), Enlightenment?, Impose vision to other (might not be compelling). See personality disorders. Denial, Ignorance(sloth), Bullshit(lie and hide truth, gas lighting, fake information), maybe manipulation like Gas Lighting. Still used for greed or pride.

Another list: Evagrius

1. Gluttony
2. Fornication
3. Avarice
4. Distress

5. Anger
6. Depression
7. Vanity
8. Pride

St John Cassian:

1. Gluttony
2. Fornication
3. Filargyria (avarice or love of money)
4. anger
5. sadness
6. acedia (anxiety or weariness of heart)
7. cenodoxia (boastfulness or vainglory)
8. pride.

“eight evil thoughts”: gluttony, lust, avarice, anger, sloth, sadness, vainglory(Pride,Vanity) and pride.

Characters

Liliana Rodrigues

Origin: Europe, Spain, or South America
 Profession: Pyrotechnician, Revolutionist, ?Firebrand?
 Body/Mind: 5/4
 Supplies/Aether: 4/1
 Attributes: ST:5|DX:4|IF:6|CH:4|IT:3|OB:4|LR:1|WL:5| = 32 points
 Proficiencies: Explosives: 6 Impact, use supplies(multi use)
 Lightning Pistol: 3 energy.
 Active skill: Connections/Suppliers: Refill supplies of self or other
 character(maybe in same space) (or +3 or 4 supplies if limit is 6)
 Passive skill: (Fearless) ??? more mind resistant to threath or encounters.
 Sin: Pride

Hiroshi Adachi

Origin: Japan
 Profession: Air Samurai

Chen Wei

Origin: China
 Profession: Herbalist, alchemist
 Body/Mind: 3/6
 Supplies/Aether: 2/3
 Attributes: ST:1|DX:5|IF:4|CH:3|IT:5|OB:5|LR:6|WL:3| = 32 points
 Proficiencies: Poison Gas: 6 Biological, use supplies
 Dagger: 3 Impact
 Active skill: Cure body condition, or recover 1 body.
 Passive skill:
 Sin: Envy
