



Green Cloaks

Crafting, Research and Rituals 2017

To replace:

Core Rules 2.5: Chapters 15, 16, 17, 18

Core Rules 2.5: Appendices E, F

Engineering Update – June 2016

Explosives Errata: Crafting

Version 1.2

Released May 2017

© Virium Entertainment

Contents

Engineering and Pharmacology Overview

Work Points

Working in a Team

Plans and Recipes

Maintenance and Expiration

Blueprints and Formulae

Reverse Engineering and Deformulation

Teaching (Class Feature)

Research (Class Feature)

Researching in a Team Other

Engineering Tasks

Other Pharmacology Tasks

Thaumaturgy, Ritual and the Omega

What is Thaumaturgy

Foci

Rituals

What are rituals

How to prepare

Performing the ritual

Advice

Types of Rituals

Appendices

Components List: Engineering

Components List: Pharmacology

Crafting List: Engineering

Maintenance Costs

Vrede-only Tech

Vrede-only Tech Maintenance Costs

Crafting List: Pharmacology

1 ENGINEERING AND PHARMACOLOGY OVERVIEW

The crafting skills Engineering and Pharmacology give a character the ability to create in-game objects using materials found in the game; these are primary skills for Engineers / Vrede / Tinkerer and Medics / Tae'go respectively; however any character can take these skills as veteran skills.

Some classes have class attributes that allow them to research new items, teach recipes and lead other crafters in projects. These attributes are only available to those classes, and cannot be purchased with skill points.

All Engineering and Pharmacology abilities and items require appropriate physreps, which do not need to be fully working items; for example a simple back plastic box with wires attached could act as a diagnostic tool by plugging it into whatever you are scanning. All uses of Pharmacology and Engineering also require appropriate role-play in an IC area.

In order to craft, learn, teach or research an item, you must go to the Games Organisation Desk (GOD). Crafting is usually open for the entire Time-In period, but may be closed for short breaks throughout the day. These break times will be displayed on a noticeboard outside GOD. To use any other Engineering or Pharmacology skill ability, a referee is required.

Please note that although Engineers can research and craft explosives, they cannot use them without the Explosives skill (see *Core Rules pp. 71*).

1.1 WORK POINTS

When you take the Engineering or Pharmacology skill, you get a certain number of Work Points per day according to your tier in that crafting skill. These are skill specific; you cannot use Engineering Work Points for Pharmacology projects, and vice versa. Below is a table showing the total amount of work points per skill tier.

	Tier 1	Tier 2	Tier 2
Engineering Work Points (EWP)	4	6	8
Pharmacology Work Points (PWP)	4	6	8

Some items can grant characters additional work points. The most common of these is the Advanced or Expert Workbench for Engineering projects, and the Advanced or Expert Laboratory for Pharmacology projects. Workbenches/Laboratories, although primarily required for Research projects, can be used by anyone with the relevant crafting skill.

	Standard Item	Advanced Item	Expert Item
Workbench	+ 0 Work Points	+ 2 Work Points	+ 4 Work Points
Laboratory	+ 0 Work Points	+ 2 Work Points	+ 4 Work Points

1.2 WORKING IN A TEAM

Any Engineer/Vrede/Tinkerer Class character can lead a team of Engineers in a crafting project, and any Medic/Tae'go Class character can lead a team of Pharmacologists. Each team must consist of a Lead

Engineer/Pharmacologist and up to two Assistants. These Assistants must have the relevant crafting skill, but may be any Class. Assistants contribute to projects less efficiently than the Lead Engineer/Pharmacologist, at a rate of 2 Work Points submitted to 1 Work Point progress.

The Lead Researcher and Assistants, once designated, may not change for the duration of the project. Only the Lead Researcher is required for progress to be made, and both Assistant slots do not have to be filled initially. The Lead Researcher must complete the research paperwork and act as liaison with GOD to register progress on the project.

1.3 PLANS AND RECIPES

Plans and Recipes, for Engineering and Pharmacology respectively, refer to items a character knows how to craft. The player will be given a laminated card with the Plan/Recipe details on if it is not in the Crafting Plans List or Crafting Recipes List in this document's Appendices. These Plan/Recipe cards are representations of knowledge; they do not exist in game, therefore cannot be handed to another character, traded, lost or stolen.

A character with the Engineering or Pharmacology skill knows how to craft all items on the Crafting Plans/Recipes Lists relative to their Tier of the skill.

	Tier 1	Tier 2	Tier 3
Engineering Skill	Standard Plans List	Standard Plans List Advanced Plans List	Standard Plans List Advanced Plans List Expert Plans List
Pharmacology Skill	Standard Recipes List	Standard Recipes List Advanced Recipes List	Standard Recipes List Advanced Recipes List Expert Recipes List

1.4 MAINTENANCE AND EXPIRATION

With time, things break. Every piece of tech made using Engineering has a Maintenance date, and a set Maintenance cost. This Maintenance cost must be fulfilled before the end of the expiry date event listed, else the item breaks and becomes unusable.

Pharmaceuticals crafted with the Pharmacology skill have an Expiration date. After this date, it takes on a different Expired Effect indefinitely. Both the Expiration date and the Expired Effect of crafted pharmaceuticals are only known to those with the Pharmacology skill, through use of Analysis.

1.5 AD-HOC CRAFTING

Ad-hoc crafting is a subset of crafting, and the way in which it is undertaken is the same as normal crafting. Any character with the Engineering skill may attempt to craft an item that performs a very particular purpose without researching how to do so. This type of crafting still requires Work Points. However, given the character's limited knowledge about what they are doing, these items cost more resources to make, are extremely unstable, most likely will not function exactly how the crafter wishes them to, and always have an extremely short period of use.

Please note that due to the nature of this type of crafting it is extremely unlikely it will produce the same results twice, and items created this way cannot be used for research.

1.6 BLUEPRINTS AND FORMULAE

Blueprints and Formulae act as a way of teaching Plans for Engineering items and Recipes for Pharmacology items respectively. They are created by the Lead Researcher when a Research project is completed (*see Research (Class Feature) for more details*). Additional Blueprints/Formulae can be created by anyone with the Plans/Recipes, at 50% of the Research Point cost of the item. Anyone with the Engineering/Pharmacology skill can learn from Blueprints/Formulae.

To learn how to craft an item from a set of Blueprints/Formulae, you must pay 75% of the Research Point cost, and the entire material cost. Upon completion, you will receive a set of Plans/Recipes, and the item you have just learnt.

Blueprints and Formulae are multi use items, and must be attached to a physrep. As items, they have a maintenance cost, which if not maintained will result in the item being destroyed. If written on paper, they tear/ink fades, and if stored digitally the data corrupts.

Maintenance for Blueprints and Formulae will be at double the time for the item and at a reduced material cost. For example, if a researched item requires Maintenance every year, its corresponding Blueprint/Formulae will require maintenance every two years. To Maintain a Blueprint or Formulae you must have researched or learned it first as maintenance includes allowing for regional differences in materials or processes that may require different handling in the process of making the item.

Maintenance for Blueprints/Formulae is 1 Work Point.

1.7 REVERSE ENGINEERING AND DEFORMULATION

A less efficient way to learn how to craft an item is through Reverse Engineering or Deformulation. By spending 75% of the Research Point cost and destroying the item, a character can gain a set of Plans/Formulae from a crafted item. This method can be used by anyone with the Engineering or Pharmacology skill respectively.

1.8 TEACHING (CLASS FEATURE)

Some characters are able to teach other characters how to craft items from Plans/Recipes that they know. Vrede and Mascen Tinkerers are able to teach Engineering Plans, and Medics and Tae'go are able to teach research Pharmacology Recipes.

The teacher must contribute half of the Research Point cost of the item, and the student must contribute the other half of the Research Point cost, as well as the entire material cost. Upon completion, a set of Plans/Recipes will then be given to the student, alongside the item they were learning to craft.

1.9 RESEARCH (CLASS FEATURE)

Some characters are able to research new recipes not found on the standard lists. Engineers, Vrede and Mascen Tinkerers are able to use a crafted Work Bench to research Engineering projects, and Medics and Tae'go are able to use a crafted Laboratory to research Pharmacology projects.

Researching takes a different amount of time and Work Points depending on the complexity of the item being made. A simple project (for example, upgrading a bionic arm with +1 armour) would cost 10-20 EWP to research. A complex project (for example, creating an upgrade to a bionic arm that speeds up hacking and can do 3 Knockdown calls a day) would cost 40+ EWP. Some research projects will require you to find information out in play to bring to the crafting referee, and you will be prompted whenever you spend Work Points whether this is applicable to you.

To start researching, you must propose your idea to the crafting team during an event or email the idea. Your idea will then be reviewed and balanced correctly, which may take up to a day if not submitted in advance. You may put as many Work Points in as you like before this approval, however they will not be refundable if your research won't result in the item you wanted. You may have as many open research projects as you want, and are not required to finish any. There will be a form available in GOD or online, to fill out for research.

Once your project is approved you will receive:

- Confirmation of the Research Points target for your project.
- Confirmation of the materials required for the item.
- Confirmation of any unique ingredients or research items needed. (Please note, these will NOT be required for repeat manufacture, simply for the research project.)

Once a Research project is completed and you hand in the required materials, you will receive:

- The Plans/Recipes for it,
- One set of Blueprints/Formulae,
- One completed item.

Pharmacologists have an additional research tool, and that is the different traits of herbs. For each tier of the Pharmacology skill taken, a character unlocks new herb effects that they can use in their research.

Some pharmacologists have researched these qualities in depth and a research bonus is given for each researched quality used in a project.

Pharmacology Tier	Tier 1	Tier 2	Tier 3
Herb Effects Unlocked	Primary Quality	Secondary Quality	Tertiary Quality

1.10 RESEARCHING IN A TEAM

Any character able to perform Research may have up to two Assistants to help with their project. These Assistants must have the relevant crafting skill, but may be any Class. Assistants contribute to projects less efficiently than the Lead Researcher, at a rate of 2 Work Points to 1 Research Point.

The Lead Researcher and Assistants, once designated, may not change for the duration of the project. Only the Lead Researcher is required for progress to be made, and both Assistant slots do not have to be filled initially.

If the Lead Researcher contributes at least 50% Research Points towards the research goal, they will receive a set of Blueprints/Formulae. If a Lead Researcher or Assistant contributes at least 25% Research Points towards the research goal, they will receive a copy of the Plans/Recipes. If they contribute less, they get a 50% discount on learning the Plan/Recipe from a Teacher or a set of Blueprints/Formulae.

2. OTHER ENGINEERING TASKS

Engineering tasks are distinct from Engineering projects in that they do not require EWP to perform, and do not require a crafting referee. However, they do require a multispectrum systems analyser (also called a “multispec”), and consultation with a referee to find out the results of the task. The exception to this is repairing, which will be complete after a set amount of time roleplaying the task, unless otherwise indicated at the time by a referee. These tasks can be performed at any time during the game.

2.1 HACKING

Characters with the Engineering skill may attempt to hack items of tech using a multispec. Not all items can be hacked, and the method and difficulty of the task depends on the situation.

The tier of the tech being hacked and your own Engineering skill tier affect how long or difficult this task may be. The result of the hacking depends on context. It can be anything from opening a door to reprogramming an android.

If you wish to attempt any hacking, please get a referee.

2.2 ANALYSIS

Characters with the Engineering skill may attempt to analyse an item of tech in order to understand what its function may be.

The tier of the tech being analysed and your own Engineering skill tier affect how long or difficult this task may be. A multispec can be used to aid analysis, and it will reduce the time and difficulty of the task.

If you wish to attempt any analysis, please get a referee.

2.3 REPAIRING

Characters with the Engineering skill can use the Repair call, which restores armour hits to a character, in less time than somebody without the skill. If it is the repairer’s own armour they wish to repair, they must take it off to do so; if worn by another character then it can remain worn during repair. It takes some time to repair armour using the Engineering skill, and the armour hits are not restored until the repairer has completed their skill count and made the Repair call (*see pp. 30*). Any Engineer/Vrede/Tinkerer Class character can lead a team of Engineers to reduce the time required. The minimum amount of time it may be reduced to is 30 seconds, taking into account all modifiers.

The length of roleplay, in seconds, required to repair 1 armour hit is given below.

	Without engineering skill: 180		
	Tier 1	Tier 2	Tier 3
Alone	100	80	60
1 assistant	80	60	40
2 assistants	60	40	30

In order to repair using the Engineering skill, you must have a physrep of items that would be used for this task. For repair performed without the Engineering skill, a character does not need physreps of engineering tools, as they will make do with what they have to hand. This is reflected by the increased time it takes for them to repair.

3. OTHER PHARMACOLOGY TASKS

Pharmacology tasks are distinct from Pharmacology projects in that they do not require PWP to perform, and do not require a crafting referee. However, they do require a referee present to witness the roleplay of the task and to inform you of its outcome.

3.1 ANALYSIS

Characters with the Pharmacology skill may attempt to analyse pharmaceuticals in order to understand what their function may be, or additional details such as their expiration date.

The tier of the pharmaceuticals being analysed and your own Pharmacology skill tier affect how long or difficult this task may be.

If you wish to attempt any analysis, please get a referee.

4. THAUMATURGY, RITUAL AND THE OMEGA

4.1 WHAT IS THAUMATURGY?

Thaumaturgy is the study of the manipulation of the power of Omega and will allow Omega power users to unlock the true potential of the Omega within themselves.

Thaumaturgy research can be performed by the Adept, Mascen Little'un Shaman and Myr'na Healer classes. It requires a focus: an object (normally of some personal significance) imbued with a sense of purpose and self by the Omega user within an Omega sphere.

This research allows you to expand and manipulate your Omega abilities in almost any way imaginable, combining them to produce new and interesting powers. For example you could refine your existing powers so that they flow more freely at your will (ie, they cost fewer FP to cast), or you could empower your touch abilities so they can be performed at range. You can even create totally new powers from being able to catch a glimpse of the future and sense ripples in the fabric of the Omega itself.

Each Omega user has a set of Omega Work Points (OWP) per day equal to the sum of their tiers across all Omega Attunement skills. For example, a character with Mind 2, Body 3 and Energy 1 would have 6 Omega Work Points per day. These points help you learn how to perform many interesting abilities as an Omega user through Thaumaturgy research.

Researching takes a different amount of time and OWP depending on the complexity of the Ability being made. A simple Thaumaturgy project (for example, snap casting bolt) might cost 20 OWP to research. A complex Thaumaturgy project (for example, teleportation) may cost 40+ OWP.

To start researching, you will need a focus with one available slot. You can then propose your idea to GOD during an event or email the idea to trinitygames@hotmail.com. Your idea will then be approved and balanced correctly, which we aim to respond to within a day if not submitted in advance, but will always be approved by the next event. You may put as many Work Points in as you like before this approval, however they will not be refundable if your research won't result in the item you wanted. You may have as many open research projects as you want (within the limit of Foci slots available), and are not required to finish any, but each open project uses up a slot. There will be a form available in GOD or online, to fill out for research.

After you have completed research it is recorded in a database at GOD and you will receive a lammie detailing the ability. You can then use your new ability.

Your Omega Attunement skills are important for research. If you wish to do research into a particular area of the Omega, you must have the relevant Attunement skill. The higher the tier of that Attunement skill, the easier the research will be.

Research is dangerous: every time you attempt it (beyond the initial research) there is a chance something may go wrong. The crafting referee will ask you to roll a dice to determine if an issue has occurred. If there is an issue, they will arrange an appropriate encounter, which will take place during your roleplay of the research.

If you have an existing Thaumaturgical effect and wish to research enhancing it, this is a new project and will use a slot of its own.

Due to the intensely personal nature of Thaumaturgy projects, they cannot be worked on in teams, and cannot be taught.

4.2 THAUMATURGIC FOCI

Human Adepts, Mascen Little'un Shamans and Myr'na Healers are the only classes who may create a focus.

Foci are incredibly important for Omega users. They allow the Omega user to perform Thaumaturgy and Rituals (beyond the focus ritual), and acts like a lightning rod, drawing power from the Omega and storing it in the focus until needed.

4.2.1 Focus creation

To create your first focus, you need to perform a focus ritual. These are small and easy rituals that will give you a taste of what to do in other rituals, they have a very low threshold for success and tend to be forgiving for most first time mistakes.

You can create two more foci, for a total of three foci per character. Your second and third foci will require slightly more difficult rituals to create.

A focus can be anything the Omega user wants, whether it be a book, a staff or even a necklace, though it is recommended to have some personal meaning.

4.2.2 How foci work

Each focus has 8 empty slots. You can fill these slots with ritual slots and/or Thaumaturgy spaces. Ritual slots are used to help power the user while they conduct a ritual, helping to unlock the sphere and helping them accomplish particularly powerful rituals. The slot remains filled for the duration of the effect of the ritual. To perform any nonfocus ritual, you must have one focus slot free.

A focus may hold the following types of ritual slots up to the following (within its 8 slot limit):

- 1 personal improvement ritual
- 1 personal item ritual
- 2 other improvement rituals/other item rituals
- 1 temporary ritual per day
- Unlimited roleplay/plot/information rituals

Thaumaturgy spaces let Omega users store and use more custom spells / effects that are created via Thaumaturgy.

Please note, you must keep your Foci on you, as they contain a portion of your soul and in the hands of others can be used against you. If your focus is stolen, you have an urge that you must recover it which increases in intensity the longer it is missing.

5 RITUALS

5.1 WHAT ARE RITUALS?

A ritual is a performance in a Omega Sphere to get an in-game reaction or for the sake of performance.

Rituals can gain you conversations with strange beings, grant personal power, give you information, create strange items of your design, or even make small temporary changes.

5.2 HOW TO PREPARE

If you wish to perform a ritual, please inform the circle watcher or GOD at least *one hour* beforehand, although before the event is strongly preferred, especially if you wish to use special effects or require a monster for your ritual. We require time to prepare, and most rituals are booked for specific times. If you cannot make your booked time, please inform a referee beforehand. Some types of rituals must be booked before an event, which includes anything that has a permanent effect or is world impacting. In these cases, you must submit a completed ritual form to trinitygames@hotmail.com at least one week prior to an event, to allow for the ritual referees to discuss the outcome in advance.

Please make it clear to the referee exactly what you wish to achieve in your ritual.

Once you have booked your ritual, you are free to continue playing the game elsewhere and you will be informed when the sphere is ready for the ritual.

5.3 PERFORMING THE RITUAL

Rituals are diverse in what is done within them, for example some may call upon their gods and ask them for guidance, while others may bring in an engineer and some tech and try to talk to the Omega via a radio. You can do almost anything in the ritual, as long as you stick to your theme and it makes sense.

There is a set sequence of steps one is suggested to adhere to when performing a ritual.

- Open the sphere
- Call the power from the Omega
- Raise the wards
- Do your ritual
- Lower the wards
- Dismiss whatever powers were summoned
- Cleanse the ritual circle
- Leave
- Close the sphere

Missing out or mixing up these steps will not cause your ritual to fail, however they may have interesting consequences. Also remember, Rituals must last at least 3 minutes. Be very clear when explaining to the circle what you want and what you wish to sacrifice, else you may receive some very unexpected results!

5.4 ADVICE

- There is always a cost and a risk.
- Do your research, ask around for information. some people may have already done what you have done, and may offer advice
- Focus Points and memories as a sacrifice are worth very little.
- Theme your rituals appropriately, both in how they are performed and the sacrifice required. Make sure it all ties in.

- The more complex your outcome, the harder it will be to achieve. Keep it simple.
- The more things you aim for in your ritual, the harder they will be to achieve. It is better to aim for one big thing than three smaller things.
- The more things you sacrifice in your ritual, the harder it will be to achieve your desired outcome. It is better to sacrifice one big thing than three smaller things.

If you have any queries about ritual please consult with a referee before the event or ask at GOD.

5.5 TYPES OF RITUAL

5.5.1 Personal improvement ritual

Omega users are limited to 1 personal improvement ritual per Foci. This is a ritual that directly affects their skills or abilities.

This ritual does not stack with another character's 'other improvement' ritual.

This ritual may not be 'upgraded', however the effects may be replaced or improved by performing another ritual that is better than the previous. For example, if you performed a ritual to give yourself an extra 5 Focus Points per day and you wished to improve this to 10 Focus Points per day, you would need to perform a new ritual for 10 Focus Points per day, rather than simply performing another ritual for 5 Focus Points per day.

This ritual expires either when a new ritual of its type is performed, or the Omega user dies.

This ritual must be performed by the subject of the ritual, however they can have assistance.

5.5.2 Personal item ritual

Omega users are limited to 1 personal item ritual per Foci.

This is a ritual that creates or imbues an item with skills or abilities.

The item imbued from this ritual becomes linked to the person who imbued it. They will be extremely attached to it, and will not give it to others for an extended period of time, or let it out of their sight if possible. If the item is lost or stolen and you are the owner, please tell a referee after approximately 1 hour if you have not found it. This ritual may not be 'upgraded', however the effects may be replaced or improved by performing another ritual that is better than the previous. For example, if you performed a ritual to create a sword that lets you call 'Omega' 10 times a day, and you wish to improve this to 20 times per day, you would need to perform a new ritual for 20 calls of Omega per day, rather than simply performing another ritual for 10 calls of Omega per day.

This ritual expires either when a new ritual of its type is performed, or the Omega user dies.

This ritual must be performed by the owner of the item, however they can have assistance.

5.5.3 Other improvement ritual

Omega users are limited to 2 'other' type rituals per Foci.

This is a ritual that directly affects the skills or abilities of another character or group of characters.

This ritual does not stack with another character's personal improvement ritual.

This ritual may not be 'upgraded', however the effects may be replaced or improved by performing another ritual that is better than the previous. For example, if you performed a ritual to give someone an extra 5 Focus Points per day and you wished to improve this to 10 Focus Points per day, you would need to perform a new ritual for 10 Focus Points per day, rather than simply performing another ritual for 5 Focus Points per day. This ritual expires either when a new ritual of its type is performed and you are over the limit of this ritual type, or after a set time period noted on the lammie. You can renew this type of ritual.

The character or group of characters must be present at the ritual, and the person who is performing the ritual cannot be the subject of it.

5.5.4 Other item ritual

Omega users are limited to 2 'other' type rituals per Foci.

This is a ritual that creates or imbues an item with skills or abilities.

The item imbued from this ritual cannot be used by the person that imbued it.

This ritual may not be 'upgraded', however the effects may be replaced or improved by performing another ritual that is better than the previous. For example, if you performed a ritual to create a sword that lets you call 'Omega' 10 times a day, and you wish to improve this to 20 times per day, you would need to perform a new ritual for 20 calls of Omega per day, rather than simply performing another ritual for 10 Omega calls per day. This ritual expires either when a new ritual of its type is performed and you are over the limit of this ritual type, or a set time period noted on the lammie for the ritual expires. You can renew this type of ritual.

5.5.5 Temporary ritual

Omega users are limited to attempting this ritual once per day per Foci.

This ritual type allows a temporary change in skills or abilities with a maximum duration of 1 day.

Attempting similar temporary rituals multiple days in a row will cause unwanted effects. This ritual has a high cost--to--effect ratio.

5.5.6 Roleplay/plot/information ritual

Omega users can attempt this type of ritual as often as they wish providing they have an empty slot on a Focus.

5.5.7 Focus ritual

Omega users have to perform this ritual in order to create a Focus and practice Thaumaturgy.

For your first Focus this ritual is meant to be the first an Omega user attempts in order to get them used to the ritual system. This ritual cannot totally fail, however it can go wrong and have adverse effects.

Further Focus rituals to create subsequent Foci will be progressively harder, and can fail.

The item created from this ritual becomes linked to the person who created it. They will be extremely attached to it and will not give it to others for extended periods of time, or let it out of their sight if possible. If the item is lost or stolen and you are the owner, please tell a referee after approximately 1 hour if you have not found it.

This ritual expires either when a new ritual of its type is performed, or the Omega user dies. This ritual must be performed by the owner of the item, however they can have assistance.

6 APPENDICES

6.1 COMPONENTS LIST: ENGINEERING

Common	Uncommon	Rare
Circuit board	Battery	Emitter unit
Fabric	Gunparts	Powerpack
Gears	Liquid gas	Scanner
Glass	Motor	Sensor
Gunpowder	Organic circuits	Thermoplasma
Metal	Radio transmitter	
Oil	Refined oil	
Tubing		
Wiring		
Wood		

6.2 COMPONENTS LIST: PHARMACOLOGY

Ingredient	Rarity	Primary Quality (Tier 1)	Secondary Quality (Tier 2)	Tertiary Quality (Tier 3)
Curdleclove	Common	Weakness	Weak Slowed Reactions	Strong Chameleonic
Dawn Seed	Common	Slowed Reactions	Weak Luminescent	Strong Increased Reactions
Greenweald	Common	Regeneration	Weak Slowed Heart Rate	Strong Toughness
Pink Damsel	Common	Dulled Senses	Weak Enhanced Senses	Strong Regeneration
Sunbright	Common	Slowed Heart Rate	Weak Regeneration	Strong Enhanced Senses
Ubria Grass	Common	Toughness	Weak Increased Heart Rate	Strong Slowed Reactions
Dragon Hazel	Uncommon	Increased Heart Rate	Weak Toughness	Strong Dulled Senses
Forager's Folly	Uncommon	Chameleonic	Weak Headache	Strong Necrosis
Moonbark	Uncommon	Luminescent	Weak Chameleonic	Strong Weakness
Nightweed	Uncommon	Clear Mind	Weak Weakness	Strong Slowed Heart Rate

Sprig-Fist	Uncommon	Enhanced Senses	Weak Clear Mind	Strong Increased Heart Rate
Clawhorn	Rare	Necrosis	Weak Dulled Senses	Strong Headache
Morning Leaf	Rare	Headache	Weak Increased Reactions	Strong Luminescent
Root of Viskeri	Rare	Increased Reactions	Weak Necrosis	Strong Clear Mind

6.3 CRAFTING PLANS LIST: ENGINEERING

6.3.1 Standard Engineering crafting list

Tech name	Components	EWP	Maintenance	Effect
Bionic limb	1 x Organic circuits 1 x Gears 1 x Wiring 1 x Metal	3	2 Years	A Pharmacologist may contribute PWP in place of EWP toward this project as part of a building team, but the project must be led by an Engineer. Can be upgraded through research.
Prosthetic Limb	1 x Wood 1 x Gears	1	N/A	A simple prosthetic, replaces function but cannot be upgraded.
Blind grenade	1 x Gunpowder 1 x Tubing 1 x Oil	2	N/A	Causes the Blind call on nearest three people within 10 feet, after being thrown.
3 x Disposable Masks	2 x Fabric 1 x Oil	2	N/A	Protects against Gas effects for 1 battle / skirmish / combat encounter, item is then discarded. Not Salvageable.
Frag grenade	1 x Gunpowder 1 x Tubing 1 x Metal	2	N/A	Causes the Through Blast call on nearest three people within 10 feet, after being thrown.
Light energy shield	1 x Emitter unit 2 x Battery 2 x Radio Transmitter 4 x Circuit board 4 x Wiring	8	1 year	2 global hits, regenerates 100% of total hits per encounter.
Light patterned armour – Arms	3 x Fabric 2 x Metal 1 x Wood	2	2 years	Light armour with 2 armour hits on each arm.
Light patterned armour – Full set	1 x Refined oil 10 x Fabric 6 x Metal 5 x Wood	7	2 years	Light armour with 2 armour hits on every location.

Light patterned armour – Head	2 x Fabric 2 x Metal 1 x Wood	2	2 years	Light armour with 2 armour hits on the head.
Light patterned armour – Legs	3 x Fabric 2 x Metal 1 x Wood	2	2 years	Light armour with 2 armour hits on each leg.
Light patterned armour – Torso	1 x Refined oil 2 x Fabric 1 x Metal 1 x Wood	2	2 years	Light armour with 2 armour hits on the torso.
Liquid gas	1 x Wood 1 x Gunpowder 1 x Fabric 1 x Glass	1	N/A	
Marksman round	1 x Gunpowder 1 x Metal	1	N/A	Required for use of the Marksman skill.
Multispectrum systems analyser “Multispec”	1 x Wiring 2 x Circuit board 1 x Metal	4	N/A	Allows various additional engineering abilities. Genetically keyed to creator, will not function after their death.
Organic circuits	1 x Wiring 1 x Circuit board 1 x Fabric 1 x Glass	1	N/A	
Refined oil	1 x Wood 1 x Oil 1 x Fabric 1 x Tubing	1	N/A	
Rifle bipod	1 x Gunparts 1 x Gears 1 x Metal 1x Tubing	3	1 year	Reduce times required for calls made using the Marksman skill by 5 seconds. Bipod must be deployed on a solid surface for use.
Basic Laboratory	1 x Organic circuit 1 x Glass 1 x Tubing 1 x Fabric 1 x Metal 1 x Oil	4	2 Years	Required for Pharmacology research, grants no PWP bonus. This laboratory can be used for one research project a day. PWP may be spent to craft this item and it can be crafted by a character with the Pharmacology skill.
Basic Workbench	1 x Battery 1 x Gear 1 x Wood 1 x Oil 1 x Metal	4	2 Years	Required for Engineering research, grants no EWP bonus. This workbench can be used for one research project a day.

	1 x Circuit board			
Standard Salvage Kit	1 x Circuit board 1 x Fabric 2 x Metal 1 x Oil 1 x Tubing 1 x Wiring	6	1 year	Allows 2 common components used to make an item to be recovered from that item, even if broken or expired. Usable once per day
Static turret mount	1 x Gunparts 1 x Motor 3 x Gears 2 x Wood 2 x Oil 2 x Metal	3	1 year	When placed on a static base, allows use of a heavy weapon without the skill. Mount can be moved, requires extreme effort and manpower to do so.

6.3.2 Advanced Engineering crafting list

Tech name	Components	EWP	Maintenance	Effect
Advanced laboratory	Basic laboratory 1 x Scanner 1 x Sensor 2 x Battery 2 x Liquid gas 2 x Organic circuits 2 x Refined oil 1 x Motor 3 x Glass 2 x Wood 2 x Oil 2 x Fabric 2 x Tubing 1 x Metal 1 x Wiring 1 x Circuit board	14	2 years	Required for Pharmacology research, grants 2 PWP bonus. This laboratory can be used for one project a day. A Pharmacologist may contribute PWP in place of EWP toward this project as part of a building team, but the project must be led by an Engineer.
Advanced workbench	Basic workbench 1 x Scanner 1 x Sensor 2 x Battery 2 x Motor 2 x Radio Transmitter 2 x Gun parts 1 x Liquid gas 3 x Gears 2 x Wood	14	2 years	Required for Engineering research, grants 2 EWP bonus. This workbench can be used for one research project a day.

	2 x Oil 2 x Metal 2 x Tubing 1 x Fabric 1 x Wiring 1 x Circuit board			
Battery	1 x Circuit board 1 x Oil 1 x Gears 1 x Wiring	1	N/A	
Gunparts	1 x Gunpowder 1 x Wiring 1 x Metal 1 x Gears	1	N/A	
Infra Red Goggles	1 x Battery 2 x Fabric 2 x Glass 1 x Metal 1 x Organic circuit	4	1 Year	Reduces time needed to use the Awareness skill by 5 seconds.
Medium energy shield	Light energy shield 1 x Powerpack 1 x Thermoplasma 2 x Battery 2 x Radio transmitter 1 x Liquid gas 1 x Motor 4 x Circuit board 4 x Wiring	10	1 Year	4 global hits, regenerates 100% of total hits per encounter.
Medium patterned armour – Arms	1 x Refined oil 2 x Metal 2 x Oil 1 x Wood 1 x Fabric	4	2 years	Medium armour with 3 armour hits on each arm.
Medium patterned armour – Full set	4 x Refined oil 8 x Metal 7 x Oil 4 x Fabric 3 x Wood	14	2 years	Medium armour with 3 armour hits on every location.
Medium patterned armour – Head	1 x Refined oil 2 x Metal 1 x Oil 1 x Fabric	4	2 years	Medium armour with 3 armour hits on the head.

Medium patterned armour – Legs	1 x Refined oil 2 x Metal 2 x Oil 1 x Wood 1 x Fabric	4	2 years	Medium armour with 3 armour hits on each leg.
Medium patterned armour – Torso	1 x Refined oil 2 x Metal 1 x Fabric 2 x Oil 1 x Wood	4	2 years	Medium armour with 3 armour hits on the torso.
Mine Detector	1 x Scanner 1 x Fabric 1 x Metal 1 x Wiring 1 x Battery	10	1 Year	2 uses per day. Detects mines as Awareness 2 during 1 encounter after 50 seconds of roleplay.
Motor	1 x Gears 1 x Oil 1 x Metal 1 x Tubing	1	N/A	
Radio transmitter	1 x Glass 1 x Tubing 1 x Metal 1 x Circuit board	1	N/A	
Respirator	1 x Fabric 1 x Glass 1 x Metal 1 x Tubing 1 x Liquid Gas	6	1 Year	Protects against Gas effects while worn.
Scope	1 x Gun parts 2 x Tubing 2 x Glass 2 x Metal	2	1 year	Reduces time needed for calls made with the Marksman skill by 5 seconds. Allows use of Marksman skill with heavy weapons.
Shatter grenade	2 x Gunpowder 1 x Gears 1 x Oil 1 x Glass	2	N/A	Causes Shatter call on three chosen close objects within 10 feet, after being thrown.
Shotgun attachment	1 x Gun parts 1 x Tubing 2 x Metal	2	1 year	Allows shotgun-style attachments that can be added to rifles or heavy weapons.
Stun grenade	2 x Gunpowder 1 x Wiring 1 x Circuit board	2	N/A	Causes Stun Knockdown call on three nearest people within 10 feet, after being thrown.

6.3.3 Expert Engineering crafting list

Tech name	Components	EWP	Maintenance	Effect
Armour Repair Kit	1 x Scanner 1 x Battery 1 x Motor 1 x Tubing 1 x Wiring 1 x Oil	8	1 Year	10 second reduction to time needed to repair armour. Must have the Engineering skill to use. Minimum time cannot be reduced below 30 seconds.
Expert laboratory	Advanced laboratory 2 x Thermoplasma 1 x Powerpack x Emitter unit x Liquid gas 2 x Organic circuits 2 x Refined oil 1 x Motor 3 x Glass 2 x Wood 2 x Oil 2 x Fabric 2 x Tubing 1 x Metal 1 x Wiring 1 x Circuit board	16	2 years	Required for Pharmacology research, grants 4 PWP bonus. This laboratory can be used for one research project a day. PWP may be spent to craft this item if it is crafted by a character with the Pharmacology skill.
Expert workbench	Advanced workbench 2 x Thermoplasma 1 x Powerpack x Emitter unit x Motor 2 x Radio transmitter 2 x Gun parts 1 x Liquid gas 3 x Gears 2 x Wood 2 x Oil 2 x Metal 2 x Tubing 1 x Fabric 1 x Wiring 1 x Circuit board	16	2 years	Required for Engineering research, grants 4 EWP bonus. This workbench can be used for one research project a day.

Multi Spectrum Goggles	2 x Glass 1 x Scanner 1 x Battery x Organic circuits x Fabric 1 x Metal 1 x Wiring	8	1 Year	Reduces time needed to use the Awareness skill by 10 seconds.
Expert Salvage Kit	1 x Scanner 1 x Organic circuit x Fabric x Metal 1 x Refined oil 1 x Tubing 1 x Wiring	12	1 Year	Allows any 2 components used to make a Tech item to be recovered from a an item, even if broken or expired. Usable once per day.
Grenade launcher attachment	2 x Gun parts 2 x Tubing 4 x Metal	6	1 year	Attachment for heavy weapons or rifles. Allows use of rifle grenades in launcher.
Heavy energy shield	Medium energy shield x Emitter x Thermoplasma 2 x Battery 2 x Radio Transmitter 1 x Liquid gas 1 x Motor 4 x Circuit board 4 x Wiring	12	1 year	6 global hits, regenerates 100% of total hits per encounter.
Heavy patterned armour – Arms	1 x Refined oil 1 x Motor 2 x Metal 2 x Oil 2 x Wood	6	2 years	Heavy armour with 4 armour hits on each arm.
Heavy patterned armour – Full set	4 x Refined oil 4 x Motor 9 x Metal x Oil x Wood	22	2 years	Heavy armour with 4 armour hits on every location.
Heavy patterned armour – Head	1 x Refined oil x Motor x Metal x Oil x Wood	6	2 years	Heavy armour with 4 armour hits on the head.

Heavy patterned armour – Legs	1 x Refined oil 1 x Motor 2 x Metal 2 x Oil 2 x Wood	6	2 years	Heavy armour with 4 armour hits on each leg.
Heavy patterned armour – Torso	1 x Refined oil 1 x Motor 3 x Metal 2 x Oil 2 x Wood	6	2 years	Heavy armour with 4 armour hits on the torso.
Laser sight	2 x Gun parts 2 x Tubing 2 x Glass 2 x Metal	3	1 year	Reduce times required for calls made using the Marksman skill by 10 seconds. Allows use of Marksman skill with heavy weapons.
Poison grenade	Pharmaceutical Serum x Organic circuits x Glass 1 x Metal	3	N/A	Causes the effect of the pharmaceutical added to the closest three people within 10 feet, after being thrown. Note, not all pharmaceuticals are compatible with this tech.
Remote detonator	1 x Radio transmitter 1 x Circuit board 1 x Wiring	3	1 year	Can be used to detonate a Grenade remotely, requires 10 seconds role-play to link to charge before placing. Can be linked to multiple charges at once.
Rifle grenade	2 x Gunpowder 1 x Metal 1 x Circuit board	1	N/A	Can only be used in grenade launcher attachments Causes Through Blast call on three closest people within 10 feet, after being launched.

6.3.4 Maintenance Costs

6.3.4.1 Standard Engineering Maintenance Costs

Tech Name	Time	EWP	Components
Bionic Limb	2 Years	1 EWP	1 x Gears
Light Energy Shield	1 Year	2 EWP	1 x Battery 1 x Wiring
Light Patterned Armour - Arms	2 Years	1 EWP	1 x Fabric
Light Patterned Armour - Full Set	2 Years	3 EWP	2 x Fabric 2 x Wood
Light Patterned Armour - Head	2 Years	1 EWP	1 x Wood

Light Patterned Armour - Legs	2 Years	1 EWP	1 x Fabric
Light Patterned Armour - Torso	2 Years	1 EWP	1 x Wood
Rifle Bipod	1 Year	1 EWP	1 x Gears
Basic Laboratory	2 Years	1 EWP	1 x Oil
Basic Workbench	2 Years	1 EWP	1 x Oil
Standard Salvage Kit	1 Year	1 EWP	1 x Oil
Static Turret Mount	1 Year	1 EWP	1 x Oil 1 x Gears

6.3.4.2 Advanced Engineering Maintenance Costs

Tech Name	Time	EWP	Components
Advanced Laboratory	2 Years	2 EWP	1 x Liquid Gas 1 x Glass 1 x Oil 1 x Fabric
Advanced Workbench	2 Years	2 EWP	1 x Battery 1 x Gears 1 x Oil 1 x Fabric
Infra Red Goggles	1 Year	1 EWP	1 x Glass
Medium Energy Shield	1 Year	3 EWP	1 x Battery 1 x Circuit Board 1 x Wiring
Medium Patterned Armour - Arms	2 Years	1 EWP	1 x Oil
Medium Patterned Armour - Full Set	2 Years	3 EWP	2 x Wood 2 x Oil
Medium Patterned Armour - Head	2 Years	1 EWP	1 x Wood
Medium Patterned Armour - Legs	2 Years	1 EWP	1 x Oil
Medium Patterned Armour - Torso	2 Years	1 EWP	1 x Wood
Mine Detector	1 Year	1 EWP	1 x Wiring
Respirator	1 Year	1 EWP	1 x Glass
Scope	1 Year	1 EWP	1 x Glass
Shotgun Attachment	1 Year	1 EWP	1 x Tubing

6.3.4.3 Expert Engineering Maintenance Costs

Tech Name	Time	EWP	Components
Armour Repair Kit	1 Year	1 EWP	1 x Battery
Expert Laboratory	2 Years	2 EWP	1 x Liquid Gas 2 x Glass 1 x Oil 1 x Fabric 1 x Tubing

Expert Workbench	2 Years	2 EWP	1 x Battery 2 x Gears 1 x Oil 1 x Fabric 1 x Wiring
Multi Spectrum Goggles	1 Year	1 EWP	1 x Glass 1 x Fabric
Expert Salvage Kit	1 Year	1 EWP	1 x Refined Oil
Grenade launcher attachment	1 Year	1 EWP	1 x Metal
Heavy energy shield	1 Year	4 EWP	1 x Battery 1 x Radio Transmitter
Heavy Patterned Armour - Arms	2 Years	1 EWP	1 x Oil
Heavy Patterned Armour - Full Set	2 Years	3 EWP	2 x Metal 2 x Oil
Heavy Patterned Armour - Head	2 Years	1 EWP	1 x Metal
Heavy Patterned Armour - Legs	2 Years	1 EWP	1 x Oil
Heavy Patterned Armour - Torso	2 Years	1 EWP	1 x Metal
Laser Sight	1 Year	1 EWP	1 x Glass
Remote Detonator	1 Year	1 EWP	1 x Wiring

6.4 VREDE-ONLY TECH

Some tech can only be made and used by Vrede. This may be improved versions of human tech, or all together new items. Vrede tech can be researched by other races but at great cost and will usually require an item to attempt to reverse engineer.

All Vrede-tech is created unkeyed. In order to be used, it must be keyed to a Vrede. Once keyed, an item cannot be unkeyed or keyed to another Vrede without research. Vrede-tech deactivates permanently on their keyed character's death and becomes unusable as if it has passed its Maintenance Time.

6.4.1 Standard Vrede Tech Plans

Tech name	Components	EWP	Maintenance	Effect
Vrede Light Energy Shield	1 x Emitter unit 2 x Battery 2 x Radio transmitter 2 x Organic Circuit 4 x Wiring	8	N/A	4 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.

Vrede Light Patterned Energy Shield	Vrede Light Energy Shield 1 x Powerpack 1 x Emitter unit 1 x Thermoplasma 2 x Battery 2 x Radio transmitter 1 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	10	2 Years	6 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Global Hits).
Vrede Rifle	2 x Gun Parts 1 x Battery 1 x Organic circuit 1 x Metal 2 x Tubing	6	1 Year	Once per encounter may make one of the following calls: Through, Stun, Knockdown or Disarm. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.
Vrede Multispec	1 x Organic circuit 1 x Wiring 1 x Metal	4	N/A	Allows various additional engineering abilities. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.

Advanced Vrede Tech Plans

Tech name	Components	EWP	Maintenance	Effect
Vrede Medium Energy Shield	Vrede Light Energy Shield 1 x Emitter unit 1 x Thermoplasma 2 x Battery 1 x Refined oil 2 x Radio transmitter 1 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	10	2 Years	6 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Global Hits).

Vrede Medium Patterned Energy Shield	Vrede Light Patterned Energy Shield 1 x Powerpack 1 x Emitter 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 2 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	12	2 Years	8 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Global Hits).
Vrede Pistol	1 x Emitter unit 1 x Gun Parts 1 x Battery 1 x Organic circuit 1 x Metal 1 x Tubing	8	1 Year	Once per encounter may make one of the following calls: Blast or Flaming. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.
Vrede Melee Weapon	1 x Emitter unit 1 x Powerpack 1 x Organic circuit 3 x Metal	6	1 Year	Once per encounter may make one of the following calls: Cripple, Disarm or Knockdown. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.

Expert Vrede Tech Plans

Tech name	Components	EWP	Maintenance	Effect
Vrede Heavy Energy Shield	Vrede Medium Energy Shield 1 x Emitter unit 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 2 x Liquid gas 1 x Motor 3 x Organic circuit 4 x Wiring	12	2 Years	8 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Global Hits).

Vrede Heavy Patterned Energy Shield	Vrede Medium Patterned Energy Shield 1 x Powerpack 2 x Emitter 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 3 x Liquid gas 2 x Motor 3 x Organic circuit 4 x Wiring	14	2 Years	10 Global Hits, regenerates 100% of total hits per encounter. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Global Hits).
Vrede Armour Repair Kit	1 x Scanner 1 x Battery 1 x Motor 1 x Liquid gas 1 x Tubing 2 x Wiring 1 x Glass	10	1 Year	20 second reduction to time taken to repair armour. Must have the Engineering skill to use. Minimum time cannot be reduced below 30 seconds. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.
Vrede Bioscanner	1 x Scanner 1 x Battery 2 x Organic circuits 1 x Liquid gas 2 x Metal 2 x Wiring 1 x Glass	8	1 Year	Allows a Vrede to: Analyse Pharmaceuticals without the Pharmacology skill. Takes 60 seconds roleplay to analyse. Perform Diagnosis on a character (including current pharmacological effects). Takes 10 seconds of scanning roleplay. The item is genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.

Vrede-Only Tech Maintenance Costs

6.4.4.1 Standard Maintenance Costs

Tech Name	Time	EWP	Components
Vrede Light Patterned Energy Shield	2 Years	2 EWP	1 x Battery 1 x Organic Circuit
Vrede Rifle	1 Year	1 EWP	1 x Tubing

6.4.4.2 Advanced Maintenance Costs

Tech Name	Time	EWP	Components
-----------	------	-----	------------

Vrede Medium Energy Shield	2 Years	2 EWP	1 x Battery 2 x Wiring
Vrede Medium Patterned Energy Shield	2 Years	3 EWP	1 x Battery 1 x Organic Circuit 2 x Wiring
Vrede Pistol	1 Year	1 EWP	1 x Tubing 1 x Metal
Vrede Melee Weapon	1 Year	1 EWP	2 x Metal

6.4.4.3 Expert Maintenance Costs

Tech Name	Time	EWP	Components
Vrede Heavy Energy Shield	2 Years	3 EWP	1 x Battery 1 x Radio Transmitter 2 x Wiring
Vrede Heavy Patterned Energy Shield	2 Years	4 EWP	1 x Battery 1 x Organic Circuit 1 x Radio Transmitter 1 x Wiring
Vrede Armour Repair Kit	1 Year	1 EWP	1 x Battery
Vrede Bioscanner	1 Year	1 EWP	1 x Battery

6.5 CRAFTING RECIPES LIST: PHARMACOLOGY

6.5.1 Standard Formulae List

Name	Materials	PWP	Expiry	Effects
“Dermo” Dermograft Patch	1 x Sunbright 1 x Ubria Grass	1	N/A	Stabilizes target instantly. “A tacky, transparent mesh that bonds instantly with skin when taken out of its yellow packet.”
“Tranq” Tranquiliser Patch	1 x Morning Leaf 1 x Sunbright	2	1 Year	Renders an unresisting character unconscious as though Subdued for 5 minutes or until the patch is removed, whichever comes first. “A tacky, transparent mesh that bonds instantly with skin when taken out of its Red packet.” If expired, causes target to be lethargic but very grumpy and truculent for 5 minutes.
“Pacification Gel” Stunning Blade Venom	1 x Curdleclove 1 x Dawn Seed	2	6 Month	Applied to melee weapons. Next 2 hits call Stun. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down. “A dull orange chemical stick.” If expired, breaks weapon applied to as if crushed (requires an Engineer to repair).
“Blue Chem”	1 x Nightweed 1 x Sunbright	2	1 Year	Restores 2 FP. If more than one taken per day, will have a negative effect (get a ref). “A light blue liquid that glimmers oddly in the light. It seems to be constantly in motion under the surface.” If expired, makes user dazed and unable to use Omega abilities for 30 seconds.

“Tactical enhancement accelerator (TEA)” Courage Serum	1 x Dawn Seed 1 x Pink Damsel	2	1 Year	Resist next Fear call. Does not stack with other Courage Serums. If more than one taken per day, will have a negative effect (get a ref). “A black, tar-like liquid that tastes sickly sweet.” If expired, user’s hearing and sense of touch are dulled for 30 seconds.
“Teloxatine” Healing Serum	2 x Greenweald 1 x Ubria Grass	2	2 Years	Restores 1 Hit to every location after 30 seconds. “A deep red liquid of a similar consistency to water.” If expired, causes 10 seconds of intense vomiting and nausea.
“Senacilin Syringe” Healing Syringe	2 x Greenweald	1	2 Years	Restores 1 Hit to one location instantly. “A mid red liquid in a syringe.” If expired, causes 10 seconds of intense pain.
“Exororcilum” Omega Resist Serum	1 x Dawn Seed 1 x Nightweed	2	6 Month	Resists the next 3 FP of Omega powers used against them. “A green, murky gel.” If expired, causes user to become dazed and subject to sensory overload for 30 seconds.
“NBC Pills” Reversal Pills	1 x Forager’s Folly 1 x Pink Damsel	2	1 Year	Counters the effects of any Standard pharmaceutical or Standard disease. “Red pill capsules.” If expired, no effect.
“Strychnine” Damaging Serum	1 x Clawhorn 1 x Curdleclove	4	6 Month	Deals 1 HP damage to Head and Torso 30 seconds after being consumed. This bypasses all Armour and Global hits. “A chalky white liquid.” If expired, no effect and leaves a taste of mint.
“Neurological Inhibitor” Concentration Lapse	1 x Morning Leaf 1 x Pink Damsel	3	6 Month	The user gains a strong migraine, making them unable to concentrate on tasks for the next 10 minutes. “A light blue pill in rhomboid form.” If expired, target has 30 seconds of intense itchiness.

6.5.2 Advanced Formulae List

Name	Materials	PWP	Expiry	Effects
“Deep Blue Chem”	1 x Curdleclove 1 x Nightweed 1 x Sprig-Fist	3	1 Year	Restores 4 FP. If more than one taken per day, will have a negative effect (get a ref). “A deep blue liquid that glimmers oddly in the light. It seems to be constantly in motion under the surface.” If expired, makes user dazed for 1 minute, and unable to use Omega abilities for 30 minutes.
“Thyroid Stimulator Compound (TSC)” Courage Serum	1 x Curdleclove 1 x Dawn Seed 2 x Pink Damsel	3	1 Year	Resist next 2 Fear calls. Does not stack with other Courage Serums. If more than one taken per day, will have a negative effect (get a ref). “A dull, metallic, gunmetal liquid that tastes sickly sweet.” If expired, all sense of touch lost for the next hour, occasionally drop objects as numb hands lose grip etc.

“Flyoxitine” Healing Serum	1 x Dragon Hazel 2 x Greenweald 1 x Ubria Grass	3	2 Years	Restores 2 Hits to all locations after 30 seconds. “A murky, deep red liquid.” If expired, causes 20 seconds of intense vomiting and nausea, and prevents healing / stabilization of the target for 30 seconds.
“Methanamin Syringe” Healing Syringe	2 x Greenweald 2 x Sunbright	2	2 Years	Restores 2 Hits to one location instantly. “An opaque, light red liquid in a syringe.” If expired, causes 20 seconds of intense pain, and prevents healing / stabilization of the target location for 30 seconds.
“Nullicilum” Omega Resist Serum	1 x Dawn Seed 1 x Nightweed 1 x Sprig-Fist 1 x Ubria Grass	3	6 Month	Resists the next 6 FP of Omega powers used against them. “A green, shimmering gel.” If expired, causes user to become stunned intermittently and subject to sensory overload for 1 hour.
“Neuroflux” Catalyse Crippling Blade Venom	1 x Clawhorn 1 x Curdleclove	4	6 Month	Applied to melee weapons. Next 2 hits call Cripple. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down. “A grey chemical stick.” If expired, breaks weapon applied to as if crushed (requires an Engineer to repair).
“Naval NBC pills” Reversal Pills	1 x Forager’s Folly 1 x Moonbark 1 x Pink Damsel	4	1 Year	Counters the effects of any Advanced pharmaceutical or Advanced disease. “Red Pill capsules with a black band around the middle.” If expired, no effect.
“Neurotoxin” Damaging Serum	1 x Clawhorn 2 x Curdleclove 1 x Forager’s Folly	5	6 Month	Deals 2 HP damage to Head and Torso 30 seconds after being consumed. This bypasses all Armour and Global hits. “A shimmering yellow/gold liquid.” If expired, no effect and leaves a strong taste of lemon.
“Riot suppression gel” Weakening Serum	1 x Dawn Seed 1 x Greenweald 1 x Pink Damsel 1 x Root of Viskeri	5	6 Month	The user feels their strength ebb away, and everything feels much heavier than normal after 30 seconds. They are unable to carry anything heavier than a dagger/pistol in their hands for the next 1 hour. “A shimmering silver cream gel.” If Expired, gives target 30 seconds of the shakes and highly elevated aggression.
“Horse Tranq” Tranquiliser Patch	1 x Dawn Seed 1 x Moonbark 1 x Morning Leaf 1 x Sunbright	3	1 Year	Renders a character unconscious as though Subdued for 15 minutes or until the patch is removed, whichever comes first. “A tacky, transparent red tinged mesh that bonds instantly with skin when taken out of its Red packet.” If Expired, causes target to be lethargic but very grumpy and truculent for 5 minutes.

“Vax Shot” Pharmacological Protection Serum	1 x Dawn Seed 1 x Dragon Hazel 1 x Sprig-Fist 1 x Ubría Grass	3	1 Year	Induces severe stomach pains and headache for 60 seconds. The effects of any pharmaceuticals taken within the next hour are nullified, unless stated otherwise. “A straw coloured serum.” If expired, user feels mildly unwell and gains a small headache.
---	--	---	--------	--

6.5.3 Expert Formulae List

Name	Materials	PWP	Expiry	Effects
“Indigo Chem”	1 x Curdlelove 1 x Nightweed 1 x Root of Viskeri 1 x Sprig-Fist	5	1 Year	Restores 6 FP. If more than one taken per day, will have a negative effect (get a ref). “A deep indigo liquid that glimmers oddly in the light. It seems to be constantly in motion under the surface.” If expired, places user in coma for 5 minutes, and unable to use ANY Omega abilities for the rest of the day.
“PCP+” Courage Serum	1 x Curdlelove 2 x Dawn Seed 2 x Sunbright 1 x Ubría Grass	4	1 Year	Resist next 3 Fear calls. Does not stack with other Courage Serums. If more than one taken per day, will have a negative effect (get a ref). “A silver, mercury like liquid that tastes sickly sweet.” If expired, all senses shut off (deaf, blind, no sense of touch, etc) randomly for a few minutes, intermittently over the next hour.
“Special Operations Group Fast Med Compound (SOGFMC)” Healing Serum	1 x Dragon Hazel 1 x Greenweald 1 x Pink Damsel 1 x Sprig-Fist 1 x Ubría Grass	4	2 Years	Restores 3 Hits to all locations after 30 seconds. “A shimmering, deep red liquid.” If expired, causes 30 seconds of intense vomiting and nausea, and prevents healing / stabilization of the target for 1 minute.
“Keroxitine Syringe” Healing Syringe	2 x Greenweald 1 x Pink Damsel 2 x Sunbright 1 x Ubría Grass	3	2 Years	Restores 3 Hits to one location instantly. “A shimmering, pale red liquid in a syringe.” If expired, causes 30 seconds of intense pain, and prevents stabilization or healing of the target location for 1 minute.
“The Cure (Compound 101)” Omega Resist Serum	1 x Forager’s Folly 1 x Moonbark 1 x Root of Viskeri 1 x Sprig Fist 1 x Ubría Grass	8	6 Months	Immune to ALL Omega Powers / Effects for the rest of the day, and cannot use Omega powers. “A vivid lime green liquid.” If expired, causes user to randomly fall asleep every few minutes for the next hour, and suffer wild mood swings.

<p>“E.A.G.L.E’ (Enemy Agent Gross Lethargy Enforcer)” Paralysing Blade Venom</p>	<p>1 x Dragon Hazel 2 x Moonbark 2 x Sunbright</p>	6	6 Months	<p>Applied to melee weapons. Next 2 hits call Paralyze. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down. “A brown chemical stick.” If expired, breaks weapon applied to as if crushed (requires an Engineer to repair).</p>
<p>“VX10” Damaging Serum</p>	<p>1 x Clawhorn 2 x Forager’s Folly 1 x Moonbark</p>	6	6 Months	<p>Deals 3 HP damage to Head and Torso 10 seconds after being consumed. This bypasses all Armour and Global hits. “A bright shining gold liquid.” If expired, no effect and leaves a taste of aniseed.</p>
<p>“Counteragent 17” Reversal Pills</p>	<p>1 x Curdleclove 1 x Forager’s Folly 1 x Moonbark</p>	6	1 Year	<p>Counters the effects of any Expert pharmaceutical or Expert disease. “Red Pill capsules with two white bands around the middle.” If expired, no effect.</p>
<p>“Diamond Mind” Possession Proofing</p>	<p>1 x Dragon Hazel 1 x Sprig-Fist 1 x Root of Viskeri 1 x Ubría Grass</p>	8	6 Months	<p>For the rest of the day you are immune to the call of Possession from any source. You feel over confident, self assured and full of energy. “An orange slap patch that must be administered to the carotid artery.” If Expired, for the next hour you will be excessively angry and likely to lash out at the smallest slight or offence.</p>
<p>“ASOG Backlash Inhibitor” Ritual Buffer</p>	<p>1 x Dragon Hazel 2 x Greenweald 1 x Nightweed 1 x Morning Leaf 2 x Ubría Grass 1 x Thermoplasma</p>	16	1 Event	<p>Mitigates skill loss from a failed ritual by one level if taken prior to a ritual, lasts for 10 minutes. For the rest of the day you feel emotionless and more likely to follow orders. Does not reduce the loss of a skill if that skill was part of a sacrifice in a successful ritual. Cannot be countered by Reversal Pills. “A black slap patch that stings on application.” If Expired, for the rest of the day you are excitable and easily distracted and have an innate desire to be disobedient like a small child.</p>