CONDENSED TABLES

The Five Colonies · Every table in the book, printable

Every table in *The Five Colonies* rulebook, in the book's order, ready for the table. Rules text stays in the book — this pack is the numbers only.

Strength — table

Score	To Hit	Damage	Force Doors (d6)	Carry Adjustment
3	–3	–3	1	–35 lb
4–5	–2	–1	1	–25 lb
6–7	–1	0	2	–15 lb
8–9	0	0	2	0
10–11	0	0	3	0
12–13	0	0	3	+10 lb
14–15	+1	+1	4	+20 lb
16	+2	+2	4	+35 lb
17	+2	+3	5	+50 lb
18	+3	+4	5	+75 lb

Dexterity — table

Score	Missile To Hit	Armor Class Adjustment
3	–3	+3 (worse)
4–5	–2	+2
6–8	–1	+1
9–12	0	0
13–15	+1	–1
16	+2	–2
17	+2	–3
18	+3	–4

Constitution — table

Score	Hit Points per Die	Hardship Survival
3	–2 (minimum 1)	35%
4–6	–1 (minimum 1)	45–60%
7–9	0	65–75%
10–12	0	80–85%
13–14	0	88–90%
15	+1	93%
16	+2	96%
17	+2 (Ark Guard +3)	98%
18	+2 (Ark Guard +4)	99%

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Intelligence — table

Score	Proficiency Points	Additional Languages
3–7	0	none
8–9	1	0
10–11	2	1
12–13	3	1
14–15	4	2
16	5	3
17	6	4
18	7	5

Wisdom — table

Score	Save vs. Mental Assault
3	–3
4–5	–2
6–8	–1
9–12	0
13–15	+1
16	+2
17	+3
18	+4

Charisma — table

Score	Maximum Henchmen	Loyalty Adjustment	Reaction Adjustment
3	1	–3	–3
4–5	2	–2	–2
6–8	3	–1	–1
9–12	4	0	0
13–15	5	+1	+1
16	7	+2	+2
17	10	+3	+2
18	15	+4	+3

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Proficiencies — table

Proficiency	Ability	Notes
Airship Handling (2)	Dexterity	Crew, rig, and dock a dirigible; required to serve as ship's officer
Animal Handling	Wisdom	Calm, train, and read beasts
Blacksmithing	Strength	Forge and repair metalwork; Arkenite needs Tinker help
Carpentry & Joinery	Strength	Woodwork — common in Ash and Rose Wood
Cooking	Wisdom	Feed a crew; stretch rations
Cycle Riding	Dexterity	Push an Ark Cycle hard without wrecking (Chapter 9)
Disguise	Charisma	Pass as a class, trade, or colony other than your own
First Aid	Wisdom	Stabilize the dying (Chapter 6)
Foraging & Forestcraft	Wisdom	Find food and shelter in the wild; Ark Ranger specialty
Gambling	Charisma	Ivory City docks run on it
Heraldry & Houses	Intelligence	Sigils, ranks, and who owes whom
Machinery Lore	Intelligence	Understand Ark Tech on sight; Tinkers excel
Navigation	Intelligence	By stars, chart, or compass; required at sea and in the sky
Presence Arts Theory	Wisdom	Know the Blessed disciplines (knowledge only — gifts need the calling)
Sailing	Dexterity	Work a wind-driven ship
Streetwise	Charisma	Underbellies, syndicates, and who to bribe
Swimming	Strength	Open water, rivers, Aria's moat-channels
Tracking	Wisdom	Follow sign over ground

Origins — the colony of birth — table

Origin	Benefit
Ash	*Forest lore.* +1 to proficiency rolls in woodland; never lost in the Ash Forest while the sun or stars show.
Concord	*Courtly ways.* +1 to reaction rolls with officials, magistrates' folk, and the Black Guard (when not wanted by them).
Aria	*Machine affinity.* +1 to proficiency rolls involving Ark Tech, steam works, and ship machinery.
Ivory City	*Etiquette of the Tower.* +1 to reaction rolls with merchants, traders, and the Blessed clergy.
Mirage	*Desert survival.* Needs half water in the desert; +1 to proficiency rolls against heat, thirst, and sand.

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Traits of the Colonies — rolled at creation — table

d20	Trait	What it does
1	Dockside Ear	Raised around Apex crews. +1 to Hear Noise rolls and to reactions with ship crews and dock folk.
2	Mine-Blood	Arkenite dust in the family for generations. +1 to saves against Ether-sickness and core mishaps underground.
3	Temple-Schooled	Sat under a Spire tutor. You can read temple script and know the Blessed courtesies: +1 to reactions with the Blessed clergy.
4	Desert-Thrifty	Mirage habits, wherever you were born. You need a quarter less water than the table standard, in any heat.
5	Court-Tongued	You know which title goes on which magistrate. +1 to reactions with officials and House retainers.
6	Underbelly-Known	Your face is familiar in one colony's underbelly (choose it). Doors there open at –1 to the reaction roll's difficulty — and the Guard there knows your face too.
7	Beast-Calm	Animals settle around you. +1 to Animal Handling and to reaction rolls with wild beasts.
8	Fall-Hardy	Your lungs laugh at dust and smoke — not at the pollen. +1 to saves against choking, smoke, and bad air (never against the Fall itself).
9	Salvage Eye	You spot the valuable piece in any wreck or ruin at a glance. The Magistrate tells you the single most valuable portable thing in a searched ruin.
10	Ledger-Mind	Numbers stay where you put them. You can keep exact counts (coin, cargo, days) in memory without error.
11	Storm-Sleeper	You can sleep through weather, deck motion, and camp noise, and wake rested — but also sleep through one alarm in three (Magistrate's roll).
12	House Mark	A signet, tattoo, or notch that one House recognizes. +1 to reactions with that House; its enemies count you as theirs.
13	Two Trades' Hands	A childhood split between two benches. One extra proficiency point, which must be spent on a craft proficiency.
14	Core-Sense	You can tell a core's grade by its hum and glow at ten paces. Grade only — charge and flaws still take a Tinker's hands.
15	Chime-Counted	You always know, without thinking, how many days stand between today and the next Fall.
16	Salt-Tongue	Fluent in the dock cant of the wind-ship crews. You pass as sea-folk among sailors of any colony.
17	Shrine-Keeper's Child	Raised minding a roadside shrine. Once per journey, at a shrine of your path or colony, you may ask one question and the Magistrate answers it as the shrine's keeper would — honestly, and in character.
18	Scar of the Works	A workshop accident marked you and taught you. +1 to any one roll per session involving machinery you are personally operating.
19	Named in a Song	Something you did — or were blamed for — is in a street song in one colony. +1 to reactions there; the Guard there has also heard the song.
20	The Owl's Regard	Once, a Blessed of standing looked at you a moment too long, and said nothing. No mechanic. The Magistrate knows what it means, or will, when it matters.

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1. The Ark Guard — table

Level	Experience	Hit Dice	Title	Attack Rank
1	0	1d10	Blade-Bearer	1
2	2,000	2d10	Swordsman	2
3	4,000	3d10	Hero of the Colony	3
4	8,000	4d10	Swashbuckler	4
5	16,000	5d10	Myrmidon	5
6	32,000	6d10	Champion	6
7	64,000	7d10	Lion of War	7
8	128,000	8d10	Warlord	8
9	256,000	9d10	High Warlord	9
10	512,000	10d10	Battle Lord	10

1. The Ark Guard — table

Level	Experience	Hit Dice	Title	Attack Rank
11	768,000	10d10+3	Master of Arms	11
12	1,024,000	10d10+6	Grand Champion	12
13	1,280,000	10d10+9	Lion of the Five Colonies	13
14	1,536,000	10d10+12	Supreme Warlord	14
15	1,792,000	10d10+15	Marshal of the Five Colonies	15
16	2,048,000	10d10+18	High Marshal	16
17	2,304,000	10d10+21	Lord Commander of the Guard	17
18	2,560,000	10d10+24	Grand Commander	18
19	2,816,000	10d10+27	First Sword of Leonius	19
20	3,072,000	10d10+30	Sword of the Summit	20

2. The Ark Throttle Jockey — table

Level	Experience	Hit Dice	Title	Attack Rank
1	0	1d8	Deckhand	1
2	2,200	2d8	Rigger	2
3	4,400	3d8	Topman	3
4	8,800	4d8	Bosun's Mate	3
5	17,500	5d8	Bosun	4
6	35,000	6d8	Quartermaster	5
7	70,000	7d8	Navigator	6
8	140,000	8d8	First Mate	6
9	280,000	9d8	Sky-Captain	7
10	560,000	10d8	Commodore	8

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2. The Ark Throttle Jockey — table

Level	Experience	Hit Dice	Title	Attack Rank
11	840,000	10d8+2	Fleet Captain	9
12	1,120,000	10d8+4	Admiral of the Sky	9
13	1,400,000	10d8+6	Lord of the Winds	10
14	1,680,000	10d8+8	Grand Sky-Admiral	11
15	1,960,000	10d8+10	Admiral of the Five Skies	12
16	2,240,000	10d8+12	High Sky-Admiral	12
17	2,520,000	10d8+14	Keeper of the Skyways	13
18	2,800,000	10d8+16	Master of the Winds	14
19	3,080,000	10d8+18	Captain of the Storm	15
20	3,360,000	10d8+20	First Helm of Leonius	16

3. The Blessed — table

Level	Experience	Hit Dice	Title	Attack Rank
1	0	1d8	Initiate	1
2	3,000	2d8	Acolyte	1
3	6,000	3d8	Pilgrim	2
4	12,000	4d8	Adept	3
5	24,000	5d8	Keeper	3
6	48,000	6d8	Confessor	4
7	96,000	7d8	Luminary	5
8	192,000	8d8	High Adept	5
9	384,000	9d8	Master of the Spire	6
10	768,000	10d8	Voice of Gabriel	7

3. The Blessed — table

Level	Experience	Hit Dice	Title	Attack Rank
11	1,152,000	10d8+2	Elder	7
12	1,536,000	10d8+4	High Elder	8
13	1,920,000	10d8+6	Keeper of the Presence	9
14	2,304,000	10d8+8	The Blessed Hand	9
15	2,688,000	10d8+10	Grand Elder	10
16	3,072,000	10d8+12	Elder of the Spire	11
17	3,456,000	10d8+14	High Luminary	11
18	3,840,000	10d8+16	Master of the Presence	12
19	4,224,000	10d8+18	The Blessed Voice	13
20	4,608,000	10d8+20	Hand of the Summit	13

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4. The Scoundrel — the Rogue — table

Level	Pick Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Climb Surfaces	Hear Noise
1	15%	10%	20%	10%	60%	1–2
2	20%	15%	25%	15%	62%	1–2
3	25%	20%	30%	20%	64%	1–2
4	30%	25%	35%	25%	66%	1–3
5	35%	30%	40%	30%	68%	1–3
6	40%	35%	45%	35%	70%	1–3
7	45%	40%	50%	40%	72%	1–3
8	50%	45%	55%	45%	74%	1–4
9	55%	50%	60%	50%	76%	1–4
10	60%	55%	65%	55%	78%	1–4

4. The Scoundrel — the Rogue — table

Level	Pick Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Climb Surfaces	Hear Noise
11	65%	60%	70%	60%	80%	1–4
12	70%	65%	75%	65%	82%	1–5
13	75%	70%	80%	70%	84%	1–5
14	80%	75%	85%	75%	86%	1–5
15	85%	80%	90%	80%	88%	1–5
16	90%	85%	95%	85%	90%	1–5
17	95%	90%	99%	90%	92%	1–5
18	99%	95%	99%	95%	94%	1–5
19	99%	99%	99%	99%	96%	1–5
20	99%	99%	99%	99%	98%	1–5

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CONDENSED TABLES

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4. The Scoundrel — the Rogue — table

Level	Experience	Hit Dice	Title	Attack Rank
1	0	1d6	Footpad	1
2	1,250	2d6	Cutpurse	1
3	2,500	3d6	Housebreaker	2
4	5,000	4d6	Burglar	2
5	10,000	5d6	Lockbane	3
6	20,000	6d6	Nightwalker	3
7	40,000	7d6	Shadowhand	4
8	80,000	8d6	Master Thief	4
9	160,000	9d6	Guildmaster	5
10	320,000	10d6	Prince of Shadows	5

4. The Scoundrel — the Rogue — table

Level	Experience	Hit Dice	Title	Attack Rank
11	480,000	10d6+2	The Unseen	6
12	640,000	10d6+4	Master of the Underbelly	6
13	800,000	10d6+6	King of Thieves	7
14	960,000	10d6+8	The Nameless	7
15	1,120,000	10d6+10	Prince of the Underbelly	8
16	1,280,000	10d6+12	The Quiet Hand	8
17	1,440,000	10d6+14	Master of the Nameless	9
18	1,600,000	10d6+16	The Uncounted	9
19	1,760,000	10d6+18	Shadow of the Guild	10
20	1,920,000	10d6+20	The Name Unspoken	10

5. The Tinker — table

Level	Experience	Hit Dice	Title	Attack Rank
1	0	1d6	Bench-Hand	1
2	2,750	2d6	Apprentice	1
3	5,500	3d6	Journeyman	1
4	11,000	4d6	Mechanic	2
5	22,000	5d6	Engineer	2
6	45,000	6d6	Master Mechanic	3
7	90,000	7d6	Corewright	3
8	180,000	8d6	Master Engineer	4
9	360,000	9d6	Grand Corewright	4
10	720,000	10d6	Etherwright	5

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5. The Tinker — table

Level	Experience	Hit Dice	Title	Attack Rank
11	1,080,000	10d6+2	Master of the Works	5
12	1,440,000	10d6+4	High Corewright	6
13	1,800,000	10d6+6	First of the Bench	6
14	2,160,000	10d6+8	Grand Etherwright	7
15	2,520,000	10d6+10	High Etherwright	7
16	2,880,000	10d6+12	First Etherwright	8
17	3,240,000	10d6+14	Keeper of the Works	8
18	3,600,000	10d6+16	Master of All Benches	9
19	3,960,000	10d6+18	The Wright Unmatched	9
20	4,320,000	10d6+20	Wright of the Summit	10

The mesh — how the family crosses — table

Ability or skill	Scoundrel	Tinker	Tickwright	Crossover state
Pick Locks	Full column	—	Full column (mechanisms)	SHARED — Scoundrel ↔ Tickwright
Find/Remove Traps	Full column	Devices only, at –10%	Full column (mechanisms)	SHARED within the family
Move Silently / Hide in Shadows	Full column	—	—	FAVORED — crosses to the family at half the column's value
Climb Surfaces	Full column	Rigging only, as Jockey's kin-trade	—	FAVORED
Handle Power Cores	—	Full	Small cores (C grade) only	FAVORED — Tickwright diminished
Jury-rig / Learn Device	—	Full	Tiny mechanisms only	SHARED — Tinker ↔ Tickwright (small work)
Gadget-building (5th+)	—	Full	Never	LOCKED to the Tinker's road
Back Stab	Full growth	—	Capped at ×2	FAVORED — Tickwright diminished
The Blessed's gift	—	—	—	LOCKED — to everyone, at any price

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Saving throw table — by class and level — table

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Ark Guard	1–3	14	15	16	17	17
Ark Guard	4–6	12	13	14	15	16
Ark Guard	7–9	10	11	12	13	14
Ark Guard	10–12	8	9	10	11	12
Ark Guard	13–14	6	7	8	9	10
Ark Guard	15–17	4	5	6	7	8
Ark Guard	18–20	2	3	4	5	6

Saving throw table — by class and level — table

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Ark Throttle Jockey	1–3	13	14	15	16	16
Ark Throttle Jockey	4–6	11	12	13	14	14
Ark Throttle Jockey	7–9	10	11	12	12	13
Ark Throttle Jockey	10–12	8	9	10	10	11
Ark Throttle Jockey	13–14	6	7	8	8	9
Ark Throttle Jockey	15–17	4	5	6	6	7
Ark Throttle Jockey	18–20	2	3	4	4	5

Saving throw table — by class and level — table

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Scoundrel	1–3	13	12	14	16	15
Scoundrel	4–6	11	10	12	13	12
Scoundrel	7–9	9	9	10	11	10
Scoundrel	10–12	8	7	8	9	9
Scoundrel	13–14	6	5	7	7	7
Scoundrel	15–17	4	3	5	5	5
Scoundrel	18–20	2	2	3	3	3

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Saving throw table — by class and level — table

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Blessed	1–3	10	13	14	15	12
Blessed	4–6	9	11	12	13	10
Blessed	7–9	7	9	10	11	8
Blessed	10–12	6	8	9	9	7
Blessed	13–14	4	6	7	8	5
Blessed	15–17	2	4	5	7	3
Blessed	18–20	2	2	3	6	2

Saving throw table — by class and level — table

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Tinker	1–3	13	12	13	15	14
Tinker	4–6	11	11	11	13	12
Tinker	7–9	10	9	9	11	10
Tinker	10–12	8	8	8	9	8
Tinker	13–14	6	6	6	7	6
Tinker	15–17	4	4	4	5	4
Tinker	18–20	2	2	2	3	2

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Melee weapons — table

Weapon	Damage	Weight	Cost
Dagger	1d4	1	3 cr
Hand axe	1d6	3	4 cr
Short sword	1d6	3	8 cr
Long sword	1d8	4	15 cr
Bastard sword (one or two hands)	1d8 / 1d10	5.5	20 cr
Two-handed sword	1d10	8	30 cr
Club	1d4	3	1 cr
Staff	1d6	4	2 cr
Mace	1d6	3	6 cr
War hammer	1d6	3	6 cr
Morning star	1d8	5	10 cr
Spear (thrown or set)	1d6	4	3 cr
Trident	1d6	4	8 cr
Cutlass	1d6	3	9 cr
Boarding pike	1d8	6	7 cr

Missile weapons — table

Weapon	Damage	Short / Medium / Long Range	Weight	Cost
Sling	1d4	40 / 80 / 160 ft	0.5	1 cr
Short bow	1d6	50 / 100 / 150 ft	2	15 cr
Long bow	1d6	70 / 140 / 210 ft	3	40 cr
Light crossbow	1d6	60 / 120 / 180 ft	4	20 cr
Heavy crossbow	1d8	80 / 160 / 240 ft	6	30 cr
Thrown dagger	1d4	10 / 20 / 30 ft	1	3 cr
Thrown hand axe	1d6	10 / 20 / 30 ft	3	4 cr

The Ark Armory — weapons of Ark Tech — table

Weapon	Damage	Range (short/med/long)	Rate	Shots per C core	Weight	Cost
Ark pistol	1d8	40 / 80 / 150 ft	1 per round	10	2	180 cr
Ark gun	1d10	90 / 180 / 300 ft	1 per round	20	5	250 cr
Ark pulse rifle	1d8	60 / 120 / 200 ft	2 per round, or burst (below)	30	6	400 cr

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The Ark Armory — weapons of Ark Tech — table

Charge	Effect	Weight	Cost
Ether charge (hand charge)	2d6 damage in a 10 ft burst, save vs. Breath for half; ruins locks, doors, and light machinery	2	60 cr
Blasting charge (mine work)	3d6 against structures and stone; 2d6 to creatures within 10 ft, save vs. Breath for half; a full turn to set properly	5	120 cr

Armor — table

Armor	Armor Class	Weight	Cost
Heavy clothing / padded	9	10	5 cr
Leather	8	15	12 cr
Studded leather	7	20	20 cr
Ring mail	7	25	30 cr
Scale mail	6	35	40 cr
Chain mail	5	30	60 cr
Banded mail	4	40	90 cr
Plate mail	3	45	150 cr
Full plate (fitted, masterwork)	2	50	400 cr
Shield (lowers AC by 1)	–1	10	10 cr
Buckler (lowers AC by 1, Ark Throttle Jockeys)	–1	5	6 cr

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Adventuring gear — table

Item	Weight	Cost
Backpack (leather)	2	4 cr
Belt pouch	0.5	1 cr
Rope, 50 ft hemp	7.5	4 cr
Rope, 50 ft silk (Aria weave)	3	25 cr
Grappling hook	4	8 cr
Torch (burns 1 hour, 30 ft light)	1	1 cr each
Lantern, hooded (burns 6 hours per flask)	3	9 cr
Oil flask	1	2 cr
Ether lantern (Chapter 8)	2.5	60 cr
Iron rations, 1 week	7	12 cr
Trail rations, 1 week	5	6 cr
Waterskin	1	1 cr
Tent, two-person	10	15 cr
Bedroll	5	2 cr
Thieves' tools (Scoundrel)	1	30 cr
Tinker's tool kit	8	50 cr
Healer's kit (10 uses)	2	25 cr
Copper ID card (issued, not bought — forgeries 100+ cr)	—	—
Tablet (comm and records; recharge at any core dock)	1	75 cr
Spyglass	1	45 cr
Chart case and colony charts	1	20 cr
Arkenite, raw, per pound	5	50 cr

Services and hire — table

Service	Cost
Inn, common room (night)	1 cr
Inn, private room (night)	5 cr
Meal, tavern	1 cr
Meal, fine (Ivory City, Concord)	5 cr
Stable and fodder (night)	1 cr
Passage, wind-ship, per colony hop	20 cr
Passage, dirigible, per colony hop	50 cr
Hireling: torch-bearer, porter (day)	1 cr
Hireling: crewman, guard (day)	2 cr
Hireling: guide, interpreter (day)	5 cr
Henchman	negotiated (Chapter 7)

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Movement — table

Load Carried (lb)	Move	Combat Move (per round)	March (miles/day)
Up to 40	12"	40 ft	24
41–60	9"	30 ft	18
61–80	6"	20 ft	12
81–120	3"	10 ft	6
Over 120	— (cannot move)	—	—

Encounters, surprise, reaction, morale — table

2d6	Reaction
2 or less	Immediate attack
3–5	Hostile — threats, weapons out, demands
6–8	Uncertain — watching, wary, may talk or may bolt
9–11	Friendly-leaning — willing to talk, trade, or parley
12 or more	Warmly disposed — offers aid, news, or hospitality

Master Attack Matrix — roll needed to hit — table

Attack Rank	AC 10	AC 8	AC 6	AC 4	AC 2	AC 0	AC –2	AC –4	AC –6	AC –8	AC –10
1	10	12	14	16	18	20	20*	20*	20*	20*	20*
2	9	11	13	15	17	19	20*	20*	20*	20*	20*
3	8	10	12	14	16	18	20	20*	20*	20*	20*
4	7	9	11	13	15	17	19	20*	20*	20*	20*
5	6	8	10	12	14	16	18	20	20*	20*	20*
6	5	7	9	11	13	15	17	19	20*	20*	20*
7	4	6	8	10	12	14	16	18	20	20*	20*
8	3	5	7	9	11	13	15	17	19	20*	20*
9	2	4	6	8	10	12	14	16	18	20	20*
10	2	3	5	7	9	11	13	15	17	19	20*
11	2	2	4	6	8	10	12	14	16	18	20
12	2	2	3	5	7	9	11	13	15	17	19
13	2	2	2	4	6	8	10	12	14	16	18
14	2	2	2	3	5	7	9	11	13	15	17
15	2	2	2	2	4	6	8	10	12	14	16
16	2	2	2	2	3	5	7	9	11	13	15
17	2	2	2	2	2	4	6	8	10	12	14
18	2	2	2	2	2	3	5	7	9	11	13
19	2	2	2	2	2	2	4	6	8	10	12
20	2	2	2	2	2	2	3	5	7	9	11

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Experience points — table

Hit Dice	Base XP		Hit Dice	Base XP
Under 1	5		6	160
1	10		7	250
2	20		8	400
3	35		9	650
4	60		10	1,000
5	100		Each +1 HD above 10	+400

Power Cores — table

Grade	Typical Use	Full-Charge Duration	Price (charged)
C	Lamps, tablets, tools, personal gear	1 day of steady use; 20 shots in an Ark gun	25 cr
B	Ark Cycles, Ark Cars, workshops, homes	1 week of steady use; a cycle's month of riding	150 cr
A	Dirigible engines, colony machinery, the great works	A season of steady use	1,200 cr

Common Ark devices — table

Device	Effect	Core
Ether lantern	40 ft blue-white light, steady, no flame	C, 1/day of light per charge
Ether stove / heater	Cooks and warms a room, ship-safe	C
Core dock	Recharges tablets, tools, lanterns slowly overnight	B or ship power
Ark lamp array	Lights a street, dock, or hold brilliantly	B
Ether pump	Moves water or air; runs a mine lift or a ship's bellows	B
Presence damper (temple issue)	Within 20 ft, Blessed gifts roll as if one level lower. Rare, resented, real.	B

The Tinker's bench — jury-rigging and gadgets — table

1d6	Jury-Rig Mishap
1	Discharge — save vs. Breath or 1d6 damage; core spent
2	The core drains dead in your hands; device unharmed
3	It works — for 1d6 turns, then dies with sparks and swearing
4	It works, but at half effect (dim, slow, weak)
5	It works, and something else nearby stops working
6	It works beautifully. The Magistrate notes this success for later.

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The Tinker's bench — jury-rigging and gadgets — table

Gadget	Build Cost	Time	Effect
Core tester	40 cr	2 days	Reads any core's grade and charge at a touch
Spark glove	90 cr	4 days	Delivers a 1d4 shock in melee; 10 charges per C core
Listening horn	30 cr	1 day	Hear Noise as a 5th-level Scoundrel through doors and hulls
Lock-warmer	60 cr	3 days	Heats a lock's pins; +15% to a Scoundrel's Pick Locks on that lock, once
Ether sniffer	120 cr	1 week	Detects leaking cores, Ether caches, and thin places within 100 ft
Deck lantern array	200 cr	1 week	Lights a whole ship deck or hall; runs on B core

Dirigibles — table

d6	System hit	Effect
1	Steering	Helm rolls one step worse until repaired
2	A core mount	The ship loses a grade of power; one band slower; a second hit here ends the engine (the graceful settle begins)
3	The Ether lines	Roll the volatile reaction (Chapter 8): the engineer saves vs. Breath to vent it harmlessly; failure means the reaction fires in the engine room
4	Lift cells	Altitude bleeds 500 ft per round until patched; the ship fights downhill
5	Speaking tubes	Orders arrive a round late; stations repeat their last action unless a runner carries the word
6	The envelope	Breached: lift suffers (above), and if structure reaches 0 while breached, the settle comes early and hard — 3d6 to the unsecured

The shadow path — table

Level	Gift	Working
1	Sense the Shadow	With a round of stillness, sense Blessed, shadow workings, and thin places (Chapter 8) within 60 ft. At will, but the Magistrate may ask for quiet and time.
1	Mist-Step	Step from one shadow or mist bank to another within 30 ft and line of sight. Once per day per level. The lesser, permitted art.
3	Veil of Shadow	Stand unseen in dim light and shadow as a Scoundrel of equal level (Hide in Shadows), for as long as you hold still and silent.
5	Shadow Ward	Ward a door, hatch, or campsite of up to 30 ft across. For 8 hours, shadow-touched creatures and any creature you name as barred must save vs. Spell to cross, and crossing rings in your mind like a bell. Once per day.
7	Walk the Mist	Travel along continuous shadow, mist, or darkness for up to a mile, arriving in a round, carrying only yourself and your gear. You see the way as Raven is said to — as a road. Once per day.
9	Eyes of the Man in Shadow	For one turn, see perfectly in darkness and mist, and see shadow workings, veils, and phasing for what they are, within 120 ft. Once per day.
11	Mist Form	For one turn, become mist: immune to ordinary weapons, unable to attack or carry, moving 120 ft per round, seeping through cracks and keyholes. Core discharges and Ether effects still bite. Once per day.
13	Voice of the Deep	Speak with the weight of the shadow behind you. All who hear and oppose you within 30 ft save vs. Spell or flee, freeze, or kneel, as your words demand, for 1d6 rounds. Once per day.

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The light path — table

Level	Gift	Working
1	Light of Gabriel	Call light to your talisman — a lantern's glow for an hour, or a blinding flash: all looking at you save vs. Spell or are blinded 1d6 rounds. Three uses per day in any mix.
1	Sense Presence	With a round of stillness, feel the intent of those within 30 ft — hostile, afraid, lying by omission — as pressure on the skin. Not thoughts; weather. At will, with quiet.
3	Healing Light	Lay hands and heal 2 hit points per level of the Blessed. Once per day, in one working, divided among recipients as you choose. Cannot raise the dead or regrow what is gone.
5	Radiant Ward	For one turn, you and all allies within 20 ft gain –2 armor class (better) and +2 on saves against shadow workings and the green pollen's kin. Or ward one doorway for 8 hours against the shadow-touched (save vs. Spell to force). Once per day.
7	Brand of Light	Consecrate a blunt weapon for one turn: it shines like a lantern and strikes shadow creatures, mist forms, and warded things as if they were solid and unwarded. Once per day. (The tales name exactly one bar of light made solid — Summer's — and it is hers alone; this gift lends light to honest wood and iron instead.)
9	Beacon	Raise a light visible for miles across sea and sky, and let it carry your will with it: allies who see it gain +2 on morale and saves vs. fear while it burns (up to one turn). Mist and darkness workings within 60 ft are dispelled. Once per day.
11	Hands of the Light Bringer	Greater healing: 4 hit points per level, once per day — or, in a single working, cure Ether-sickness, pollen sickness, and ordinary poison in one recipient per level. Still cannot raise the dead.
13	Presence Revealed	Let the Presence show through you for 3 rounds: hostiles within 30 ft save vs. Spell each round or fall back in awe; allies are immune to fear and stand fast; shadow workings on your person end. Once per day, and the Spires will hear about it.

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The middle path — table

Level	Gift	Working
1	Weigh the Heart	With a round of stillness, sense the tilt of a heart before you — toward harm, toward deceit, toward good faith — in a matter you name aloud. Not thoughts; the lean of the person. At will, with quiet.
1	Steady Hand	Touch stills the shaking: fear, panic, and the tremors of Ether-sickness ease for one turn, and a creature in the grip of them saves again at +2. Three uses per day.
3	Hold the Line	Plant yourself, and for one turn you cannot be moved, driven back, or frightened against your will; allies within 10 ft gain +2 on saves against fear and being driven back while you stand. Once per day.
5	Word of Witness	Give a true account of a thing you witnessed, and let the telling bind: all who hear and would deny it save vs. Spell, or for one day the denial will not come — they may hold their peace, but the lie curdles in the mouth. Once per day.
7	Stand Between	When a creature within 30 ft is struck, step into the blow's path: the harm lands on you instead, halved (round down), and your armor class is 2 better against that one blow. Twice per day.
9	The Scales	For one turn, see workings as they truly are: veils, phasing, and gift-wrought disguise show their seams within 120 ft. And when two claims are put to you plainly, you know which of them is false — never which is true. Once per day.
11	Still the Storm	The middle's great working. For one turn, a held stillness fills 30 ft around you: fear and frenzy falter (the shaken and the maddened save again at +2), lesser veils and blinding lights gutter out, and loose Ether in the space settles — it will not breathe fire or catch while the stillness holds. Once per day.
13	The Held Word	Speak, and for 1d6 rounds no creature within 30 ft may begin violence — no attack, no hostile working — unless it saves vs. Spell each round it would act. Weapons grow heavy in the hand. The word binds you as it binds them: while it holds, you may not attack either. Once per day.

Found things of the Blessed — the Magistrate's (GM's) tables — table

d%	Rarity	What is found
01–40	Common	A consecrated token or focus of no power but its blessing: it counts as a talisman for consecration purposes, and carries a Spire's mark
41–65	Uncommon	A worked crystal or focus-stone that holds one lesser gift's charge (Magistrate names the gift; one use, then it is a stone)
66–82	Rare	A hilt, unmanifested — the seat of a blade that has not yet answered a bearer; or a wild staff or wand of unknown making (see the Wild Blessed, below)
83–93	Rare	A manifested object whose bearer is gone: it keeps its last bearer's details — material, weight, size — until a new bearer answers it and re-makes them
94–99	Relic	A named thing out of the Order's history: a master's hilt, a Tower relic, a focus carried through the Tour by someone the songs remember. It has a past, and the past has opinions
00	The Magistrate's own	Something the table won't name. Roll nothing. The Magistrate decides what the world was keeping

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Found things of the Blessed — the Magistrate's (GM's) tables — table

1d6	Property
1	It answers its bearer's call — it comes to the bearer's hand when called, across a room, across a deck, if the way is open
2	The wisps attend it — black wisps move around it when the gift is near the surface, the same wisps that attend a manifested sword; the wise learn to read them as weather
3	It holds a working — one gift of its path, usable once per day by its bearer, drawn from the bearer's own strength as if it were theirs
4	It drinks light, or sheds it — shadow-found things dim lamps and thrive in dark; light-found things glow when the gift is woken in their bearer
5	Its details are the bearer's — material, weight, and size settle to the bearer's hand and will (wild objects, below, live by this rule whole)
6	It remembers a road — once, it will guide its bearer along a way it has traveled before: a mist-road, a Tower stair, a smuggler's stair of shadow. Once spent, the memory is gone

Charts and skyways — how the world is measured — table

Anchor	What the charts fix	Dirigible time (Chapter 9)
Concord	The zero — meridian and parallel cross here	—
Ash	West of the capital's sky (hop of record)	2 days to Concord
Ivory City	The trade port	2 days to Aria; 2 days to Ash
Aria	Mid-ocean, manmade, anchored to the seabed	3 days from Concord, over open ocean
Mirage	South of Concord	3–4 days from any colony
Crystal City	Far north, on the glacier	No skyway — by sea, then sledge

Ash Forest — table

d6	Encounter
1	Timber crew with a stalled Ether-lift, glad of help — or of witnesses not asked for
2	House Gail forest patrol checking ID among the trees
3	Poachers dressing a kill, nervous and armed
4	Forest prowler (beast — see below) hunting the party's cook-fire smoke
5	A Blessed pilgrim walking to a forest shrine, with news of the roads
6	Rose Wood engineers hauling a dead cycle home, in a mood to talk shop

Concord streets — table

d6	Encounter
1	Black Guard checkpoint: scanners out, papers please
2	Museum tour crowd — and one person watching the party instead of the exhibits
3	A magistrate's procession; all traffic stops; someone uses the cover of ceremony
4	Titan pamphleteers scattering as a patrol car turns the corner
5	A Gevity dealer being arrested, loudly, as an example
6	Off-duty Guard troopers in a tavern, arguing about the Chancellor

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Aria underbelly — table

d6	Encounter
1	Maintenance crew that asks no questions, for a consideration
2	Mafia collectors making a round of late payments
3	Something leaking Ether two levels down; workers evacuating upward
4	A Bioagent — though you'll only know it afterward, if ever
5	Rebel couriers changing hands in a steam vent maze
6	Ark Tech security sweep: "Authorized Personnel Only," and you aren't

Ivory docks — table

d6	Encounter
1	Customs inspection in progress; the queue is long and tempers are short
2	A captain hiring crew *now*, no questions, double pay, reasons unclear
3	Dock gang turf negotiation, one bad word from a brawl
4	Temple alms procession from the Ivory Temple, distributing food — and a pickpocket working the crowd
5	Smugglers unloading by night bell, professional and uninterested in witnesses
6	A ship just in from Crystal City, its crew telling glacier stories for drinks

Mirage wastes — table

d6	Encounter
1	A caravan one waterskin from disaster
2	Sand-skiff nomads who know every well and price them accordingly
3	Guard desert patrol, sun-mad and suspicious
4	Glass-back scorcher (beast — see below) basking on the track
5	The remains of a caravan that didn't make it; something made sure of it
6	A Blessed hermit at a shrine of stones, expecting you, somehow

The Great Sea — table

d6	Encounter
1	A merchantman flying Concord colors, hailing for news
2	Pirates — a reaver brig shadowing at cannon range
3	A derelict, sails set, no crew answering
4	Reef mauler (beast — see below) circling whatever floats
5	Guard cutter on customs patrol, signal flags flying
6	Weather turning: storm wall on the horizon, and something in it

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Common beasts — Earth stock, the unchanged ones — table

Beast	Habitat	AC	HD	Move	Damage	Remember
Timber wolf	Forest	7	2+2	15"	Bite 1d6+1	Hunts in packs of 2d6; the pack tests morale as one, at the leader's score of 8
Black bear	Forest, suburbs	7	4+4	12"	Claw/claw/bite 1d4/1d4/1d8	Hugs for 2d6 if both claws hit; mostly wants the rubbish pit, not the party
Wild boar	Forest	7	3+3	15"	Tusk 2d4	Fights on below 0 hp until –6; the old stories' canal-side warning applies
Red deer	Forest	8	2	18"	Antlers 1d6, if cornered	Game, not danger — but a hunted deer leads hunters into prowler country
Coyote	Desert, suburbs	7	1	15"	Bite 1d4	Steals, shadows, and reports the party to the whole waste by voice
Rattlesnake	Desert, mines	8	1	6"	Bite 1d2 + poison	Save vs. Poison or 2d4 damage over the next hour, sweating and swollen
Wild burro	Desert	8	2	12"	Kick 1d6	Stubborn as a magistrate; a captured one is transport that has opinions
Reef shark	Ocean	7	4	Swim 18"	Bite 2d4	Blood in the water doubles every distance; the mauler's little cousin, and honest about it
Giant shore crab	Ocean, docks	4	3	6"	Claws 1d6/1d6	Comes up on dock timbers at night; good eating, which the colonies know
Feral dog	Town, suburbs	7	1	15"	Bite 1d4	Packs of 1d6+2 around rubbish and ruin; a fed one is a follower waiting to happen
Dock rat	Town, ships	9	½	9"	Bite 1d2	One is nothing. See the swarm, under Groups — in numbers they are a creature
Apex hawk	Sky, forest	8	1	Fly 24"	Talons 1d4	Earth falcon stock, unchanged; hunts pigeons — including, Magistrates note, *message* pigeons

Treasure — table

Type	Where Found	Credits	Goods & Valuables	Arkenite	Power Cores	Maps & Heirlooms
A	Village cache, small hoard	50%: 1d6×100	25%: 1d4×50 in goods	—	—	10%: a map
B	Merchant cargo	75%: 2d6×100	50%: 2d4×100 in cargo	10%: 1d4 lb	5%: one C	15%: an heirloom
C	Mine shipment	40%: 1d6×100	25%: 1d4×100 in supplies	80%: 2d6 lb	15%: one C or B	5%: a survey map
D	Guard armory cache	30%: 2d4×100	Arms: 1d3 Ark weapons (illegal!)	10%: 1d4 lb	50%: 1d4 C or B cores	—
E	Temple offering store	60%: 3d6×100	40%: a consecrated heirloom	—	20%: one B (temple reserve)	25%: a relic of the Spire
F	Pirate or rebel stash	70%: 2d6×100	50%: contraband, 2d4×100	15%: 1d4 lb	10%: one C	25%: a map
G	Noble house vault	90%: 4d6×100	70%: 3d6×100 in valuables	40%: 1d6 lb	30%: one A or B	25%: heirloom, deed, or letters
H	Land Fall relic hoard	50%: 2d6×100 in ancient coin	Magistrate's gift: one Ancients device	20%: 1d6 lb worked	20%: one A, strangely warm	40%: a chart older than the colonies

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Rumors — table

2d6	Rumor
2	The Ruby Crown in the Museum is a copy; the real one walks around on someone's head in Mirage. (F — probably)
3	Ore is vanishing out of the Arkenite Mine before it ever reaches the scales. (T)
4	A dirigible left Ash Apex last spring and simply never arrived anywhere. (P)
5	The Guard's new helmets can hear through doors. (F — but they do listen at them)
6	Phyfer of Rose Wood can fix anything, including things Ark Tech says can't be fixed. (T)
7	Crystal City is sending an emissary south, and not about emeralds. (P)
8	There's a town under the Arkenite Mine — Under-Mine — and the Guard watches it because something down there is worth watching. (T, and see the starter adventure)
9	Gevity sold in the Aria underbelly is stronger this season. People are changing. (P)
10	The Titans have a leader now, whatever Concord says — a commander, not a committee. (P)
11	A Bioagent can be spotted by the way they never take off one glove. (F)
12	The Chancellor hasn't been seen outside Requiem Keep in a year, and the orders coming out are *colder*. (T)

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