

Primo Contatto

A huge celestial object has crashed in South America, decimating the population and disabling any radio interface. It will be known in history as Primo Contatto: the creation of the first bubble of magic.

Characteristics. Audacity, Mastery, Destiny.
Between -5 and +5, one is your signature's.

Defense. 8 or equipped armor value.
Used when the character is taken by surprise.



Play a situation

1. The game master describes a fantastic place, the appearance of an antagonist or a problem to solve.
2. All the characters provide a contribution and the respective players have fair speaking space.
3. If the game master lays down an ability check the characters try to solve it, eventually with 1d20 (twenty-sided dice).
4. The game master summarizes the events and narrates the consequences.

Adventure. Multiple situations, one after the other.

When spacing counts

Zone. Abstract area decided by the game master, it delimits the space of a situation. Characters can move from one zone to the other spending actions.

Location. Multiple zones, one after the other.

Ability checks

Interaction check. GM establishes the difficulty.
1d20 + characteristic indicated by the GM

Combat check. Attacker and defender make opposing rolls. Wins the highest score, in case of tie the attack is halved.
1d20 + characteristic of the configured flow

Simplified combat check. Attacker tries to overcome the opponent's base defense.
1d20 + signature characteristic of the attacker

Action economy

Free-form mode. Situations follow each other without any particular time or order limits.

Turn-based mode Players act in order.
1 turn = 1 primary action + 1 secondary action

Action	Cost (actions)
Interact with the environment	1 secondary
Move in a zone	1 secondary
Change zone	2 secondaries
Perform a maneuver	1 secondary
Invoke a gift	1 primary
Empower 1 flow in a gift	1 secondary

Tactical maneuver

One maneuver resets the other and lasts 1 turn.

Strike. Subtract 1 life point in the area indicated by the tool.

Get ready. Adds +2 to attack checks. Can be accumulated up to 2 times.

Release. Double the bonuses of the "get ready" maneuver. Requires at least 2 accumulations.

Parry. Reduces the damage of an attack by 1 life point. Parrying multiple times means choosing different opponents.

Dodge. You roll with advantage against an opponent's attack check. Dodging multiple times means choosing different opponents.

Gift. Unique ability of the player character.		
A gift can be recreated at will by combining its parts:		
1 flow	1 power	1 tool
<u>Primary effect:</u> usable at will in turn-based mode.		
<u>Adventure effect:</u> 1 use, it recharges after a rest.		

Flows

Configured flows. Activates a gift and defines its type.

Reserved flows. Flow disconnected from any gift. When characters invoke a gift they can choose to attach additional flows on the fly. Mixing multiple flows with the same name is not allowed.

Elemental flows. *Fire (Aud), earth (Aud), water (Mae), air (Mae), life (Des).* Moving two elemental flows from the reserve to a gift requires 1 secondary action, instead of 2.

Psychic flows. *Rage (Aud), adrenaline (Aud), spirit (Mae), discipline (Des), domination (Des).* A psychic flow grants the character an increase in characteristic, both when configured or reserved.

Sidereal flows. *Light (Aud), void (Mae), space-time (Mae), plasma (Des), antimatter (Des).* A configured sidereal flow adds a bonus of +3, instead of +1, to the attack check.

Technological flows [*]. *Metal (Aud, Mae), cybernetics (Aud, Mae), oil (Aud, Des), atom (Mae, Des), electromagnetism (Aud, Mae, Des).* A technological flow counts double, but it is disabled by default.

Tools

Configured tools. It describes how a gift propagates in space.

Generate a tool. The game master choose a name and assigns an area of effect. Below are the are of effects, some of which **[**] requires the tech-awakening** to function.

Touch. Reaches 1 target adjacent to the character. If the opponent is vigilant with a hand-to-hand tool they can use advantage to avoid the blow.

Hand-to-hand. Reaches 1 target adjacent to the character.

Short distance. Reaches a target in the same zone of the character. If the opponent is in the immediate vicinity they can use advantage to avoid the blow.

Long distance. Reaches a target even if they are in a different zone than the character. If the opponent is in the same zone they can use advantage to avoid the blow.

Small area. Threatens up to 2 targets, friends or opponents alike, in the same zone of the character.

Large area. Threatens all targets, friends or opponents alike, in a different zone than the character.

Circle [**]. Reaches 2 opponents adjacent to the character.

Pool [**]. Reaches 1 opponent adjacent to the character and creates a pool at their feet. After 1 turn the gift manifests itself again on those who are on the pool.

Cone [**]. Reaches an opponent in the same area as the character, plus 2 additional targets provided they are all adjacent.

Chain [**]. Reaches up to 4 opponents in the line of fire, even if they are in areas other than that of the character.

Cluster [**]. Threatens up to 2 opponents in the same area of the character. After 1 turn the gift manifests itself again by threatening 2 additional targets in the same area.

Rain [**]. Threatens all opponents in the same area of the character.

Hyperio and tech-awakening

Suspended technology. To reactivate the technology, characters will need to tap into a new resource: hyperio.

Technological flows [**]. They reactivate when the character has at least 1 unit of hyperio in reserve.

Technological tools [**]. They reactivate when the character spend 1 unit of hyperio.

MTM. Military Tactical Machine. Unique biotechnological object, it allows to store up to 3 units of hyperio and to awake technology.

Imperfect vessel: when the character rests the MTM loses 1 unit of hyperio.

Hyperio recharge. Characters can generate hyperio by moving flows from the reserve to the MTM.

1 flow generates 1 unit of hyperio.

The flows loaded in the MTM cannot be configured or used to empower gifts but they return available after the character rests.

Powers

Primary / adventure effects

- 1. Manifestation.** Subtracts 1 life point + 1 additional life point per flow. This power cannot be used in 2 consecutive turns. / Creates a shape whose complexity grows with the number of channeled flows.
- 2. Invocation.** Subtracts 1 life point per flow, each turn and for two turns. / Raise, move, or throw objects and creatures. The strength of the effect increases with the number of channeled flows.
- 3. Alteration.** Subtracts 2 life points + 1 additional life point per flow, but the power is activated after one turn. / Changes the appearance of objects or creatures. The scope of these changes increases with the number of channeled flows.
- 4. Tension.** Subtracts 2 life points + 1 additional life point per flow. In the next turn the character is inhibited, that is, they can not invoke any gift. / Separates or joins two parts of an object. The strength of the effect increases with the number of channeled flows.
- 5. Punishment.** Subtracts 1 life point. If the target is destabilized, immobilized, or incapacitated, it subtracts 2 life points + 1 additional life point per flow. / Creates a fake image that persists until discovered as such. The higher the number of channeled flows, the more the illusion is convincing.
- 6. Remedy.** Restores 2 life points + 1 additional life point per flow. Has no effect on targets with less than 2 life points. This power cannot be used in 2 consecutive turns. / Sanitizes or cleans a zone by accommodating the gift's area of effect. The duration increases with the number of channeled flows.
- 7. Recover.** Restores 1 life point per flow, each turn and for two turns. Has no effect on targets with 4 or more life points. / Enables an additional defense check against long-term negative effects, such as poison, disease, or heavy stress.

- 8. Cure.** Restores 2 life points per flow, but the power is activated after one turn. / Improves the quality of food and victuals in the area. Once eaten, the food gives advantage to the next ability check. The amount of improved food increases with the number of channeled flows.
- 9. Martyrdom.** Restores or subtracts 1 life point + 1 additional life point per flow. In the next turn the character is inhibited, that is, they can not invoke any gift. / Allows the targets to regain strength up to their maximum life points. The number of targets is equal to that of channeled flows.
- 10. Fortress.** Adds 1 life point per flow to the targets, even exiding the normal maximum. This power lasts for two turns. / Creates a wall composed of the channeled flows. The duration increases with the number of channeled flows.
- 11. Instability.** Inflicts the destabilized condition on targets up to 2 life points per flow, placing them in disadvantage against any ability check. This power lasts for three turns. / Repairs a damaged object. The action becomes easier with the number of channeled flows.
- 12. Repulsion.** Inflicts the rejected condition to 1 target per flow, forcing them to stay at a distance. This power lasts for two turns. / Captivates targets up to 2 life points per flow. Captivated targets shall answer truthfully to two consecutive questions.
- 13. Slumber.** Inflicts the incapacitated condition on targets up to 2 life points per flow, preventing them from acting. Targets return to normal if they take damage. This power lasts for two turns. / Sleeps targets or banishes creatures from other worlds up to 2 life points per flow.
- 14. Camouflage.** Activates the camouflaged condition to 1 target per flow, granting them advantage to both attack and defense checks. Attacking or taking damage interrupts the effect. This power lasts for two turns. / Camouflages 1 target per flow or allows to sense detailed information about tracks, directions, or paths.

- 15. Meta-transportation.** Activates the accelerated condition to 1 target per flow, letting them use two secondary actions per turn instead of one. This power lasts for two turns. / Enhances a journey to the targets by means of a mount, wings, scales, or paws. The stability of the journey increases with the number of channeled flows
- 16. Psycho-physicality.** Temporarily increases Aud attribute of the targets. The character can distribute a bonus of 2 points for each channeled flow. This power lasts for two turns. / Distributes to targets 2 advantages in Aud checks for each channeled flow
- 17. Agility.** Temporarily increases Mae attribute of the targets. The character can distribute a bonus of 2 pointsfor each channeled flow. This power lasts for two turns. / Distributes to targets 2 advantages in Mae checks for each channeled flow.
- 18. Substance.** Temporarily increases Des attribute of the targets. The character can distribute a bonus of 2 points for each channeled flow. This power lasts for two turns. / Distributes to targets 2 advantages in Des checks for each channeled flow.
- 19. Protection.** Protects 1 target per flow from a condition that restricts movement or freedom of action, such as: destabilized, immobilized, incapacitated, slowed down, or repelled. This power affects a single ability check and then fades. / Fortifies a position, preventing opponents from approaching. The strength of the fortification increases with the number of channeled flows.
- 20. Summoning.** Summons a creature that mimics the character's abilities. The character can transfer to the creature a number of powers from their reserve that is equal to the number of channeled flows. The creature's abilities work with one flow each and inherit the effect area of the summoning gift. The creature persists for three turns. / It makes the summoning permanent. The creature retains its powers for itself and remains faithful as long as it maintains a strong relationship with its summoner.