

Callings & Aspects

1 Calling = 5 Aspects
2 Talent Slots = 1 Calling

All Callings also provide a non-mechanical **Utility** benefit.

Sorcerer / Ninja

Set aside d6 to use actions on targets at Range.

Focus: Spend an Action every round to add 1d6 to a roll, up to the rating of the focused Emotion.

Tactician / Painter

Set aside d6 to affect additional enemies with Actions. You gain a Mood Marker on 1s in addition to 6s when rolling an Emotion.

Cybertooth / Swiftpaw

You no longer suffer Mood penalties on Emotion rolls.

Reflex: Spend 1 Mood Marker. You may use the action reflexively.

Bard / Commander

Perform: You spend an Action performing a song of the appropriate Emotion. Roll **Emotion d6** to make allies within earshot gain 1 Mood Marker. Set aside d6 to make allies gain more Mood Markers.

These Mood Markers do not cause Distractions.

Courtier / Mentalist

Gaze: You may affect the Mood of your foes in front of you by using your influence. Roll **Emotion d6** to make foes gain 1 Mood Marker. Set aside d6 to make foes gain more Mood Markers.

These Mood Markers do not offer Mood Benefits.

Machinist / Summoner

Tinker: Set aside 1d6 from your chosen Emotion each round.

Your machine may use the associated action including all relevant talents.

You have to control the machine, otherwise it will not act.

Cook / Apothecary

Prepare: Set aside 1d6 from your chosen Emotion each round.

You prepare a booth with food, which others may use including relevant talents.

Allies spend an Action to get one serving.

Anger



Forcebolt

Sorcerer Spell

Set aside d6 to Attack enemies at Range.

Focus: Spend an Action every round to add 1d6 to a Anger roll, up to the Anger rating.

Exceptional Reach

Tactician Maneuver

Set aside d6 to Attack additional enemies in the area of effect.

You gain an Anger Marker on 1s in addition to 6s when rolling Anger.

Combat Reflexes

Cybertooth Implant

You no longer suffer Mood penalties on Anger rolls.

Reflex: Spend 1 Anger Marker. You may use Attack reflexively.

War Drums

Bard Song

Perform: Roll **Ad6** to make allies within earshot gain 1 Anger Marker. Set aside d6 to make allies gain more Anger Markers.

These Anger Markers do not cause Distractions.

Terrorizing Hiss

Courtier Influence

Gaze: Roll **Ad6** to make foes gain 1 Fear Marker. Set aside d6 to make foes gain more Fear Markers.

These Fear Markers do not offer Mood Benefits.

Devastator

Machinist Plans

Tinker: Set aside 1d6 from your Anger each round.

Your Devastator may use its Attack including all relevant talents. You have to control the machine, otherwise it will not act.

Red Chili Brew

Cook Recipe

Prepare: Set aside 1d6 from your Anger each round.

Allies may use the Red Chili Brew's Attack including all relevant talents.

Allies spend an Action to get one serving.

Joy



Blink

Sorcerer Spell

Set aside d6 to teleport to a new destination within Range. Otherwise doubles Jolt distance.

Focus: Spend an Action every round to add 1d6 to a Joy roll, up to the Joy rating.

Tactical Movement

Tactician Maneuver

Set aside d6 to take allies in the area of effect with you when using Jolt.

You gain a Joy Marker on 1s in addition to 6s when rolling Joy.

Cyber Jumpers

Cybertooth Implant

You no longer suffer Mood penalties on Joy rolls.

Reflex: Spend 1 Joy Marker. You may use Jolt reflexively.

Cheerful Tune

Bard Song

Perform: Roll **Jd6** to make allies within earshot gain 1 Joy Marker. Set aside d6 to make allies gain more Joy Markers.

These Joy Markers do not cause Distractions.

Mocking Taunt

Courtier Influence

Gaze: Roll **Jd6** to make foes gain 1 Joy Marker. Set aside d6 to make foes gain more Anger Markers.

These Anger Markers do not offer Mood Benefits.

Scouting Drone

Machinist Plans

Tinker: Set aside 1d6 from your Joy each round.

Your Scouting Drone may use its Jolt & Detect including all relevant talents. You have to control the machine, otherwise it will not act.

Chocolate Brew

Cook Recipe

Prepare: Set aside 1d6 from your Joy each round.

Allies may use the Chocolate Brew's Jolt & Detect including all relevant talents.

Allies spend an Action to get one serving.

Love



Blessing of Life

Sorcerer Spell

Set aside d6 to Cure while at Range from your target.

Focus: Spend an Action every round to add 1d6 to a Love roll, up to the Love rating.

Field Support

Tactician Maneuver

Set aside d6 to Cure additional allies in the area of effect.

You gain a Love Marker on 1s in addition to 6s when rolling Love.

Nanite Injection

Cybertooth Implant

You no longer suffer Mood penalties on Love rolls.

Reflex: Spend 1 Love Marker. You may use Cure reflexively.

Amor's Serenade

Bard Song

Perform: Roll **Ld6** to make allies within earshot gain 1 Love Marker. Set aside d6 to make allies gain more Love Markers.

These Love Markers do not cause Distractions.

Sudden Flattery

Courtier Influence

Gaze: Roll **Ld6** to make foes gain 1 Joy Marker. Set aside d6 to make foes gain more Joy Markers.

These Joy Markers do not offer Mood Benefits.

Medical Bot

Machinist Plans

Tinker: Set aside 1d6 from your Love each round.

Your Medical Bot may use its Cure including all relevant talents. You have to control the machine, otherwise it will not act.

Mincebrew Tea

Cook Recipe

Prepare: Set aside 1d6 from your Love each round.

Allies may use the Mincebrew Tea's Cure including all relevant talents.

Allies spend an Action to get one serving.

Grief



Intervention

Sorcerer Spell

Set aside d6 to Weep while at Range from your target. You may use this ability to help others shrug off Attack hits or buff Cure rolls.

Focus: Spend an Action every round to add 1d6 to a Grief roll, up to the Grief rating.

Shared Compassion

Tactician Maneuver

Set aside d6 to Weep for everyone in the area of effect.

You gain a Grief Marker on 1s in addition to 6s when rolling Grief.

Subdermal Armor

Cybertooth Implant

You no longer suffer Mood penalties on Grief rolls.

Reflex: Spend 1 Grief Marker. You may use your Weep reflexively.

Gloomy Requiem

Bard Song

Perform: Roll **Fd6** to make allies within earshot gain 1 Grief Marker. Set aside d6 to make allies gain more Grief Markers.

These Grief Markers do not cause Distractions.

Angel Eyes

Courtier Influence

Gaze: Roll **Gd6** to make foes gain 1 Love Marker. Set aside d6 to make foes gain more Love Markers.

These Love Markers do not offer Mood Benefits.

Steampower Tank

Machinist Plans

Tinker: Set aside 1d6 from your Grief each round.

Your Steampower Tank may use its Weep including all relevant talents. You have to control the machine, otherwise it will not act.

Mindnumbing Brew

Cook Recipe

Prepare: Set aside 1d6 from your Grief each round.

Allies may use the Mindnumbing Brew's Weep including all relevant talents.

Allies spend an Action to get one serving.

Fear



Shadow Cloak

Sorcerer Spell

Set aside d6 to Hide while at Range from a stealth zone. You may use this ability to help others Evade Attacks as well.

Focus: Spend an Action every round to add 1d6 to a Fear roll, up to the Fear rating.

Camouflage

Tactician Maneuver

Set aside d6 to Hide and Evade additional allies in the area of effect.

You gain a Fear Marker on 1s in addition to 6s when rolling Fear.

Evasion Matrix

Cybertooth

You no longer suffer Mood penalties on Fear rolls.

Reflex: Spend 1 Fear Marker. You may use your Hide reflexively.

When you spend 1 Fear Marker, you do not suffer any penalties for multiple uses of Evade.

Uncanny Air

Bard Song

Perform: Roll **Fd6** to make allies within earshot gain 1 Fear Marker. Set aside d6 to make allies gain more Fear Markers.

These Fear Markers do not cause Distractions.

Horrid Drama

Courtier Influence

Gaze: Roll **Fd6** to make foes gain 1 Grief Marker. Set aside d6 to make foes gain more Grief Markers.

These Grief Markers do not offer Mood Benefits.

Phasing Drone

Machinist Plans

Tinker: Set aside 1d6 from your Fear each round.

Your Phasing Drone may use its Hide & Evade including all relevant talents. You have to control the machine, otherwise it will not act.

Ghost Jelly Brew

Cook Recipe

Prepare: Set aside 1d6 from your Fear each round.

Allies may use the Ghost Jelly Brew's Hide & Evade including all relevant talents.

Allies spend an Action to get one serving.