

ADVENTURING, SKILLS AND TOOLKITS

CHAPTER CONTENT

**CLOUDBREAKER LIFE
USING SKILLS
USING TOOLKITS**

Learn how to survive everyday and the specific use of your skills and toolkits in this chapter.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

CLOUDBREAKER LIFE

CLOUDBREAKER LIFE SUMMARY

Life in the City

- Free if you use Cloudbreaker guild lodging.
- You can spend Cred for living expense to blend in with locals

Life in the Wilderness

- As long as you have camping gear, you can live comfortably
- You will have to make various rolls while in harsh terrain.

Travelling Speed

- Your travelling speed changes according to the pace you set
- Travelling slowly lets you roll with edge in harsh terrains and fast travel requires you to roll with setback

Communication

- You can talk and communicate with any creature that knows a language, using your mission tablet's translation function
- Language only becomes issue if your Mission Tablet is broken
- You can call & communicate with other mission tablet owners

Life in the City

One of the best perks of being a cloudbreaker is the free meals and accommodation. You can stay and have simple balanced meals for free at any local guild or guild affiliated establishments. All costs had been levied from the profits the guilds earn.

For roleplay purposes or to mingle with people of various social classes for your mission, you can use the following table as a guide.

Life in the Wilderness

If you're out in the wilderness, as long as you possess a Camping Gear, you can always forage enough food and water for two. Only when the GM specifies that you are in harsh terrain that you have to start foraging by rolling your Detect Skill before you start your rest. Different resource poor areas have different Task Difficulty (TD) for finding food. Luckily, each camping gear can hold 3 days' worth of rations for an individual. Keep in mind that you need to have a meal to successfully complete a Full Rest.

In some harsh terrains you may need to succeed on your Endurance Skill Rolls to not take exposure damages from the environment. This roll is made once a day at the specified time depending on the type of terrain. But the GM may call for more rolls depending on the situation.

LIVING EXPENSES IN CRED

LIVING EXPENSE	POOR	HUMBLE	AVERAGE	RICH	UPPER CRUST
Drink	-	0.50	1	3	10
Meal	0.20	1	2	6	20
Lodging	1	3	5	15	50
Entertainment	-	1	3	9	30
1 day's service	2	10	20	60	200

HARSH TERRAIN EXAMPLES

TERRAIN	FORAGE TD	EXPOSURE TD	EXPOSURE TIME	EXPOSURE RESOLVE DAMAGE
Desert	8 Detect or Navigation Kit	8 Endurance	Before Night	2d6 Resolve Environment Damage
Tundra	9 Detect or Navigation Kit	9 Endurance	Before Morning	2d6 + 4 Resolve Environment Damage
Lunar Wasteland	14 Detect or Navigation Kit	12 Endurance	Before Morning	2d6 + 8 Resolve Environment Damage

(Tip: The Exposure Endurance Roll time indicates the best time to start travelling. For example, the Exposure Endurance Roll for desert is made before night, so it would be a good idea to finish your rest at night time after potential Resolve loss. This way, you can start travelling with full resolve if you complete a full rest.)

Camping Gear & Mission Tablet

Your camping gear contains everything you need to live a comfortable life in the wilderness. To get a better idea what they contain, here is a list of a few of the items stuffed in your camping gear.

Camping Gear

- One waterproof tent
- Two sleeping bags
- Cooking utensils
- Three ration packs
- Hunting tools & water purifier
- Two personal hygiene packs
- Lights & torches

A Camping Gear contains enough equipment to support life for two persons. If you lose yours, you can easily survive on one of your party member's gear. Alternatively, if you're brave enough, you can rely on your party members' Camping Gear and free your item slot to carry other items instead. Emergency rations can be replenished when you reach any local cloudbreaker guild.

TRAVELLING SPEED

TERRAIN	ON FOOT	VEHICLE (OFF ROAD)	VEHICLE (ROAD/FLATLAND)
Slow	15 Km	150 Km	300 Km
Normal	30 Km	300 Km	600 Km
Fast	40 Km	400 Km	800 Km

Guild Teleport Cost: 50 Cred (Free if it's part of your mission) Here are some examples of various harsh terrains you may encounter.

Slow Travel Pace: You make your forage and exposure roll with edge.

Fast Travel Pace: You make your forage and exposure roll with setback.

Mission tablet - Your mission tablet is considered to be a key item that costs 0 item slot to carry. Your mission tablet has the following functions:

- **Mission Market** - You pick your missions and add your side missions through this function.
- **Image Capture** - Capture still or short sessions of moving images and send them to your acquaintances.
- **Mission Forum** - Discuss your mission and borrow other cloudbreaker's expertise in a text based forum. This function is rolled as part of your information skill.
- **Astral Talk** - Speak directly to another mission tablet holder. They may not necessarily be available at all time.

Travelling Speed

Generally, Breakers can be teleported between local Cloudbreaker guilds to take on missions at distant locations. But this convenient service has its limits, since it's only available in Alliance affiliated towns or caravans. Breakers travelling in remote parts of the cloudbroken land or into the Clouds can use the table below as a guide for your travel progress.

Language & Communication

Since the invention of mission tablets, language is no longer a barrier for cloudbreakers. This device could translate any language telepathically between creatures that understands any language. Language differences only becomes an issue if the mission tablet malfunctions due to narrative reasons.

USING SKILLS

USING SKILLS SUMMARY

- Most skills have multiple functions
- Same task may be solved by different skills
- Neutralization with communicative skills can be done from a distance

Skills represent your personal talents and training in certain categories of activities. They are related to a specific attribute, Brute for example is related to Strength. However, there are significant differences between skills, even those that belong to the same attribute. So in this section, the uses and differences between each skill are detailed.

There are some overlaps between skills, so in certain conditions, you have the option to roll either.

The neutralization range indicates how close to your target you need to be, to neutralise them with this skill. In general, neutralization needs to be made within the same zone as the enemy, unless it is done through communication. You can neutralise targets up to 3 zones away using your communication skills or other skills if you explain that it can be done from a distance or used as a form of communication.

STRENGTH

Brute

Neutralization Range: 0 (Same Zone)

- As the name suggests, this skill is all about using your Brute strength to manipulate objects. You can push, pull, lift, carry and do any powerful activities related to your upper body strength that don't require you to move fast.
- At some rare occasions, you may use this skill to temporarily fix old machineries by smacking them real hard.

Endurance

Neutralization Range: 0 (Same Zone)

- You can use this skill to withstand harsh environments, strong drinks and violent interrogations. It is all about enduring physical and biological discomfort.
- This skill can also be used for physical activities that involve endurance such as running a marathon or carrying a heavy load over a long distance. So there are some crossovers between this skill with Sports and Brute skills.

Intimidate

Neutralization Range: 0 - 3 zones

- Instil fear into another creature with verbal and physical threats.
- This skill is also used to shout or make loud noises.

AGILITY

Sports

Neutralization Range: 0 (Same Zone)

- Run, jump over obstacles, throw a ball, this skill is used for any activities an action hero would do. The difference between this skill and Brute is that Sports is more commonly used to perform tasks that require more balance and skill.
- Driving vehicles or controlling mounts are also in the domain of this skill.

Thievery

Neutralization Range: 0 (Same Zone)

- Sneaking, pickpocketing, swiping or planting objects are part of this skill.
- You can disarm physical traps and pick physical locks with this skill too.

Deception

Neutralization Range: 0 - 3 zones

- Bedazzle and distract others with your verbal gymnastics and body language. Lies can be unravelled rather quickly and people you lied to are likely to become hostile to you.
- This skill can also be used to forge and duplicate objects.

AWARENESS

Detect

Neutralization Range: 0 (Same Zone)

- Perceiving your surroundings or observing distant objects with this skill. Certain lifeform traits, such as Hunter's Eyes, may let you roll this skill with edge if you're perceiving things with your eyes. So you need to specify how you detect your surroundings.
- This skill can also be used to reveal hidden rooms, tracks and traps.
- Analyze: This skill can be used to discover certain monsters' weak spots.

Information

Neutralization Range: 0 (Same Zone)

- This is the skill that represents your booksmart and information searching ability. You can use this skill to prattle off any information or find the person who can give you the answer in the mission forum or other libraries. This is also the skill you roll to remember things that your character forgot.
- This skill also involves hacking, but you need to do it through a terminal where you have access to the system, unlike Infiltration Toolkit which allows you to hack anything as long as you have the cable.
- Analyze: This skill can be used to recall information on registered monsters' neutralization method.

Reason

Neutralization Range: 0 - 3 zones

- Convince someone to do what you want through reason and logic. This skill does not work on creatures that don't understand a language, such as animals. However, Lifeform traits such as Creature Chatter allows you to reason with animals.
- This skill can also be used to process all the information you have gathered. You can roll this to receive hints from the GM if you still don't understand the mystery surrounding the clues you have collected.

EMPATHY

Psychology

Neutralization Range: 0 - 3 zones

- Assess the mental condition and intention of others with this skill. The most common use of this skill is to discern whether another person is lying to you.
- You also use this skill to discern illusions created by practical effects or magical means.
- Analyze: This skill can be used to figure out how to neutralize some sentient monsters by communication.

Artistry

Neutralization Range: 0 - 3 zones

- Songs, arts and dance. Use this skill to perform various artistic tasks and evaluate the artistic and monetary value of objects.
- You can also use this skill to parrot various sounds and communicate soundlessly by miming.

Appeal

Neutralization Range: 0 - 3 zones

- Sincerely request someone to do something.
- Seduce and charm someone.

USING TOOLKITS

USING TOOLKITS SUMMARY

- You need to possess the toolkit or have mastery in it to make the roll.
- Remember the different components of a toolkit.
- Neutralization can only be made in same zone, unless it is a special toolkit that specifically allows you to do it from a distance.

Toolkits are sets of densely packed tools designed to tackle a certain category of problems. They can be used to perform various unique tasks, but they also have additional functions that can replace some of your skills' functions.

The climbing kit for example, can be used to climb over obstacles, like your sports skill, but it cannot be used to help you run faster. Thus, if you carefully plan what toolkits to bring with you, then you can cover a lot of the functions missing from your skillset.

You need to have the toolkit with you or mastery in it to make the relevant toolkit roll. Mastery in the toolkit means that you are familiar enough with the functions of the toolkit to replicate its functions using makeshift tools and scraps.

Below are the functions of Basic (+3), Advanced (+4) and Expert (+5) quality toolkits you can buy from your Cloudbreaker Guild. You may find special toolkits through your campaign that offer added functionalities.

STANDARD TOOLKITS

Climbing Kit

Neutralization Range: 0 (Same Zone)

- Grappling Hookgun: You can use this tool to shoot a hooked rope and use it to get over various obstacles.
- Block and Tackle: Use this pulley system in combination with your hookgun's retract function to lift or pull heavy objects.
- Rope Ladder: Let your friends easily climb over hazards. There are multiple sets of these.

Navigator's Kit

Neutralization Range: 0 (Same Zone)

- Geographic Database & Record: This tool automatically charts your journey. You can make this toolkit roll to find your orientation or find your way when you get lost. You can also use it to analyse the exposure information of harsh terrains.
- Drive Assist: This attachable device helps you drive any vehicle.
- Track Locator: This device finds tracks and highlights them for you to follow.
- Smart Binocular: Can be used to see & highlight far away objects.

Arcanist Kit

Neutralization Range: 0 (Same Zone)

- Encyclopaedia of Nature: This encyclopaedia contains various information on the subject of arcane and nature.
- Arcane Testing Set: This testing set unveils the nature of arcane spells and disturbance in the vicinity.
- Arcane Defuser Set: Dispel or repress various arcane effects.
- Analyze: Reveals the weakness of monsters with Arcanoids, Cinderblighted and Plant type.

Thaumaturgist Kit

Neutralization Range: 0 (Same Zone)

- Tome of Supernatural: This tome contains various information on supernatural subjects related to fiends, undead, apparitions and more.
- Thaum Tester: This testing set unveils the nature of cosmic spells and supernatural disturbances in the vicinity.
- Exorcist Set: Exorcise and expel supernatural effects.
- Analyze: Reveals the weakness of monsters with Fiend, Undead and Apparition type.

Chemist Kit

Neutralization Range: 0 (Same Zone)

- Chemistry Set: This set contains testing liquids, gasses, bases and acids. You can use them to test the nature of various substances and use the chemicals to burn through metal bars or drive away creatures with sensitive noses.
- Medical Supplies: This set contains various testing devices and medicines to let you fulfil your role as field medic. You may find other interesting uses for

the laxatives.

- Forensics Set: Investigate the causes of death or wounds with this set.
- Analyze: Reveals the weakness of monsters with Animal type.

Mechanics Kit

Neutralization Range: 0 (Same Zone)

- Mechanics Set: Screwdriver, wrench, hammer, this set contains everything you need to fix any piece of machinery. But it doesn't let you hack into hi-tech devices.
- Universal Jack: This device lets you push and lift heavy objects.
- Air Horn: Warn others of danger with the loud noise created by this device or use it for pranks.
- Analyze: Reveals the weakness of monsters with Construct type.

Impersonation Kit

Neutralization Range: 0 (Same Zone)

- Facemask Printer & Sewing Set: Impersonate another person with the Facemask Printer and use the sewing set to replicate their clothes.
- Forgery Set: Use this to forge identification cards, passes, certificates and even paintings.
- Voice Changer: Change the tone of your voice to impersonate people. You may also use this device to superficially analyze the mental state of sapienoids capable of speech. You know if that person is feeling fear, joy, anger etc.
- Analyze: Reveals the weakness of monsters with Sapienoid type.

Infiltration Kit

Neutralization Range: 0 (Same Zone)

- Stealth Suit: This suit can be used to help you sneak undetected. It can be worn over light armor or other lighter armor, such as Spell Garbs. Obviously it can be worn over unarmored bodies too.
- Lock & Trap Pick: This set of tools can be used to pick locks and defuse traps.
- Hacker Deck: You can use this device to hack into systems to unlock doors, deactivate devices and retrieve information.
- Noise Catcher: Pick up & separate faint noises.