# THE FORGE

## A GENESYS RPG PODCAST

## Episode 8 - De-mystifying the Mystical

The Forge Podcast is all about bringing new creations to the table, and the Genesys RPG provides us all with a powerful set of tools to do so. When it comes to designing a setting, the Skills and Talents provided for players to use during character creation and while playing in the campaign help players immerse themselves in the setting.

### Die Casting (Talent: Basic Military Training)

A talent that provides such immersion is *Basic Military Training*, found on page 75 of the Genesys Core Rules. This talent allows a character to add three additional skills to their career skill list, specifically Athletics, Ranged (Heavy), and Resilience.

Adding three skills to a career skill list is a fantastic boon, depending on wether or not the player spent XP on those skills prior to purchasing the talent. In fact, over the life of the talent, a player can find a saving of 75XP, providing they spent no XP on those skills prior to the talent's purchase. The only limitation to the talent is that it is only available in the *Weird War* setting. Why this restriction was chosen is unknown, hower we here at the podcast feel that it suitable for any setting.

Talents similar to *Basic Military Training* are spread across the two existsing setting books of *Realms of Terrinoth* and *Shadow of the Beanstalk* with a total of thirteen talents across both. These talent are either Tier 1 or Tier 2 with Tier 1 providing a choice of 2 or more skills and a small narrative benefit (except Templar from Realms of Terrinoth), and Tier 2 providing a 2-3 skills. This creates some confusion on how to create these types of talents for your campaign or Foundry Product.

### Rules of Thumb

Make There are several rules that we suggest in making these talents.

### Rule #1: Make it Tier 2 (Usually...)

Talents which add one or more career skills to your career skill list always cost as either Tier 1 or Tier 2, and never higher. Furthermore, the examples where we see these talents as Tier 1 exist when they only grant a single skill to your career list (although often accompanied by a small story book for the character. If it grants more skills, it's always costed as a Tier 2.

### Rule #2: Magic Skills Rate Higher

Another rule of thumb is that Magic skills (and depen-doing on the setting, Combat skills as well) need to be "more costly" than other skills. This means that if your career skill talent adds a Magic skill to a char-acter's career list, it should either be Tier 2 or provide restricted usage as a Tier 1 talent. As mentioned pre-viously, the Templar talent from *Realms of Terrinoth* is the prime–and only–example of this occurring. In that talent, the character gains *Divine* as a career skill, however, they can only cast one spell using this skill per encounter. The resistiction significantly reduces the talent's potency, thus allowing it to be Tier 1.

When a talent provides full access to a Magic skill, it should also never include more than one other skill. Even then, the skill provided should be the associated Knowledge skill of the Magic skill.

### Rule #3: Fit a Thematic Concept

Every example we see of a talent that provides a career skill is designed to accommodate a specific character background, concept, or theme. This not only informs the naming and fluff of the talent, but also the skill choices. This is great if you are introducing your talent within a unique setting as it allows the talent to inform the players of the world around them.

The Shadow of the Beanstalk uses this rule liberally by in many of their talents that follow the same pri-ciples by providing skills that suit a specific theme. An example is Years on the Force which provides a choice of Perception or Ranged (Light), both skill required by a member of a police department.

Typically, a good rule of thumb is to include the-matic choices for an "active" skill, a "passive" skill, and a "knowledge" skill (unless Magic is the active skill, in which case see Rule #2 above).

### Host Made Talents

During the show, GM Chris and GM Hooly created two talents that follow the rules of thumb presented here. Feel free to use them in your games, and provide us with feedback by e-mail at forgegenesys@d20radio. com, or by visiting any of our social media platforms.

### Space Legs

**Tier:** 2
**Activation:** Passive
**Ranked:** No
Your character gains Astrocartography and Gunnery as career skills.

*"I love the idea of a Tier 2 talent that can be taken by any career to represent their familiarity in a setting with star-fighters. They're not necessarily a pilot, but know*

*their way around the "support roles" on a starship. Obvi-ously, with 2 skills added (one of them a Combat skill), I had to cost this at Tier 2, with no other special benefits. And while the best rule of thumb for a Tier 2 that grants a combat skill is to pair it with a knowledge skill - Astro-cartography is still in the same vein, and equally limited in it's regular use." - GM Chris*

### Able Deckhand

**Tier:** 1
**Activation:** Passive
**Ranked:** No
Your character gains Navigation or Operating as a career skill. In addition, once per encounter, your char-acter may add ▢▢ to any assist maneuver performed to repair a ship, instead of the regular ▢.

*"I wanted to do something a little different here, and I love adding boost dice into the mix. Having run a pirate style game before, I found many PCs lacking the necessary skills to help run the ship if Captain was incapacitated or killed. This talent closes that gap. Looking at it technically, though, the boost provided is very specific and may not come up at all, but when it does, it can be handy. Couple that with some boost from a good Leadership check or use of the Inspiring Rhetoric talent from another PC and it's a right 'boost-a-thon', which is something I found the play-ers love." - GM Hooly*

## The Furnace (Spell Creation)

During Episode 8, we discussed several rules of thumb for creating a Spell. We won't list all the reasons for these rules of thumb, instead we suggest listening to the epi-sode. We list those rules here in a digestible format that you can download and follow along with us while listen-ing or you use as a handy reference.

### Rules of Thumb

1. A Spell should cover a specific, but **broad**, effect.
2. A Spell effect in a structured encounter should be limited, specific, and very basic in effect and diffi-culty.
3. Magic Skills should usually fit a theme or concept.
4. Magic Skills should be assigned to Spells based on theme and concept.
5. Additional Effects should force a player choice.
6. The secondary skill for additional effects should be simple, and thematic.
7. Use Skill-based additional effects based on concept and theme.
8. If you can't decide if a Spell should allow concentra-tion, then split it into two spells.

## TABLE 1: TELEKINESIS ADDITIONAL EFFECTS

| NAME | DIFFICULTY MOD |
|---|---|
| **Force:** Your character may target a creature or object one silhouette size larger than normal. This may be added multiple times, increasing the target silhouette by one each time. | + ◆ |
| **Hindered:** The target suffers one setback die on any skill checks they make until the end of your next turn. In addition, after casting the spell, you may spend ⋀⋀ to force the target to suffer another setback die. You may trigger this multiple times, by spending an additional ⋀⋀ each time). | + ◆ |
| **Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time. | + ◆ |
| **Additional Target:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time). | + ◆◆ |

## THE FURNACE: SPELL (TELEKINESIS)

One of the "gaps" in the current spell list is a classic of arcane magic: Telekinesis. The ability to magically move objects with your mind is a staple trope of both fantasy and science fiction. We therefore felt it was a good place to start in creating a new Spell to apply our Magic Rules of Thumb.

### NARRATIVE USE

The following is an explanation of how the Telekinesis Spell is used narratively.

### TELEKINESIS

**Skills:** Arcana

Telekinesis allows you to move something or someone from one place to a different place with mental thoughts. Clearing away rubble from a damaged building, tearing open a stuck door, picking up a person and flying them aloft, or pushing a foe across the battlefield. It is recommended that the GM and players reference the rules for Telekinesis in structured encounters to determine such narrative use difficulty.

### STRUCTURED ENCOUNTER USE

The following is an explanation of how the Telekinesis Spell is used during a structured encounter.

### TELEKINESIS

**Skills:** Arcana
**Concentration:** Yes

The character selects one target (creature or object) up to silhouette 1 in size within short range, then makes an Arcana skill check. The default difficulty of the check is **Average (◆◆).** Checks targeting NPCs should be opposed by Discipline, though if it makes narrative sense to do so Athletics, Coordination, or Vigilance may also apply. Checks performed in this way always have a minimum of difficulty of **Average (◆◆)**. If the check is successful, the target is immediately moved one range band in a direction of the character's choosing.

Before making a Telekinesis power check, choose any number of additional effects listed on **Table 1: Telekinesis Additional Effects**. These effects are added to the check.

*We recommend playtesting these talents and the Telekenisis spell action before using them in your game.*

*You can leave feedback about this document via e-mail at forgegenesys@d20radio.com or you can vist us on any of our social media platforms by searching @forgegenesys.*