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THE FORGE

A GENESYS RPG PODCAST

EPISODE 14 - DE-MYSTIFYING THE MYSTICAL (PART 4)

The Forge Podcast is all about bringing new creations to the table, and the **GENESYS ROLE PLAYING GAME** provides us with a powerful set of tools to do so. When it comes to designing a setting, Skills and Talents provided for players to use during character creation and while playing in the campaign, help players immerse themselves in the setting. The following is a discussion about existing rules and ways to expand them to benefit your campaign or your **GENESYS FOUNDRY** product.

DIE CASTING (SKILL: SKULDUGGERY)

Aside from being the "big skill" for scoundrels, thieves, and ne'er do wells, its obvious use is to conduct devious activity. There are many other situations where the skill may apply, especially with divergent characters. Often, however, players and GMs don't consider the versatility of Skulduggery.

WHAT IS THE SKULDUGGERY SKILL?

The Skulduggery skill is a general skill found in the **GENESYS CORE RULEBOOK**, defined as the skill used to engage in any covert, criminal, or nefarious activity. Uses of the skill may include fighting "dirty," breaking

SKULDUGGERY (CUNNING)

Location: **GENESYS CORE RULEBOOK**, pg. 64

Definition: Most roleplaying games have a long and storied tradition of characters disarming traps, picking locks, and (if those fail) breaking out of prison. In our game, characters perform those activities with the Skulduggery skill. Skulduggery covers a combination of skills your character would use to engage in covert or criminal activity. If you're playing a character you'd consider a 'thief' or 'rogue,' this is one skill you should pick up.

and entering, pick-pocketing, picking locks, disabling traps, searching for holes in security systems, or casing a premises before a criminal endeavor. This list is not exhaustive and if a GM finds their player's desiring an outcome that links back to a covert or criminal enterprise, then the Skulduggery skill is likely the best choice. While there is certainly some crossover with other



skills including Perception and Survival, the **GENESYS CORE RULEBOOK** provides some solid examples of what constitutes the use of the skill:

- Picking someone's pocket or lifting their wallet.
- Picking locks, and disabling or setting traps.
- Studying a security system.
- Distracting an opponent through guile or a feint such as throwing a handful of dirt in their eyes during a fight.
- Surreptitiously slipping a potion into someone's food or drink.

Using the Skulduggery skill is not all about being a crook or a scoundrel. Investigators and law enforcement officers often have ranks in Skulduggery (to fight fire with fire), as do rough mercenaries and military scouts.

The **GENESYS CORE RULE BOOK** also gives some great examples of how not to use Skulduggery:

- **Sneaking into a location unnoticed:** While it may seem shady enough, this is the domain of Stealth. Skulduggery is about Cunning, while Stealth is more about your agility and cat-like coordination.
- **Picking someone's pocket when they are helpless or incapacitated:** This is listed as an activity that shouldn't require a check at all.
- **Creating poison:** As a corollary to our Die Casting segment on the Medicine skill in Episode 11, you should remember that Skulduggery is used to administer a poison, while Medicine is the skill needed to create one in the first place.

ARCHETYPES & SPECIES

Archetypes and Species that use the Skulduggery skill are rare. The following is a list of those from published products:

- **Core Rules:** None
- **Expanded Players Guide:** Trickster (Age of Myth)
- **Realms of Terrinoth:** None, although it mentions the Humans of Torue Albes (pirates) as having Brawl and Skulduggery as clear choices for their two free non-career skills.
- **Shadow of the Beanstalk:** None

CAREERS

Unlike Archetypes and Species, many careers use the Skulduggery skill:

- **Core Rules:** Entertainer, Scoundrel, Mad Scientist, Wizard.
- **Realms of Terrinoth:** Scoundrel.
- **Shadow of the Beanstalk:** Con Artist, Runner.

TALENTS

There are only three published talents to this point that even remotely deal with the Skulduggery skill:

- **Realms of Terrinoth:** Backstab (pg. 89; Tier 3).
- **Shadow of the Beanstalk:** Street Fighter (pg. 45; Tier 1), Tri-Maf Contact (pg. 45; Tier 1).

GEAR

There are many pieces of gear that suit the rogues and scoundrels of the settings we all play within. There are two specific items listed in the currently published settings.

THIEVES' TOOL

Found in the **GENESYS CORE RULE BOOK** (pg. 146), this item is a collection of lockpicks, files, wires, and oil in a small leather pouch. It provides the "right tools for the job" and an automatic Δ to your Skulduggery check when attempting to open a lock or latch. This item is cloned as Thieves' Tools (pg. 101) in **REALMS OF TERRINOTH**, and then re-skinned as a Lockpick Set (pg. 97) in **SHADOW OF THE BEANSTALK**.

LOCKBREAKER

SHADOW OF THE BEANSTALK (pg. 97) provides us with this modular electronic lockpicking device used for electronic locks (eg. key-card locks, time locks, keypad/combination locks, etc.). It acts as the "right tools for the job" for electronic locks, and also an automatic $\star\star$ to Skulduggery checks to open electronic locks or latches.

USING A, B, C, AND D IN SKILL CHECKS

- Ⓐ Mostly used to decrease the time needed to perform the skulduggerous task undertaken, but may see use in providing clues or information about the security methods used by the target individual or company.
- Ⓑ A major success of unexpected proportions such as crafting or copying a key for a lock to use later or leaving no sign of passage, perhaps even re-locking a door behind you.
- Ⓒ This type of activity is stressful work, so the obvious choice is strain. Other options might include damaging thieves tools, the task takes longer than expected, or the character leaves a sign of tampering. Enough threat may result in dropping the tools with slippery fingers, potentially alerting guards.
- Ⓓ With success, a character may leave behind clear signs of tampering, or clues of their identity or modus operandi. With failure, the character trips alarms or alerts guards to their presence.

NON-STANDARD USES FOR SKULDUGGERY

While there are many ways to use the Skulduggery skill, clever players often attempt to bend the rules with some crafty idea to outwit their enemies. Here are some suggestions on how to use the Skulduggery skill.

CASING A SCORE

While not specifically called out, the **STAR WARS ROLE PLAYING GAME** allowed the use of the Skulduggery skill for the overall surveillance of a building or planning of a criminal enterprise.

ESTABLISHING AN INTELLIGENCE NETWORK

STAR WARS: AGE OF REBELLION - CYPHERS AND MASKS provides several methods of using the Skulduggery skill to build an Intelligence Network (pg. 74-75).

INVESTIGATING A CRIME

It is well within the purview of an investigator or detective to ask the GM if they may use Skulduggery to review a crime scene after-the-fact. For instance, understanding how a criminal committed the crime may require a successful check as would discovering points of entry—specifically when breaking and entering is involved—and analyzing other crime-related clues left behind by the perpetrator. For this reason alone, a forensic analysts would definitely use this skill.

MILITARY CAMP EMPLACEMENTS

Not only is it the task of military scouts to keep a watchful eye for enemy ambushes and patrols, but also to set up defense and warning emplacements throughout a camp. Similar to Survival, a character can use the Skulduggery skill to set traps, which includes trip-wires, dead-falls, and other tools of the devious scout in the wild. Although usually harder to accomplish than using Survival, a hunter can prepare man-traps to capture humanoid prey. This alone makes Skulduggery an excellent addition in a survivalist's bag of tricks.

NEW TALENTS

The easiest non-RAW use of the Skulduggery skill is custom talents! There are only 3 talents spread across two other books that deal with Skulduggery at all, or relate to it. So as we do, let's look at four new talents that we've created for those cunning and conniving scoundrels!

CROOKED FINGERS

Tier: 1

Activation: Passive

Ranked: No

Your character never needs specific tools, equipment, or other gear to perform a Skulduggery check. They are always considered to have the right tools for the job.

A simple and easy talent designed to give some teeth to a scoundrel who can fashion "what they need" from anything on hand. Great for breaking out of a prison cell!

QUICK STRIKE (IMPROVED)

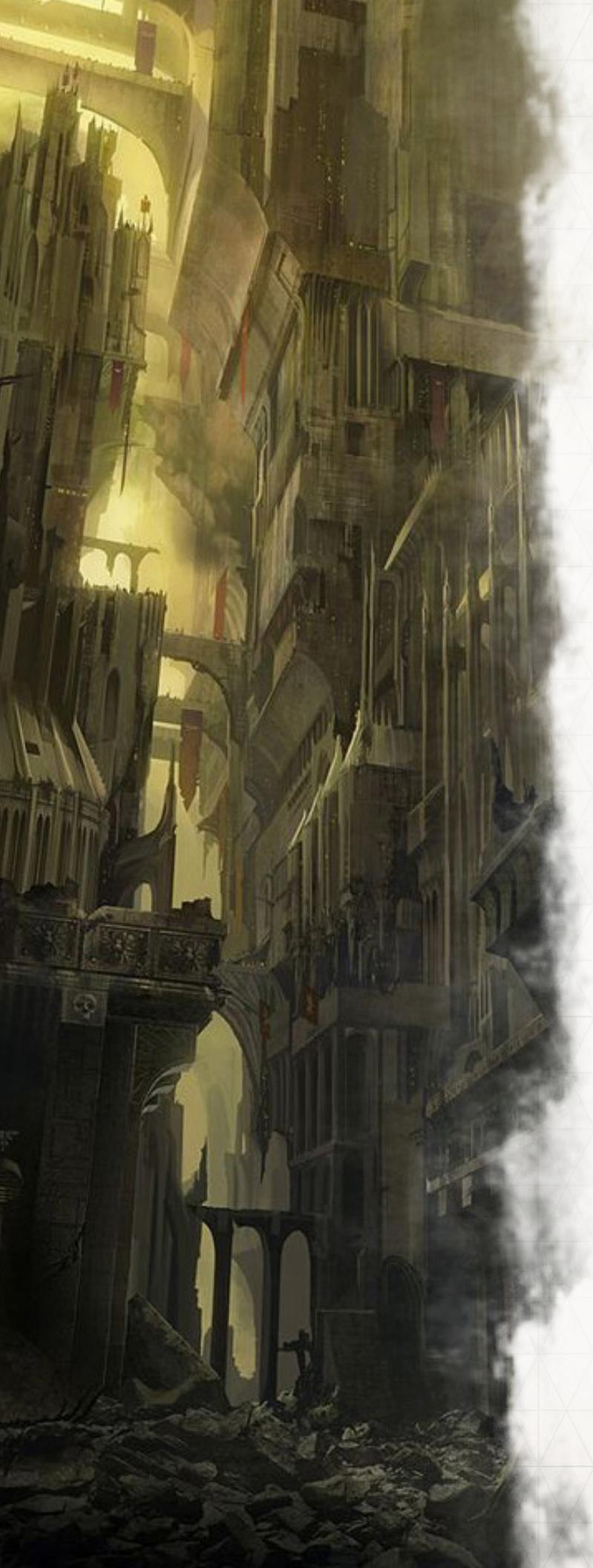
Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased at least one rank of the Quick Strike talent to benefit from this talent. When your character makes a combat check against a target that has not yet taken their turn in the current encounter, they may add damage to their attack equal to their ranks in Skulduggery. This is in addition to the normal effects of the Quick Strike talent.

We love doing "improved" versions of existing talents, and this was no exception. This talent is both a great boon for a rogue-style character but also another great combative addition for the Skulduggery skill.



TRAPMASTER

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a Skulduggery check to successfully disable a trap, they may also choose to disassemble and collect the trap. Collected traps may be set by the character as if they had purchased the trap or trap materials. It may be impossible for some traps, such as those with very large mechanisms or traps built into buildings or the environment, to be disassembled and collected. In these cases, the GM has the final decision on whether it can or can't.

This is a talent designed to cater for the trap-loving character, and serves an underutilized aspect of Skulduggery, namely setting traps.

SORDID REPUTATION

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, your character may use their Skulduggery skill in place of a social skill when dealing with criminal or underworld figures. Additionally, the character may spend $\Delta\Delta\Delta$ or a \otimes to have the target of the check offer to employ them on a job where the addition of their skills would benefit.

Talents which add a narrative element can provide extra flavour to your session, and this talent is no exception. As a Tier 3 talent, it allows the character to have gained some experience and notoriety with their abilities before they can add it to their arsenal of abilities.

BOILERPLATE

In our next section, we explain Step 4 of our rules for re-skinning the Magic Rules. Remember that these are a draft. Before incorporating them into your game, don't forget the basic tenet of game and rules design, "Playtest, Playtest, Playtest". The Post-Apocalyptic Mutations included are no exception. We present them here more as a teaching tool than a complete system. We recommend always playtesting such deep new systems as much as possible before introducing them into your campaigns.

THE FURNACE (MAGIC RE-SKIN #2)

We first covered the bare bones of magic in **Episode 8: De-Mystifying the Mystical (Part 1)**, and we continued that discussion in **Episode 10: De-Mystifying the Mystical 2: Electric Boogaloo**. We later tackled the re-skinning of the magic system entirely with **Episode 12: De-Mystifying the Mystical 3: Beyond Thunderdome**. In that episode, we walked through the basic tenets of re-skinning the magic system by creating a re-skin of our own with our post-apocalyptic mutations.

We then listed the first steps of a magic re-skin:

1. Roughing out the Concept
2. Defining your Skills
3. Defining your "Spells" and Talents.

We did this through the lens of our post-apocalyptic Mutations system, putting our advice into an example. In this episode, however, we tackled Step 4 of the re-skin process: Detailing your "Spells".

This step requires the greatest amount of work on the part of the designer as it can often feel difficult to achieve balance. Our experience, however, indicates its the most fun.

LET'S REVIEW!

As we mentioned above, in episode 10, we began the process of a fresh, new, re-skin—turning "Magic" into our "Post-Apocalyptic Mutations". We mentioned the three steps, so let's take a deeper look at those here:

STEP 1 - ROUGH OUT YOUR CONCEPT

The source of these powers come from... mutations. The effects of these powers would be fairly broad, but we decided that they would be both obvious and invisible to the naked eye. In other words, psychic powers and other barely perceptible mutations, as well as extreme physical mutations that border on terrifying.

STEP 2 - DEFINE YOUR SKILLS

Our "power source" is mutation, and that's a single power source. These mutations should be fairly common—at least, common for player characters. We also expect half the party to have these abilities in some form or fashion. Consequently we decided on three skills, namely Psionics, Metabolics, and Aberrantics:

- **Psionics (Presence):** You developed psychic powers, when your brain mutated and you learned how to manipulate things with your mind.

POWER/SKILL SYNCRONICITY

What we loved about our skill to powers ratio is their balance. Each skill has 3 of the 6 powers assigned to them and each skill has a unique power that only it can perform. We also came up with a better name than "Spells", simply calling them "Powers."

- **Metabolics (Willpower):** A pseudo-word that gets the point across. Mutations of the body that directly impact the body's functions in an enhanced fashion. This would be the extreme physical mutations that "enhance" what the body does anyway.
- **Aberrantics (Cunning):** Okay, a totally made-up word based off the word Aberrant. This is the subtle physical mutations that accomplish "weird" things. Mutations of the body that provide entirely new abilities, not "enhancements" of existing capabilities. The ability to breathe underwater, or fire porcupine quills from your spine. The "weird."

STEP 3 - DEFINE YOUR "SPELLS" AND TALENTS

From the key effects we identified in Step 1, we settled on some more concrete effects:

- **Attacking:** Causing damage without using a weapon. These may include mentally (eg. psionics) or physical (eg. acidic vomit, porcupine-like spikes, blasts of radiation, etc).
- **Telekinesis:** Moving things with your mind.
- **Improved durability and/or defense:** Hardy heroes with the means to defend themselves.
- **Improved physical/mental abilities:** An increase to existing attributes (eg. Brawn, Agility, etc).
- **Super-fast healing:** Recovering from wounds, strain, and critical injuries.
- **Survivability in strange circumstances:** Breathing toxic atmosphere normally, radiation immunity, amphibious breathing, etc.

We identified things that were all good candidates to be broken up into spells. At a high level we categorized our spell-worthy effects into specific "spell" actions:

BLOCK

Skills: Psionics, Metabolics.

This is similar to Barrier, and is about improved durability and/or defense.

ENHANCE

Skills: Metabolics.

Similar to Augment, this is about improved physical and/or mental abilities.

STRIKE

Skills: Aberrantics, Psionics.

This covers our attack actions in all its various forms.

SURVIVE

Skills: Aberrantics, Metabolics.

This is an entirely new "spell" and unique to our post-apocalyptic setting. These represent Mutations that increase a character's survivability in unusual circumstances. "On-the-fly Adaptations" is likely the best description.

TELEKINESIS

Skills: Psionics.

Let's borrow a page from Episode 8, where we already created a Telekinesis spell! It's a completely fitting choice for mutation powers.

WEIRD

Skills: Aberrantics.

So, mutations often provide a host of small, but beneficial mutations in weird and strange circumstances. Honestly, it's like a "Utility" spell.

STEP 4 - DETAIL OUT THE POWERS

Now that we've reviewed all our previous steps, we shall examine our recommended process as we go through the task of fleshing out our six powers.

Using the advice we provided in Episode 12, we're going to beg, borrow, and steal as much as we can from the well-tested and balanced existing magic spells, however, we also must create several brand new elements. Additionally, like any good supplement, we should have dual sections for most powers, one for narrative use and the other for structured encounter use. For our purposes, we're going to combine both sections in each power's description.

BLOCK

This is where we steal the Barrier spell, a well tested and extremely balanced spell. Consequently, little change is needed, other than a skill-focused face-lift and changes to the spell's effects to provide us with a focus on the setting's theme.

BLOCK

Concentration: Yes

Skills: Metabolics, Psionics

Characters with Psionic and Metabolic mutations have the ability to protect themselves—and in some cases, other characters—from incoming damage. This may include a momentary thickening of the skin, a rush of white blood cells throughout the body, or a field of mental force quickly generated to deflect incoming damage from missile fire (in the case of Psionics).

TABLE 14-1: BLOCK ADDITIONAL EFFECTS TABLE

EFFECTS	DIFFICULTY MOD
Additional Target (Psionics Only): The power affects one additional target engaged with the character. In addition, after manifesting the power, you may spend Δ to affect one additional target within range of the power (and may trigger this multiple times, spending Δ each time)	+♦
Durability (Metabolics Only): After manifesting the power, you may spend $\Delta\Delta$ to grant the target +1 to their Soak while the power remains in effect. In addition, you may spend Δ to increase Soak by an additional +1 (and may trigger this multiple times, spending Δ each time).	+♦
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Discipline (max. 4 as normal).	+♦♦
Empowered: The power reduces damage equal to the number of uncancelled \star instead of the normal effect.	+♦♦
Fearsome (Metabolics Only): If an opponent fails an attack roll against an affected target, the opponent must immediately make a Fear Check with a difficulty equal to your ranks in Discipline.	+♦♦
Reflection (Psionics Only): If an opponent makes an attack against an affected target with a projectile weapon or similar attack (as determined by the GM) and generates $\clubsuit\clubsuit\clubsuit$ or \clubsuit on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+♦♦

TABLE 14-2: ENHANCE ADDITIONAL EFFECTS TABLE

EFFECTS	DIFFICULTY MOD
Fast Healing: After manifesting the power, you may spend $\Delta\Delta$ to automatically heal 1 wound at the end of your turn while the power remains in effect. In addition, you may spend Δ to increase the fast healing by an additional 1 wound (and may trigger this multiple times, spending Δ each time).	+♦
Haste: When affected by the power, your character can always perform a second maneuver on its turn without spending Strain (you may still only perform two maneuvers a turn).	+♦
Hardened Bones: When affected by the power, your character adds damage equal to their ranks in Discipline to unarmed combat checks for the duration of the power, and their Critical rating for unarmed combat checks becomes 3.	+♦
Mutant Health: When affected by the power, your character increases their wound threshold by a value equal to their ranks in Discipline for the duration of the power.	+♦
Swift: When affected by the power, the character ignores the effects of difficult terrain and ignores the immobilized condition for the duration of the power.	+♦
Fast Recovery: After manifesting the power, you may spend $\Delta\Delta$ to provide your character with the Fast Recovery ability, while the power remains in effect. This allows your character to automatically recover 1 strain at the end of their turn. In addition, when manifested, you may spend Δ to increase the Fast Recovery by an additional 1 strain. You may trigger this multiple times, spending Δ each time.	+♦♦

The character targets themselves, then makes a Metabolics or Psionics skill check. The default difficulty of the check is **Easy** (♦). If the check is successful, until the end of the character's next turn, they may reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ♦♦ beyond the first.

Before making a Block check, choose any number of additional effects listed on **Table 14-1: Block Additional Effects Table** (see page 6). These effects are added to the check.

ENHANCE

This power is about improved physical and mental abilities; and here we can beg, borrow, and steal from the amazing Augment spell—again, with some minor setting-specific adjustments.

ENHANCE

Concentration: Yes

Skills: Metabolics

This power is about mutations that temporarily enhance the already-present capabilities of a character; becoming stronger, faster, tougher, and smarter—at least, for a short time.

To use the power, the character targets themselves, then makes a Metabolics skill check. The default difficulty of the check is **Average** (♦♦). If the check is successful, until the end of your character's next turn,

increase the ability of any skill checks you make by one (in effect this means you add Δ to your checks). Before making an Enhance check, choose any number of additional effects listed on **Table 14-2: Enhanced Additional Effects Tables**. These effects are added to the check.

STRIKE

Continuing our theme, we borrow and re-skin the excellent Attack spell, with some thematic alterations.

STRIKE

Concentration: No

Skills: Aberrantics, Psionics

With this power, characters can manifest ranged attacks against foes. This may manifest as psychic blasts of telekinetic energy, the shredding a foe's psyche, hurled quills of bone-spurs, acidic vomit, or radiation beams emanating from their eyes.



TABLE 14-3: STRIKE ADDITIONAL EFFECTS TABLE

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to the ranks in Discipline of the character using the power.	+♦
Barrage: The attack gains the Stun quality with a rating equal to the ranks in Discipline of the character using the power. The attack also gains the Auto-fire quality. You must also increase the difficulty by one to use the Auto-fire quality, as normal.	+♦
Close Combat: May select a target engaged with the character using the power.	+♦
Damaging: Each uncancelled ♦ on the attack roll deals +2 damage, instead of +1.	+♦
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the ranks in Discipline of the character using the power.	+♦
Fire (Aberrantics Only): The attack gains the Burn quality with a rating equal to the ranks in Discipline of the character using the power.	+♦
Ice (Aberrantics Only): The attack gains the Ensnare quality with a rating equal to your character's ranks in Discipline.	+♦
Impact (Psionics Only): The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the ranks in Discipline of the character using the power.	+♦
Manipulative (Psionics Only): If the attack hits, you may spend ♀ to move the target up to one range band in any direction.	+♦
Non-Lethal (Psionics Only): The attack gains the Stun Damage quality.	+♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range band by one each time.	+♦
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the ranks in Discipline of the character using the power.	+♦♦
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+♦♦
Poisonous (Aberrantics Only): If the attack deals damage, the target must immediately make a Hard (♦♦♦) Resilience check or suffer wounds equal to the ranks in Discipline of the character using the power, and strain equal to that character's ranks in Discipline. This counts as a poison.	+♦♦
Radioactive (Aberrantics Only): If the attack deals damage, the target must immediately make a Hard (♦♦♦) Resilience check or become staggered for a number of rounds equal to the ranks in Discipline of the character using the power. This counts as exposure to radiation.	+♦♦♦

Strike attacks are ranged combat checks, and follow the standard rules for performing ranged combat checks using the character's appropriate mutation skill instead of their ranged combat skills.

When making a Strike attack, the character must select one target at short range (but not engaged). The attack deals damage equal to the characteristic linked to the skill used to

make the attack (so if the character uses Aberrantics, they would deal damage equal to their Cunning), plus 1 damage per uncanceled ♦. The attack has no set Critical rating, so you may only inflict a Critical Injury with a ♦.

Before making a Strike attack, choose any number of additional effects listed on **Table 14-3: Strike Additional Effects Table** (see above). These effects are added to the check.

SURVIVE

This power is one we indicated from the start that would need create from scratch that was something entirely unique to our post-apocalypse setting. But as we planned and researched, we decided to borrow an abridged and limited version of the Heal spell from the **GENESYS CORE RULES**.



TABLE 14-4: SURVIVE ADDITIONAL EFFECTS TABLE

EFFECTS	DIFFICULTY MOD
Anti-Rad: When affected by this power, your character ignores any effects of radiation for the duration of the power.	+♦
Hardiness: When affected by this power, your character ignores any effects of extreme heat or extreme cold environments for the duration of the power.	+♦
Oxygenation: When affected by this power, your character does not need to breathe for the duration of the power.	+♦
Restoration: Select one ongoing status effect your character is suffering. This status effect immediately ends.	+♦
Heal Critical: Select one Critical Injury your character is suffering. If the power is successful, the Critical Injury also heals.	+♦♦
Revivification: While the power is active, if your character is incapacitated, you may spend a story point to revive the character at the end of the following round. They return to consciousness at one point below either their strain or wound threshold (whichever threshold was exceeded to cause incapacitation).	+♦♦
Resurrection: While the power is active, if the target dies, they may spend a story point to return to life at the end of the following round, returning to consciousness at one point below their wound threshold.	+♦♦♦

TABLE 14-5: TELEKINESIS ADDITIONAL EFFECTS TABLE

EFFECTS	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 manifesting the power, you may spend ♠ to force the target to suffer another setback die (and may trigger this multiple times, spending ♠ each time).	+♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Additional Target: The power affects one additional target within range. In addition, after manifesting the power, you may spend ♠ to affect one additional target within range of the power (and may trigger this multiple times, spending ♠ each time).	+♦♦

This power represents mutations that increase your survivability in unusual circumstances using "on-the-fly" adaptations. While this Power has some good structured encounter use, there is potential for strong narrative use as well. Consequently, our power description (unlike our previous ones) reflects that.

SURVIVE

Concentration: Yes

Skills: Aberantics, Metabolics

Characters with Aberrant and Metabolic mutations have adapted to temporarily protect themselves from some of the harsh conditions of the post-apocalyptic world. This may be from an enhanced "toughened" body (via Metabolics) or from the formation of gills or some other unnatural bodily structures and abilities (via Aberrantics).

Survive powers represent mutative adaptations that protect the character from environmental hazards and effects, instead of attacks. From a narrative standpoint,

this means enhancing the body's overall ability to heal and recover, but it also ignores or reduces the effects of dangerous post-apocalyptic environmental hazards such as acid rain, extreme heat or cold, hunger or thirst, radiation, or toxic atmospheres.

When using Survive powers narratively, the GM should use the base difficulty for structured encounters as a strong guide. Then they may add any additional effects available. In general, ignoring or reducing the effect of a single, moderate hazard should be an **Average** (♦♦) difficulty, while intense hazards might warrant a **Hard** (♦♦♦) or even **Formidable** (♦♦♦♦) difficulty. Additionally, such effects with narratively derived difficulties should provide protection for roughly an hour. Longer durations may require a substantial increase to the difficulty of the check.

In structured encounters, the Survive power provides an immediate bursts of metabolic healing, along with deploying short term defenses against hostile circumstances.

To use this power, the character targets themselves, then makes an Aberrantics or Metabolics skill check. The default difficulty of the check is **Average (♦♦)**.

If the check is successful, the character may immediately heal 1 wound per uncanceled \star , and 1 strain per uncanceled Δ .

Before making a Survive check, choose any number of additional effects listed on **Table 14-4: Survive Additional Effects Table** (pg. 9). Each effects adds to the difficulty of the check and remains active until the end of the character's next turn (unless the character uses concentration to extend the power's duration). The base healing effect of the power only occurs once at the time the power activates and does not occur across multiple turns, even if they maintain the power.

TELEKINESIS

This is another one created from scratch, however, we shall borrow that from Episode 8. This time, we can umodify it to represent a mutation power, just to show the versatility of that ability.

TELEKINESIS

Concentration: Yes

Skills: Psionics

Psionic mutants leverage their abilities to move matter with their minds. Tapping into their internal psyche, they can hurl about objects and foes with mere thoughts or perform delicate mental manipulations.

The character selects one target (creature or object) up to silhouette 1 in size within short range, then makes a Psionics skill check. The default difficulty of the check is **Average (♦♦)**, though checks targeting a non-minor NPC (per the GM's discretion) should be opposed (typically by Discipline, although Athletics, Coordination, or even Vigilance may make sense under the circumstances). The power cannot be used as an attack and its base use causes no damage.

If successful, the target is immediately moved one range band in a direction of the user's choosing. Before making a Telekinesis check, choose any number of additional effects listed on the **Table 14-5: Telekinesis Additional Effects Table** (on page 9). These effects are added to the check.

WEIRD

We decided that aberrant mutations, specifically, would often provide a host of small, but beneficial mutations in weird and strange circumstances. Ultimately, this is the post-apocalyptic mutant's version of a "Utility" spell, which we borrowed from extensively.

WEIRD

Skills: Aberrantics

Mutants with aberrant abilities can often manifest strange and baffling physical mutations that can provide small benefits from a narrative standpoint. Examples include altering the color of one's skin or eyes (perhaps to something wholly unnatural or bioluminescent), growing a crab-like appendage to hold tools, developing a marsupial-like pouch to hold something beneath your skin, sprouting eye or ear stalks, or turning your voice into a fearsome growl or booming cacophony. Basically, weird and cool abilities with a minor benefit that reflect a wildly mutated physiology.

But these are more akin to tricks than dangerous and powerful mutant powers. Of course, that doesn't mean that a clever player can't figure out how to use a Weird power to great advantage.

Weird powers don't have an equivalent action in structured encounters, since the effects are almost entirely narrative in nature. An Aberrantics check to manifest a Weird power should always be **Easy (♦)**. If that difficulty seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of Weird powers.

SO, WHAT'S NEXT?

We now have a general idea of how our re-skin works and we've gone into detail by showing you how by fully fleshing out our "Powers" actions. But we've got more to go with three additional steps:

- **Step 5:** Detail your Talents.
- **Step 6:** Determine your Penalties, Δ & \otimes .
- **Step 7:** Define your Implements and Equipment.

When we continue our re-skin of the Genesys Magic system on *The Forge: A Genesys RPG Podcast*, you can expect us to cover Steps 5 and Step 6. Our final episode, some time after that, shall cover Step 7.

FEEDBACK

We recommend playtesting the talents presented in *Die Casting* and the re-skinning process from *The Furnace* before using them in your game.

We also really appreciate hearing your thoughts about our creations, so please leave us some feedback via e-mail at forgegenesys@d20radio.com or you can visit us on any of our social media platforms by searching [@forgegenesys](#) or leave us a review on iTunes.

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