Arcanum: Of Steamworks And Magic Obscura

V 1.2 by Songless

Welcome to Arcanum, jumper.

Arcanum is very much a world of two minds. On the one hand, the Elves, Orcs, Halflings and various magical powers and organizations you'll find here might initially feel quite familiar to anyone who frequents realms where such peoples exist. On the other hand, the world is standing at the dawn of a new age, brought about by an industrial revolution of grand scope.

It's been several decades since Gilbert Bates first harnessed the secrets of the steam engine, and the world has become all but unrecognizable in the years since. Steam and smoke curl into the skies from the mighty factories of Tarant, and countless engineers and inventors work tirelessly to bring ever more spectacular marvels of science to the masses.

Yet for all the technological advancements of recent years, tensions are high. Technology and magic are actively hostile to one another, a consequence of the very laws of reality in this world. Magic has been the dominant power for well over two millennia, and many of the more long-lived races watch with barely-masked disdain as machines and electricity disrupt peace and stability wherever they are introduced. Dwarves pity Humans and their lack of wisdom when it comes to technology, Elves rage as forests are cut down to feed the factory furnaces, and throughout it all Orcs and Ogres prowl the lands, robbing or murdering any travelers that can't afford the trains that run through the Unified Kingdom.

The world may be changing, but civilization remains very uncivilized at times. The movers and shakers of the world know well to present a kind-hearted and learned front to the world, but beneath such masks often lie minds of great cunning and ruthlessness. Competition is fierce, trust is exceedingly rare, and thieves and mercenaries prosper in the vicious society that has emerged upon the Morbihan plains. The Panarii religion is one of the more stabilizing influences in the world today, though even they can do little to ease worries in these tumultuous times. Based upon the teachings of Nasrudin, one of the most powerful and famous Elven mages of millennia past, they preach a doctrine of tolerance, humility and generosity regardless of race or background. Yet… the Panarii church is not what it once was, and even their teachings are not untouched by the hidden influence of those who feel that magic is the true fate of the world.

You arrive in this world on the day the IFS Zephyr, a zeppelin of exquisite craftsmanship and status, embarks on its maiden voyage to Tarant. This voyage will, one way or another, lead to a time of change and danger the likes of which have rarely been seen in the history of Arcanum.

You begin with **1000CP**. Have a safe journey.

BACKGROUND

Regardless of the background you choose, you will begin as one of the civilized races in Arcanum such as a Human, Elf or Half-Orc. All races are free, and each has their own advantages and disadvantages. Check the Notes for detailed descriptions on the races you may choose. You begin the jump at the age that would be considered early adulthood for your race. Your gender may be chosen as you wish, but do keep in mind that certain choices or combinations may make you stand out in certain ways, not all of them positive. Encountered Half-Ogres and Dwarves are almost universally male in this world: Dwarves due to unknown reasons involving a high degree of secrecy surrounding their women and where they are, and Half-Ogres due to… well, a frankly rather sickening conspiracy. Likewise, Halfling or Gnome women are rarely seen outside of domestic life due to cultural reasons, with many being expected to stay limited to domestic life. Many races are treated with (veiled) disdain due to ingrained racism - society is not as open-minded as it might like to think at times.

Your first choice is to become a **Veteran**, a combat specialist similar to the many men (or the markedly fewer women) who've seen enough warfare in their life that no battle will really surprise them anymore. The social upheaval caused by recent scientific advancements and the widespread use of the steam engine means tempers run high on every level from the dirtiest street to the fanciest mansion. And with such rampant tensions, a good sword arm is still in high demand no matter if some might call it old-fashioned.

Second, you can opt to become a… **Specialist**. After all, calling yourself a thief or charlatan wouldn't be very good for your day-to-day work, would it? Whether you grew up on the streets or simply proved yourself through raw cunning and dedication, you have acquired a set of skills that have proven quite useful to yourself. You're quick, charming, and while you're not *yet* living a life of luxury, your talent for… ahem, creatively acquiring the means to improve your station will likely see you become quite successful regardless.

You can also decide to be an **Arcanist**; being a spellcaster in Arcanum means having a thorough understanding of magical theory, the power to enforce your will upon the world, and the endurance to pay the price for your workings. While the upsurge of technological progress is making the use of magic fall out of favor more and more each day, you chose tradition and wisdom over blind progress. You are ready to show Arcanum that the past holds enough power to change the present and shape the future.

Finally, you might also pursue the path of the **Inventor**. Technology is rapidly changing the shape of society, and you are determined to be at the forefront of the new revolution! You've always liked taking things apart to figure out how they work, and with some basic education at Tarant's University (officially or otherwise) you've got everything you need to get started. Your

goal is pushing the boundaries of science even further, and your head is filled with designs, half-formed ideas, and the dream of being the next Gilbert Bates.

Regardless of your chosen race and background, you may choose to arrive in Arcanum within any major center of civilization, be it the small and quiet frontier town of *Shrouded Hills*, the bustling industrial metropolis of *Tarant*, or anywhere in between. You may likewise choose to be a Drop-In, receiving only a basic knowledge of local languages and customs but no history, connections or reputation in this world, or opt for the more traditional 'reincarnation' style insertion complete with a life already lived here in Arcanum.

PERKS

Veteran

- Muscle And Steel (100CP, free for Veterans)

Armor tends to be heavy, and swinging a solid steel battleaxe around can become rather tiring after a while. Long hours training and traveling have left you stronger and tougher than you once were, and you find that you're quite comfortable wearing armor of any kind no matter how heavy it may be.

- Knight Of The Future (200CP, discounted for Veterans)

Combat styles such as traditional swordsmanship, shields and archery are quickly falling out of favor in the rapidly advancing world of Arcanum. Rather than completely abandoning your old skills in favor of learning how to use firearms or clockwork machinery, you've decided to adapt instead. You are exceptionally talented at integrating your own combat techniques with things like mechanized swords, magically returning boomerangs and all kinds of other extravagant 'upgrades', without compromising on the raw functionality of mundane combat.

- Feint Of Blades (400CP, discounted for Veterans)

Combat is as much about controlling the flow of battle and the moves of your opponents as it is about your own strikes and reflexes. In addition to gaining a significant talent at dodging, you're particularly adept at tricking your opponents in battle - and punishing them for their mistakes. Tripping, feigning a vulnerability only to drive your foe into the ground when they over-extend on their attack, and all manner of other dirty tricks are yours to use and abuse. You don't fight fair, but then again… why would you, if a fair fight is one you might lose?

- Flawless (600CP, discounted for Veterans)

You don't make a career out of fighting if you're prone to making mistakes - or at least, not a very long one, since a single misstep could mean your end. You've been fighting for a while, and you'll likely keep doing so for quite a bit longer… for you don't make mistakes in combat. Ever. You might fight across a hundred battlefields without ever slipping, you could fight under cover of night without your eyes passing over the gleam of an approaching blade, or do battle to the

point that exhaustion threatens to kill you outright without fumbling or losing your grip. Not only that, but your reflexes are likewise faultless: you will always react as you've trained, with no errant mistakes or inaccuracies due to 'twitching' in surprise - your muscle memory remains equally effective even if it's been years since you've practiced the appropriate counter.

Specialist

- First Impressions (100CP, free for Specialists)

Why be a bandit when you could live the high life, charming the rich and easily-manipulated until you figure out where they keep their keys or the combination to their personal safe? You're quite adept at improving your appearance, be it with make-up, precision shaving or whatever other methods you prefer so you'll more easily fit in with 'high society'. After all, you're far more likely to get that opportunity you're looking for if you make a good first impression. As a side effect, you've become quite precise with your fingers, something that will come in handy for picking locks or pockets as much as it does for applying eyeliner or trimming your stylish mustache.

- Sticky Fingers (200CP, discounted for Specialists)

Any thug can threaten someone with an empty revolver or do a grab-and-run for people's wallets when they're at the general store, but a real thief can rob someone blind and leave them unaware for hours or even days. Your talent and speed at picking pockets without being noticed is second to none, and you'll never have to worry about your fingers getting stuck or that wallet, pocket watch or other valuable trinket snagging on your mark's clothes. As a side effect, you're also particularly adept at planting things, such as illegal substances, forged documents, or perhaps a live grenade if you're looking for a more… spectacular exit.

- A Discerning Eye (400CP, discounted for Specialists)

To be successful in this 'business' means to have a sharp eye for which people would make good marks, and which places would be most likely to contain goods you might want to acquire. You now have a vague awareness of what people are carrying with them, such as valuable jewelry, weapons or documents of interest. Similarly, you'll have a sixth sense that gives you an idea of the contents of locked boxes, vaults, and similar, hard-to-reach storage places. You won't know exactly what you'll find if you're going to try and rob a target, but you'll know if it's worth it or not with nothing but a glance.

- Master Of Shadows (600CP, discounted for Specialists)

People would call you a ghost, a fairy tale, or the greatest assassin of Arcanum, except they wouldn't even know you're the one that infamy applies to. You are untraceable, unseen, and impossible to keep out of just about any place that's not sealed air-tight. Not only are you an absolute master at infiltration and stealth, you possess the remarkable ability to disappear from observation. You could be in plain view, during a duel in an open field, and yet you can hide from your targets. You don't even go invisible, your foes just… lose you, for a few moments. They'll still know you're around and will certainly try to find you again, but they'll have to be quick about it. After all, you're not just good at hiding, but at coming out of hiding as well, and a

quick blade in someone else's back is an excellent way to prevent them from ever seeing you again.

Arcanist

- The Path Of Tradition (100CP, free for Arcanists)

To wield magic, one must have the drive and determination to shape and reshape the world according to their vision. Your willpower is substantial, and while this is most obviously useful for controlling the arcane energies of the world, it's also come in handy in some other aspects of your life. Even if the socialites and commoners of this world are unlikely to appreciate the true power you possess, the kind of confidence you carry yourself with would still make you quite charismatic.

- Tireless (200CP, discounted for Arcanists)

To work magic in Arcanum is exhausting, possibly even more so than fighting with strength and steel. For those wielding the powers of the arcane, it's of vital importance to not overextend oneself, lest they literally collapse from fatigue in the middle of a battle. That being said, you certainly seem to be a cut above the rest; your magic comes more easily to you, and you'll find that you'll be able to manifest (and maintain) magical spells with noticeably less strain. You're likewise considerably more resistant to anything that might sap your ability to manifest such effects, be they ordinary exhaustion from carrying large amounts of gear, being winded when struck by heavy weapons such as hammers, or even hostile spells that might seek to drain your power. You won't be hurling spells indefinitely… but you're guaranteed to last a *lot* longer than many others would in your position.

- Expert of the Arcane (400CP, discounted for Arcanists)

Your long years of wielding the power of magic have left you especially attuned to mystical forces. You'll find that any magic you wield responds just a bit faster and efficiently, ready to do your bidding at a moment's notice. Moreover, your mastery of magic gives you a major edge whenever you need to cut through interference of various kinds, such as the magical resistances found in those skilled in technological disciplines. Even amulets of magic protection or the mighty 'Flow Disruptor' shields will barely have an impact, your spells punching through such defenses with incredible ease.

- Magical Savant (600CP, discounted for Arcanists)

Although magic in Arcanum is built upon centuries of tradition, some individuals are simply too talented, their insight too great to be bound by existing paradigms. Kerghan created the foundations of the modern schools of Necromancy single-handedly, deservedly earning him the moniker of 'The First Necromancer', while the sage Pelojian achieved an understanding of magic and its intricacies that the scholar-city of Tulla still hasn't unraveled after generations of study. Now, you too are such a once-in-a-generation pioneer, with an unmatched ability to unravel the underlying principles of any magic you wield. Whether it's repurposing or altering

existing spells, blending together different types of magic, or researching the unknowns of such esoteric power, few - if any - could hope to match your success.

Inventor

- Wired Watchmaker (100CP, free for Inventors)

Long hours hunched over the machinery and books that define your profession have left you with a keen eye for detail. Your eyesight is excellent even in the occasionally poorly-lit workshops you frequent, and your mind has sharpened to the point you'll easily remember the details of any schematic you're trying to assemble. You can still wear that monocle of course, but this time, you'll wear it for style!

- Scrounging (200CP, discounted for Inventor)

It's a sad fact that finding the right materials and components for your research and manufacturing can be a difficult task. Collecting the necessary tools to create Molotov Cocktails and Healing Salves might be fairly easy, but for more complex devices it can take days or weeks to find the things you need. Lesser inventors might need to keep track of every source of tools, from the General Store to the local junk merchant to areas for finding medicinal herbs... but not you! Your keen sense for finding the materials you need means you'll always have a vague idea of just where to go to buy that Minute Steamworks, Tesla Coil, or Spirit Of Camphor, and you're quite likely to walk into the store right when they're on discount. Amazing!

- Schizo-tech Expert (400CP, discounted for Inventor)

Technology advances in leaps and bounds, which may leave the enterprising inventor with some compatibility issues. After all, upgrading the old model of steam-powered Automaton with an electromagnetic hydraulics system may give it the dexterity to paint works of art as much as cleave your foes in half, but that's hardly a success if the optical systems receive interference from your upgrades and rend your servitor blind! You've become exceedingly adept at integrating multiple kinds of technology, especially when the various parts would normally be incompatible. Using different energy sources, blending outdated design principles with the latest advancements of the future and more are all within your grasp. Incredible!

- Improvised Brilliance (600CP, discounted for Inventors)

Although there are plenty of bespectacled professors that never look beyond their theories, Arcanum has a rich (if somewhat young) tradition of ambitious inventors going out into the field to test their ideas. Indeed, the University Of Tarant has set up mail-order coursework and schematics for just this reason! Though available to all, you might well be the poster child for what such a process could look like… because you seem wholly undeterred by the need for advanced resources and tools. You can *vastly* reduce the overall quality of components you're working with or the processes you utilize them in, all without compromising on the final result. Want to build a robotic manservant complete with rudimentary A.I. and voice control? Get yourself a small steam engine, a collection of refurbished second-hand gears and some sheet metal, and you're already halfway there. Need to treat a volatile chemical solution with some

highly restrictive temperature requirements? A well-sheltered campfire, a thoroughly cleaned cooking pot and some improvisation will get the job done just fine. And why would you buy expensive medications like blood pills or antidotes when you can just collect a handful of wild plants and create your own?
You could set out on a week-long journey with little more than some general supplies and your brains, and arrive at your destination with a newly-created technological marvel to astound the masses - or even several!

General Perks

- A Credit To Your Race (100CP)

Arcanum is a world where the vast potential of scientific and technological progress has completely changed the world over the past few decades… but this has not always been a good thing. Racism is more widespread than ever, women are treated as second-rate citizens in most areas, and the poor toil away in smoke-filled factories while the rich grow ever richer. It's easy to be considered another man's‘ 'lesser' due to circumstances beyond your control, but you seem to have become remarkably resistant to this. While the world around you will remain just as bigoted as before, with this perk those around you will not treat you harshly because of your race, background or other such (involuntary) aspects of your existence.

- In The Right Place At The Right Time (100CP)

Arcanum is a big world, and it's full of opportunities if you know where to look. Be it the occasional helping hand for the man in the street or being hired as an explorer, investigator or bodyguard, you've got an easy time finding people and organizations that might be willing to hire you to do some work. These jobs tend to be short, not very well paid and unlikely to directly lead to any sort of permanent employment on their own, but they are excellent for forming a network of contacts or improving your reputation in various social circles. If you play your cards right (possibly literally), you'll likely have plenty of ways to get something better.

- Serendipity (300CP)

The Panarii are the most widespread and numerous of all religions in Arcanum, providing much needed guidance in these uncertain times. Yet unknown to even the highest ranking members of the church, the very foundations that this religion was built upon are a *lie*. Further, in a bizarre twist of irony, Arronax - the being the religion holds to be one of their greatest enemies, has since become a changed and much more benevolent man.
Yet despite how reality has seemingly flipped the core of the Panarri religion, the faith has legitimately done incredible good to the people of Arcanum, and their efforts will be of immense value… just not in the way they originally anticipated. Call it fate or call it fortune, but with this Perk it seems that you are blessed in a similar manner. Even when working on incomplete or outright falsified information, the path you pursue to achieve your goals remains remarkably resilient. Though you might still get caught by surprise as reality shows your misconceptions, whatever steps you've already taken always seem to be surprisingly useful to deal with whatever new situation you find yourself in.

- Gilded Tongue (400CP)

It's no secret that beneath the veneer of civility there is a lot of distrust and antagonism between the various organizations, races and other factions in Arcanum. Convincing people to work together, especially in a way that furthers your own schemes, can be tricky at the best of times. Fortunately, you're more than up to the task. The more someone is opposed to working with you or others due to things like clashing ideologies, racial biases, or differing magical or national backgrounds, the more convincing you'll become when you speak to them in order to change their mind.

- Blessing Of The All-Father (600CP)

Scattered throughout Arcanum are long-forgotten altars to ancient gods, and though it has been centuries since anyone made the proper pilgrimage, these altars can still bestow blessings to those who uncover the proper way (and order) of offering tribute. Yet doing so will be a long and arduous journey… something you can skip entirely. Like those who performed all the various rites and were reborn as Velorien's final sacrifice, you have been blessed. Every part of your being has been slightly enhanced, making you just a tiny bit stronger, charismatic, and so on... and most amazingly, granting you a basic level of experience in *any* skill the moment you end up using it, be it those found in this world or elsewhere. Even if it's something you've never done before, you'll be able to do it as though you have enough practice to be a novice. This will not make you an expert and certainly not a master, but you'll never again have to start from scratch.

- The Tapestry of Fate (600CP)

Luck is a fickle thing, but some people can make even regular 'luck' look like something mundane. In Arcanum, it is possible for exceptional individuals to become favored not in a more general way, but rather through singular displays of logic-defying fortune… and now, you are one of these individuals. You receive a single portion of supreme fortune - sometimes referred to as a 'Fate Point' - each day up to a maximum of ten, each of which can be spent to seemingly cause the world to very briefly conspire in your favor - with spectacular results. That one-in-a-million rifle shot is guaranteed to hit your target in the most vulnerable place you could have possibly hit them, you could unlock a vault safe with little more than a few iron filings and bits of string despite never having picked a lock before, and so on. Simply put, you could stumble your way through the *exact* right series of actions to take to achieve magnificent success, all without having even the slightest clue as to why. Fate Points are very versatile, but can only be spent on a single action that takes a fairly short amount of time to complete: a brief conversation to convince someone of something would apply, a lengthy process to invent a new technology or master a magical spell would not.

- Bane (800CP)

The divide between magic and technology in Arcanum is unbridgeable - or so most people think - and nowhere is this seen more clearly than when extremes interact.
A respected and brilliant inventor can warp the magical energies of those around him through his very presence, weakening spells or even rendering minor magical items like spell scrolls

permanently inert. Likewise, the wrath of a master magician could disrupt the machinery across entire towns, tearing apart their electrical gizmos and mighty steam engines as if they were nothing.
With this Perk, you gain the ability to enforce a similar effect around you, strengthening or weakening certain aspects of reality with your mere presence. By choosing a single facet of your being, you can create an 'aura' of sorts that will disrupt anything nearby that is tied to its philosophical opposite. The more powerful, skilled and otherwise capable you are at your chosen facet, the stronger and far reaching the effect will become: each technological discipline you master will let you dampen magic just a bit farther, for example.
You are not limited to choosing either magic or technology for this power, though clearly oppositional forces (such as opposing elements, good and evil, etc) will likely see the greatest impact.
One word of warning, however: the aura you create does not differentiate between targets. Your own equipment, powers, or friends and allies can be affected as harshly as those you *want* to disrupt.

ITEMS

Unless stated otherwise, any item bought with CP that is lost, destroyed or otherwise rendered permanently useless is restored to full functionality after one week. Damaged but still usable items likewise repair themselves to pristine condition over a similar timespan, with minor damage being fixed in a manner of hours while a nearly-destroyed item might take several days.
You may freely import existing items you already own into any purchases found in this section, provided the item in question is sufficiently similar to the new purchase. For example, you could import your favorite sword into *A Personal Edge* to give it the fiery attacks of a Pyrotechnic Axe, or install the *Atlas Of Arcanum* on a digital device as a user-friendly application. You may likewise combine multiple items you purchase here using the same principle, such as combining the *Zeppelin* and *Madam Lil's* to grant your airship a dedicated staff of entertainers (and 'entertainers') to take care of any needs the passengers on board might have.

You may receive up to two purchases of 50CP for free in this section, and you may discount up to two purchases of 100CP to half price.

- The Tarantian (50CP)

You receive a subscription to 'The Tarantian', Arcanum's most well-informed newspaper. The stories are typically unbiased and are mostly-true at the very least, though the paper is not omniscient and remains limited to what a good reporter could uncover without breaking the law. Guaranteed to be at least vaguely interesting to you regardless of your news preferences, appears daily in your Warehouse, and it will continue to report on events in the outside world even if you leave Arcanum. It may on occasion include articles that could lead to adventure, though you'll need to decide for yourself what stories are worth that personal bit of attention.

- Social Attire (50CP)

The perfect choice for the lady and/or gentlemen of refinement, this outfit is high-quality, stylish, and seems to actively resist ever getting dirty or scuffed. It's perfectly tailored to your physique by Tarant's finest tailors, and almost seems to adjust its size to fit you every time you take it out of the closet. Furthermore, it's guaranteed to look good and stylish on you regardless of your race, gender, current fashion 'fads' or other such concerns, ensuring a positive impression wherever you go.

By default this outfit consists of conventional (i.e. non-magical materials without technological augmentation) clothing, shoes, gloves, and some accessories like some elegant jewelry or a fine top hat. However, you can easily adjust the outfit by taking it to any competent tailor and asking for a different version; whichever replacement outfit you receive will fit your desires and retain all the benefits mentioned above. Of course, you *can* opt to leave some parts of the outfit back in your closet, though the overall effect will be reduced appropriately.

- Combat Approved (50CP)

The more… *rough* counterpart to the offer above, this is an excellent first step towards kitting yourself out for more adventurous activities. This option grants you one of several types of equipment, each of which is counted among the finest quality arms and armor available to the common man. Although enchanted or highly advanced pieces are not available here, these items are guaranteed to work effectively regardless of your preferences (if any) for magical or technological pursuits.

First, you may choose to gain a custom-fitted suit of armor, such as chainmail or a suit of full plate. Second, you may choose to protect your extremities with a fine set of gloves or gauntlets, a helmet, and armored boots of your desired design. And finally, you may choose to gain a quality weapon such as one of the fabled barbarian 'heavy blades', as well as an excellent shield (though using it with a two-handed weapon may be somewhat challenging).

All armor pieces are guaranteed to be comfortable to use and less heavy than they would otherwise appear, the weapon is guaranteed to never dull or weaken with use, and all are usable by you regardless of your strength or skill. Ranged weapons that require ammunition also come with a small, automatically replenishing supply of basic arrows, bullets, or whatever form of munitions they need to function. Furthermore, all of these combat-focused items have the advantage that you can wear them without turning heads, even in situations where being armed to the teeth might normally be frowned upon (such as social gatherings).

Finally, like the attire in the previous purchase, you may have the equipment you've chosen modified or replaced with a different choice by handing them over to your local blacksmith, fletcher, or similarly capable tradesman.

- Pinnacle Of The Craft (50CP)

By fully embracing either side of the philosophical divide splitting Arcanum in half, the items you wield can be made more effective - often amazingly so. The brilliant *Arcane Platemail* is the strongest magical armor available on Arcanum, providing superlative protection against both physical and elemental attacks, for example, while its *Machined Platemail* counterpart uses steam-powered hydraulics to greatly enhance the physical strength of the bearer. Weapons

likewise become supernaturally accurate and deadly or strike with powerful blasts of fire or the crackle of electrical conduits, and various smaller accessories like Charged Rings, Gloves Of Dexterity and various eyepieces can provide benefits that are perhaps more niche but no less effective.
With this option, you now have your own items to match such masterful creations. Each purchase allows you to upgrade one or more pieces of equipment to the equivalent of the strongest conventional technological or enchanted variants available in Arcanum. You may choose to upgrade one of the following options with each purchase: a suit of armor or other type of body wear, a combination of gloves, headwear and footwear (including armored variants if you choose), a combination of a weapon (be it melee or ranged) and a shield, or two rings and a necklace.
This purchase requires 'Social Attire', 'Combat Approved', or the import of an existing item you already own to form the base object (or objects) to be enhanced - it serves mainly as a way to improve your gear, and does not provide any basic items on its own. Any upgraded items retain the benefits provided by these previous options where applicable, and also gain the benefit of becoming effectively indestructible even in the harshest of conditions. Though you can still make modifications if you wish (such as through engraving, enchanting or further tinkering), not even the sword-meltingly hot temperatures of an enraged Fire Elemental will cause a blade upgraded here to dull, soften, or otherwise accrue any accumulating wear for example.
You are not limited solely to the enchantments or technological modifications seen in the game itself, though any upgrades you choose to apply must still be of a comparable power and complexity.

- Consumables Stash (50CP)

This leather bag is filled with a wide variety of items to aid with the various challenges to physical and mental health one might encounter in one's travels. There won't be anything truly spectacular here, but it's still a very useful collection, especially if you expect to need the occasional boost in competence or morale. Strangely, it's somewhat unclear what it actually contains until you open it - at which point it'll have whatever you happen to need at the moment. One day it might be certain herbs or a few healing salves, the next you might pull out (magical) potions or antidotes, or even just a bottle of wine or Absinthe. The bag contains sufficient materials to keep a group of roughly five or so individuals 'cared for', though you might be able to stretch the supplies further if you're careful. The bag restocks its supplies in about a week if fully emptied, or a proportionally reduced amount of time when partially filled.

- Advanced consumables (100CP)

A more potent - and dangerous - variant of the previous purchase, this fireproofed, high-quality box contains a wide range of single-use items with considerably more pronounced effects. As an example, the consumables here might include explosive ordnance from the humble flash and smoke grenades to the terrifying explosive and knockout gas grenades for a technological adept. Someone in need of more arcane support could instead acquire magical scrolls for almost any conventional spell known in Arcanum, while an assassin looking for an edge could instead harness various chemicals such as lethal poisons, paralytics or other debilitating

compounds and devices. The exact details of the items within the box will vary from moment to moment, and the only thing you need to do to change the contents is close the lid and reopen it while focusing on a different need. You'll usually be able to get around three or so 'top of the line' consumables (such as the technological *Reanimator* or a scroll of *Teleportation,* if you need such, but the exact amount of supplies you'll get depends on their value. Molotov Cocktails would be provided in much greater numbers than Frag Grenades, for example, so a certain talent for efficiency might let you stretch these supplies farther.
Much like the bag above, the box restocks from completely empty to full over a week, or less time than that if you only expend a limited portion of its contents.

- Atlas Of Arcanum (100CP)

This high-quality folder contains various maps, sketches and similar descriptions of locales across the planet. While the accuracy of the maps will obviously be dependent on how frequently people visit (a map of Tarant's streets will be effectively flawless, one for the marshes of the *Bangellian Deep* will be little more than sketches), you can find descriptions of just about any area of interest. Although tracking down things like buried treasure and hidden altars will still be very difficult, you'll have a bit of an edge regardless. The folder will automatically update with similar maps for any new world you find yourself in, and the quality will rapidly increase for any location you visit in person.

- Kathorn Spectacles (100CP)

This pair of glasses is inset with a pair of green, crystal lenses, much like the Wheel Clan Spectacles used to reveal the hidden entrance to the Wheel Clan's mountain stronghold. While you might need a moment or two to adjust to the tinted view, seeing the world through these glasses has the advantage of revealing all sorts of useful details, including some that would normally be invisible. Finding things like traps, hidden doors, faults in illusions, writings that are only visible in moonlight and all manner of similarly hidden sights will be substantially easier when wearing this item.

- Iron Clan Safe (100CP)

This heavy iron casket looks old and worn, but the ravages of time were unable to mar the exquisite craftsmanship of this safe. Although the lock might seem to be something one could pick with enough skill or patience, this is only an illusion; the safe will not open for *anyone* but you no matter what they might try. You can unlock it with any key you carry on you, though you may wish to create a custom one in case you want to 'keep up appearances'. It can also be unlocked from the inside, if you care to use it as an emergency hideout. The quality of construction also makes it effectively impossible to damage by anything that doesn't leave a *big* crater.

- The Eye of Kraka-Tur (150CP)

This fossilized eye once belonged to Kraka-Tur, a Human who granted himself the power of the last of the dragons using a magical ritual fueled by dragon blood. Although true dragons are now extinct in Arcanum, Kraka-Tur himself was transformed into a half-dragon by the ritual, and

you now possess the last part of his body remaining in this world. With some study, you might be able to find a way to tap into such power as well - be it for yourself or to transform others…

- Learning Materials (300CP)

For a world where knowledge tends to be drawn towards larger centers of learning, Arcanum is remarkably friendly for a 'scholar on the move'. The University Of Tarant offers a wide range of schooling materials for self-study in technological disciplines as well as a variety of referential texts to those who need a quick refresher, magical texts and meditative guides serve as well as teachers do for expanding one's grip on magic, and it's altogether unnecessary to actually commit to staying in any particular place to master your chosen disciplines.
Representing the accumulated knowledge of… well, not *quite* an entire society, this somewhat disorganized mess of books, scrolls, documents and other paperwork is everything you might need to continue your studies of Arcanum's technology and magic - even in other worlds where institutions such as the University Of Tarant or the arcane schools of Tulla aren't available. Although the pile initially seems rather challenging to navigate, you'll automatically find the right books or other materials to begin your studies once you've chosen a topic to delve into. Although this doesn't eliminate the need for practice or hands-on effort, you can get your hands on just about everything you might need here. That said, while you can certainly set aside any materials for your current 'curriculum' for later reviewing, this archive will only provide one topic at a time. Studying multiple technological disciplines and/or schools of magic at the same time can quickly spiral into an even *bigger* mess, and you'll be on your own to keep straight which treatise covers which principle - you wouldn't want to accidentally mix *White* and *Black* Necromancy together, would you?

- A Truth Long Buried (300CP)

Secrets are dangerous - and the more effort people have put into *keeping* such secrets, the more dangerous they become. Perhaps this small envelope is the most dangerous of all then, because inside is a letter, document, or even just some cryptic hints that - if pursued - guarantee you'll be able to discover the truth on whatever topic you wrote on the envelope before opening it. This includes finding iron-clad proof to corroborate your discoveries, though the nature of such proof will obviously vary from case to case. The great Panarii betrayal, the Half Ogre Conspiracy, the Iron Clan's existence or the Molochean Hand's unwitting service to 'Arronax'... it'll still take some time and effort, as the envelope is a starting point, not a finish line, but you could unearth the truth about all these and more.
Do be careful, however: no amount of proof matters if people won't believe you… or if you disappear before ever getting the chance to publicize it.
You receive a new, unopened envelope after some time, depending on the scope of your previous investigation: anywhere from a week or two for minor secrets, to a full year for major, hushed-up facts that could lead to great societal upheavals if revealed.

- Zeppelin (300CP)

A sister ship to the IFS Zephyr, this magnificent lighter-than-air dirigible is a luxurious aircraft capable of transporting a variety of aristocrats, intellectuals, and other members of high society

(along with an equal variety of servants, stowaways and other riff-raff) on a journey of comfort and excitement. You are now the sole owner, and while the ship itself is perhaps less famous than the Zephyr, it is nonetheless an excellent source of transportation - not to mention it allows you to make more than a few connections with the upper classes as well as make a decent income by selling tickets. Beyond that, its construction has been made more robust and the on-board security force will do its best to ensure it will never suffer the Zephyr's fate.

- Hunley's Triumph (300CP)

An impossibility of history, this enormous, almost animal-like machine has not seen its like since the far-gone days of Vendigroth. Once, Professor Aldous Hunley built a submersible vessel to explore the seas and their depths, never to be seen again - and leaving little more than the battered wreck of his failure to eventually wash up on the shores of the Isle Of Despair. Yet with this purchase, his work was not in vain… for you gain a similar submarine, except with the initial design flaws improved upon. Now, this second coming of Vendigrothian science stands ready to serve you, and is guaranteed to traverse even the most punishing pressures of the deep seas without damage, wear or discomfort for its passengers. The submarine is large enough to dwarf a modern-day steam train, fast enough to easily outpace the fastest sailing ships and packed with advanced Vendigrothian technologies not seen anywhere else in Arcanum (at least not in any *functional* manner). Most amazingly, it can travel underwater for extended periods of time without running out of power, drawing breathable oxygen out of the surrounding water to ensure you'll never have to surface except in the most dire of emergencies. Pack enough supplies, and you could explore the ocean's depths for days or even weeks at a time, depending on how many passengers you bring with you. It's not quite as fast or roomy as the zeppelin above… but it's decidedly more exotic, and many technologists would give their left hands for a closer look at the internals.

- Madam Lil's (300CP)

This establishment offers companionship of various kinds to those gentlemen (and ladies) willing to pay their rates. You've become the owner for one reason or another, and you'll receive a share of the profits. It's enough to live on if you're frugal, but while it won't make you rich, the main use for this place is the gossip. The clientele includes many of the rich and powerful, and the girls are so *very* good at listening. While the Madam might not officially run a spy network, that doesn't change the fact that she is *quite* well informed. The brothel also works reasonably well as a place to stay in an emergency, though the company likely costs extra. Nothing's stopping you from earning some time if you're willing to occasionally help the Madam with her problems (or opportunities), and you could of course try whatever methods of persuasion you prefer. Just remember: the girls work for a living, so they'll have listened to *plenty* of charmers before you came along.
You'll receive the deed to a similar house of sins in future jumps, though their exact nature might differ a bit depending on setting.

- Vivifier (300CP)

An elixir so exceedingly advanced and rare that merely knowing how to make the *components* to craft this is already a skill sufficient to make a man rich. Indeed, the secrets to creating the Vendigrothian Vivifier are a lost art, and even if one scoured the entire Vendigroth Wastes you'd be lucky to find enough reagents to make just one of these marvels.
The ultimate triumph of science, the Vivifier is a compound that makes one… *more* than they were, and even a single dose grants a permanent increase to nearly every aspect of the user's being. The user's physique is enhanced to provide greater strength, dexterity, constitution and beauty, while increases to intelligence, willpower, charisma and perception ensure the mind is likewise made superior. Furthermore, this refined form of an already marvelous compound seems to become more potent as the user's own abilities grow mightier. That said, care must be taken not to grow oneself beyond one's ability - a Half-Ogre's might may not be so exciting if you proceed to break every wine glass you try to lift to your lips!
You receive a single dose of this marvelous compound every year.

- The Vendigroth Device (300CP)

This ancient machine is about the size of a man's torso, and appears rusted and neglected, the dust of centuries still covering its greenish steel exterior. It was developed by the Vendigroth inventors of ages past, and has only one use: to kill the unkillable. It was once designed as a means to kill magicians of great power who would otherwise simply retreat into their regenerative shells, and its creation led to the utter destruction of Vendigroth when one such mage learned of its power. The Vendigroth Device can only be deployed against a stationary foe, and only if they are unable to protect themselves from it due to injury, paralysis, unconsciousness or a similar method (merely being asleep will not be enough and cause them to instantly wake up). However, once the device attunes to your target and activates, it will cause a cataclysmic feedback within the target's spiritual essence, causing them to quite literally erase themselves out of their own metaphysical existence. When slain this way, the target can never again be restored to life by any method, since literally nothing remains of them in this world or any afterlife. The device can only be used once before burning out, but it will reappear in the Warehouse after one week and comes with the full, devilishly complex, schematics if you wish to construct more.

COMPANIONS

- A Dwarf, An Elf And A Half-Ogre Walk Into A Bar… (Cost varies)

Arcanum is a world where society is rapidly changing, and like any society, it's all about *who you know*. Connections, influence, and trusted allies are as important as ever, and having some friendly support by your side is often more than a worthwhile investment. You may import a previous Companion or create a new one according to your wishes for 50CP per purchase, or pay 200CP to import and/or create 8 Companions at once. Each receives a free background and 300CP to spend as they choose on Perks and Items. Companions may also take Drawbacks for additional points if they wish.

Alternatively, you may keep purchased Companion slots unfilled, and instead convince individuals from Arcanum, such as Virgil or Alexander, to join you on your travels. You must still convince them to follow you, but you may ask any number of people until you've 'filled your roster'. Newly recruited Companions receive their background and the chance to make purchases upon accepting, but do not have the opportunity to take Drawbacks for additional CP.

- A Loyal Friend (50CP)

Sometimes you want learned individuals to discuss the latest developments with. Sometimes, you just want an obedient servant that does as it's told. With each purchase of this option, you receive a single non-sapient follower of considerable power. The exact details can be chosen as you wish, but examples include an unreasonably powerful guard dog such as the Worthless Mutt, a potent Familiar similar to those summoned by master conjurers, or the various steam-powered automatons the greatest engineers employ as bodyguards. These aren't always very versatile, but they are unfailingly loyal and utterly fearless even in the face of certain death. If killed or otherwise eliminated, they will respawn after a day if not restored through some other means before this time (such as resurrective magics or some field repairs).

DRAWBACKS

Arcanum need not be dangerous or unpleasant, but for those who seek a more challenging and rewarding stay: you may take any number of drawbacks for additional points. If you dare.

- The Living One (+0CP)

The Panarii church that extolls the virtues of Nasrudin's teachings is mostly considered a religion dedicated to compassion and wisdom, but there is one thing that takes a prominent place in their teachings: that in a time of great darkness, the spirit of Nasrudin would be reborn on wings of fire in a being known as 'The Living One'. A hero that would save all of Arcanum. Your starting location is changed such that you arrive not on Arcanum but above it: on the IFS Zephyr just as the airship's voyage is brought to a sudden, deadly end. You're guaranteed to survive the crash, but within the wreckage, you will find a dying gnome who asks you to take his ring and 'find the boy'. It is a request that, should you pursue it,will find you on a path that will see just how much of the Panarii prophecy is true, and how much of it applies to *you…*
This Drawback may be taken by either you *or* a single Companion, not by multiple individuals.

- One For The History Books (+0CP)

Arcanum is a world in flux, and the coming years might see the world change in ways never seen before. But the story of the Living One doesn't actually take all that long, and a mere ten years likewise might not be enough to truly appreciate the course of history. With this toggle, you may extend your stay in this jump indefinitely. You need not decide ahead of time how long you want to stick around, and may choose to end your stay in this jump at any point after you normally could. Any other Drawbacks you've taken - if any - may be removed after ten years, regardless of how long you decide to stay after.

- Scarred (+100CP)

Your face is marred by a horrible injury. Whether it's from a bad hit in battle, burns or some other kind of accident, your visage is truly abhorrent. While it doesn't hurt or otherwise hinder you, it does cause some obvious problems in any social situation. The scars themselves can't be removed or hidden by things like magic or medicine, though you could go for a stylish mask of some sort if you don't mind people thinking you're really, really weird instead of just ugly.

- Four-eyed (+100CP)

Your eyesight's pretty damn bad. Glasses can be used to correct it to some extent, but you shouldn't expect to get anything better than 20/40 vision *at best*. Even medical intervention and devices such as the spectacular clockwork optics that are being developed at the university of Tarant won't do much, if anything, to help.

- Bad Reputation (+100CP)

Whether you've done so or not, people believe you've done something horrible, like stealing a famous painting or streaking through the streets of Tarant. Expect people to dislike you from the start, and to need substantially more effort getting on anyone's good side. Trying to use disguises merely seems to add 'compulsively deceitful' to your possibly-earned list of flaws.

- Marked (+100CP)

Oh, you've pissed *someone* off, Jumper. You've got a bounty on your head, and since you'll never figure out who put it there, you're going to be stuck dealing with the consequences. Bounty hunters and assassins will hound your steps, especially in the wilderness where you're away from anyone who might lend assistance (like the town guard). Sure, most of them will present a threat barely above that of the average Orcish highwayman, but every now and then you might need to deal with the kind of man who's made murder their living - and has done so for a long time.

- Sickly (+200CP)

Might does not make right, but if it did you'd always be wrong. Your physical prowess is…substandard to say the least. Your strength is barely enough to get you through the day, and exercising is right out with your frail constitution. You can always go for the classy look with a suit and cane, but don't expect to use anything that's much heavier than that. A rapier might be doable, a battle axe is most certainly not.

- Idiot Savant (+200CP)

Jumper am good smart. Get much edumcashon, make stuff go clunk and zap. Uhm… mebbe. Mebbe Jumper am stronk wizzerd, make bad people go fwoosh! Jumper smart! Yeah, you've got a bit of a problem. You see, you'll be talking (and writing, and pantomiming…) like that for your entire stay here. Whether it's because of brain trauma, a damaged larynx or some sort of mad scientist's experiment gone horribly right, you'll be unable to communicate in *any* way that would need more than a single-digit IQ to pull off. You'll be just as smart as you were before, but

good luck convincing anyone of that fact when it'll be a struggle just to use words with more than two syllables.

- Phobia (+200CP)

Recent developments in psychology, phrenology, anthropology and therapeutics have led the men of science in Arcanum to believe that some people are, in fact, incapable of not being afraid! Such 'phobias' as they have called these psychological afflictions, are incurable defects within a subject's brain that leave them cowering in terror when facing the subject of their illogical fears. You have one such phobia, and are absolutely terrified of a relatively common thing found in Arcanum. Possible examples include agoraphobia, fearing bright light or darkness, a fear of water, technology or magic. These are not the sole options - you may choose a different kind of phobia to possess so long as it is suitably common and detrimental. You may take 'Phobia' multiple times, but must choose a different terror for each.

- Shadows (+200CP)

Trust no one. Conspiracies and half-truths lurk around every corner, and you never know who's what they say they are and who's *more*. For your time here you will suffer from varying levels of paranoia and a severe hatred of secrecy and treason, leaving you with severe difficulties in trusting anyone other than your closest friends. Your wariness might leave you on edge and make it difficult interacting with strangers, but it's not *all* bad… after all, there actually *are* quite a few conspiracies in Arcanum - you'll just have to sift the real ones from the 'false alarms'. You might want to check your notes with a few of the people you do trust, though. Otherwise, you could end up murdering the entire Tarantian Industrial Council for running a covert Half-Ogre rape farm, when only *some* of them are in on the secret.

- Driven (+200CP)

Ambition and determination have combined within you such that once you've set your sights on a goal, you're not going to stop for *anything*. This is the kind of drive that makes the greatest heroes… or more likely, the most infamous monsters in known history. Whether it's a lust for power that makes Kraka-Tur pale in comparison, a need to change the world as great as Arronax's, Gorgoth's unending hunger or some other obsession that pushes you ever forward, you're going to see it through to the end. This goal, whatever it is, *will* see you come into conflict with others, and unless you're careful you could make a lot of very dangerous enemies very fast. Of course, if caution stands in your way that too will be discarded, and it's been a *long* time since they last banished one of Arcanum's greatest dangers to the Void…

- Bane Of The World (+300CP)

Remember that tiny little problem regarding 'aptitude' we mentioned above? It's a bit more of a problem for you. For the duration of your stay in Arcanum, your aptitude in either technology or magic is now fixed at the maximum level… but only when it would be a problem for you. Choose magic, and guns and machinery will come apart in your hands. Choose technology, and your spells fizzle out as they reject your very being. Likewise, staying near your 'opposite' will cause problems - you'd better be ready to focus on only one side of the conflict. Should you somehow

master enough magic or technology that your aptitude would shift from technology to magic or vice versa, you will immediately flip to that side's maximum aptitude.
Unlike the innate aptitude you would already experience during your stay here, this affects your out-of-jump abilities as well (i.e. technologies from other settings will go haywire if you chose magic), though these do not affect your aptitude level itself.

- Gypsy Curse (+300CP)

Gypsies aren't considered very threatening by most civilized people in Arcanum, and most consider them little more than superstitious peddlers of magical items. However, this sentiment is rarely everfound in those who've actually crossed a Gypsie. Including you. You've pissed off the wrong someone,and you've been cursed with some absolutely godawful bad luck. Creaking floorboards when you're trying to sneak, saying just the wrong thing to that unusually large Ogre bandit, accidentally dropping that Pyrotechnic Axe on your foot… let's just say your stay here is going to be a bit problematic at times. Fortunately, it won't kill you outright if it can just make you miserable instead.

- Bungling (+300CP)

You've got the vision, you've got the drive, you've got… well, a whole lot of failures. You're much like Cedric Appleby in a certain manner. To put it plainly, you're incompetent. Mistakes in your works are commonplace, technological designs failing catastrophically and spells or enchantments fizzling out with a nasty jolt. Hell, in combat you might be a greater danger to your own well-being than any brigand, beast or brawler.

- Integration (+300CP)

Your nature as a Jumper means there's likely a sizable portion of your being that is… well, rather multi-dimensional. But while there are various other realms known to the denizens of Arcanum, such as the Void and the afterlife, none of those are the realities your powers stem from. And now, just as those realms are beyond this world, so too are the abilities you might have claimed in them incompatible with the laws of reality in Arcanum. For the duration of your stay here, you lose access to all out-of-jump advantages you might have had and are effectively reduced to your Body Mod plus whatever purchases you make here. You likewise cannot access your Warehouse.
Integration must be taken by you *and* your Companions, or by none of you. No mixing.

ENDING

So, you've spent a decade in a world of change. Now, it's time to make one final choice.

Perhaps you've come to enjoy the world and all its fanciful people, the boundless opportunities of lost power and new inventions? Then you may **stay here**, if you wish. Your jumping comes to an end, and you spend the rest of your life in Arcanum.

Alternatively, you may **continue** jumping, ever onwards into the great unknown. Many more worlds are waiting for you out there, and you take one more step towards your destiny.

Finally, if neither of these options feel right for you and you're simply tired of the challenges you've faced, you may choose to finish. Your jumping days are over and you will **return home**, arriving as though no time had passed since you first became a jumper.

NOTES

One *very* important thing to know about Arcanum is the metaphysics of the setting. Everyone in Arcanum knows that magic and technology do not work well together. Because magic relies on altering the natural laws that govern reality and technology relies on using (and reinforcing) those very same laws, it is nearly impossible to combine the two safely and effectively.

Each person has what is called ‘Aptitude’, a measure of how strongly they are aligned towards technology or magic. A person with great skill in engineering and chemistry would possess technological aptitude, and someone who’s mastered the school of Phantasm would gain magical aptitude. Each type of aptitude cancels out the other: should a person possess sufficient skills for both a technological aptitude of 25 and a magical aptitude of 50, they would effectively have a magical aptitude of 25 and no technological aptitude at all.

Someone with a high magical aptitude will find their spells and enchantments to be more powerful, but the magical power they radiate will disrupt nearby technology. A powerful magician might cause technological gadgets to fizzle or self-destruct by their mere presence. Likewise, someone who has pursued the path of science and technology will find their mechanical devices to be more powerful and reliable, but they also weaken and disrupt magical energies around them. Renowned inventors can seem all but immune to magics - including beneficial ones - and may ruin a magical storekeeper's wares by merely walking into their shop.

However, this effect also applies to a person’s own abilities: inventors are barely capable of using magic and enchanted items at all, and a gun in the hands of a magician is as likely to explode as it is to fire normally. Those who balance their Aptitudes by learning equally of both paths (or who ignore such skills altogether) are considered Neutral; they may use both magical effects and technology without major penalties, but they cannot do so with the kind of power of one who dedicates themselves to only one type.

You and your Companions will have Aptitudes as well, and the technologies and magics you master here will have a noticeable impact on the world around you. Powers and items you have purchased with CP in other worlds are exempt from this rule, and will always function at full strength without causing or suffering interference.

Any magic and technology you learn during your stay here will lose its risks once you travel to other worlds, since this effect is caused by the malleable nature of the laws of physics in Arcanum itself, and not the particular type of magic or technology found here.

Arcanum magic is fueled by your own stamina; casting spells will literally exhaust you the more magic you use. More than one desperate mage has wrought magic to the point they collapsed after they overextended themselves. Your last spell will still take effect and it will not kill you directly, but falling unconscious will immediately end any *continuous* effects such Invisibility or Haste that you were maintaining.

Using the Vivifier grants a boost between anywhere from 5% ‘peak human’ ability (as an average human) to 1% of your current stats if you are vastly stronger. Multiple uses will see the effects stack with no upper limit.

Combining multiple Phobia Drawbacks for some sort of overlap is not allowed - each must add an equal amount of discomfort/problems to your life. If you are already afraid of the outdoors, adding a second Phobia to be terrified of rain would not fit, for example, since you’d *already* be afraid of rain since it’s outside.

The Blessing Of The All-Father will not ignore prerequisite skills and knowledge in its blessing. For example, you would only receive a basic foundation in biology, anatomy or medicine even if you tried to wrap your head around cutting-edge papers published in the field of cloning, cybernetic augmentation, nanomedicine, or similar kinds of extremely advanced topics (rather than immediately gaining all the prerequisite knowledge before one even becomes a novice in *cloning* specifically).

A lot of information about the game and setting can be found at the fan wiki, located at: https://arcanum.fandom.com/wiki/Arcanum:_Of_Steamworks_and_Magick_Obscura_Wiki

All else fails, fanwank responsibly and have fun.

There are eight civilized races recognized in Arcanum. Pure-blooded Orcs and Ogres are considered nothing more than barbarians, and are not covered here. In any city in Arcanum you might find the following:

- Humans are short-lived, ambitious, and the cause of the recent technological advancement of the world. Humans may become adept at most any skill they choose, but have no particular advantages or disadvantages.
- Elves are a long-lived race that is especially adept at wielding magic. Elves tend to be more beautiful and graceful than other races, but they are also comparatively frail and are at a disadvantage when using technology. Elves are a race that greatly favors nature, philosophy and patience, and many are deeply worried about the rapid, unchecked advancement of technology in the world.
- Dwarves are the most technologically skilled race in Arcanum, though they are also by far the least adept at wielding magic. They are strong and tough, though their short size does leave them somewhat less agile and they are known to be somewhat brusk. Dwarves live in cities or their own underground clan strongholds, though only males are ever seen by other races. Few male Dwarves are willing to listen to questions about their women, and thus far none have been willing to discuss them beyond a total dismissal of the investigator.
- Gnomes are smaller and lighter than Dwarves, and are especially willful and talented at finance and trade. However, they are not as resilient as the other races. Many of the richest people inArcanum are Gnomes, including the Industrial Council of Tarant. The

hard-working nature ofGnomes, along with their wealth and social aptitude mean that their race is often well-received in any community.
- Halflings are the smallest of the civilized races of Arcanum, and are often found in rural areas where they live as farmers. They are notably quick and agile even for their size, and are known to be at a major advantage should they pursue a… less than legal means of employment. They are typically well-liked, even if their race is often considered somewhat lazy.
- Half-Elves, born from the union of Elves and Humans, have physical and magical attributes roughly in-between those of their ancestors. Half-elves are freely accepted in society, though they tend to be treated somewhat more coolly in Elven communities.
- Half-Orcs possess great strength and resilience thanks to their Orcish blood, but many are only barely accepted in society. Due to their often ugly countenance and typical origin as the consequence of their mother's violation by orcish barbarians, discrimination against Half-Orcs is commonplace. Many Half-Orcs are unable to find jobs beyond unskilled labor.
- Half-Ogres are the largest of the civilized races. They are incredibly strong, but tend to be dimwitted.They are often found as bodyguards for individuals of wealth and status or as laborers in factories. Unlike Half-Orcs, Half-Ogres rarely face discrimination, partially due to their surprisingly gentle nature and more common employment. For unknown reasons, female Half-Ogres are almost unheard of.

Each spell school has five commonly recognized levels, with each level having a signature spell that a magician must master. The spell schools of Arcanum are as follows:
- Conveyance is the school that involves moving items and people, including the Teleportation spell
- Divination focuses on gathering information, such as locating traps and identifying creatures or items throughout Arcanum.
- The four colleges of Air, Earth, Fire and Water focus on the creation and manipulation of their respective elements.
- The Force college manipulates energy, including the use of electrical attacks and the terrifying Disintegrate spell.
- The Mental college focuses on the manipulation of other beings' minds, such as by stunning or mentally enslaving them.
- Meta spells focus on manipulating magical effects, including magical resistances and hindering hostile spellcasters.
- The school of Morphing contains spells to change the physical attributes of other beings, be it strengthening allies or weakening enemies.
- The Nature school is dedicated to the control of plants, animals, and other aspects of the natural world.
- Black Necromancy controls the energy of life to kill and create undead servants.
- White Necromancy controls the energy of life to heal or even resurrect the dead.
- Phantasm spells control light and form illusions, for example by blinding a target or allowing the caster to turn invisible.

- The school of Summoning is dedicated to temporarily and even permanently conjuring magical servants.
- The Temporal school manipulates the flow of time. Stasis, accelerating and slowing down time are all possible, but time travel is not.

Each technological discipline covers seven increasingly complex levels of study, with each level having a signature design that a prospective inventor must master. The technological disciplines of Arcanum are as follows:

- Chemistry studies the creation of various substances, particularly the more hazardous types such as poisons and acids.
- The Electric discipline governs the use of electrical technology and magnetism.
- The field of Explosives deals with the creation of grenades, incendiary weapons and similar items of destruction.
- The Gun Smithy discipline focuses on the creation and improvement of advanced firearms.
- Herbology is the discipline that deals the most with medical advancements, primarily through the creative use of natural ingredients.
- The Mechanical discipline explores the use of clockwork, steam engines and other interlocking or self-driven technologies.
- Smithy covers the development of advanced metallurgical alloys and the design of conventional weapons and armor.
- Therapeutics deals with temporarily or even permanently augmenting various physical and mental attributes.

Change Log

V1.1

- Some text fixes (spelling, grammar, layout)
- Minor tweaks to a few perks and items for clarity/balance.
- New items: Zeppelin and Vivifier
- The standard Companion option is rebalanced and Companions may now take Drawbacks
- Drawbacks: Bane Of The World is adjusted, and Marked, Shadows and Integration are added.

V1.2

- Free pick of starting location instead of random roll.
- The Drop-In origin has been removed; any origin can now be a Drop-In if desired and the former Drop-In purchases have been reworked as general options. Remaining Perk lines have been converted to a 100/200/400/600 system, certain Perks have been replaced or removed and prices have been reworked.
    - Removed Perks: Stat Allocation, Master At Arms, Regenerative Shell, Magitek Adaptation

    - Moved/modified Perks: A Credit To Your Race, In The Right Place At The Right Time, Gilded Tongue, Magebane & Techbane
    - New Perks: Magical Innovator, Improvised Brilliance, Serendipity
- The item section has been reworked.
    - Items can now be imported or combined for free rather than costing extra.
    - Old background-specific items have been reworked into a more freeform system to avoid jump doc ‘bloat’.
    - New items: Learning Materials, A Truth Long Buried, Hunley’s Triumph.
- Companion options have been reworked.
- Added a stay extender, the Driven and Bungling Drawbacks.
- The original mandatory Drawback that enforces Arcanum metaphysics on your in-setting powers has been moved to the Notes section, due to popular demand and/or grumbling.