

- **Law of Delving:** Dungeons contain treasures.
- **Law of Heroes:** Common folk rely on heroes.
- **Law of Legends:** Completing Quests grants rewards.

Minor Laws

Suffer Shock to gain a bonus on any magic skill, up to your number of adds in the skill.

The Law of Magic

(Flavor) These are tangible forces with their own Perks.

The Law of Light & Darkness

On a roll of 60+, one item gains a +1 enchantment.

The Law of Enchantment

Magic 24	Social 16	Spirit 18	Tech 14
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Aysle

Play a Destiny card into your pool at the beginning of a combat in which you're at a disadvantage (GM's call).

The Law of the Underdog

When you play for the Critical Moment, you may replace one of your Destiny cards with a Glory from the deck.

The Law of Glory

(Flavor) Core Earth is full of Possibility Energy.

The Law of Hope

Magic 9	Social 23	Spirit 10	Tech 23
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Core Earth

Aysle

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Magic 14	Social 18	Spirit 16	Tech 26
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Cyberpapacy

The Law of Heretical Magic

All spellcasting Mishaps also inflict +1BD Shock.

The Law of the One True Way

All non-Cyberchurch miracles are contradictory.

The Law of Suspicion

(Flavor) Folks are paranoid and mistrustful.

Minor Laws

- **Law of Ordeal:** Trial by Ordeal favors the innocent.
- **Law of Sanction:** Cyberpsychosis is rarely an issue.
- **Law of Stagnation:** Society is socially backward and the scientific method does not exist.

Magic 1	Social 7	Spirit 24	Tech 6
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Living Land

The Law of Life

Tests for Defeat are Up. Wounded characters test to heal every scene (or every day if more often).

The Law of Savagery

When Attack is the Approved Action, the All-Out Attack option adds +1BD damage (in addition to the +4 to hit).

The Law of the Wonders

(Flavor) Lanala preserves pieces of lost cosmos and worlds.

Minor Laws

- **Law of Decay:** Things are quick to rust, decompose, etc.
- **Law of Scars:** Healed Wounds leave prominent scars.
- **Law of Variety:** Species can be unrealistically diverse.

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Nile Empire

Magic 14	Social 20	Spirit 18	Tech 20
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The Law of Action

After you add a Possibility die, you may spend a second Possibility to reroll that die and take the best result.

The Law of Drama

(Flavor) Everything here is over-the-top. Plot twists and obstacles appear when it's dramatic, not realistic.

The Law of Heroism

Your Destiny card hand size is five while in this cosm.

Minor Laws

- **Law of Inevitable Return:** Death is often temporary.
- **Law of Masks:** Masks work perfectly & give +2 Armor.
- **Law of Morality:** Heroes and villains behave "pulpy."

Orrorsh

Magic 16	Social 18	Spirit 16	Tech 18
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The Law of Eternal Corruption

Corruption is a willpower test to avoid losing a point of Charisma. If Charisma drops below 5, become an NPC.

The Law of Fear

(Flavor) Everyone knows death is always close at hand.

The Law of Perseverance

Soak one fewer Wound on a Standard or Good result.

Minor Laws

- **Law of Catharsis:** Investigation weakens Horrors.
- **Law of True Death:** Horrors return if not killed right.
- **Law of the Uncanny:** Reality shifts. People, places, and scenes change. Sometimes time goes missing.

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Magic 4	Social 24	Spirit 8	Tech 24
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Pan Pacifica

The Law of Intrigue

(Flavor) Paranoia, betrayal, and conspiracy is rampant.

The Law of Tenacity

When KO'ed, take a Wound to negate it (and all Shock).

The Law of Vengeance

If you right a major, personal wrong from the past, get +1 Destiny hand size for this act and the next.

Magic 12	Social 25	Spirit 4	Tech 25
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Tharkold

The Law of Domination

The first non-combat intimidation of a reality-rated foe in an act grants a Destiny card. Intimidation as an Approved Action means draw two Destiny cards and keep one.

The Law of Ferocity

(Flavor) Beings from here are ruthless, wicked brutes.

The Law of Pain

Recover one Shock when you cause one or more Wounds.

Minor Laws

- **Law of Conservation of Evil:** Evil is a vicious cycle.
- **Law of Cynicism:** People are apathetic & hard-hearted.
- **Law of Haunts:** The dead linger – as malice, not ghosts.

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