

Unknown Armies

Rituals and Tilts Reference

MAGICK

RITUAL MAGICK: Follow ritual actions then a skill roll.

Minor Rituals: Make a magick, avatar, or (Soul –30%) roll. Adepts who roll their magick skill must spend charges.

Significant: Cannot generally be performed by non-adepts.

Major: The stuff spoken of in rumor and whisper...

TILTS: Must have a Soul of 60+. Tilts can only be learned by those present, participating and consenting to a Tilt. All Tilts may use symbolic connections to those things involved in the Tilt: the Tilter, the target, the context, and the Tilt.

Bonds: You may only belong to one Bond at a time. You must be part of the Bond to perform the Tilt. Each member of the Bond must be present. Each target is rolled separately. Bonds must be renewed each quarterly season. Bonds are shattered if not renewed, none of the Tilt attempts succeed, only one target is re-Bonded, or a Bond-member acts detrimentally against a fellow Bond-member.

Effects: A Bonded group is a single target for other Tilts cast by members of the Bond.

Minor: Once a month, each Bond-member may take a shift of up to 5% on a beneficial roll directed at fellow Bond mate. This can only be activated prior to the roll.

Significant: Once a month, each member of the Bond may treat any single die roll as a flip-flop if the roll is made in a combat that includes 1 or more Bonded allies. This may be activated after the roll is made.

Major: One a month, each member may flash another Bond-mate. They see through your eyes for 3 seconds. This causes an Unnatural stress check equal to the members in the Bond.

Boons: Target self or a single target. Gain a one-time beneficial modifier to a die roll within the context of a situation described in the tilt. The trigger situation must be tied to the influence or action of another person.

Minor: Target may take a positive or negative shift of up to 5% on any die roll in the appropriate context. Boon must be activated before the die roll, but exact percentage shifted can be chosen after the roll is made (to get a matched result, etc.) You must shift at least 1% once the Boon is activated.

Significant: The target may flip-flop a single roll in the appropriate context. This Boon may be activated after the target makes the die roll.

Major: The target may convert any roll made for any PC or GMC (including the target), into a critical success in the appropriate context. May be activated after the fact.

Hexes: Target self or a single target. Gain a one-time modifier to a die roll within the context of a situation described in the tilt. Similar to Boons except in effects.

Minor: Target's first major skill check in the appropriate context receives a positive or negative shift of up to 5% ; GM chooses the amount based on what would be the worst result for the target.

Significant: Target's second major skill check in the appropriate context may be flip-flopped by the GM to produce the worst result for the target.

Major: Target's third major skill check in the appropriate context is automatically a critical failure.

Wards: Placed on a physical location most sacred to you. Discourages a particular target from entering the place. Wards stay until activated or renounced.

Minor: While in the Warded area, target's first major skill check receives a positive or negative shift of up to 5% ; GM chooses the amount based on what would be the worst result

for the target. If target is a Bonded group, first check by any of the Bond activates the Ward.

Significant: While in the Warded space, all of the target's major skill checks are flip-flopped by the GM to produce the worst result for the target. Ward expires once the target leaves the location (though the minor effect still occurs if they re-enter the Warded location).

Major: As soon as the target enters the Warded space, you receive a three-second flash as per the Bond major effect. Target is unaware of the flash occurring.

Other: Designed by players or GM.

DETECTING TILTS: Characters with Aura Sight or similar abilities can see a Tilt, but only if it relates to them.

Specifically: a character may see a Tilt on himself or on someone he is Bonded to; he may see a Tilt that he has placed on someone else; he may see a Ward if he is the target or an inhabitant of the Warded location. At GM's discretion, Significant or Major Tilts may be seen by anyone with a relevant ability.

RENOUNCING TILTS: You may renounce self-made Tilts on you. You may renounce a Tilt on another target if you put it there, if the target is willing and an active participant in the attempt to renounce. Renouncement takes only a moment. To renounce a Tilt placed by another against your will, or which you were ignorant of, you must counter it with another Tilt. Boon vs. Hex, Ward vs. Ward; renouncing a Bond you are part of requires only an exercise of free will.

TARGETING TILTS: Assemble a number of connections. These add a cumulative chance that the Tilt works on that target. Some valid connections:

Informed Consent of the target	20%
Physical presence of the target	5%
Participation by the target	5%
Symbolic elements	2% each

Symbolic connections can include items, actions, or verbalizations that symbolically represent four different categories:

- The Tilter
- The target
- The context in which the Tilt is to activate
- The type of Tilt.

No single symbolic element category can contribute more than 10% to the Tilt, and no symbolic element can contribute to more than one category.

The Tilt requires a number of minutes to perform equal to the percentage chance that the Tilt will work.

Invested Elements: Increase the effectiveness of one or more symbolic elements beyond the 10% barrier.

Spend magick charges: Minor charge increases an element's effectiveness from 2% to 4%, a Significant charge pumps it to 20%, and a Major charge pumps it to 100%.

Ritual acts: Perform some meaningful act with the element that involves some risk. This usually pumps the element up to 4% to 10%; anything above 6% is rare and requires great risk and usually some sort of physical harm.

Adepts and Avatars: Any element with a strong symbolic link to a target adept's school of magick, or a target Avatar's archetype is automatically charged and is worth 4%.

PROXY RITUALS: See Unknown Armies 2nd Edition, page 101.