

Infinite Amber

“Amber.

I had been greatly upset by the word on the previous evening. I had been sufficiently upset so that I had avoided thinking of it since then. But now I courted it. Now I rolled it around my mind and examined all the associations that sprang up when it struck.

The word was charged with a mighty longing and a massive nostalgia. It had, wrapped up inside it, a sense of forsaken beauty, grand achievement, and a feeling of power that was terrible and almost ultimate. Somehow, the word belonged in my vocabulary. Somehow, I was a part of it and it was a part of me.”

– Prince Corwin, *Nine Princes in Amber*

Infinite Amber is a role-playing campaign setting and associated game rules based on Roger Zelazny’s Amber novels and on the Amber Diceless Role-Playing Game (ADRPg). The players are meant to portray the next generation of movers and shakers in Amber, Roger Zelazny’s eternal city of which all other are but mere shadows or reflections. During the course of the Amber novels and short stories Zelazny continually expanded the universe inhabited by the near-immortal princes of Amber, exploring Amber’s shadows and eventually Amber’s archetypical opposite, the Courts of Chaos. In true Amber fashion, Infinite Amber characters will continually discover that the universe is bigger than they had been told. The mechanics of character creation are heavily modified, but the skeleton and flavor of the original ADRPG should still be apparent.

Why ‘Infinite’ Amber?

Infinite Amber was created as an expansion of the Amber setting for the purposes of role-playing. As a result it attempts to model more than just the characters and abilities from the Amber novels by using an alternative set of game rules. The rules expand the “novel canon” character possibilities to create new story options for players to explore while still retaining a measure of the “Amber flavor” and style that attracts players to Amber as a game setting. At its heart, Infinite Amber is all about giving players and game masters more options in terms of both setting and game rules.

Infinite Amber includes a set of attributes that allow characters to engage in conflicts and contests in a range of arenas from physical combat to political intrigue to creative pursuits. This expanded definition of character abilities allows players to create characters that are broadly skilled or focused on just a few areas of expertise. (See the *Attributes* section for more details.)

Infinite Amber also provides game mechanics for characters to pursue more specialized avenues of supernatural power that are only hinted at in the Amber novels. For example, the Infinite Amber rules allow characters to develop the ability to create weapons based on the great Pattern of Amber and to dabble in the power of Amber’s trumps in ways only a couple of Zelazny’s characters did. (See the *Powers* section for more details.)

To Infinity and Beyond

Infinite Amber began as a set of mechanical rules for playing Amber, and at the same time rules must fit the setting of a game's story. Several possible settings exist for just about any Amber game. Here are the most common ones I anticipate Infinite Amber being useful for.

Default: Post-Merlin Chronicles

In the "default" Infinite Amber setting, the adventure picks up five years after the events portrayed in the last Amber novel, *Prince of Chaos*. Merlin is the King of Chaos, and Random still reigns as King of Amber.

Reign of Oberon

This happens back when Oberon was King. It could happen at any point, so players could be "alternative elders" or children of elders. But Oberon would still be setting the agenda. Introduction of "Alternate Ambers" would of course change things greatly.

Reign of Eric

This would be a more suspicious time, when player characters would most likely be younger Amberites taking part in the intrigues of the era. Introduction of the idea of "Alternate Ambers" creates the additional possibility of "Alternate Black Road Wars." Not all wars would be fought against Chaos.

Gerard's Regency

This period of war, intrigue, change, and lack of elders could make for a good game of younger Amberites centered on Amber itself. Lack of functioning trumps creates story possibilities, and the re-drawing of the Pattern might open up communication with "Alternate Ambers."

Post-Corwin

This would probably be a preferable option for those who don't want to get into Chaos as defined by the Merlin chronicles, but still have Random as king and leave the rest of the universe as a blank slate to be defined on a per-game basis.

Character Creation

Choose Character Power Level

"The ultimate measure of a man is not where he stands in moments of comfort and convenience, but where he stands at times of challenge and controversy."

— Dr. Martin Luther King, Jr.

As a game, *Infinite Amber* uses character points to measure the relative abilities of characters and to determine the degree to which a character's actions succeed or fail. Characters are built using character points to purchase abilities. There are 19 abilities (eight attributes and eleven powers.) Attributes are abilities that can be used on their own. Powers are typically used in conjunction with at least one other ability.

Prior to character generation, the GM will determine how many points will be used in creating player characters. General power level guidelines developed in game testing have been:

Younger Amberites (Grandchildren of Oberon): 180 points
Average Elder Amberites (e.g. Julian, Gerard, Llewella): 260 points
Featured Elder Amberites (e.g. Corwin, Random, Fiona): 310 points

There are also lots of character traits that are not based on character points including Name, Description, and History. In general, you should consider these traits before deciding on character abilities.

Name

Most people don't get to choose their names. Their parents choose their names for them. This is a game, so you get to choose your name. Choose wisely.

In the distant past, Amber had its own peculiar naming customs. They may or may not apply to your character. Most common natives of Amber have Everway-style word names (e.g., Grace, Solace, Ever, Worth). Aristocrats and certain families with distinguished ancestors have evolved last names, places names, and other more elaborate naming conventions. More fanciful or less descriptive names (e.g., Fantastico, Fred, Francine), especially when combined with elaborate surnames, are often a sign of immigration to Amber or descent from immigrants. Immigration often happens through trade, diplomacy, or at the behest of the royal family.

Description

The laws of genetics are superseded by the needs of drama for purposes of this game setting. Your character's description need not reflect parentage or environment. Please specify the following on your character sheet:

Natural Height
Natural Mass
Natural Eye Color
Natural Hair Color
Age as you typically appear
Age in terms of the years you've experienced.
Age in terms of when you were born, in relation to Amber. (This particular age is subject to GM tweaking.)
Anything else worth mentioning

History

In general, the sky's the limit in terms of your character's history. In the default setting, it's been decades since the end of the Corwin chronicles, so there's plenty of room to account for your character's existence without getting bogged down explaining why he or she didn't appear in Corwin's story. As for the Merlin chronicles...well.... Merlin was more than a tad self-absorbed so no one should be surprised he left any number of his relations out of the story of his rise to power. Players are encouraged to leave room in their characters' history for the GM to build in links to other characters, both player and non-player.

Princes of the Universe

"You're the son of a Prince of Amber. What does that make you?"

"You mean titles? I'm Duke of the Western Marches and Earl of Kolvir."

"What does that mean?"

"It means I'm not a Prince of Amber. Nobody has to worry about me scheming, no vendettas involving the succession."

– Bill Roth and Merlin, *Trumps of Doom*

One item requiring special attention is that of title. For the most part, noble titles are part of character history or role-playing action. However, titles in Amber and Chaos carry a special weight and therefore deserve special consideration. The title *Prince(ss) of Amber* is conferred by the Crown and is irrevocable. (Prince and Princess are considered merely different gender-indicators for the same title. A sufficiently skilled shape shifter could theoretically use each term legitimately as appropriate.) Princes have considerable standing and influence in Amber. A prince has greater claim on inheritance (up to and including the throne) compared to relations of lesser title. Tradition has it that walking the Pattern is the right of anyone claiming to be descended from the House of Amber. Surviving the trial of the Pattern can also be a key part of the convincing the king to create someone as a prince. The king is typically also influenced by other considerations, including:

1. Is the prospective prince the recognized offspring of a Prince of Amber?
2. Is the prospective prince the product of a legitimate marriage?
3. What is the crown's position on the union of the prospective prince's parents?
4. Has the prospective prince performed significant service for king and country?
5. Has the prospective prince publicly acted in a manner embarrassing to the crown?
6. Does the prospective prince wish the notoriety and responsibilities of a prince?

In the post-Merlin Infinite Amber setting, King Random requires a century of service directly to the crown before creating a new prince. Variations set during the reign of Kings Oberon and Eric may have other requirements.

People who are able to prove descent from Oberon are generally accorded the style of "Lord" in Amber if they wish to claim it. Some descendants of Oberon may not wish to claim a title that often obligates them more than it helps them. Those publicly acknowledged to have inherited a measure of Oberon's power often find themselves to have inherited his enemies as well.

Character Abilities

Attributes

The initial starting point for attributes is *Chaos Rank*. *Chaos Rank* is ten points below *Amber Rank*. In purchasing an attribute, it costs 10 character points to increase an attribute from *Chaos Rank* to *Amber Rank*. Increasing beyond *Amber Rank* is an open field with whole-number denominations based on the number of points spent. You may also sell down attributes to *Human Rank*, which is fifteen points below *Chaos Rank*, (or 25 points below *Amber Rank*.)

The eight attributes are:

Strategy: expertise with mass conflict of sentients and arms and the analysis thereof.
Use Strategy to: recruit, organize and coordinate an army or other large group of people; analyze the movements and actions of a group of people; devise military strategy.
Physicality: expertise with body-driven efforts and the analysis thereof.
Use Physicality to: resolve athletic contests; perform acrobatic maneuvers; resolve personal combat; devise strategy for personal combat.
Willpower: expertise with mind-driven conflict of perception and intangible senses and the analysis thereof.
Use Willpower to: exert psychic force; exert force of will to overcome temptations or lesser wills; perceive mystical forces; resolve mental combat; devise or examine strategy for mental combat.
Stamina: expertise with health-driven conflict of stamina and survival and the analysis thereof.
Use Stamina to: provide energy for personal feats either physical, psychic, or mystic; remain active for longer periods of time; devise strategy for a prolonged physical endeavor such as a marathon or an all-nighter; remain functional in the face of physical trauma.
Sociability (formerly allies/devotees): expertise in known prestige, face, politics, and analysis thereof. Because this is a public attribute it may be fluxed by events the GM arbitrates.
Use Sociability to: influence the opinions and feelings of others; formulate political strategy; formulate marketing strategy; observe the social reactions of others; anticipate the social reaction of others; win friends; gather followers.
Secrecy expertise of the workings and mysteries of Real Things and keeping them hidden.
Use Secrecy to: unearth secrets; detect lies and incongruities; keep secrets hidden; tell convincing lies; develop a strategy for gathering intelligence; develop a strategy for counterintelligence and/or keeping secrets.
Observation: expertise in the relationships of Real Things to each other and revealing them.
Use Observation to: notice things in the world around you including stealthy actions; search for hidden items such as secret doors; devise a strategy for research or investigation; notice nuance and subtlety in what you perceive; theorize based on the evidence of things unseen.
Creativity: intuitive expertise in the creation of new things.
Use Creation to: compose a sonnet; invent something new; paint a mural; create an entirely new paradigm; improvise a jazz solo.

Powers

Never badmouth synergy!
– Jack Donaghy, 30 Rock

Powers are almost always used in conjunction with an attribute or another power. The initial starting point for powers is zero. Characters points can then be spent to buy power abilities. In some conflicts, the total number of points spent on a power will also be a factor. The known powers are:

Personal Reality: You're a real person. Usually required for All Player Characters.
Use Personal Reality to avoid effects that only target beings of Shadow.
Pattern: mastery of the intangibles forces called Order. Hereditary power of the House of Amber.
Use the Pattern to travel between Shadows, seek one's desires across infinite worlds, or assert the dominance of Order over lesser forces.
Logrus: mastery of intangible Tendrils of entropy. The power of the Lords of Chaos.
Use the Logrus to travel between Shadows, seek one's desires across infinite worlds, bind the forces and creatures of Chaos, or assert the dominance of Entropy over lesser forces.
Trump: mastery of memory association and correspondence of the Real.
Use Trump to communicate with or travel instantly to the subject of a trump cards; create new Trump cards
Shadows: experience and expertise in the infinite contents, topography and conditions of shadow.
Use Shadows to define your secret hideout in Shadow; find easier shortcuts through Shadow; understand and use the scientific laws of many shadows.
Shaping: mastery of Life Form.
Use Shaping to accelerate healing; change your appearance; create new and interesting internal organs; temporarily increase physical attributes.
Sorcery: mastery of true magic, the mystical manipulation of shadow around the laws of shadow.
Use Sorcery to teleport within a shadow; hurl bolts of lightning in shadow;
Mirror: mastery of Image and Dimension.
Use Mirror to be terribly mysterious and undefined.
Binding: mastery of creation of items and creatures with lasting effects.
Use Binding to create an item or creature of a permanent nature that uses one or more of your powers, e.g. a horse that travels in shadow, a pattern sword, a trump-powered computer
Telepathy: aptitude for creating psychic connections at range.
Use Telepathy for psychic communication between one or more minds.

Personal Reality

*"We led our troops and saw them die, but of Shadow I have this to say:
there is Shadow and there is Substance, and this is the root of all things."*
– Prince Corwin, *Nine Princes in Amber*

You're a real person. You have Substance. You may dwell in Shadows but you are not a Shadow. You have your own personal legend. Real people are immune to phenomena that only affect Shadows. All Princes of Amber and Lords of Chaos have this ability. They are not the only ones. [This is ability is required for Player Characters and costs zero character points in most *Infinite Amber* campaigns.]

Pattern

"We're more of the love, blood, and rhetoric school. Well, we can do you blood and love without the rhetoric, and we can do you blood and rhetoric without the love, and we can do you all three concurrent or consecutive. But we can't give you love and rhetoric without the blood. Blood is compulsory. They're all blood, you see."

– *Rosencrantz and Guildenstern Are Dead*

Basic Pattern Abilities

These are the basic Pattern abilities that most competent adult Amberites have. It would be remarkable if an adult Amberite did not have one of these abilities. In the Amber novels, Julian and Gerard probably have this level of ability.

*"Anyone can see the road that they walk on is paved in gold
It's always summer they'll never get cold*

Never get hungry

Never get old and gray"

– Fastball, *"The Way"*

Blood of Amber (cost: 5 points; prerequisites: none; must be purchased during character creation) This is the fundamental characteristic that distinguishes scions of Amber from everyone else. This ability raises all of a character's starting attributes from Chaos Rank to Amber Rank. It also allows characters to survive walking the Pattern and gives them the Amberite ability to cast a Blood Curse.

Walk and Lead Through Shadows (cost: 10 points; prerequisites: Blood of Amber, Amber-ranked Stamina, must have previously walked a Pattern) This is the classic Amberite ability to walk between worlds, and to take others on such trips. To use this ability movement is required, and the person using this ability must lead the way.

Seek Desires in Shadow (cost: 10 points; prerequisites: Walk and Lead Through Shadows) With this ability a character walking through shadows can seek out physical objects or places that conform to their will, at least in terms of physical characteristics.

Redirect Another's Walk (cost: 10 points; prerequisites: Seek Desires in Shadow, Amber-ranked Creativity) With this ability a character can attempt to alter the results of another character's walk through shadows. It also allows characters to shift a group through shadows without physically leading the way for the group from in front. This ability encompasses similar tricks demonstrated in the novel in which the Amberites can influence the path through Shadow that others can take. It can be particularly useful combined with the Intermediate Pattern Ability to *Control Shadow from Afar*. Eric is believed to have exhibited this ability.

Pattern of the Mind (cost: 5 points; prerequisites: Blood of Amber, Amber-ranked Willpower, must have previously walked a Pattern) This ability represents the ability the channel the energy of the Pattern and create an image of the Pattern in one's mind. Having walked a Pattern gives one a certain natural resistance to "lesser" magic, but being able to actively draw the power of the Pattern to oneself allows for a much greater resistance to magic, changes, and entropic forces. Being able to channel the raw energy essential to the Pattern is also the first step in being able to combine Pattern with other powers such as Sorcery and Binding.

Intermediate Pattern Abilities

These abilities reflect a deeper level of study of and practice with the Pattern. In the Amber novels, Random, Bleys, and Eric probably have at least this level of ability.

*"Tho' much is taken, much abides; and tho'
We are not now that strength which in old days
Moved earth and heaven, that which we are, we are, —
One equal temper of heroic hearts,
Made weak by time and fate, but strong in will
To strive, to seek, to find, and not to yield."
— Alfred Tennyson, Ulysses*

Edit Shadow Landscapes (cost: 5 points; prerequisites: Walk and Lead Through Shadows, Amber-ranked Willpower) Using the power of the Pattern, characters with this ability can edit the physical terrain and objects of a shadow. The smaller or more subtle the changes, the easier they are to accomplish. Extreme changes to the landscape and objects within a shadow may result in shifting to a nearby shadow more similar to the desired shape rather than a modification of the current shadow.

Edit Laws of Shadow (cost: 5 points; prerequisites: Edit Shadow Landscapes, Amber-Ranked Observation) This power allows an Amberite to edit the rules governing a shadow such as how magic works there, the laws of physics in operation, etc. Such changes tend to be shadow-wide and it requires tremendous control and thoroughness to avoid unintended consequences of such changes.

See Through the Pattern (cost: 5 points; prerequisites: Patter of the Mind, Willpower 5 points above Amber rank, Amber-ranked Observation)

Pattern-Scry Across Shadow (cost: 10 points; perquisites: See Through the Pattern, Willpower 10 points above Amber rank) This allows one to use the power *See Through the Pattern* as a remote sensor that can be sent across the veil between shadows. The sensor must travel the distance between its Amberite controller and the targeted shadow before it becomes useful.

Control Shadow from Afar (cost: 10 points; prerequisites: Pattern-Scry Across Shadow, Stamina 10 points above Amber rank) The ability allows one to combine the *Pattern-Scry Across Shadow* ability with any Pattern-based shadow-manipulation powers one may have including *Redirect Another's Walk*, *Edit Shadow Landscapes*, and *Edit Laws of Shadow*.

Extreme Pattern Abilities

This level of ability is attained through fanatical study or is the product of vast experience. Being known to have used one of these abilities makes one remarkable even among Amberites. In the Amber novels, Fiona, Corwin, and Oberon demonstrate some of these abilities. Brand probably believed that he had this level of ability. No one has exhibited all of these abilities, and the GM should consider such abilities carefully before allowing them in a game.

"Have you any preferences? My flight from Chaos to this small sudden island in the sea of night? My meditations upon the abyss? The revelation of the Pattern in a jewel hung round the neck of a unicorn? My transcription of the design by lightning, blood, and lyre while our fathers raged baffled, too late come to call me back while the poem of fire ran that first route in my brain, infecting me with the will to form? Too late! Too late . . . Possessed of the abominations born of the disease, beyond their aid, their power, I planned and built, captive of my new self. Is that the tale you'd hear again? Or rather I tell you of its cure?"

—Dworkin in *The Hand of Oberon*

Walk the Pattern of the Mind (cost: 15 points; prerequisites: *Control Shadow from Afar*, Willpower 20 points above Amber rank.) This ability allows a character to walk an image of the Pattern in his or her

mind and then use the Pattern to teleport. This ability is not demonstrated in Zelazny's Amber stories, but is a part of the Amber Diceless Role-playing Game from Phage Press.

Shadow-Walk in Amber (cost: 10 points; prerequisites: Walk and Lead Through Shadows, Stamina 10 points above Amber rank) This ability allows characters to use the Pattern to shadow-shift while in the immediate vicinity of the Pattern. It can be used to reach the Primal Pattern. In the Amber novels, Fiona uses this ability to lead Corwin to the Primal Pattern.

Control Shadow in Amber (cost: 10 points; prerequisites: Edit Laws of Shadow, Shadow-Walk in Amber, Willpower 25 points above Amber rank) This ability allows characters to manipulate Amber as they might manipulate Shadows. Doing so is an extremely taxing and difficult endeavor. If any character in Zelazny's writings used this ability, it would have been Oberon, who seems to engineer a number of events.

Edit Pattern to Alter Shadow (cost: 15 points; prerequisites: Control Shadow in Amber, 30 points of Binding, 20 points of Creativity, Stamina 60 points above Amber rank, Observation 20 points above Amber rank) With this ability a character has the potential to use the Jewel of Judgement or similar tools to alter the Pattern itself, which would result in changes throughout reality and all shadow realms. This ability might also be used to repair a damaged Pattern, as Oberon did in the Corwin Chronicles, though Oberon's death as a result might indicate that he did not fully have this ability – then again, he succeeded, so maybe he had just the bare-minimum prerequisite abilities.

Logrus

*"I've got the world on a string
I'm sitting on a rainbow
Got the string around my finger
What a world, what a life..."
– I've Got the World on a String, lyrics by Harold Arlen/T. Koehler*

Logrus is the ancient power of the courts of Chaos. Logrus masters call forth tendrils of power manipulating reality, forcing reality to adapt. They become one with semi-coherent entropy in order to use it as a lever on the rest of reality.

Basic Logrus Abilities

*"I accept chaos, I'm not sure whether it accepts me."
– Bob Dylan*

Survived the Test of Chaos (cost: 25; prerequisites: Personal Reality; Shaping ability Adapt to Deadly Environment, Amber-ranked Stamina, Must have walked the Logrus) includes basic Logrus vision, Seeking Tendrils, and ability to lead inter-shadow travel.

Telekinetic Tendrils (cost: 10; prerequisites: Survived the Test of Chaos) Ability to manifest Logrus tendril(s) physically with raw strength equal to your Willpower and able to manipulate objects with an effectiveness equal to your Physicality – 30 points.

Binding Shadows (cost: 5; prerequisites: Survived the Test of Chaos, Amber-ranked Willpower) Ability to alter the stuff of shadows at least temporarily. Difficulty is proportionate to complexity. Duration is inversely proportionate to difficulty.

Channel Entropy (cost: 5; prerequisites: Survived the Test of Chaos, Amber-ranked Willpower) Ability to channel raw Logrus energy, especially for defense but also necessary for empowering Logrus artifacts.

Intermediate Logrus Abilities

*“One must still have chaos in oneself to be able to give birth to a dancing star.”
– Friedrich Nietzsche*

Logrus Scrying Across Shadows (cost: 10; prerequisites: Survived the Test of Chaos, Willpower 5 points above Amber rank)

Mastery of Shadows (cost: 10; prerequisites: Binding Shadows; Willpower 10 points above Amber rank; 5 points in Shadows) Alter (temporarily) the laws of shadow, shadow paths, etc.

Binding Lesser Demons (cost: 15; prerequisites: Binding Shadows, Channel Entropy, Amber-ranked Physicality, Willpower 5 points above Amber rank, 8 points in Binding) Even lesser demons cannot be bound by conventional Binding. Binding true demons is the domain of the Logrus initiates.

Manipulating Tendrils (cost: 10; prerequisites: Telekinetic Tendrils, Logrus Scrying Across Shadows, Amber-ranked Willpower) Ability to manifest Telekinetic Tendrils across shadows, or to use them with greater finesse locally (Physicality – 0 instead of Physicality – 30).

Dark Passage (cost: 15; prerequisites: Channel Entropy, Logrus Scrying Across Shadows, Mastery of Shadows, Stamina 15 points above Amber rank, Willpower 25 points above Amber rank, 20 points in Shadows) Create a Black Thread or Black Path that travels across shadows using time- and energy-consuming rituals.

Extreme Logrus Abilities

*“If complete and utter chaos was lightning, then he'd be the sort to stand on a hilltop in a thunderstorm wearing wet copper armour and shouting 'All gods are bastards!'”
— Terry Pratchett, The Color of Magic*

Binding Greater Demons (cost: 20; prerequisites: Binding Lesser Demons, Willpower 20 points above Amber rank, Strategy 15 points above Amber rank, Physicality 5 points above Amber rank, Stamina 15 points above Amber rank, Amber-ranked Sociability, 12 points in Binding) This can be incredibly dangerous. After all, there may be a class of demon *beyond* “Greater” and it would be unfortunate to discover a demon one is trying to bind fits that category..

Summon Primal Chaos (cost: 15; prerequisites: Dark Passage, Amber-ranked Creativity) Summon Primal Chaos. Shadows go boom, etc.

Stand Against Order (cost: 15; prerequisites: Channel Entropy, Must not have Blood of Amber, Willpower 40 points above Amber rank, Shaping ability Bodysculpt) Terribly rare. And mysterious. Theoretically this represents some form of enhanced ability at resisting the effects of the Pattern.

Confine Chaos (cost: 15; prerequisites: Summon Primal Chaos, 20 points in Binding, Willpower 35 points above Amber rank, Stamina 25 points above Amber rank) Ability to somewhat control, or at least influence the Primal Chaos you summon. Useful if you only want to blow up half a Shadow instead of the whole thing, etc.

Trump

*"Who cares for you?" said Alice, "You're nothing but a pack of cards!"
– Alice in Wonderland*

Everyman Trump Usage Abilities

"I'm a great believer that any tool that enhances communication has profound effects in terms of how people can learn from each other, and how they can achieve the kind of freedoms that they're interested in."

– Bill Gates

This level of ability is considered ubiquitous for Amberites and other beings of power in the Amber novels.

Accept Trump Call (cost: 0 points; prerequisites: none) This is the basic ability to receive trumps calls.

Make Trump Call (cost: 0 points; prerequisites: Chaos-ranked Willpower) You have the ability to activate trumps. Beings without this ability can still use trumps that have been created with another means of activation, e.g. trump traps, trump devices, etc.

Refuse Trump Call (cost: 0 points; prerequisites: Chaos-ranked Willpower) Without this ability one has no choice but to accept any incoming trump calls.

Esoteric Trump Usage Abilities

This level of ability represents specific “tricks” that a clever user of trumps can learn to perform even if they have not demonstrated the ability to actually create trumps. Caine’s ability to eavesdrop on the trumps is one clear example of this type of ability. Eric’s ability to psychically wrestle with Corwin over a trump may be another example, depending on GM interpretation.

Contest Call Refusal (cost: 5 points; prerequisites: Refuse Trump Call) When someone refuses an incoming trump call, that’s normally the end of it, unless the caller has this ability, which represents the specialized skill of being able to engage in a contest of will and skill to open the connection.

Open Trump Gate (cost: 10 points; prerequisites: Make Trump Call, Willpower 10 points above Amber rank) With this ability someone can stretch an existing trump connection into a person-sized (or even larger) physical portal through which creatures and objects can pass without being “handed through” by the trump’s user.

Identify Caller (cost: 5 points; prerequisites: Accept Trump Call, Chaos-ranked Willpower) This ability allows the recipient of a trump call to identify known callers. Callers with sufficient skill can attempt to fool this ability by disguising their willpowers.

Alter Background Image (cost: 5 points; prerequisites: Accept Trump Call, Chaos-ranked Willpower) This represents a broad range of tricks that one might perform during a trump call to alter the image that is sent to the receiver of the trump call. The most obvious use of this ability is to obscure the caller’s surroundings from the receiver. Other uses of this ability are left to player and GM interpretation and may include obscuring the “sent” image altogether or a bonus on fooling the *Identify Caller* ability.

Sensitivity to Own Trump (cost: 5 points; prerequisites: Accept Trump Call, Amber-ranked Willpower) This represents a broad range of tricks evolving from honing one’s senses to a point where subtle trump manipulations directed toward the subject become more apparent even at great range, such as *Trump Eavesdropping*, *Trace Trump*, or more nefarious ritual uses of one’s trump.

Trump Eavesdropping (cost: 10 points; prerequisites: Identify Caller, Amber-ranked Willpower) This allows one to listen in (or potentially notice when someone is listening in). The exact means of using this ability depend on one’s level of trump abilities and willpower. At the most basic level one must possess the trump(s) of the targets of eavesdropping in order to listen in on their conversations.

Basic Trump Creation Abilities

Sketch Trump Image (cost: 10 points; prerequisites: Chaos-ranked Willpower, must have an instructor with this ability) This is the ability to create an impermanent trump image, usually on paper or some other destructible form.

Detect Trump Energy (cost: 3 points; prerequisites: Chaos-ranked Willpower) This ability allows one to detect the presence of trumps by an act of will and concentration.

Sense Trump Energy (cost: 2 points; prerequisites: Detect Trump Energy) This ability allows one to detect the presence of trumps as unintentionally and as easily as one might smell a lover's perfume.

Draw Trump Card (cost: 5 points; prerequisites: Detect Trump Energy, Sketch Trump Image) This ability allows one to create a permanent trump image such as a "sealed" trump card.

Intermediate Trump Creation Abilities

Disguise Trump (cost: 5 points; prerequisites: Draw Trump Card) The image portrayed on a trump need not be the actual subject of the trump. This can be used to keep the true subject of a trump secret or to deceive someone into activating a trump of an undesired subject. This must generally be done at the time a trump is created unless combined with the *Corrupt Trump* ability.

Memorize Trump (cost: 10 points; prerequisites: Draw Trump Card, Willpower 20 points above Amber rank, Observation 10 points above Amber rank) This ability allows one to commit a trump one has created to memory, eliminating the need to use the actual trump to make a trump call. Cards are often still needed for more complex manipulations such as Trump Eavesdropping.

Fast-Draw Trump (cost: 10 points; prerequisites: Draw Trump Card, Amber-ranked Physicality, Willpower 15 points above Amber rank, Observation 15 points above Amber rank) With this ability one has become so adroit at creating trumps that sketches can be created in minutes and a permanent trump could be created in an hour.

Block Trump (cost: 10 points; prerequisites: Sense Trump Energy, Amber-ranked Observation) Use Willpower to prevent a trump from being used, cut-off a trump call in progress, or keep a specific person from sending or receiving trump calls.

Corrupt Trump (cost: 5 points; prerequisites: Block Trump, Amber-ranked Willpower) Distort (or attempt to correct permanent distortion of) the trump image within a trump. Distorted images are no longer usable. Combined with the *Disguise Trump* ability, this allows one, with effort, to alter what the subject of a given trump card is.

Trump Machine (cost: 10 points; prerequisites: Draw Trump Card, Sense Trump Energy) Create a device that channels trump energy beyond the basic establish-a-trump-connection method. This can be broadly applied to allow the creation of trump answering machines, trump computers, or trump devices that channel trump images based on logic, etc. The creator must be able to create such a device normally however, which may require some expertise in Binding, Shadows, or even Creativity depending on the effect desired. Some applications of this ability may also require the *Self-Activating Trump* ability.

Self-Activating Trump (cost: 10 points; prerequisites: Trump Machine, Disguise Trump, Willpower 10 points above Amber rank) Create a trump image (or trump machine) that can activate itself given a specific trigger. This ability can be used to create trumps that activate when someone looks at the trump, etc. This is particularly useful for a "trap" trump, which can be triggered under specific circumstances without the holder of the trump psychically "activating" the trump.

Extreme Trump Creation Abilities

Most of the powers at this level of ability are conjectural rather than canonical, which is to say that there are few examples of this level of ability in the Amber novels. In the novels, Jurt's ability to travel spontaneously via trump to places he'd never visited previously may be an example of *Trump Teleport*.

As with other *Extreme* abilities, the GM should consider such abilities carefully before allowing them in a game.

Eidetic Trump Memory (cost: 10 points; prerequisites: Memorize Trump) As per *Memorize Trump*, but this ability allows even complex trump uses to be done without the aid of actual trumps. Subject to GM approval and/or special *Willpower* requirements, when characters with this ability create a trump they may not even have to actually produce a physical trump. Instead, a purely mental image of the trump may be created in the mind of the artist, though such a feat requires the same amount of time and effort as creation of an actual trump.

Just Imagine (cost: 10 points; prerequisites: Memorize Trump, Amber-ranked Creativity) Create trumps of places you haven't seen just by imagining the place you want to which you want to travel. Such visions may be the result of divine inspiration, dreams, a psychic fugue state, or other abnormal mental experience. The destination of the trump produced may have additional features that are not part of the image, and some of those features may be dangerous to whoever uses the trump. This ability cannot be combined with *Eidetic Trump Memory*.

Trace Trump (cost: 10 points; prerequisites: Block Trump, Willpower 5 points above Amber rank, Observation 5 points above Amber rank) The ability to analyze and track the flow of trump energies. Alternately, this ability might be used to counter attempts to track the flow of trump energies.

Trump Prison (cost: 10 points; prerequisites: Self-Activating Trump, Willpower 20 points above Amber rank, Amber-ranked Creativity) The ability to create a trump that goes nowhere, essentially creating an extra-dimensional pocket out of trump energy.

Trump Teleport (cost: 15 points; prerequisites: Eidetic Trump Memory, Just Imagine, Willpower 30 points above Amber rank) This represents a very fast, very specialized (and very expensive) way to replicate an Amberite's Pattern-based ability to travel through Shadow. One simply projects one's consciousness in the direction one wishes to travel and one is able to travel via trump almost immediately as far as one's *Willpower* and *Stamina* allow toward one's destination. One must have some idea of the ultimate destination, subject to GM interpretation.

Shadows

"There are worlds out there where the sky is burning, where the sea's asleep and the rivers dream, people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice, and somewhere else the tea is getting cold. Come on, Ace...we've got work to do."
– The Seventh Doctor

The Shadows ability represents special knowledge or experiences a character has had in exploring the nature of shadows. Familiarity with shadows is relative, and as such the Shadows ability is a good deal less complex than other powers because only the total number of points invested in this ability is taken into consideration when determining resolution. Characters can spend any number of points on the Shadows ability. Benchmarks are given in the table to help gauge effect.

"All right, you walk in the Shadows on purpose then. You're crazy."
– Princess Flora, *Nine Princes in Amber*

Level of Ability	Examples of Ability
0 – Weak	Can often find your way home; May know a special place; Recognize monumental landmarks (Amber, Ygg, Courts of Chaos)
10 – Basic	Fast time to 1.5x Amber; Slow time to .8x Amber; In familiar region may know a special place nearby; Recognize major landmarks

30 – Intermediate	Can act as regional tour guide; Fast time to 5x Amber; Slow time to .5x Amber; May know powerful/fortified places; Quick access to great resources
40 – Extreme	Fast time to 10x Amber; Slow time to .1x Amber; Cross-Shadow Network of Allies; Encyclopedic Knowledge of Shadow; Quick access to astounding resources
60 – Ultimate	Fast time to 15x Amber; Slow time to .05x Amber

Table 1 Benchmarks of *Shadows* ability

Shaping

*“Some are satin some are steel
Some are silk and some are leather
They're the faces of the stranger
But we love to try them on”
– Billy Joel, The Stranger*

Shaping is the ability to master life form. There are four aspects of Shaping, allowing characters to take different paths and consequently have very different Shaping abilities:

Adaptability of Form: How much *Shaping* allows one to recover from damage and adapt to hostile environments.

Finesse of Shaping: How detailed one's *Shaping* is in terms of manipulating fine details.

Degree of Change: How much one's *Shaping* allows one to deviate from one's natural form.

Domain of Control: What exactly one's *Shaping* can influence.

Level of Ability	Adaptability of Form	Finesse of Shaping	Degree of Change	Domain of Control
Weak	Automatic (5)	None (0)	Self-Healing (0)	Self-Only (0)
Basic	Fast Healing (5) Extreme Environment (5)	A Face in the Crowd (5)	Adjust Features (5) Body Sculpting (20)	Self Only (0)
Intermediate	Super Healing (2) Deadly Environment (5)	The Perfect Disguise (2)	Liquid State (3) Cellular Biology (10)	Self & Gear (5)
Extreme	Primal Environment (25)	New and Interesting Organs (8)	Gaseous State (5) Genetic Engineering (10)	Other People (10)
Ultimate	Restricted	Restricted	Matter/Energy (25)	Restricted

Table 2 Summary of Shaping abilities

Shaping abilities related to Adaptability of Form

Feeble Level:

Automatic Shapeshifting (cost: 5 points; prerequisites: Self Only) Automatic involuntary shapeshifting when mortally wounded is sometimes also known as “hulking out.” When hurt your body will automatically start to repair itself at an accelerated rate or adapt to environmental stresses. This activity consumes energy and can be suppressed by an act of will.

Basic Level:

Fast Healing (cost: 5 points; prerequisites: Automatic Shapeshifting)

Adapt to Extreme Environment (cost: 5 points; prerequisites: Automatic Shapeshifting)

Intermediate Level:

Infinite Amber version 2.4

Super Healing (cost: 2 points; prerequisites: Fast Healing, Adjust Features, Amber-ranked Stamina)

Adapt to Deadly Environment (cost: 5 points; prerequisites: Adapt to Extreme Environment, Stamina five points above Amber rank)

Extreme Level:

Survive Primal Environment (cost: 25 points; prerequisites: Super Healing, Adapt to Deadly Environment, Stamina 20 points above Amber rank.)

Shaping abilities related to Finesse of Shaping

Basic Level:

A Face in the Crowd (cost: 5 points; prerequisites: Adjust Features, Self Only, Chaos-ranked Stamina) Allows you to generally control the specifics of your appearance.

Intermediate Level:

The Perfect Disguise (cost: 2 points; prerequisites: A Face in the Crowd, Chaos-ranked Physicality) Allows you to take on the form of a specific other person you've observed in some manner.

Extreme Level:

New and Interesting Organs (cost: 8 points; prerequisites: The Perfect Disguise, Cellular Biology, Stamina ten points above Amber rank) Some people might be able to grow a new spleen, but you can invent a new organ that replaces the functions of your spleen and your coffee pot. Or you could just move your organs around.

Shaping abilities related to Degree of Change

Feeble Level:

None. Accelerated Self-Healing only.

Basic Level:

Adjust features (cost: 5 points; prerequisites: Self-Only) Cosmetic changes only.

Body Sculpting (cost: 20 points; prerequisites: Adjust Features) Allows changes to Gross Anatomy; Allows $\pm 50\%$ change in mass; Allows temporary conversion of up to half character Stamina score to Physicality.

Intermediate Level:

Cellular Biology (cost: 10 points; prerequisites: Body Sculpting) Allows cell-level changes; Allows up to 2x-10x increase in mass; Allows temporary conversion of up to half character Stamina score to Willpower for willpower purposes.

Liquid State (cost 3 points; prerequisites: Body Sculpting) You don't just creep, you ooze.

Extreme Level:

Gaseous State (cost: 5 points; prerequisites: Liquid State)

Genetic Engineering (cost: 10 points; prerequisites: Cellular Biology, New and Interesting Organs, Stamina 20 points above Amber rank) Allows sub-cell-level changes; Allows up to 10x-100x increases in mass.

Ultimate Level

Matter/Energy Shifting (cost: 25 points; prerequisites: Gaseous State, Stamina 30 points above Amber rank) You can transcend matter and become a being of energy.

Shaping abilities related to Domain of Control

Feeble Level:

Self-Only (cost: 0 points)

Basic Level:

Self-Only (cost: 0 points, same as Feeble)

Intermediate Level:

Self and Gear (cost: 5 points; prerequisites: Self Only)

Extreme Level:

Other People (cost: 10 point; prerequisites: Self and Gear) – Depends on a Psyche contest, is more difficult against Pattern initiates, and impossible against people actively using Pattern defense.

Ultimate Level:

I am Everyone (cost: 25 points; prerequisites: Other People, Genetic Engineering, Willpower 20 points above Amber rank, Stamina 35 points above Amber rank) RESTRICTED

Sorcery

“A man's magic demonstrates what sort of person he is, what is held most deeply inside of him. There is no truer gauge of a man's character than the way in which he employs his strength, his power. I was not a murderer. I was not like Victor Sells. I was Harry Blackstone Copperfield Dresden. I was a wizard. Wizards control their power. They don't let it control them. And wizards don't use magic to kill people. They use it to discover, to protect, to mend, to help. Not to destroy.”

— Jim Butcher, *Storm Front*

Although the Sorcery ability gives a character access to “True” cross-shadow sorcery, the path via which a character attains this power may vary. There are three aspects of the sorcery power: **Tradition**, **Initiation**, and **Power Level**. In character creation all three aspects must be specified though characters only have to allocate points to power level. Any number of points may be allocated to power level. The table gives benchmarks to gauge the potential impact of magical effects.

“One man's ‘magic’ is another man's engineering. ‘Supernatural’ is a null word.”

— Robert A. Heinlein

Tradition describes how a character's individual style of sorcery works. No one tradition is necessarily better than the others in all circumstances. There are three general choices:

“Witches aren't like that. We live in harmony with the great cycles of Nature, and do no harm to anyone, and it's wicked of them to say we don't. We ought to fill their bones with hot lead.”

— Terry Pratchett, *Wyrd Sisters*

Tradition of Mystery encompasses many mystical traditions, from ancient druids and bards to blood magic and many forms of modern hocus-pocus. This may cause one's sorcery to be flexible but fickle.

“It took place in the midnight in the University's Great Hall, in a welter of incense, candlesticks, runic inscriptions and magic circles, none of which was strictly necessary but which made the wizards feel better.”

— Terry Pratchett

Tradition of Rules encompasses more rigorous mystical traditions that function along a generally rigid set of principals. This tradition includes styles like hermetic magic, psionics, and the sorts of wizards who can only perform a set number of rigidly defined magical feats per day. This method may be very reliable but subject to rigid limitations.

“Believe something and the Universe is on its way to being changed. Because you've changed, by believing. Once you've changed, other things start to follow. Isn't that the way it works?”

— Diane Duane, *So You Want to Be a Wizard*

Tradition of Faith encompasses magical feats based around willpower or belief in a real or imagined higher power. Practitioners of this tradition might include high priests, cultists, saints, angels, demons, or even certain super-heroes. Feats of sorcery based on faith are often subject to arbitrary limitations, e.g. some powers may only be used to advance a certain cause, some are ineffective against specific materials, etc.

Initiation describes how one might become a member of a given mystical tradition or style.

Level of Ability	Examples of Ability
0 – Vague	It might be the result of magic, or it might be a coincidence.
5 – Cantrips	Magical feats that are nifty or useful, but minor.
10 – Low Magic	Magical feats of limited scope, but which can be of great benefit when cleverly employed.
20 – Medium Magic	Spells of Invisibility, Minor Illusions, Bursts of heightened physicality
40 – High Magic	Fireballs, Lightning Bolts, Heat Vision, Psychometry
80 – Epic Magic	Meteor strikes, Raining fire from the sky
140 – Mythic Magic	Sinking Atlantis, Biblical Plagues

Table 3 Benchmarks of Sorcery ability power levels

Multiple Traditions

Characters may be practitioners of more than one mystical tradition. Adding a second mystical tradition to a character requires the expenditure of 10 character points. Adding a third tradition requires a further investment of another 15 character points.

Mirror

“We were taken to the palace in the center of the city, and I knew it as my hand knew the glove in my belt. It was an image of the palace of Amber, obscured only by the green and confused by the many strangely placed mirrors which had been set within its walls, inside and out”.

— Prince Corwin visits Rebma, *Nine Princes in Amber*

The Mirror power is not currently available. To put it another way:

“Why is there a watermelon there?”

“ I'll tell you later. ”

— New Jersey and Reno, *The Adventures of Buckaroo Banzai Across the 8th Dimension*

Binding

“I can tell you with no ego, this is my finest sword. If on your journey, you should encounter God, God will be cut.”

— Hattori Hanzo, *Kill Bill Volume 1*

Binding is the ability to design, construct, and empower artifacts, to bind unreal creatures to your will, and to imbue them with a measure of reality. Binding is used to create lasting items or create lasting enchantments based on your other powers. Your ability with the base power to be used must exceed the level required to create the desired effect. Binding makes the effect last. For example, you can combine *Binding* with *Sorcery* to create a magic ring that can make you invisible, or you could combine *Binding* with *Shadows* to create a high-tech device from shadow that you can take with you, or you can combine *Binding* with *Pattern* to create a Pattern sword. There are generally four factors determining the success of a *Binding*: level of Binding ability; level of the base power (Pattern, Sorcery, etc.) used; Time; and Price paid.

—Sidebar—

What Most People Want is Probably Just One or Two Reliable Items of Power

Binding Simplified: “I don’t create items, I’ve just got this one.”

Where does he get those wonderful toys?

— The Joker, *Batman* (1989)

Sometimes character aren’t creators of powerful items. They just happen to have one or two items they’ve acquired in the course of their adventures. In such cases, the character merely pays the point cost for the item, while his or her player makes a back-story for how the item was acquired, subject to GM approval. In those situations, determine point cost by consulting Table 6, a simplified table of point costs for such things.

Table 4 Simplified Item Costs

Point Cost	General Sample Items	General Sample Creatures
2	Longsword +3, Magic Armor	Navy SEAL, Knight Protector, Wizard’s Familiar, Columbo
4	Light saber, Dancing Defender sword, Captain America’s shield,	Leonardo DaVinci, Sir Isaac Newton, Lance Armstrong, Sherlock Holmes, a demon
8	Excalibur, Aegis, the Green Knight’s armor	Hercules, Perseus, Batman, Captain America, a dragon
12	Mjolnir, the Holy Grail, Iron Man armor	Zeus, Apollo
16	Grayswandir, Werewindle	Ghostwheel

— End of Sidebar —

Complexity and Power of Bindings

Table 5 describes the levels of *Binding* ability, and the complexity/power level that those levels allow.

Points spent in Binding ability	Level of Binding	Power of Artifacts/Creatures	Most complex binding that can travel across shadows without significantly degrading	Examples of items and creatures of each power level
0	0 – Masterwork	Finest Natural	—	Dwarven waraxe; Human soldier
8	1 – Most Excellent	Preternatural	Natural	Longsword +3; Navy SEAL
16	2 – Astounding	Supernatural	Preternatural	Light saber; Dancing Defender Sword; da Vinci; Newton
28	3 – Construct of Destiny	Primal	Supernatural	Excalibur; Aegis; Hercules; Perseus
40	4 – Prophetic	Iconic	Primal	Mjolnir; Zeus; Apollo
55	5 – Artifact of Eternity	True	True	Grayswandir; Werewindle;

Table 5 Levels of *Binding* ability

Time as a Factor in Binding

"Ya can't change the laws of physics! I've got to have thirty minutes!"
– Lt. Cmdr Montgomery Scott, *United Federation of Planets*

To determine the time required for a Binding, start with the time factor for the highest level of Binding required to achieve the desired result. 1 or 2 qualities of two or more levels lower may be bound during the base binding period. Additional qualities will increase the necessary time factor for solid results.

Extra time spent will increase the effectiveness of the Binding. The result will be a stronger Binding than similar creations made in less time.

Less time spent will decrease the effectiveness of the Binding. The result may be “merely average”, a shoddy rush-job or even a failure, unless the person performing the Binding has extra levels of *Binding* ability to compensate for levels

Time Factor	Base Binding Time Period	Notes	Highest Level of Binding Required
0	A Moment		None
1	A Minute		Perhaps a simple repair
2	A Watch		Masterwork
3	A Day		Most Excellent
4	A Week		Astounding
5	A Month		Construct of Destiny
6	A Season		Prophetic
7	A Year		Artifact of Eternity
8	A Decade		
9	A Lifetime		
10	An Era		

Table 6 Binding Time Factors

“There would be a price... But if you were worried about the price, then why were you in the shop?”

— Terry Pratchett, *Equal Rites*

The Price of items of power is, at the very least, paid in character points. The creator/Binder must spend 2 character points for each level of Binding power/complexity that is used. For example, Binding a Pattern sword (Level 5 – Artifact of Eternity) in a year (base time) would cost 10 points. Binding a Pattern sword (Level 5 again) in a season (requiring one extra level of power) would cost 12 points.

Items may be created as commissions for the express use of other characters. In such cases, the creator pays the point cost, and then the item’s new owner pays the point cost again when he or she takes possession. At that point the creator then gets half of the spent character points back. Presumably the other character has other ways of reimbursing the creator for the remaining character points.

All Binding Has Its Limits

The known limitations of Binding include:

1. True Power cannot be created. True Creatures cannot be bound. Both can be manipulated.
2. There is no such thing as nothing.
3. No created creature or being is perfectly loyal.
4. Increasing power results in a higher probability of unexpected side effects.
5. There is usually a cost to Binding. It is best to be careful when dealing with a Binding you did not create.
6. The binding of True Demons, i.e. demons from Chaos, cannot be accomplished with Binding. Lords of Chaos use the power of the Logrus to bind such demons.
7. Creations empowered with the Pattern must be created in proximity to a Pattern.

Telepathy

Hearing voices no one else can hear isn't a good sign, even in the wizarding world.

—J. K. Rowling

Telepathy (cost: 20 points; prerequisites: none; must be purchased during character creation) This optional power represents an innate ability to (attempt to) create a psychic connection at distance, with a range determined by line of sight. Characters might possess this ability as a result of their non-Amberite heritage.

Popular Misconceptions

“Well, hey, I didn't spend all those years playing Dungeons and Dragons and not learn a little something about courage.”

– Blaine Faulkner in The X-Files, episode *Jose Chung's From Outer Space*

Some things that have become de rigueur in other Amber games may not hold true in the Infinite Amber setting. Players are advised to proceed with caution and ask the GM when in doubt. It's best to clear these things up before the game begins. Some misconceptions that have been seen in the past include:

1. Taking the published chronicles for granted. Don't assume everything you've read in the Amber novels and stories is common knowledge. You may be Corwin's son but he may not have told you the secret of his gunpowder. Also on the “not common knowledge list” are the existence of the Primal Pattern; the Jewel of Judgement is the source of the Pattern; the existence of spikards. This doesn't mean a character can't know about one more of these things. But you need to work out specifics in your character's history or abilities to cover these.
2. Taking the ADRPG for granted. Don't assume that everything in the Phage Press Amber Diceless Role-Playing Game is valid. Amberites of the royal blood are not universally better/stronger/faster than the beings who dwell in shadow. Benedict might best ten ordinary swordsmen but he won't best one million.
3. Amber is all-powerful. If Amber were really unbeatable, it wouldn't need an army, a navy, rangers, walls, etc. And it wouldn't have been threatened so many times in the past.
4. Chaos is neither endless nor invincible. Chaos may be the well from which Amber sprang, but despite its age it is not unfathomable.
5. Amberites are not natural telepaths. Psychic contact must be initiated via trump, magic, or strong physical contact.
6. Is there a House of Bariman? Is Bariman the name of Dworkin's family in Chaos, or is Bariman a surname that was taken by Dworkin after the founding of Amber. This may influence character names, depending on whether or not it is the proper surname of Oberon, Oberon's descendants, or of any of Dworkin's relations who may or may not remain in Chaos.

Setting

The Family of Amber

There were (at least) 14 princes and 8 princesses of Amber who were the children of Oberon, excluding Coral and Dalt. The Princes: Benedict, Osric, Finndo, Eric, Corwin, Caine, Bleys, Brand, Julian, Gerard, Random, Delwin, Rosarian, and at least one yet-unnamed. The Princesses: Deirdre, Fiona, Flora, Llewella, Simone, Sand, and at least two others yet-unnamed.

Oberon's queens, consorts, or mistresses included: Cymnea, Faella, Clarissa, Dybele, Paulette, Rilga, Deela, Harla.

History of Amber

Oberon ruled in Amber until shortly before the Black Road War began.

Eric ruled in Amber at the start of the Black Road War.

Random rules in Amber now.

There is Amber, Rebma, and Tir.

Amber fought the Black Road War against the Courts of Chaos and won.

In the war Oberon, Eric, Deirdre, and Brand died.

Random and Morganthe had a son named Martin.

Dara is descended from Benedict and Lintra.

Corwin and Dara had a son named Merlin.

Corwin created a Pattern on his own based on recollections of Paris.

Brand had a son named Rinaldo.

Rinaldo killed Caine. Maybe. Kinda?

Merlin ascended to the throne of Chaos.

Coral and Rinaldo divorce.

Jewel of Judgement removed from Coral's eye socket.

Coral takes up residence with Merlin in Chaos.

Corwin becomes King of Paris.

Corwin marries Lorelei.