

MEDIEVAL FANTASY



CORE RULEBOOK

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who have been greatly involved in helping me in the testing and creation of this book and the intro story!*

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CHARACTER CREATION:

*We will use the character sheet as the red thread to this guide,
so all the sections have the same title fields to fill out at the character sheet.*

Start by writing your own first name in the **Player** field and the first name of your **Storyteller** in the Storyteller field. Then choose a first **Name** for your character, next define your character's **Race**, **Class**, and **Religion**. Remember to make a note of your racial and class bonuses or weaknesses for later reference. Now distribute the points for **Attributes**, **Abilities** and **Advantages**. The final process consists of personalizing your character, by adding its **Possessions**, **Merits/Flaws**, **History**, **Description**, **Personality**, **Spells** and spending **Freebie** points. You get the Common Sense Merit for free. In addition to that, you have 14 **Freebie** Points to distribute any way you choose. Depending on the setting, the Storyteller can give the characters (1d100 x 10) additional silver coins to buy starting gear for, as a reward for a good background story for the character, but that's an optional rule.

Decide whether you are right- or left- handed. This book assumes you are right-handed unless you decide otherwise or get the Ambidextrous Merit (p. 43). There is no bonus or penalty for being left-handed. Whenever you try to do anything significant - swinging a weapon, forge a letter, etc - with your off-hand, you will be at a +2 diff. penalty. This does not apply to things you normally do with your off-hand, like using a shield.



NATURE & DEMEANOR:

*Nature is the real personality of your character, the so-called internal archetype, sometimes hidden from the public.
Demeanor is the shown personality of your character, the so-called external archetype as the public see you.*

Analyst: Anything *can* be explained rationally, and you *will* explain it. Regain willpower when your rational/scientific method helps solve a major problem.

Architect (aka Builder): You desire to leave a legacy, tangible or intangible. This could be anything from an artistic masterpiece to a successful organization you founded to a new tradition you started... Regain Willpower when you create something of great importance and/or lasting value

Autist: You live inside your shell. Revealing the 'real' you could be the worst thing that could ever happen. Regain Willpower when you Manage to keep someone entirely out.

Autocrat: You must be in control in all times of all situations. Regain Willpower when you maintain control during a situation and success is guaranteed.

Avant-Garde: You *must* be the first to know everything. Nothing is established, no gossip is spread without you having known it first. Regain Willpower when you make an exciting discovery regarding the society in which you are involved.

Barbarian: Being civilized will only make you weak. You rely on your own barbaric sensibilities, which tell you that only a person's deeds are important. Regain willpower when you beat "civilized" competition through your barbaric virtues.

Benefactor: You have an abundance of wealth or other resources that you feel compelled to share. Regain Willpower when you support someone when no one else around you can.

Bon Vivant (aka Hedonist and Reveler): Live for today, 'cos buddy, tomorrow may never happen. Regain Willpower when you have a rock-n-rollin' time, or Manage to fully express your enthusiasm for life.

Bravo: You have little tolerance for weakness, especially in yourself. You could be a proud warrior or a just plain bully. Regain Willpower when you intimidate or physically force someone to do what you want or back down.

Bureaucrat: You follow the rules no matter what. Regain Willpower when you solve a situation by the book, getting others around you to do so as well.

Capitalist: You are the ultimate mercenary, with a keen understanding of how to manipulate others. Regain Willpower whenever you make a successful "sale" or barter of any commodity. Commodities need not be physical items; they may be bits of information, favors or other such intangibles.

Caregiver: You desire to take care of others, ease their pain, and heal them. Regain Willpower whenever you successfully protect or nurture someone else.

Cavalier: You are the hero, the gallant defender of truth, justice, and all that is good. Regain Willpower when you accomplish a significant task for the better of the group (or the world as a whole, for that matter).

Celebrant: You find that joy springs from your overriding passion. Regain Willpower whenever you engage in whichever activity brings you the most pleasure, or convert another character to pursuing that same passion.

Chameleon: You can blend into any situation, able to pass yourself off as anything. You have no true loyalties. Regain a point of Willpower whenever you fool someone into thinking you are someone else for your own (or an ally's) benefit.



Child (aka Cub): Whether you are one or not age-wise, you have not grown up emotionally and prefer to let someone else take care of you. Regain Willpower when someone helps you with no apparent gain to herself.

Competitor: There is no greater thrill than the thrill of victory and you will do anything to feel it. Regain Willpower when you win a contest, formal or informal.

Confidant: You like and understand people and like to give advice - and you are usually good at it too. Regain Willpower when someone confides in you on a personal level.

Conformist: You take the lead and the cues from someone else, letting others handle the responsibility. Regain Willpower whenever the group achieves one of its goals due to your support.

Conniver: You like to manipulate your way through the sticky bits of life, preferring to let some sucker do the dirty work for you. Regain Willpower whenever you trick someone into doing what you want.

Crackerjack: Whatever it is you do, you are the best, and people cannot help but be impressed. Regain Willpower whenever you pull off an impressive stunt in the face of incredible odds (this may include making a roll of 4 successes or more on something).

Creep Show: You strive to shock and disgust, to intimidate and control others. Regain a point of Willpower whenever someone recoils from you in horror or otherwise reacts in fear.

Critic: Everything has a fault and you will find it. Regain Willpower when you point out a significant flaw in something that would have caused disaster if overlooked.

Curmudgeon: You are irascible, cynical, and vocally so. Joy and laughter? Bah, humbug! Regain Willpower when someone does something stupid, as you predicted.

Dabbler: The world is full of new things to learn, and you want to sample all of them. Regain Willpower whenever you find a new enthusiasm and drop your old one completely.

Daredevil: You love taking risks and will seize any opportunity to do so. Regain Willpower whenever you successfully do something potentially life threatening without getting yourself killed.

Dark Pioneer: You cannot change the traditions of the past, but you can be the force that drives the future. Regain Willpower whenever you come up with a novel idea or plan that others choose to adopt.

Dark Poet: You want to share the beauty of darkness with the rest of the world. Regain Willpower whenever you get someone else to see the world as you do, even for a moment.

Decoder: You thrive on puzzles and riddles, be they the obvious sort, found in books and games, or hidden within seemingly benign texts or even a person's face. Regain Willpower when you solve a particularly challenging puzzle or mystery.

Defender: You serve a cause, and defending it is your highest calling. You might be a healer, a priest or a warrior, depending on the cause and how you feel it can best be defended. Regain Willpower whenever you successfully defend your chosen object of loyalty from some outside threat.

Deviant: Whether it is because of your ethics, beliefs, or general view of people and society, you just plain do not fit in. Regain Willpower whenever you blatantly defy social codes without being punished.

Director/Leader: You *always* know the best way to go about doing something, and it only makes sense that persons follow your lead. Regain Willpower when you are able to lead a group in accomplishing a significant task.



Dreamer: You have built a haven for yourself, a little world that works the way you want. Let those who would disturb you beware, for you will defend your world at any cost. Regain Willpower when you succeed at something by denying reality rather than accepting it, or when you defeat someone who openly questioned the way you look at the world.

Drunk Uncle: When things are going well, you are everyone's best friend. When things are going poorly, you are their worst nightmare. Regain Willpower when your erratic nature makes a situation significantly better or worse for those you are with.

Enigma: Your actions are bizarre, uncontrolled; your erratic behavior is considered insanity by those you meet. Regain Willpower whenever someone is completely baffled or perplexed by one of your actions that later turns out to be a fruitful endeavor.

Explorer: The world is full of wonder, and you have to see it all. Regain Willpower when you make a significant discovery, such as finding a special place or artifact, or making a profound insight about yourself or a friend.

Eye of the Storm: Despite your calm outward appearance, you surround yourself with chaos and death. Regain a point of Willpower whenever you remain calm while a ruckus, riot or less violent phenomenon occurs around you.

Fanatic: You have a cause, or maybe the cause has you... You live, eat, breathe this cause (of course, if you pick this one, you have to define what that cause is). Regain Willpower when you accomplish something that furthers your cause.

Follower: You are happy to help the leaders accomplish their goals, and stabilize the group with your support. Regain Willpower when your group accomplishes something due to your support.

Gallant: You are flamboyant as hell, and love to be the center of attention. Regain Willpower when you dazzle or impress another person.

Guardian: You have the strength, be it inner, physical, or both, to handle this hostile world, and desire to use that strength to protect the weaker folk around you. Regain Willpower when you successfully shield some worthy party from great harm.

Guru: You seek enlightenment and cling to your idealism, trying to convert others. Regain Willpower when your advice helps to inspire someone else to act in what you considered a more enlightened way, or when you reach an epiphany in your own personal philosophy.

Honest Abe: Honesty is the best policy; integrity is the greatest virtue. You are true to your values and to everyone around you- *all the time*. Regain Willpower when you remain completely honest through a situation where it seems dishonesty would have worked better-and then it turns out your way was for the best.

Idealist: You are utterly committed to some purpose greater than your own wants and needs. Regain a point of Willpower any time an action in pursuit of your ideals furthers your goals and brings your ideal closer to fruition.

Jester: You are the fool, the comic, the smartass, always looking for the humor in a situation. Regain Willpower when you lift someone's spirits/ease their pain with your humor.

Jobsworth: A bit similar to bureaucrat, you always stick to your routine. Routine is safe and efficient. Regain Willpower when your insistence on sticking to your routine turns out for the best.

Judge (Mediator): You are an arbitrator and peacemaker, acting as a fair voice in conflictual situations. Regain Willpower when you separate truth from lies (without supernatural aid) or successfully mediate a conflict.

Loner (aka Lone Wolf): You have your own path and no desire to share it with anyone else. Regain Willpower when you Manage to achieve a significant task without anyone else's help.



Manipulator: People fascinate you, and you love to see the many ways they react to the situation you have so carefully set up for them. Regain Willpower when you gain some new insight about people from some "experiment" you have performed on them without their realizing it.

Martyr: You would rather suffer or even die than sacrifice your values or your friends' needs. Regain Willpower when you do that.

Masochist: You are always trying to see just how much more traumas you can take before you collapse. Regain Willpower when you make it through a new and interesting painful experience.

Monster: You are depraved, villainous scum. Regain Willpower when you Manage to indulge in suffering that you have produced.

Optimist: You can always see that silver lining despite that icky dark cloud looming in front of it. Regain Willpower when your convictions that all will turn out for the best gets the group through-and it turns out you are right!

Pedagogue: You are the ultimate teacher, living to pass on your knowledge so everyone might benefit from the wisdom of your experiences. Regain Willpower when someone really learns a great lesson from you.

Penitent: What ever it was you did, it was *bad*, and you devote all your energy to atoning for your sin. Regain Willpower when you perform a feat that significantly alleviates your guilt or is a step in achieving the goal that will make up for your crime. If you roleplay out a feat that so frees you from your guilt that you are really no longer penitent, the ST may allow you to gain one permanent point of Willpower and then you must change your nature.

Perfectionist: Everything you do, say, are... must be without flaw. Regain Willpower when you do something without a hint of mistake.

Plotter: Everything you do must be planned out to the last detail. Regain Willpower when you/the group accomplishes something by following your plan to the letter.

Poltroon: Running away may be cowardly, but you are alive, aren't you? Why deal with something potentially unpleasant and possibly fatal when you can just avoid it? Regain Willpower when you Manage to escape a particularly nasty situation without having to deal with it at all.

Praise-Seeker: You absolutely crave the approval of your comrades. Regain Willpower when you are praised genuinely for a feat you accomplished by yourself.

Predator: The fittest survive, and you are pretty damn fit. Regain Willpower when you single-handedly hunt and kill another creature to ensure your survival.

Rebel: You will do as you will, and ultimately desire freedom from unpleasant societal bonds. Regain Willpower when your rebellion against authority or the status quo turns out for the best.

Recruiter: It makes sense to build your side up before trying to tear theirs down. Regain Willpower whenever you convince an outsider to join your path of life or religion; this could be a member of another religion or path, or just an independent thinker.

Renunciate: For some reason, you want to leave your past far, far behind you; though as hard as you try to forget it, the past will forever haunt you. Regain Willpower when you shake aside someone/something that reminds you of your past, and do so without consequences.

Revolutionary: You hold freedom dearly and desire justice, and will do whatever is necessary to hold on to these precious liberties. Unlike the Rebel, your urge is not to resist ALL authority, but rather to fight corruption in the system where you find it. Regain Willpower when you are questioning or resisting leadership or the status quo turns out to be best for you, your party or those you are trying to protect.

Rogue: Screw the world! You do what you need to look out for yourself and get done what has to get done. If someone else suffers in the process, that is just too bad. Regain Willpower when your self-centered methods gain you something of significant value.

Sadist: You exist to inflict pain and suffering. Killing is too easy - they have to know pain. Regain Willpower whenever you inflict pain on someone for no other reason than your own pleasure.

Sage: Knowledge is your treasure and your joy, and you enjoy both learning as well as teaching others your wisdom. Regain Willpower when you help someone through your vast knowledge or uncover an obscure piece of lore.

Scientist: Diligent, rational examination can reveal all the secrets of the universe. Regain Willpower any time a logical, systematic approach to a problem helps you solve it, or information gathered logically is of use in another, similar situation.

Sensualist: Sensation is your addiction, and you will do anything to experience a new one. Regain Willpower when you experience a new, exciting sensation and live to tell about it.

Show-Off: You need approval and praise and will do anything to get it. Regain Willpower when your antics earn you that praise you so crave.

Sociopath: All inferior beings should be eradicated. You have no remorse or compassion. You are a machine. Regain Willpower whenever you are the greatest contributor to a body count after everything has settled down. This includes times when you are the only killer, and could result from mass execution just as easily as from combat.

Soldier: You have been given your orders, and you take pride in accomplishing them well. Regain Willpower when you achieve your orders' objectives.

Sorority Sister: You do whatever the "in" crowd does, and you do it better. Regain Willpower whenever you choose to do something only because it is what everyone else is doing, and then end up succeeding at it to a greater degree than the others.

Stalker: The chase is all; the capture and feeding is almost anticlimactic. Regain Willpower when you catch the object of a hunt, but only if you truly made an effort to prolong the hunt as much as possible.

Supplicant: Whatever you do, it is in the service of the Divine Being, which you honor, fear, and/or love. Regain Willpower when you significantly advance the aims of your Benefactor, remember, of course, that the deity you follow does not necessarily have to be nice.

Survivor: No matter what happens, you will pull through it somehow. You are one tough cookie, and do not understand it when others give up so easily. Regain Willpower when you survive a difficult situation by the skin of your teeth.

Sycophant: You are the perfect yes-man, doing whatever you can to please the more powerful forces that are so they will protect you. That silly Arab guy from *The Mummy* is a good example. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride, and therefore no way to regain Willpower.



Theorist: The world around you is something to try to explain, and your theories drive your purpose for being. Regain Willpower when an observation based on your theory comes to pass. This has to be a well thought out, complex theory, not something that is already blatantly obvious.

Thrillseeker: The stakes are just never high enough. More adrenaline, please! Regain Willpower every time you willingly enter a life-threatening situation and then escape it.

Torturer: Pain is not a profession for you - it is a calling. Regain Willpower whenever you extract a useful item or bit of information from someone through torture alone.

Traditionalist: Why change what has worked for ages? You are the ultimate conservative. Regain Willpower when your old-fashioned methods prove to be the best solution.

Trickster: Your antics do more than amuse; your pranks and tricks have a point of teaching someone a lesson, or humorously but deftly reveal some wisdom. Regain Willpower when your acts reveal wisdom that would not have been realized by more traditional means.

Visionary: You have the drive and imagination to keep aiming for the sky and beyond. Regain Willpower when you convince others to believe in your dreams and follow your vision.

Waif: Whether you are or not, you have the appearance of being innocent and weak and you have not quite learned to act on your own without relying on others' pity. Regain Willpower when you accomplish something important without anyone's help.

Wanderer: Settling down just is not your thing-whether you're running away from something or simply longing to see new places, the road is your home. Regain Willpower when you complete your purpose in one place and move on, leaving no loose ends or attachments behind.

CLASS:

The profession path chosen by your character - each class has its own bonuses and weaknesses.

Each character class has the possibility to start with either a single weapon or armor (max value 500 sp) in addition to their normal starting equipment, but only if approved by the Storyteller.

Alchemist:

Required Backgrounds: Spellcraft 1+ and Stealthcraft 1+

Starting equipment: Scholar's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Physical

Road: Neutral

Disciplines: Earth, Fire, Water, Air, Disable Device

Difficulty: Special (depends on discipline level)

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable and dangerous as the concoctions he brews or the spells he creates. While some content themselves with sedentary lives as merchants, providing gold, scrolls and potions, the true alchemist answers a deeper calling. Unlike the typical spellcaster, the alchemist specializes in transferring his magic power into his creations in the laboratory. Many also experiment with poison, explosives and unusual types of magic. Additionally, alchemists can be hired to identify magical objects or decrypt writings.

Bard:

Required Backgrounds: Spellcraft 1-2 and Stealthcraft 1+

Starting equipment: Entertainer's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +2 Social, -1 Physical

Road: Good/Evil

Disciplines: Spirit, Disable Device, Backstabbing, Pick Pockets

Difficulty: 7

Resources: Starts with maximum 7d10 silver pieces for buying gear.

Description: Wandering entertainers and artists of the realm, travelling from city to city. During their travels, they play songs of merriment as well as collecting and sharing stories and information. In that last respect, Bards are very important: Few people travel far, and for some places Bards are the only source of outside information. Thus, they are often warmly greeted and usually stay free of charge at any place they frequent. Some bards are taught a multitude of things, from swordplay, to stealth, to lesser magic. Bards practice a unique form of magic by using their considerable musical talents to weave spells. These spells usually take the form of charming magic. They will wear only leather armor or less as protection and can only use one-handed weapons, as they disdain heavy, slow weapons. This character class is limited to a maximum of circle 2 in the Spellcraft Background.



Cleric:

Required Backgrounds: Spellcraft 1+ and Battlecraft 1+

Starting equipment: Monk's Outfit or Cleric's Vestments

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Physical

Road: Good

Disciplines: Spirit, Bludgeoning

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: Clerics are travelling martial Priests of Divine Spirit. While Priests prefer using spells, Clerics prefer to fight, and they are quite good at it, too. Like Priests, they do not enjoy bloodshed (although a little maiming is just fine), and will only use blunt weapons. They will wear any armor in the fight against their foes, and quite a few wear the heaviest armor they can get. Clerics are an effective class, and have a strong survival rate due to their good armor and healing spells. They are a valuable addition to any party.

Darkseeker:

Required Backgrounds: Spellcraft 1+ and Battlecraft 1+

Starting equipment: Monk's Outfit or Artisan's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Social

Road: Evil

Disciplines: Spirit, Bludgeoning

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: Darkseekers embody the virtue of their deities and are notably intolerant of Priests. They invoke the power of Demonic Spirit to cast their spells. There is a constant risk of being possessed by a demonic creature when tampering with such magic. However, Demons are rather picky, choosing only spellcasters they deem worthy. Darkseekers possessed by a Demon lose control of themselves. Some fanatics actually see this as a step towards becoming a deity. Darkseekers are universally shunned for the pleasure they take in using human sacrifice in their magical practices. Darkseekers wear only robes and use only blunt weapons, because they do not want the victims to bleed to death too fast.



Mage/Wizard:

Required Backgrounds: Spellcraft 1+

Starting equipment: Scholar's Outfit or Artisan's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Physical

Road: Good

Disciplines: Earth, Fire, Water, Air

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: There are many kinds of elemental spellcasters: Wizards, Mages, Sorcerers and Necromancers are some classic examples. Mages are the adventuring counterpart of the Wizards, who rarely venture forth from their respective towers or domains; hence they are not very well suited to adventuring. They spend their time at home, studying scrolls and books and occasionally pass on their knowledge to an apprentice. Some Wizards work together with the Alchemists creating new spells or improving old ones. Most elemental spellcasters you meet in cities will be one of the other spellcaster classes. These people are quite powerful, and wield a potent magical arsenal. Mages have at their command mostly combat and defense spells, as they are either adventurers, searching for fortune, or are the emissaries of other Wizards, who need them to search out lost artifacts, spell components or ancient writings. Either way, they are formidable and unpredictable foes. Mages and Wizards use only staves (including the staff-sling) and daggers in combat, as they need as much mobility as possible. For the same reason, they will only wear robes, and thus rely on their magic for protection.

Necromancer:

Required Backgrounds: Spellcraft 1+

Starting equipment: Scholar's Outfit or Traveler's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +2 Mental -1 Social

Road: Neutral/Evil

Disciplines: Earth, Spirit

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: Necromancers are a special branch of sorcerers, using their abilities to gain absolute control over their enemies' bodies, minds and souls. They are limited to the schools of Spirit and Earth. Their trademark ability is raising the fallen. Necromancers are also effective with spells involving disease, poison, fear and pain.

Necromancy is primarily practiced by humans (and to a lesser extent half-races), while the other humanoid races tend rarely choose this path. A Necromancer is not quintessentially "evil", though most necromancers display traits of insanity. In the distant past, necromancers were welcome in any village or town. They were honored as shepherds of the dead, aiding transition to the other side. Their ability to communicate with the dead also earned them respect.

Paladin:

Required Backgrounds: Battlecraft 1+ and Spellcraft 4

Starting equipment: Traveler's Outfit or Explorer's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Physical, -1 Mental

Road: Good

Disciplines: Spirit, Bludgeoning, Slashing, Piercing

Difficulty: 7

Resources: Starts with maximum 5d10 silver pieces for buying gear.

Description: Holy warriors and protectors of the followers of Divine Spirit. Dedicated to fighting for their deity, they are serious fighters with minor priestly powers. They can use any weapon or armor, but prefer swords. Most Paladins will actively help anyone in need, even risking their own lives to save the ones they aid. This character class is limited to a maximum of circle 4 in the Spellcraft Background.

**Praetorian:**

Required Backgrounds: Battlecraft 1+ and Spellcraft 4

Starting equipment: Traveler's Outfit or Explorer's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Physical, -1 Social

Road: Evil

Disciplines: Spirit, Bludgeoning, Slashing, Piercing

Difficulty: 7

Resources: Starts with maximum 5d10 silver pieces for buying gear.

Description: Holy warriors and protectors of the followers of Demonic Spirit. Dedicated to fighting for their deity, they are serious fighters with minor priestly powers. They can use any weapon or armor, but prefer swords. Most Praetorians will not actively help anyone in need, unless they follow the same path of Demonic Spirit, of course. They further their deity's will by slaying all people not of their own faith, so be wary when meeting a stranger offering help. This character class is limited to a maximum of circle 4 in the Spellcraft Background.

Priest:

Required Backgrounds: Spellcraft 1+

Starting equipment: Cleric's Vestments

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Physical

Road: Good

Disciplines: Spirit, Bludgeoning

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: Priests embody the virtue of their deities of Good. They channel the power of Divine Spirit to cast their spells and are notably intolerant of Priests of a different faith. Priests are welcome in all cities for their invaluable healing services, and for their spiritual guidance. Priests wear only robes and use blunt weapons, for good priests do not wish to kill needlessly.

Ranger:

Required Backgrounds: Stealthcraft 1+ and Battlecraft 1+

Special restrictions: May not purchase Discipline: Pick Pockets during character creation.

Starting equipment: Traveler's Outfit or Explorer's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +1 Physical, +1 Social, -1 Mental

Road: Neutral / Good

Disciplines: Bludgeoning, Slashing, Piercing, Disable Device, Backstabbing

Difficulty: 7

Resources: Starts with maximum 7d10 silver pieces for buying gear.

Description: Hunters and protectors of the wilderness and law keepers for the counties. They will never willingly harm an animal, but will fight in self-defense if necessary. They share the same attitudes as the shamans in respect to what they believe in. Some unscrupulous Rangers use their abilities for man hunting, at which they excel. They have formidable combat abilities which, combined with their stealth, makes them powerful characters. Rangers are excellent sneakers and can plan an ambush quite well if it is necessary. They wear only leather armor in order to preserve their stealth and mobility.



Rogue:

Required Backgrounds: Stealthcraft 1+ and Battlecraft 1+

Starting equipment: Peasant's Outfit or Traveler's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +1 Physical, +1 Social, -1 Mental

Road: Any

Disciplines: Bludgeoning, Slashing, Piercing, Disable Device, Backstabbing, Pick Pockets

Difficulty: 7

Resources: Starts with maximum 7d10 silver pieces for buying gear.

Description: Rogues steal for different reasons, and are very good at it. Not all rogues rob for personal gain: Some are vigilantes, robbing sleazy nobles to help the poor. Others rarely use their thieving skills and are basically scouts, creeping ahead to survey enemies. Of course, most rogues rob for their own benefit, and thus it is usually good to keep an eye on all rogues in your party, even if they have given their word, they will not rob you. Rogues have a number of useful abilities. They can use any one-handed weapon, but will wear no armor greater than leather due to their need for stealth.



Shaman:

Required Backgrounds: Spellcraft 1 and Battlecraft 1+

Special restrictions: May not purchase Background: Status during character creation.

Starting equipment: Peasant's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +2 Mental -1 Physical

Road: Neutral / Good

Disciplines: Nature, Bludgeoning

Difficulty: 7

Resources: Starts with maximum 3d10 silver pieces for buying gear.

Description: Shamans are the traditional protectors of the forest and nature. They are specialized in communicating with and summoning spirits of nature and worship and revere all forms of wildlife and nature. They are usually solitary folk, each keeping watch of a different part of the wilderness, but in times of need they come forth to preserve the balance of nature. Normally they are pacifists and avoid combat, but when the balance of things is in danger or nature is threatened, they will retaliate with force. Shamans command Nature-based magic, and will not hesitate to use them in the process of cleansing their lands from intruders. Shamans use only blunt weapons as they find bloodshed distasteful. They will wear only natural leather armor. The Shamans and the Rangers are very close, and they often consult each other on the ways of the world. This character class is limited to a maximum of circle 1 in the Spellcraft Background.

Sorcerer:

Required Backgrounds: Spellcraft 1+

Starting equipment: Scholar's Outfit or Artisan's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Social

Road: Evil

Disciplines: Fire, Water, Air

Difficulty: 7

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: A wizard/mage that has decided to follow the dark path of elemental magic and destruction, and therefore is limited in usage of schools.

Warlord:

Required Backgrounds: Battlecraft 1+ and Spellcraft 4

Starting equipment: Traveler's Outfit or Explorer's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +1 Physical, +1 Mental, -1 Social

Road: Good/Evil

Disciplines: Earth, Fire, Water, Air, Bludgeoning, Slashing, Piercing

Difficulty: 7

Resources: Starts with maximum 5d10 silver pieces for buying gear.

Description: Warlords are the front-line fighters in any magical conflict. They combine the best abilities of both the Warrior and Mage classes, but as a result are not quite as effective as either of those 'pure' classes. The Warlord class is quite a powerful one, though, when you think of what a good fighter could do with potent elemental magical spells! They eschew the heavier armor in favor of the lighter leather armor, as speed is a necessity when casting spells. They need one hand free to direct their ranged spells, so they may only use one-handed weapons or shields. This character class is limited to a maximum of circle 4 in the Spellcraft Background.

Warrior:

Required Backgrounds: Battlecraft 1+

Starting equipment: Traveler's Outfit or Peasant's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Physical and -1 Mental

Road: Any

Disciplines: Bludgeoning, Slashing, Piercing

Difficulty: 7

Resources: Starts with maximum 5d10 silver pieces for buying gear.

Description: Warriors are the basic front-line fighters in any party. Skilled in combat, and can usually make use of some of the most powerful heavy armor and weaponry. Even though they are a basically simple class, they are quite effective and can be varied: Warriors are guardsmen, mercenaries, infantry, gladiators, and a multitude of other professions. As such, the warrior is a well-rounded physical combatant. Because of the class's reliance on heavy plate armor and expensive weaponry, the cost of Managing the Warrior's equipment is typically very high.

**Wild Magus:**

Required Backgrounds: Spellcraft 1+

Starting equipment: Scholar's Outfit or Traveler's Outfit

Mentor/Academy: Academy

Bonus/Weakness: +2 Mental -1 Physical

Road: Any

Disciplines: Earth, Fire, Water, Air, Spirit

Difficulty: 8

Resources: Starts with maximum 10d10 silver pieces for buying gear.

Description: A Wild Magus is a rogue mage/cleric, who decided to run away or were banned from Mage School or abbey, and is therefore cursed with a higher difficulty for spellcasting.

Witch Hunter:

Required Backgrounds: Stealthcraft 1+ and Battlecraft 1+ and Spellcraft 1

Special restrictions: May not purchase Discipline: Pick Pockets during character creation.

Starting equipment: Traveler's Outfit or Explorer's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +1 Physical, +1 Mental, -1 Social

Road: Good

Disciplines: Spirit, Bludgeoning, Slashing, Piercing, Disable Device, Backstabbing

Difficulty: 7

Resources: Starts with maximum 7d10 silver pieces for buying gear.

Description: Witch Hunters are a breed of fanatic warriors who have been chosen by the highest clerical societies to exterminate and cleanse all followers of the dark arts: Witches/Shamans/Necromancers/Sorcerers/Demons/Wild Magus.

Forever hunting, never staying one place too long, they travel around in their search for unacademic magic. They will use no magical weapons, armor or items, and will only grudgingly accept beneficial spells being cast on them. They are trained from childhood to be ferocious and efficient fighters, and will give no quarter when faced with an enemy spell-caster, due to their fanatical focus and their strong willpower. They will use any non-magical weapon, but will wear no armor heavier than scale because they favor quick, complex attacks that heavy armor will not permit. This character class is limited to a maximum of circle 1 in the Spellcraft Background, just to know how to recognize magic.

Witch:

Required Backgrounds: Spellcraft 1

Special restrictions: May not purchase Background: Status during character creation.

Starting equipment: Peasant's Outfit

Mentor/Academy: Mentor

Bonus/Weakness: +2 Mental -1 Physical

Road: Neutral

Disciplines: Nature

Difficulty: 7

Resources: Starts with maximum 3d10 silver pieces for buying gear.

Description: Generally feared and misunderstood, the witch draws her magic from a pact made with nature itself. Communing with that source, the witch gains a host of spells. While many witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of witches' knowledge of spells and herbalism makes them adept at filling a number of different roles, such as seer, healer, advisor or pharmacist. Some witches travel, seeking greater knowledge and better understanding of the mysterious powers that guide them. Witches tend to be female, although male witches do exist. This character class is limited to a maximum of circle 1 in the Spellcraft Background.



ATTRIBUTES:

Minimum 1 dot and maximum 5 dots at character creation incl. racial/class bonus/weakness. 15 dots to distribute, the average humanoid has at least two dots in each. Remember to add any bonus and penalties for class (p.10-16) and race (p. 33-37). Freebie cost is 7 per dot. Attributes above 3 dots automatically have a speciality assigned to them, but additional specialities can also be acquired at a cost of 1 Freebie point per extra speciality. Any specialities and dots higher than 4 need to be approved by the Storyteller.

Physical

These Traits describe how strong, dexterous, and sturdy characters are, and are the primary traits of an action-oriented character. Physical Traits concern only the strengths and weaknesses of the body.

Strength

This is a measure of your raw physical strength - your ability to lift, carry, and cause physical harm. A person with a high strength rating is usually larger than someone with a lower rating. Of course, there are exceptions. Strength is used when you attempt to lift, carry, push, heave, or break something. In melee combat, it is added to your damage Dice Pool. Strength is also used when you attempt to make any sort of jump or leap.

Specialties might include: Strong Grip, Massive, Husky, Able-Bodied, Broad-Shouldered, Hearty, Powerful, Bulging Biceps, Wiry, and Large.

1 dots	Poor	You can bench press and carry 20 kg. on your back.
2 dots	Average	You can bench press and carry 50 kg. on your back.
3 dots	Athlete	You can bench press and carry 125 kg. on your back.
4 dots	Exceptional	You can bench press and carry 200 kg. on your back.
5 dots	Outstanding	You can bench press and carry 325 kg. on your back.

Dexterity

This Trait is a measure of your general physical prowess - speed, quickness, agility and ease of movement. It indicates the capacity for moving with agility and manipulating objects with accuracy and grace. Dexterity includes eye-hand coordination, fine motor manipulation, reaction speed, reflexes, and bodily grace.

Specialties might include: Smooth-Motioned, Lithe, Steady, Deft, Graceful, Nimble, Athletic, Catlike Reflexes, Swift, Sure-Footed, Fleet-Footed and Light Touch.

1 dots	Clumsy	Ummm, do not use a crossbow or anything mechanical.
2 dots	Average	You can breathe and walk at the same time.
3 dots	Graceful	You have excellent raw athletic potential.
4 dots	Exceptional	You can juggle five knives.
5 dots	Outstanding	You can juggle five knives while blindfolded.

Stamina

Physical hardiness, including resistance to disease, and physical trauma and how fast you can recover life.

Stamina is a measure of general health and resistance to pain; it indicates how long you can continue to exert yourself as well, as how much physical punishment you can sustain. Stamina is your staying power, both physically and mentally, and one of its most important elements is the will to live. Stamina is also the used for Mana recycling - you can cast same spell as many times as you have stamina for the same Mana.

Specialties might include: Tireless, Enduring, Tough, Determined, Aggressive, Tenacious, Stalwart, Durable, Forceful and Dedicated.

1 dots	Weak	You are frail in constitution and may be sickly.
2 dots	Average	You are moderately healthy.
3 dots	Good	You are in good shape, the result of regular exercise.
4 dots	Exceptional	You could run a marathon.
5 dots	Outstanding	You are tough enough to survive almost anything.



Social

Your Social Traits describe your appearance, charm, and familiarity with the human mind. Your Social Traits are vital in determining first impressions, leadership ability, and the nature of your interactions with others.

Charisma

Charisma is a measure of your aptitude for enticing and fascinating others. You use Charisma to win others over to you emotionally and to get them to trust you. This Trait is more a facet of charismatic personality than it is an overt manipulation of others. It is a sum of the character's bearing, charm, and power of influence. Charisma reflects your power to convince others to put their faith in you.

Specialties might include: Smooth, Eloquent, Outgoing, Captivating, Charming, Regal, Genial, Well-Mannered, Urbane, Sophisticated, Rustic and Gracious.

1 dots	Poor	Others avoid being around you.
2 dots	Average	You are likeable.
3 dots	Good	People trust and confide in you.
4 dots	Exceptional	Something draws people to you.
5 dots	Outstanding	You could lead a nation.

Manipulation

This Trait measures your aptitude for active self-expression, such as when you want to get someone else to do something. It is important when you attempt to influence another person directly. You use Manipulation to trick, fool, bluff, outmaneuver and out-talk another. While you may be effective at manipulating people whom you have just met, those who already know you are rarely fooled. Manipulation is used in all rolls where you are attempting to influence or convince another person overtly. Whether they like you or not is of no consequence (though it can affect the difficulty of what you are trying). If you fail a Manipulation action and the other person realizes what you were trying to do (you botch, for instance), she may well be angered. People are manipulated all the time and usually they ignore it. However, if it is brought to their attention, it can be a very disturbing thought. Manipulation can net great results, but it is risky to perform openly. Characters with high Manipulation are not well trusted by those who know them best.

Specialties might include: Glib, Expressive, Cunning, Persuasive, Smooth, Silver-Tongued, Bravado, Ingratiating, Eloquent, Blarney, Double-Talker, Sophist and Witty.

1 dots	Poor	You express yourself in as few words as possible.
2 dots	Average	Others might believe you.
3 dots	Good	You'd make a good lawyer.
4 dots	Exceptional	With sufficient effort, you could convert most people to join your faith
5 dots	Outstanding	You could sell ice to a dwarf up in the mountains.

Appearance

This Trait describes your Appearance in terms of your attractiveness and force of presence. You do not necessarily need beauty to have a high Appearance, you only need looks that somehow attract others to you. Appearance is not just your static, model beauty, it's the appeal of the way you move and talk, your animation and expressiveness. It is a measure of how interesting and attractive you seem to others.

Appearance is vital in any social situation where words are not exchanged. It is more important than you might think offhand; the impressions you get of another are heavily affected by that person's looks, no matter how open-minded you are. You may not like to admit it, but it's true. More than simply being a Trait you use to make rolls, Appearance is often used by a Storyteller to roughly judge how others usually react to you when you first meet. Thus it can affect all other Social rolls you make with that person (in some cases, your rating determines the maximum number of successes from a Social action that can actually be applied, making it impossible for an ugly person to achieve anything other than minimal success).

Specialties might include: Bold Demeanor, Alluring, Captivating, Sexy, Luminous, Honest Face, Imposing, Dignified, Pleasing, Handsome, Beautiful, Gorgeous and Look of the Eagles.

1 dots	Poor	You tend to attract the hostility of others.
2 dots	Average	You are easily ignored, you fit in so well with the crowd.
3 dots	Good	You have a pleasing appearance and people treat you well.
4 dots	Exceptional	You could be a model, and are given respect and attention because of it.
5 dots	Outstanding	First reactions are either that of awe, intense jealousy, or complete solicitude.

Mental

The Mental Traits represent your character's total mental capacity, including such things as memory, perception, and the ability to learn and think.

Perception

This Trait indicates how aware you are of the environment around you. While sometimes this is a conscious action, such as when you are searching for something, it more often works intuitively - you simply notice something. At base, Perception is sensitivity to the world, an open-eyed quality common among children (for whom the world is a boundless and mysterious place) and seldom present among the most jaded. Perception is used to see if you have the insight to understand or be aware of a certain fact or concept. It can help indicate how alert you are to ambushes, the subtext of a politician's speech, and the subtleties of color in a painting. Specialties might include: Insightful, Attentive, Patient, Probing, Keen-Eyed, Intuitive, Visionary, Astute and Apprehensive.

1 dots	Poor	You are blind to anything but the obvious.
2 dots	Average	You are unaware of the subtler interactions that occur around you.
3 dots	Good	You are aware of moods and textures.
4 dots	Exceptional	You are constantly alert to the nuances of life.
5 dots	Outstanding	You can see a needle in a haystack.

Intelligence

Your Intelligence represents both your memory and your ability to learn and think. It is important for Abilities that require complex thought processes. Some describe it as a person's quickness of mind or judgment, but it is more than that - it is the facility for understanding, and the capacity for reasoning and evaluation. Intelligence is a rating of an individual's depth and flexibility of thought. Common sense, street savvy, and wisdom are not components of the Intelligence Attribute; these are facets of a character that are portrayed by the player. However, low Intelligence can indicate a character who lacks the capacity to understand complicated thoughts, and who is a very slow learner - he might simply see things in terms of black and white, and won't understand that things are really in shades of gray. Characters with high Intelligence, on the other hand, are sophisticated thinkers capable of decoding many different levels of an argument or a problem. They have a discerning judgment and are well able to tell the truth from lies, at least when they have the time to think things over. Intelligence caters to carefully thought-out judgments rather than snap decisions, which is the realm of Wits. Specialties might include: Discerning, Creative, Knowledgeable, Pragmatic, Astute, Brilliant, Bookworm and Clear-Thinker.

1 dots	Poor	IQ 80
2 dots	Average	IQ 100
3 dots	Bright	IQ 120
4 dots	Genius	IQ 140
5 dots	Outstanding	IQ 160

Wits

The Wits Attribute describes your ability to react quickly and correctly to new situations, as well as your overall sharpness of mind and cleverness. In the simplest of terms, it is a measure of how quickly you think. A more complex view understands Wits as shrewdness, sagacity, and capacity for understanding problems in the most basic terms. Those with low Wits are occasionally unable to take appropriate action because of surprise (like a deer caught in the headlights). Low Wits can indicate that you are more easily tricked and fooled than most people, for you are a gullible and unsophisticated student of human nature. If you have high Wits, you are able to react quickly to new situations and are seldom caught off guard by sudden changes in events. Whatever else happens, you are able to keep your Wits about you.

Specialties might include: Clever, Sharp, Shrewd, Practical, Wily, Levelheaded and Creative.

1 dots	Poor	Now where did that stranger who was supposed to watch your valuables go?
2 dots	Average	You think twice before going into an alley with a stranger.
3 dots	Good	After three easy wins in a double-or-nothing game with the wandering bard, you get suspicious and back out before losing a fortune.
4 dots	Exceptional	You could win a poetry competition.
5 dots	Outstanding	You think faster than a crossbow shot.

ABILITIES:

No higher than 3 dots without Storyteller's approval, 27 dots to distribute. Freebie cost is 5 per dot. Abilities above 3 dots automatically have a speciality assigned to them, but additional specialties can also be acquired at a cost of 1 Freebie point per extra speciality. All specialties and dots higher than 4 need to be approved by the Storyteller.

1 dots	You have learned the basics of this ability
2 dots	You have practiced this ability a few times
3 dots	You are quite competent in this ability
4 dots	You have specialized in this ability
5 dots	You have mastered this ability like a mentor

Talents:

Alertness = You are alert to certain sights, sounds and changes around you.

Possible specializations: Ambushes, Crowds, Forests, Noises, Paranoia, Traps.

Athletics = Your overall athletic ability and skill for using thrown items like knives, stones etc.

Possible specializations: Climbing, Dancing, Juggling, Running, Swimming, Thrown Objects, Tumbling

Brawl = Hand to hand fighting, fist fighting and some types of martial arts.

Possible specializations: Arm-locks, Boxing, Drunken Fighting, Grappling, Showing Off, Throws, Wrestling.

Dodge = Dodge out of the way.

Possible specializations: Backstep, Dive, Duck, Find Cover, Horseback, Leap, Sidestep.

Empathy = Feel for others or understand how they feel.

Possible specializations: Background Emotions, Emotions, Family Problems, Long-Term Concerns, Personalities, Truths.

Performance = The ability to express artistic feats in word and performance.

Possible specializations: Acting, Conversation, Dance, Fortune-telling, Improvisation, Percussion, Singing, Poetry, Preaching, Music Instrument..

Intimidation = Your ability to MAKE others do what you want them to do.

Possible specializations: Blackmail, Overt Threats, Physical Coercion, Politics, Pulling Rank, Staredowns, Veiled Threats.

Leadership = Your ability to inspire others to do as you want them to.

Possible specializations: Commands, Compelling, Friendly, Noble, Oratory, Pious, Stern.

Legerdemain = The ability to perform feats of manual dexterity without being noticed.

Possible specializations: Concealment, Conjuring Tricks, Juggling, Picking Purses, Sleigh-of-hand, pickpocket, thievery, larceny, disable devices.

Subterfuge = Word trickery and the skill to disguise yourself.

Possible specializations: Changing the Subject, Finding Weaknesses, Flattery, Patter, Seduction, Selective Omission.

Skills:

Animal Ken = You know how to interpret animal behavior, making it easier for you to predict their actions.

Possible specializations: Animal Handling (Tame Animals), Single Animal Types/Groups.

Appraisal = The ability to successfully sell or evaluate goods at the market, with all that entails.

Possible specializations: Evaluation, Negotiation, Swindling, Trade Routes.

Archery = How to use, repair or build bows, crossbows and other ranged hand weapons.

Possible specializations: Ambush, Fields, Forest, Horseback, Hunting, Moving Targets, Quick Shot, Target.

Botany = The study of plants and vegetations and ability to identify them (see Chapter: Botany).

Possible specializations: Farming, Gardening, Herbalism, Fruit, Mushrooms, Poisons, Dye, Forestry etc.

Crafts = Your ability to build, disassemble or use mechanical objects and do any kind of craftsmanship.

Possible specializations: Architecture, Armory, Blacksmithing, Boat-Building, Jewelry, Masonry, Sewing & Embroidery, Woodworking, etc.

Etiquette = How to behave appropriately in different situations.

Possible specializations: Courty Manners, Family Traditions, Foreign Customs, Peasants, Professional Conduct, Street Culture.

Melee = The ability to fight with weapons.

Possible specializations: Blind Fighting, Disarms, Multiple Opponents, Rapid Draws, Single Weapon Types/Groups, Team Tactics

Ride = Travel astride a horse or other riding animal, keeping it under control in varying circumstances.

Possible specializations: Combat, Drive, Forest, Jumping, Speed, Stealth, Stunts.

Stealth = Blending in with the surroundings and hiding in shadows.

Possible specializations: Crawling, Crowds, Prowl, Shadows, Wilderness, Tracking.

Survival = Living off anything you need to – mostly in the wild.

Possible specializations: Bestial Lore, Hunting, First Aid, Coasts and Shallows, Deep Sea, Deserts, Foraging, Forests, Jungles, Marshes and Swamps, Mountains, Trailblazing.

Knowledges:

Academics = How to read (1 dot), write (2 dots), additional dialects or ancient languages (3+ dots)

Possible specializations: Instruction, Quoting Text, Research, Scribe, Linguist, Interpreter

Arcane = The deeper knowledge about the monsters and dark beings – it is a big world out there!

Possible specializations: Ancient Secrets, Monster Lore, Demon Lore, Magical creatures, Paganism, Rituals.

Chemistry = The study of matter and the ability to identify elements and simple compounds.

Possible specializations: Organic, Biologic, Brewing/Distilling, Poisons, Analytic, Drugs.

Hearth Lore = Folklore and gossip as opposed to the academy and told at the bonfire.

Possible specializations: By county, continent, race or region.

Heraldry = Knowledge of royal and noble ancestral crests, seals and symbols across cultures and continents.

Possible specializations: Local, Foreign, Ancient, Royal, Noble, Royalties, Legends etc.

Investigation = Investigation is the ability to systematically examine one's environment and analyze the results.

Possible specializations: Accounting, Alchemy, Locate Informant, Record-Keeping, Search, Stalking.

Law = Law is the body of knowledge about justice and its applications to practical.

Possible specializations: Canon Law, Diplomacy, Feudal Obligations, Laws of Ownership and Inheritance, Local Law, Sentencing.

Medicine = Medicine is the lore of the human body and how to treat those squishy types.

Possible specializations: Anatomy, Battle Wounds, Diagnosis, Disease, Minor Surgery, Poison Treatment.

Politics = This is the deeper knowledge of what is happening in the city council and above.

Possible specializations: City, Feudal Obligations, Heraldry, Historical, Religious.

Theology = The lore of the higher sciences, the study of the Gods' will in all things.

Possible specializations: Confession, Debate, Exposition, Heresy, Orthodoxy.



ADVANTAGES

Disciplines (Circles)

Restrictions based on class (p. 10-16), 3 dots to distribute, Freebie cost 2 per dot. No higher than 3 dots at character creation. Please read p. 31 for calculate the actual Discipline study time. Each discipline (circle) has a prerequisite craft. The level in a particular discipline depends on how skilled the character is in the required craft. To learn these disciplines (circles), a mentor must tutor the character. The maximum amount of dots in a discipline (circle) is equal to the corresponding craft x2.

- Prerequisite: Spellcraft - Earth, Fire, Air, Water, Spirit
- Prerequisite: Spellcraft and Witch/Shaman Class - Nature (Max. circle 2)
- Prerequisite: Spellcraft 5+ and Mentor 5+ - Light/Dark specialization
- Prerequisite: Battlecraft - Bludgeoning, Piercing, Slashing
- Prerequisite: Stealthcraft - Backstabbing, Disable Device, Pick Pockets, Clandestine

1 dots	You have learned the basics of this craft
2 dots	You have practiced this craft a few times
3 dots	You are quite competent in this craft
4 dots	You have specialized in this craft
5 dots	You could be a mentor in this craft
6 dots	You have tutored and studied this craft for years
7 dots	You have mastered this craft near perfection
8 dots	You are a Grand Master in this craft

Dark/Light specialization is ONLY possible to learn through a Grandmaster and requires Spellcraft 5+

Dark specialization: 1 less circle to cast offensive spells and 1 additional circle to cast defensive spells

Light specialization: 1 less circle to cast defensive spells and 1 additional circle to cast offensive spells

Dark Spirit: 1 less circle to cast curse spells, +2 Mana during night hours

Light Spirit: 1 less circle to cast healing spells, +2 Mana during daylight hours

Dark Elemental: Gives access to curse spells up to circle 2 (+2 diff.)

Light Elemental: Gives access to healing spells up to circle 2 (+2 diff.)

Any Dark/Light specialized character who started as a Shaman or Witch cast all Nature spells as if they were Circle 1

Discipline check: Wits + Spellcraft/Battlecraft/Stealthcraft

Backgrounds

No higher than 3 dots without Storyteller's approval, and maximum 4 dots in a single background, 5 dots to distribute, Freebie cost 2 per circle

Allies

People who support and help you, family, friends or even a small organization that owes you some loyalty.

1 dots	One ally of moderate influence and power
2 dots	Two allies, both of moderate power
3 dots	Three allies, one of whom is quite influential
4 dots	Five allies, one of whom is extremely influential

Contacts

The number of information sources you possesses, friends whom you can rely on to give you accurate information in their fields of expertise. You should describe each major contact in some detail before the game begins. In addition to your major contacts, you also have a number of minor contacts spread throughout the city.

1 dots	One major contact
2 dots	Two major contacts
3 dots	Three major contacts
4 dots	Five major contacts

Influence

Your political power within local society. You have pull in the local community, whether through wealth, prestige, political office, blackmail or magical manipulation. People with high Influence can sway, and in rare cases even control, the political and social processes of local society. Influence represents the sum of your political power in your community, particularly among the police and bureaucracy.

- 1 dots Moderately influential; a factor in city politics
- 2 dots Well-connected; a force in state politics
- 3 dots Broad personal power; a force in national politics
- 4 dots Vastly influential; a factor in global politics

Mentor

Your mentor is an experienced person, perceived to have a greater knowledge and wisdom. True mentoring is an ongoing relationship of learning and dialogue, rather than just ad hoc help and occasional guidance. A mentor's power depends on the number of dots in this background, but her power need not be direct. The mentor may offer advice, speak to the mayor or even the king on your behalf, or warn you when you're walking into situations you don't understand. Most often the mentor is not your only tutor, but someone with a particular interest in your wellbeing and training. Bear in mind that this Trait isn't a "Get out of Jail Free" card. A mentor typically remains aloof, giving you useful information or advice out of camaraderie. Hence, she won't necessarily arrive like the cavalry whenever you're endangered. Your mentor might occasionally expect something in return for her patronage, which can lead to a number of interesting stories. If you prove an unworthy or troublesome apprentice, she may abandon you.

- 1 dots Mentor is respected: An academy teacher or an experienced adventurer, for instance.
- 2 dots Mentor is very influential, such as a member of the city council or captain of the city guard.
- 3 dots Mentor is a Master, and has a great deal of power. She may even be principal at an academy.
- 4 dots Mentor is a Grand Master, and is extraordinarily powerful, perhaps even a royal advisor.

Resources

Wealth and belongings. This describes your possessions and your purchasing power. No dots in Resources are just that: You have no permanent haven and no possessions save a few clothes and possibly a weapon or pocketful of coins. You might choose to deposit it somewhere due to its heavy weight. Be certain to detail exactly where this money comes from, be it a job, trust fund or dividends in the Possessions or History part of the character sheet.

- 1 dots You own a small cottage and maybe a poor horse.
You have about 100 sp in cash.
- 2 dots You own a small house and maybe a riding or draft horse.
You have about 800 sp in cash.
- 3 dots You own a large house, a good riding horse and maybe a small household.
You have about 5000 sp in cash, and maybe a single servant.
- 4 dots You own a very large house, a few good riding horses, and a great household.
You have about 50000 sp in cash, and maybe a minor household.

Status

The characters standing in high society. You have something of a reputation and standing (earned or unearned) within the local community. Status among high society is often derived from your mentor's status and the respect due your particular line of education. Grand Masters are known for having little respect for their juniors; this Background can mitigate that somewhat. High status does not transfer to high society (and will most likely make you a notorious target for your class's rivals), and vice versa. Note: Players who want to play as Witches and Shamans may not purchase Status during character creation. Witches and Shamans are not held in high regard by the upper classes. Any status must be earned during the course of the chronicle.

- 1 dots Known: a neonate
- 2 dots Respected: a highly educated
- 3 dots Influential: a mentor
- 4 dots Powerful: a major member of the city council

Spellcraft, Battlecraft and Stealthcraft

These crafts are prerequisites for learning any disciplines. The level in a particular craft also determines how skilled the character can become in the disciplines depending on that specific craft. To receive these backgrounds the character needs to be tutored by a mentor or be at an academy. For each dot in a craft, you are allowed a maximum of two dots in a corresponding discipline. Every class have access to these crafts, but some are limited in how many levels they can have in each. To read more about how these backgrounds and disciplines are to be used, please read p. 22-31.

1 dots	You have practiced this craft a few times
2 dots	Your have specialized in this craft
3 dots	You have tutored and studied this craft for years
4 dots	You are a Grand Master in this craft

Virtues

No Restrictions, 7 dots to distribute, Freebie cost 2 per dot

Conscience = How to know what is “right” and what is “wrong”

Self-Control = How to Manage your emotions and feelings

Courage = How to stand up to fear or daunting adversity.

Rituals

Rituals are mostly acquired and performed by spellcasters, requiring Occult 1+ and Spellcraft 1+ to achieve.

No higher than 3 dots without Storyteller’s approval, Freebie cost 2 per dot at character creation, afterwards the cost is 5.

Awareness = Supernatural alertness and magic detection.

Blood Mana = Through deep concentration, you know how to convert your mana into hitpoints

Create Gold = You know the right procedures for turning lead into gold.

Meditation = Through meditation, you can double the rate at which you recover Mana.

Omen Reading = You have an ability to read omens and foresee upcoming events.

Speak With Animals = You can communicate with thinking animals.

Speak With Dead = You can speak with the dead, undead and ghosts.

Speak With Insects = You can communicate with insects.

Speak With Monsters = You have the knowledge of a monster language.

Speak With Spirits = You can communicate with any living spirits.

Summon Familiar = You can summon a magical companion to aid you.



Initiative

Here you add the bonuses and penalties from magic (Spellcraft), armor, weapons (Battlecraft) or other means.

Road

Use Freebies to change base value, costs 1 per dot up/down

Alignment: Evil (1-4) Neutral (5-6) Good (7-10)

Conscience + Self-Control -2 = Base Value

Costs +/- 1 Freebies to change (only at gamestart),

Reaching either 1 or 10 will send you directly into Otherland, as a soldier for the Immortal Warriors.

After each game session it is up to the Storyteller to decide if a player's alignment during gameplay could have changed, and make a player roll an alignment check, on a fail of this check the alignment can change +/- 1 on the Storyteller's decision.

Willpower

Equal to your Courage score. Freebie cost 1 per dot. Regain willpower when you reach a waypoint of your personality (Nature/Demeanor)

Manapool

INT + Wits + Spellcraft. The small amount of godly life-energy, that everyone possesses, not only spellcasters. Those not trained in the art of magic just don't know how to use it.

Mana regain: Undisturbed rest allows you to regain Mana: 1 point after 3 hours and all Mana after 24 hours.

Mana cost: 1 Mana per discipline (circle) used for the spell.

Mana recycling: When you cast a spell, the Mana spent can be recycled until you have cast this particular spell a number of times equal to your stamina. If you fall asleep, you lose all of your additional castings.

Health

1d10 + STA + highest craft bonus = Base Hitpoints. Extra Hitpoints can be purchased for 1 Freebie each.

Hitpoints can be regained through undisturbed rest: 1 Hitpoint after 6 hours, 10 Hitpoints after 24 hours (not cumulative). Base score of each health level is (Base Hitpoints/6) +1 (rounded up). You then add (Physical/2 rounded up) to the 1st health level, and (Stamina/2 rounded up) to the 2nd health level. Your Total Hitpoints is the sum of all levels, excluding Death. On your character sheet, these numbers go into the column on the left. On the right, you enter the range of Hitpoints for each health level. Because you need to have at least 1 damage to bring you to Bruised status, you need to -1 to the first range. The Hit Location Hitpoints are based upon these calculations. 1st health level equals Body Hitpoints (C), 2nd health level equals Arms and Legs Hitpoints (D, E, H, I), 3rd health level equals Hands and Feet Hitpoints (F, G, J, K) and finally 4th health level equals Head Hitpoints (A, B). If one of the mentioned body parts are hit with a damage at least same as its hitpoints in one blow (after Absorb roll) it is crippled and the target can't use it for 1d10 combat rounds. If the damage of the blow exceeds at least the double as its hitpoints, it get crushed or even cut off (depending on the type of damage), and can *only* be healed by magic.

Example: Your character rolls a 10 with 1d10, has 5 stamina and 2 in Battlecraft = 10 + 5 + (2x3) = 21 in Base Hitpoints and a total of 39 Hitpoints with 8 points placed on the first health level. A single point of damage will bring you to 38 Hitpoints and Bruised status. Once you have taken 9 points of damage and reach 30 Hitpoints you will proceed to the second health level (Hurt), and you will now have a die less for all your rolls until healed. If you have more than one craft (i.e. 4 in Stealthcraft (4x2=8) and 2 in Battlecraft (Bonus: 3x2=6) use the one giving you the greatest bonus.

If you become incapacitated, you are defenseless against any attack. You also risk bleeding to death, as you will take 1 Hitpoint of damage per turn until someone attends your wounds. Any character reaching -7 Hitpoints dies.

Health

Base Hitpoints: 21

	Dice	Score	Range
Bruised (C)		8	38-37
Hurt (D, E, H, I)	-1	6	30-25
Injured (F, G, J, K)	-2	5	24-20
Wounded (A, B)	-4	5	19-15
Mauled	-6	5	14-10
Crippled	-11	5	9-5
Incapacitated		5	4-0
Dying		-7	-1-6

Total Hitpoints: 39 / -2 (37)

↑
damage
Level: Bruised

BATTLECRAFT DISCIPLINES:

Difficulty: 6 + Penalty - (Discipline Circle/2 rounded down)

Hitpoint Bonus: 3 x Battlecraft

Initiative Modifier: Discipline Circle/2 rounded down

Armor Penalty: None

Bludgeoning

Also called 'mass weapons' a bludgeoning weapon is a "hitting thing" pure and simple, using a combination of mass and leverage to deliver blunt impact damage to the target. It crushes and shatters bones - and unlike more refined weapons it does not necessarily need to penetrate the armor to do it. Flexible armors provide only as much protection as they have padding - rigid types are more effective unless the stroke has enough force to dent them. Blunt damage is particularly insidious because some of the injuries that it creates - internal bleeding and crushed bones for example - are nearly untreatable. However, unless it triggers a major bleed, ruptures a vital organ or shatters a bone, blunt damage can appear fairly ineffective and kill quite slowly. This is the optimal weapon type if you want to avoid bloodshed. Against inanimate objects, the fact that these weapons are massive and fairly resilient makes them reasonably effective and a passable choice for taking on furniture, doors and containers. Bludgeoning weapons are generally cheap and easy to manufacture - and some may not even appear to be weapons at first glance. This category includes weapons such as Clubs, Flails, Hammers, Knuckles, Maces, Morning Stars and Staves.

Slashing

Slashing or edged weapons cut things. They combine leverage and a sharp edge to cut into the targets. Used on a living target they slice through tissue, severing bones and blood vessels creating obvious, immediate damage and incapacitating - if not killing - quickly. Against inanimate objects they are only as effective as their ability to slice bits of them off. Soft targets can be cut up easily, whereas hard ones endanger the cutting edge on the blade and resist the stroke. That said the axe is - and is usually designed to be - highly effective in this role. Edged weapons tend to be relatively expensive to manufacture. A long, sharp cutting edge requires good quality metal, well forged - anything else is a poor substitute. They are also easily defeated by armor; if they cannot cleave through the material of the armor they tend to lack the mass to deliver much impact damage. This category includes weapons such as Axes, Broadswords, Scimitars and Falchions.

Piercing

Piercing weapons rely on a sharp, narrow point to punch into the target. All but useless against inanimate objects, a piercing weapon relies on penetrating and destroying vital organs inside the target - properly used they can kill faster and more effectively than any other kind of weapon and even if they fail to incapacitate they can leave internal wounds that are hard to fix. Many designs are fitted with barbs so that they can inflict damage leaving as well as arriving. Badly aimed they inflict superficial wounds on non-vital tissue and annoy as much as injure. Barbed or not, piercing weapons are also prone to getting stuck in the target and needing substantial force to free. Piercing weapons include some of the cheapest weapons available. Several of them can even be manufactured from naturally occurring materials. Most ranged weapons are piercing weapons, and the category also includes weapons such as Arrows, Battle Picks, Lances, Pikes, Rapiers, Spears, Stiletos and Tridents.



SPELLCRAFT DISCIPLINES AND RELIGION:

Difficulty: 3 + (Circle used -1) + Armor Penalty (+1 for each point above 3 for body armor)

Hitpoint Bonus: 1 x Spellcraft

Initiative modifier: +1 Initiative for element of religion, -1 Initiative for other elements

Armor Penalty: Summoning the power for spellcasting while wearing heavy armor is a challenge. Add 1 to spellcasting difficulty for each point of AC above 3 of your body armor.

In the world of Medieval Fantasy, the four main elements – Earth, Air, Fire, and Water - are the root of all existing matter. Divine traditions of magic also include a fifth element, which is Spirit. The shamans and witches believe in a sixth element, Nature. This element is represented by the Goddess Cineal, daughter of Tellus, Goddess of Earth and Divus, God of Spirit. Each of the elements has certain traits, and is linked with a direction on the compass. All Spellcraft disciplines originate from these elements and Gods. Every religion has its bonuses and weaknesses. Each God or Demi-God grants you +1 Initiative for its own element, but you have -1 Initiative for all other elements. If you ever decide to change your spiritual path and start following another God or Demi-God, you will be punished with a permanent Mana cost penalty of +1 for all spells bound to the element of the God or Demi-God you left. You will also be punished with the flaw: Group Enmity with the group being those of your former faith. The Gods appreciate all efforts by their worshippers in promote their element, as long as the balance between good and evil is maintained. The Demi-Gods and their Immortal Warriors are constantly fighting to tilt the scales of good and evil out of balance, allowing their followers to rule the World.

Gods

Lustro – The God of Fire

Direction: South

Color: Red/Orange

Road: Neutral

Fire, associated with the South, is a purifying, masculine force, connected to strong will and energy. Fire both creates and destroys, and symbolizes the fertility of the God of Fire: Lustro. Fire can soothe or harm, and can bring about new life or destroy the old and worn. For color correspondences, use red and orange for Fire associations. Most followers of this element are men of action, short-tempered and despise waiting and inactivity. This God stands for the raw and wild fight, but also for greed, thieving and trickery.

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Lacus – The Goddess of Water

Direction: West

Color: Blue

Road: Neutral

Water, associated with the West, is a feminine energy used for cleansing and purification. Represented by the color blue, it also symbolizes sea fertility, passion and emotion. Magic users following Lacus specialize in controlling water, whether liquid, solid or in vapor form. Lacus is the Goddess of Justice, and her followers find it important to stay lawful, pure and clean. They are calm under most circumstances, but if they get mad, people better stay away. In a battle they prefer to be righteous, organized and tactical, favouring one-on-one fight over chaotic warfare.



Tellus – The Goddess of Earth

Direction: North

Color: Brown

Road: Neutral

Earth, associated with the North and the color brown is considered the ultimate feminine element. As the Wheel of the Year turns, all the aspects of life take place in the Earth: birth, life, death, and finally rebirth. The Earth is nurturing, fertile and stable, solid and firm, full of endurance and strength. Tellus is the Goddess of love and welfare, and her followers like all things earth-based, especially nature. Magic users following Tellus specialize in controlling matters related to the earth element.

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Aerius – The God of Air

Direction: East

Color: Yellow

Road: Neutral

Air is the element of the East, connected to the mind and the breath of life. If you're performing a work related to communication, wisdom or the powers of the mind, Aerius is the God to have faith in. He is the God of poetry and writing as well as hunting fortune, victory and success in life. Air carries away your troubles, blows away strife, and carries positive thoughts to those who are far away. Air is associated with the color yellow. A magic user following Aerius specializes in using air for his benefits.

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Divus – The God of Spirit

Direction: Self

Color: Purple

Road: Neutral

Spirit is the fifth element, associated with the color purple. It has no actual direction, as it is linked to the soul contained in every living creature. Divus is the God of purity, wisdom and health. He gives the suffering and oppressed courage and something to believe in. His followers tend to be good and respected leaders and are quick to step in to help others, who are in pain. They radiate strength and inner peace and try to stay calm, nice and mild no matter the situation. A magic user following Divus specializes in healing spells and blessings.

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Cineal – The Goddess of Nature

Direction: Center

Color: Green

Road: Neutral

Shamans and witches love, honor, and respect their creator and mother of all life: Cineal. They believe everything is sacred, from the largest mountain to the smallest plant and animal. Everything has a purpose, and a lesson can be learned from the World and our surroundings. It is about being in touch with ourselves and everything around us. We are all One. The elders play a key role in keeping their culture alive and are treated with the utmost respect. Cineal is Goddess for untamed nature, freedom and health care.

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Demi Gods

Immortal Warriors

Name: Nyx
Element: Night
Color: Black
Road: Evil
Gender: Female
Association: Death

Name: Nimm
Element: Day
Color: White
Road: Good
Gender: Male
Association: Life

Name: Erebus
Element: Darkness
Color: Black
Road: Evil
Gender: Male
Association: War

Name: Eriel
Element: Light
Color: White
Road: Good
Gender: Female
Association: Peace

Aaziltèren is a majestic, enormous valley located in Otherland, ruled by the Demi Gods Nyx and Nimm. Chosen by them are those that through their life strove to follow either the road of Good or Evil. Led by the Immortal Warriors Erebus and Eriel, the dead join the respective armies of either Good or Evil. They aid the Demi Gods in the eternal fight between the alignments. The overall universal balance ensures that there is never a decisive victory for either side.

STEALTHCRAFT DISCIPLINES:

Hitpoint Bonus: 2 x Stealthcraft

Initiative modifier: None

Armor Penalty: If the rogue wears any armor, add the AC value of the item with the highest AC to the difficulty.

Clandestine

The rogue's intensive training makes her nimble and skilled at leaping, jumping and climbing. Rogues excel at moving about unseen and catching foes unaware and tend to avoid head-to-head combat. Because it is a challenge to combine these skills, the Base difficulty get a +1 for Stealth and a +2 for Athletics. Although the rogue has learned to fade from view, the risk of attracting attention (+2 diff. to Stealth) increases drastically if she takes any other action besides movement. If the rogue initiates combat from the shadows, the first strike is considered a Backstab or a Critical Hit, if she is not skilled in Backstabbing.

- 1 dots You have learned the basics on how to hide.
- 2 dots You could win most competitions of hide and seek.
- 3 dots You can use items while sneaking and climbing.
- 4 dots You are stealthy enough to try sneaking during combat, although at a significant penalty.
- 5 dots You master the art of stealth and sneaking, gaining significant bonuses on all stealth checks.

Disable Device

The rogue or ranger is skilled at disarming traps and picking locks. Additionally, this skill lets a rogue sabotage simple mechanical devices, such as catapults, wagon wheels, and doors. Devices come in various degrees of complexity, affecting difficulty. When disarming a trap or other device, the Disable Device check is made secretly by the Storyteller. If the check succeeds, the rogue disables the device or lock. If it fails without botches, the rogue can try again. If the rogue fails with botches, something goes wrong. A trap could be sprung. If the rogue is attempting some sort of sabotage, he thinks the device is disabled, but it still works normally. A lock might jam and be permanently stuck. The rogue can also rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d10-6 (rounded up) turns of use). A rogue who beats a device by rolling one or more 10s can study the trap, figure out how it works, and bypass it without disarming it. Rogues can also disarm or unlock magic devices. A magic trap or lock generally has a difficulty of 10. See the individual spell descriptions for details. Roll Dexterity + Crafts + Disable Device at the difficulty below to determine if the action was successful, remember to add Armor Penalty to the Difficulty.

Device Quality	Time	Base Diff.
Simple	1 turn	5
Tricky	1d10/2 turns	6
Difficult	2d10/2 turns	7
Extreme	3d10/2 turns	8

Lock Quality	Time	Base Diff.
Simple	1 turn	6
Average	1d10/2 turns	7
Good	2d10/2 turns	8
Amazing	3d10/2 turns	9

If a rogue attempts to leave behind no trace of his tampering with a device, add 2 to the difficulty.

Without a set of thieves' tools or lockpicks (even if only improvised), the base difficulty for picking locks increases by 2.

A set of thieves' tools gives a -1 diff. to the dice roll. All the dice rolls are to be rounded up.

Backstabbing:

Backstabbing is a combined surprise attack from behind using a piercing weapon no larger than a short sword. Roll Dexterity + Stealth, Difficulty equals the Perception + Alertness of the target. If you succeed in surprising the enemy, roll a normal attack roll (Dexterity + Melee), Difficulty: 6 + Weapon Penalty – (Backstabbing Discipline/2 rounded down) to hit the target. If you succeed the attack add 1d10 per point of Backstabbing Discipline to Damage pool.

Pick Pockets

The stealthy art of picking an unsuspecting target's pockets. A skilled rogue is less likely to be caught and is more likely to find valuables. The success of pick-pocketing often relies on creating a good distraction; having a partner can reduce the difficulty of pick-pocketing rolls, or characters may combine dice pools, at the Storyteller's discretion. Pick Pocketing is a roll of Dexterity + Legerdemain + Pick Pockets. Base difficulty equals 2 + Perception + Alertness of a specific target. Pick-pocketing in a group usually has a fairly high base difficulty of 7 or even 8 (people tend to keep valuables in secure places). But if the Pick Pockets is used in a group without searching for anything specific, the base difficulty is 6. In such cases, please refer to the list on next page.

- 1 dots Beat 'em over the head and run for it.
- 2 dots 50 sp is a good day, but you can do better.
- 3 dots You could make a living off the street.

- 4 dots The Artful Dodger's got nothing on you.
5 dots You could steal a purse from a cityguard - while he's looking.

The difficulty of Pick Pocket rolls should be reduced if the character and target are in a large crowd, where people are bumping into each other, but increased if it's only the character and the target alone in a room. (Even getting close to the target may require another Social roll all on its own...) Characters using Stealth to sneak up on a target should also face reduced difficulty. Note that this Trait can also be used to plant small objects on people, but such actions have a +1 difficulty rating. If the character previously failed to Pick Pockets of a particular victim or was noticed, subsequent attempts are at +1 difficulty per unsuccessful attempt. Picking pockets while being observed by a third party also has a +1 difficulty. Remember to subtract Pick Pocket Discipline/2 rounded down from the difficulty score, and add the Armor Penalty too.

Roll a d100 to find out the random outcome of a Pick Pocket attempt:

Roll	Result	Roll	Result
1	Thread	44	A handkerchief tied in a knot.
2	Broach	45	A lucky rabbit foot.
3	Sewing needle	46	A lucky four-leaf clover
4	Block of sealing wax	47	A will.
5	A silver ring (value 5 sp)	48	A die that has been tampered with. (Corners filed on one side)
6	Spare socks	49	A coin of which both sides are the same.
7	Dirt	50	Nothing.
8	Pocket Lint	51	A piece of charcoal wrapped in a piece of cloth.
9	Note/scrap of paper	52	A tiny vial tapped from a love potion, in a potion store
10	Stick	53	Something small that belongs to the player him/herself.
11	Rock	54	A squirrel's tail
12	Snack food	55	A nail file
13	A fine silvery chain	56	A toothpick (just one)
14	Fork	57	A child's 'treasure map'
15	Paintbrush that hovers half a few cm from the ground	58	A child's toy
16	Grocery list	59	A small carving knife
17	Bird feather	60	Flint and steel
18	A musical score	61	A small bottle of ink
19	A small animal (rat or something)	62	A small piece of cheese
20	A tiny creature (pixie or smaller)	63	Multicolored marbles (1d10+3for amount)
21	A single caltrop	64	An unfinished carved wooden figure.
22	Leather gloves	65	A string for a lute
23	A pin	66	A whistle
24	A copper or silver coin	67	A simple necklace with pearls of glass
25	A pretty but worthless gem	68	An apple
26	Eye-patch	69	A chalk
27	A very small hat	70	A deck of cards
28	Monocle	71	Band-aids
29	Claw finger (like armor for your finger only it ends in a point)	72	Whetstone
30	Stale meal ration (that taste like rat stew)	73	Lump of coal
31	Colored stones (1d10+2 for amount)	74	A small stone with a carved rune
32	Animal teeth	75	An arrowhead
33	A small ring of no value	76	A small silvery ring with arcane elven inscriptions.
34	A severed finger	77	A holy symbol
35	A dried flower	78	A large key
36	Painting of a random location	79	A fishing hook with a small line attached
37	A map with markings in an undecipherable language	80	A quill
38	A letter from a loved one.	81	A small abacus
39	An incriminating letter, with your name on it.	82	A sling bullet
40	A suicide letter.	83	A half-eaten carrot
41	A piece of paper with notes to later put in a diary.	84	A small broken key
42	Notes of a poem or song.	85-100	Special items (Storyteller's decision)

HISTORY

Your background story, describing the major events in your life and career. Consider the following topics, and try not to spend more than 15 minutes creating your character's history:

- Where were you born?
- How old were you when you started your career?
- When did you leave your home to study?
- What was unique about your childhood and time at study?
- What kind of person are you?
- Do your parents still live, and what do they do for a living?
- How much did you know about magic and magical beings before you left your home?
- Do you have a prestigious family name?
- Do you have any siblings?
- Why did you choose your profession?
- Do you like/dislike anything or anyone?
- Does your character have any dreams or goals in life?
- Moments of Truth, what events lead to who you are today?
- Goals & Plots, what are the purpose for your living?
- How long have you been studying before you went adventuring?
 1. circle One year of studying this discipline
 2. circle Two years of studying this discipline
 3. circle Four years of studying this discipline
 4. circle Eight years of studying this discipline
 5. circle Sixteen years of studying this discipline
 6. circle Thirty-two years of studying this discipline
 7. circle Sixty-four years of studying this discipline
 8. circle Ninety-six years of studying this discipline

Should you wish to change or study additional Disciplines, simply add the years together, i.e. studying up to circle two in Fire and circle four in Water adds up to a total of ten years of study time. If you get enough experience while adventuring, you are still able to obtain more Discipline circles, but the spells of that circle is only available through the five options mentioned at p. 86. If you have specialized in any Attributes or Abilities, each specialization is prolonging your study time by one year.

The whole essence of this list is to give you a hint of what is expected for you to know after these 15 minutes not longer, because then your history is getting too complex and long. It is essential that – at the very least – you write a resume of the above-mentioned questions as a contiguous history on the character sheet, but you are welcome to add a longer version as an appendix!



DESCRIPTION

How do you look? (Remember you have only ONE set of clothes unless you have bought it from start)

Age =

- Elf = avg. 240 yr (Maturity: 40 yr)
- Gnome = avg. 75 yr (Maturity: 13 yr)
- Human = avg. 60 yr (Maturity: 10 yr)
- Dwarf = avg. 270 yr (Maturity: 45 yr)
- Halfling = avg. 90 yr (Maturity: 15 yr)

Date of Birth = When were you born? (Game starts at 10th January 40 a.e.)

Title = Do you have any career or family title?

Academy = Where did you study (look at Nationality below)?

Hair = What color and cut does your hair have?

Eyes = What color and shape does your eyes have?

Skin = How does your skin look like ?

Racial Attribute Bonuses/Weakness' =

- Elf = -1 str +1 dex
- Gnome = -1 sta +1 wits
- Human = +/- none
- Dwarf = -1 dex +1 sta
- Halfling = -1 str +1 dex

Nationality =

- AardeSal (Earth, Halflings, Hills/Fields)
- Awyrddinâs (Air, Gnomes, Islands/Jungle)
- Urhiria (Water, Elves, Forests/Wetlands)
- Urbo Fajro (Fire, Dwarves, Mountains/Tundra)
- Vaimlinn (Spirit, Humans, Deserts/Plains/Swamps)
- Asphyxion (Capital continent and city)

Note: The climate and culture in the countries around the world are based upon the elements of the academy and the main population groups located there. However, the Capital city/country Asphyxion though has an ever-changing climate based upon the mood and alignment of the kings Grand Wizard who is cursed with the Road Insanity flaw!

Height =

- Elf = avg. 213 cm
- Gnome = avg. 63 cm
- Human = avg. 170 cm
- Dwarf = avg. 112 cm
- Halfling = avg. 85 cm

Weight =

- Elf = avg. 85 kg
- Gnome = avg. 18 kg
- Human = avg. 68 kg
- Dwarf = avg. 85 kg
- Halfling = avg. 34 kg

Sex = Same gender as the player!

Derangements = Special features or handicaps (scars, tattoos, etc.). Why/where, do you have them?

Languages = Which dialects or ancient languages do you know (p. 21)

Experience = The amount of experience earned through gameplay in this chronicle. 2 XP = 1 Freebie

The cost of purchasing additional dots for other things than Road, Willpower and Hitpoints after the adventure has started is: Base Freebie cost + dot level. The player must purchase one dot level at a time, i.e. going from dot level 1 to dot level 3 would cost: (Base Freebie cost + 2) + (Base Freebie cost + 3). Road, Willpower and Hitpoints still cost 1 Freebie point to purchase.

Coterie Information = Here you have the possibility to write down thoughts and other information about the other doing gameplay.

RACES:

Dwarves:

Average Weight: 85 kg / Average height: 112 cm.

Dwarves are a stoic but stern race, fortified in cities carved from the hearts of mountains and the tundra around Urbo Fajro. The dwarves have acquired a reputation as dour and humorless craftsmen of the earth, with hearts of stone. It could be said that dwarven history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth. Dwarves are a short and stocky race, and stand about a 60 cm shorter than most humans, with wide, compact bodies that account for their burly appearance. Male and female dwarves pride themselves on the length of their facial hair and men often decorate their beards with a variety of clasps and intricate braids. A clean-shaven male dwarf is a sure sign of madness, or worse—no one familiar with dwarven traditions trusts a beardless dwarf. Dwarves throughout the world are characterized by their passion for architecture as well as stone- and metal-based craftsmanship. Dwarves generally distrust and shun half-races. They find halflings, elves, and gnomes to be too frail, flighty, or arrogant to be worthy of proper respect. It is with humans that dwarves share the strongest link, for humans' industrious nature and hearty appetites come closest to matching those of the dwarven ideal. Dwarves are driven by honor and tradition and have a strong sense of friendship and justice. Those who win their trust understand that, while they work hard, they play even harder—especially when good ale is involved. Most dwarves follow the path of neutral or good alignment. Dwarves often leave the confines of their redoubts to seek glory for their clans, to find wealth with which to enrich the fortress-homes of their birth, or to reclaim fallen dwarven citadels from racial enemies. Dwarven warfare is characterized by tunnel fighting and melee combat, and as such most dwarves tend toward classes such as fighters or rangers. Dwarves are tough (+1 STA), but also a bit inept (-1 DEX). Most dwarves are followers of Lustro, the God of Fire and the God who created them. Dwarves prefer weapons like battle axes, battle picks and warhammers, most often forged by either themselves or one in their family or clan.



Elves:

Average Weight: 85 kg / Average height: 213 cm.

The long-lived elves are children of the natural world, and the main part of the elven population is located in the forests and swamps around Urhiria. Elves value their privacy and traditions, and while they are often slow to make friends, at both the personal and national levels, once an outsider is accepted as a comrade, such alliances can last for generations. Elves have a curious attachment to their surroundings, perhaps as a result of their incredibly long lifespans or some deeper, more mystical reason. Elves who dwell in a region for long find themselves physically adapting to match their surroundings, most noticeably taking on coloration reflecting the local environment. Those elves that spend their lives among the short-lived races, on the other hand, often develop a skewed perception of mortality and become morose, the result of watching wave after wave of companions age and die before their eyes. Although generally taller than humans, elves possess a graceful, fragile physique that is accentuated by their long, pointed ears. Their eyes are wide and almond-shaped, filled with large, vibrantly colored pupils. While elven clothing often plays off the beauty of the natural world, those elves that live in cities tend to bedeck themselves in the latest fashion, though some also tend to try blend in with common people. Many elves feel a bond with nature and strive to live in harmony with the natural world. Most, however, find manipulating earth and stone to be distasteful, and prefer instead to indulge in the finer arts, with their inborn patience making them particularly suited to wizardry. Elves tend to treat other races with distrust and suspicion. They are prone to writing them off as rash and impulsive, yet they are excellent judges of character. An elf might not want a dwarf neighbor, but would be the first to acknowledge that dwarf's skill at smithing. They regard gnomes as strange (and sometimes dangerous) curiosities, and halflings with a measure of pity, for these small folk seem to the elves to be adrift, without a traditional home. Elves are fascinated with humans, as evidenced by the number of half-elves in the world, even if they usually disown such offspring. Elves are sensitive creatures. This manifests itself in their appreciation of kindness and beauty as well as in their capricious nature. Very few elves tend to the path of neutral alignment. Many elves embark on adventures out of a desire to explore the world, leaving their secluded forest realms to reclaim forgotten elven magic or search out lost kingdoms established millennia ago by their forefathers. For those raised among humans, the ephemeral and unfettered life of an adventurer holds natural appeal. Elves generally eschew melee because of their frailty, preferring instead to pursue classes such as wizards and rangers. Elves are nimble (+1 DEX), but are physically weak (-1 STR). Elves prefer using their bows, but if forced in to melee they usually wield long swords and rapiers. Lots of elves are followers of the Goddess of water: Lacus, the creator of the Elven race.



Gnomes:

Average Weight: 18 kg / Average height: 63 cm.

Gnomes trace their lineage back to the mysterious beginning of time. A time where colors were brighter, the wildlands wilder and emotions more primal. The main population of gnomes lives in the jungle wilderness at the small islands called Awyrddinâs. The gnomes have never completely abandoned their roots. As a result, gnomes are widely regarded by other races as alien and strange. Gnomes are one of the smallest of the common races, generally standing just over 60 cm in height. Their hair tends toward vibrant colors such as the fiery orange of autumn leaves or the verdant green of forests at springtime. Similarly, their flesh tones range from earthy browns to mossy green, frequently with little regard for heredity. Gnomes possess highly mutable facial characteristics, and many have overly large mouths and eyes, an effect which can be both disturbing and stunning, depending on the individual. Unlike most races, gnomes do not generally organize themselves within classic societal structures. Whimsical creatures at heart, they typically travel alone or with temporary companions, ever seeking new and more exciting experiences. They rarely form enduring relationships among themselves or with members of other races, instead pursuing crafts, professions or collections with a passion that borders on zealotry. Gnomes have difficulty interacting with the other races, on both emotional and physical levels. Gnome humor is hard to translate and often comes across as malicious or senseless to other races, while gnomes in turn tend to think of the taller races as dull and lumbering giants. They get along well with halflings and humans, but are overly fond of playing jokes on dwarves and half-races, whom most gnomes feel need to lighten up. They respect elves, but often grow frustrated with the comparatively slow pace at which members of the long-lived race make decisions. To the gnomes, action is always better than inaction, and many gnomes carry several highly involved projects with them at all times to keep themselves entertained during rest periods. Although gnomes are impulsive tricksters, with sometimes inscrutable motives and equally confusing methods, their hearts are generally in the right place. They are prone to powerful fits of emotion, and find themselves most at peace within the natural world. Gnomes' propensity for wanderlust makes them natural adventurers. They often become wanderers to experience new aspects of life, for nothing is as novel as the uncounted dangers facing adventurers. Gnomes make up for their weakness with a proclivity for sorcery, shamanism or bardic music. Gnomes have a low endurance (-1 STA) but are witty (+1 WITS). Gnomes are restricted to use small weapons like Daggers, Slings and Clubs. They often use improvised versions of these weapons. Occasionally these experimental versions will be deadlier than usual, but usually they have unintended side-effects making them overall about as effective as the standard version of the weapon. A lot of gnomes follow the God of the Air element, Aerius, because they feel honored to be the ones created by Him.



Halflings:

Average Weight: 34 kg / Average height: 85 cm

Optimistic and cheerful by nature, blessed with uncanny luck and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone as some of the more volatile races to violent or emotional outbursts. Halflings rise to a humble height of 85 cm. They prefer to walk barefoot, leading to the bottoms of their feet being roughly calloused. Tufts of thick, curly hair warm the tops of their broad, tanned feet. Their skin tends toward a rich almond color and their hair toward light shades of brown. A halfling's ears are pointed, but proportionately not much larger than those of a human. Halflings possess a strong sense of house and home, often spending above their means to enhance the comforts of home life. Yet they are also blessed with wanderlust and curiosity. Therefore, halflings often leave the hills and fields of AardeSal upon reaching adulthood, seeking adventure and new experiences. When they return and settle down, their stories are passed down to the younger halflings over a cozy fire. The same curiosity often a halfling's good sense, leading to poor decisions and narrow escapes. Halflings are natural born opportunists. Unable to physically defend themselves from the rigors of the world, they know when to bend with the wind and when to hide away. Often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Others prefer the nomadic life on the road, traveling the world and experiencing all it has to offer. Even in the jaws of catastrophe, a halfling almost never loses his sense of humor. A typical halfling prides himself on his ability to go unnoticed by other races—it is this trait that allows so many halflings to excel at thievery and trickery. Most halflings, knowing full well the stereotyped view other races take of them as a result; go out of their way to be forthcoming and friendly to the bigger races when they're not trying to go unnoticed. They get along fairly well with gnomes, although most halflings regard these eccentric creatures with a hefty dose of caution. Halflings coexist well with humans as a general rule, but since some of the more aggressive human societies value halflings as slaves, halflings try not to grow too complacent when dealing with them. Halflings respect elves and dwarves, but these races generally live in remote regions far from the comforts of civilization that halflings enjoy, thus limiting opportunities for interaction. Halflings are loyal to their friends and families, but since they dwell in a world dominated by races twice as large as themselves, they've come to grips with the fact that sometimes they'll need to scrap and scrounge for survival. Most halflings are neutral as a result. Their inherent luck coupled with their insatiable wanderlust makes halflings ideal for lives of adventure. Other such vagabonds tend to put up with the curious race in hopes that some of their mystical luck will rub off. Halflings have a good agility (+1 DEX), and their small stature makes them weaker (-1 STR) than other races. Obviously, Halflings can't use the largest weapons, and their favorite weapons are slings, staff-slugs, knives and short swords. Earthbound as they are, they tend to follow Tellus, the Earth-Goddess, who created them at the beginning of time.



Humans:

Average Weight: 68 kg / Average height: 170 cm

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race in the world. They have a capacity for great evil and boundless good and their physical characteristics also vary greatly. The continent Vaimlinn was founded and is mainly populated by humans. The capital city Asphyxion has also a large human population. Due to the presence of the King's Grand Wizard, the climate is ever-changing, making them accustomed to a bit of everything. Human society comprises a multitude of attitudes and lifestyles. Their citizens carve a name for themselves with the strength of their sword arms and the power of their spells. They generally tend to congregate in sprawling cities around the world, but others assemble into vast barbaric hordes. Humanity is characterized by its heterogeneity and its cultural diversity. However, the oldest human cultures have a history measured in centuries, a short time span compared to elves and dwarves. They also have the widest range in gods and religion, lacking other races' ties to tradition. Often, they turn to anyone offering them glory or protection. However, among commoners you will find many followers of Divus, God of Spirit. The God who created them perfect as they are. Humanity's diversity also has resulted in a near-infinite set of names. Humans differ widely in their views towards other races. Some have an easy time getting along with them, while others have plenty of prejudice. They look upon dwarves as miserly drunkards, elves as swaggers, halflings as craven thieves, gnomes as twisted maniacs, and half-races as embarrassments. In many cases, this leads to violence and war, yet humans are also swift to forgive and forge alliances with races who do not try to match or exceed them in violence. Human curiosity and ambition often leads them to leave their homes to explore the world or join mighty, conquering armies. Others pursue adventuring careers simply for the thrill of danger. With their diverse backgrounds, great flexibility and ingenuity, they can fill any role within an adventuring party.



POSSESSIONS

Please ensure your character sheet includes information about the total weight of the items you are carrying

Gear (Carried) = The equipment you wear, and other carried possessions, incl. weapons and armor.

Gear (Owned) = The gear left behind at a haven or another place.

Valuables (Carried) = The contents of your purse and any other valuable items (coins, gems etc.) you bring with you.

1 Gem (weight/value varies) = 1000 Gold

1 Gold (~40 g.) = 10 silver (Very expensive and rare to obtain)

1 Silver (~25 g.) = 10 Copper

1 Copper (~15 g.)

Animal Companions = A list of any animals companions you own (p. 59-76).

Encumbrance:

Encumbrance rules determine how your movement is affected by what you carry. Compare the total weight to the Carrying Capacity (see Chapter: Attributes, Strength).

If you exceed your carrying capacity, the Encumbrance increases Difficulty for all Physical rolls by 1 for each level (Carrying Capacity/4 * level).

Level 1 Light Encumbered = Maximum carrying capacity + 1-25 %

Level 2 Medium Encumbered = Maximum carrying capacity + 26-50%

Level 3 Heavily encumbered = Maximum carrying capacity + 51-75%

Level 4 Maximum encumbered = Maximum carrying capacity + 76-100%

Equipment:

A starting character gets a free set of common clothes and some miscellaneous gear that fit their class and status in society. Perhaps they even receive a simple weapon and/or armor, if their mentor wants to give it as a form of gratitude to the student's good learning ability or good behavior. The character can purchase an upgraded outfit if he has sufficient funds. However, not all outfits will be available everywhere. As the character gathers wealth, he or she might want to purchase a better outfit. If the used outfit is still in good condition, the character can expect to get about 50% of the purchase price when he is replacing it. Using the Equipment Chart, you can buy any extra items you want to carry with you on your travels. However, you can only spend a maximum of 100 silver pieces, no matter how much money you start with. The Equipment Chart lists items intended to be used by human-sized creatures. The price and weight for items is reduced for the smaller races: Dwarves gets a 25% discount, Halflings gets a 50% discount and Gnomes gets a 66% discount.

Peasant's Outfit (cost: 1 cp):

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Artisan's Outfit (cost: 10 sp):

This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Entertainer's Outfit (cost: 30 sp):

This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit (cost: 100 sp):

This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, a large belt-pouch, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit (cost: 50 sp):

This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it is made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Scholar's Outfit (cost: 50 sp):

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit (cost: 10 sp):

This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Cleric's Vestments (cost: 50 sp):

These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit (cost: 80 sp):

A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.

Courtier's Outfit (cost: 300 sp):

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (+2 penalty on Charisma-based skill checks to influence such individuals).

If you wear this outfit without jewelry (costing an additional 500 sp), you look like an out-of-place commoner.

Noble's Outfit (cost: 750 sp):

This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring and jewelry (worth at least 1000 sp).

Royal Outfit (cost: 2000 sp):

This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.



HAVENS

Here you list location and description of your havens around the world. If you have any tavern or other place you vacate on regular basis. You also list any Havens owned through the Background: Resources (p. 23)

MERITS & FLAWS:

Merits and Flaws are special options that a Storyteller may allow their players to take. They are mainly a device meant to help with background story and to help flesh out a character, but most of them are very useful. At character creation a player may choose as many merits they can afford with 'Freebie points' and may only choose a number of flaws that award additional 'freebie points' totaling seven extra 'Freebie points'. A player may not choose a merit or flaw higher than 3 pts without Storyteller's approval. Supernatural merits and flaws require special permission by the Storyteller.

Psychological:

Animal Bond (3 point Merit): A character can form a close bond with her animal companion. The bond will last until one of them perishes or is released from service by its owner. If the bonded companion dies or is dismissed by the character, she must attempt a Willpower roll difficulty 8, with at least 3 successes. Failure means she loses 2 Willpower permanently; success reduces the loss by one point. However, a character's Willpower point total can never go below 1 as a result of a companion's demise or dismissal. A slain or dismissed bonded companion cannot be replaced for a year and a day. During this period, the character takes a -1 penalty on all rolls based on her Mental attributes due to the broken mind link from the perished companion. To form a new bond with another animal companion she must perform a ceremony, requiring 24 uninterrupted hours of meditation in the environment where the new companion typically lives. This type of bond can be formed with certain creatures such as horses, ponies, boars, camels or dogs. Bonded animals get an INT and WITS bonus of +1. Up to 4 times per day, a character can call her companion to her side through their mind link, as a full-round action. Immediately the animal senses the call from its owner and it will do what it can to assist her.

Black and White (1 pts Flaw): You see all situations in black and white, good and evil, etc. In situations where this limited, judgmental way of thinking may hinder your reaction to something or cause you to act socially inappropriate, add a +1 difficulty to social or whatever rolls.

Code of Honor (1 pts Merit): You follow a strict personal code, and you either gain 3 extra dice to resist powerful persuasions that else would make you break your code, or the would-be persuader has to roll at a +2 difficulty.

Compulsion (1 pts Flaw): You have a specific compulsion, which may cause you problems. You have to spend a temporary Willpower point to fight the compulsion for a short time.

Compulsive Speech (aka Big Mouth) (1-2 pts Flaw): For whatever reason, you have difficulty sticking to the rule, "If you can't say anything nice, don't say it at all." 1 point makes you talkative and a bit blunt; 2 points makes you a complete prick.

Curiosity (2-3 pts Flaw): Your incredible curiosity often overrides your common sense. Resisting temptation requires a successful Wits roll, difficulty depending on the situation. 3 pts version makes you obsessed with any mystery you come across, and you will do anything to solve it, unless you succeed a Willpower roll with at least 3 successes.

Dark Secret (1 pts Flaw): There is something about you, which you do not want people to know, and it would be very bad if they did (or at least you think it would be).

Deranged (3 pts Flaw): You have a permanent, severe mental disorder. You may spend Willpower to fight it at points, but you will never get rid of it. Definitely check with your Storyteller, and possibly your fellow players, before taking this one.

Driving Goal (3 pts Flaw): You have some goal, which is at the basis of all your motivations, though it is of such depth or impossibility, it could probably never be achieved. Your obsession with your vision can temporarily be soothed by spending Willpower.

Dual-Nature (2 pts Merit): You have two purposes in life; you can choose two Natures and regain Willpower when satisfying the requirements for either one (or both of them). These Natures should be complimentary to one another.

Flashbacks (3 pts Flaw): When under pressure and/or in the presence of something which reminds you of something unpleasant in your past, you flashback to that past event. Whilst in a flashback, everything to you is as it was then.

Hatred (3 pts Flaw): There is something out there, which you absolutely loathe, and will do anything to, destroy it. You have to succeed a Willpower roll not to go after the object of your hatred, and the appropriate character types will have to make self-control checks.

Hero Worship (1 pts Flaw): You idolize absolutely idolize someone, and disobeying them requires an effort of will (spending Willpower or succeeding a Willpower roll at 5+ difficulty). You also are at +2 difficulty to any roll that may force you to admit/realize that your hero may be on the wrong path.

Inferiority Complex (1 pts Flaw): No matter what you do, by your standards, it is just not good enough. In situations requiring you to take charge and strut your stuff, add +1 to all difficulties.

Intolerance (1 pts Flaw): You have difficulty tolerating a specific thing or type of person. +2 difficulty on rolls involving that thing.

Lifesaver (3 pts Flaw): You revere all life and will not risk killing someone at all costs. Unfortunately, in the world of Medieval Fantasy, this can sometimes be a problem.

Low Self-Image (2 pts Flaw): Suffering from a low self-esteem, you have -2 dice in situations where you don't expect to succeed, or you may have to make Willpower rolls to do something that requires self-confidence.

Loyalty (1 pts Merit): You are devoted to a person, group, or cause, and easily resist attempts to persuade you away from the object of your loyalty. You also gain a Willpower bonus (in the form of bonus dice, or increased difficulty for your opponent) to try to resist powerful forms of persuasion that challenge your loyalty.

Masochist/Sadist (1 pts Flaw): You either enjoy pain or enjoy inflicting it on others. In addition to the inconveniences this fascination may cause you, you may also be seen as sick, or even more sick people may use you for your obsession.

Nightmares (1 pts Flaw): You are constantly plagued by nightmares, which at the worst may indicate there is something nasty in your fate and at the least will make you cranky and irritable most of the time. A particularly bad night may cause you to lose -1 dice on all rolls for some time afterward.

Pacifist (5 pts Flaw): A more extreme version of Lifesaver, you refuse to do any physical harm to anyone for any reason. Particularly this would be tough on beasts... or worse, monsters.

Phobia (1 or 3 pts Flaw): You have a specific, incredibly powerful fear. The 1 pts version, you have to succeed a Willpower roll. You will refuse to approach the object of your fear if you get less than three successes, and will flee if you fail the roll. The 3 pts version, you must succeed a willpower roll or be incapacitated by your fear.

Sensation Junkie (2 pts Flaw): You are addicted to sensation, and will do anything to find new means of stimulation. You must roll Willpower to resist taking the opportunity to try a new kick, difficulty depending on the situation.

Shy (1 pts Flaw): You are not a social butterfly, to say the least. Many social rolls are at +1 difficulty, and if you are the center of attention, all rolls are at +2 difficulty.

Soft-hearted (1 pts Flaw): You cannot stand to witness suffering, and if you do, difficulties are at +2 for the next hour.

Territorial (2 pts Flaw): You are extremely attached to your haven: If forced to leave it, you will be at +1 difficulty in most rolls because you are so disoriented. If someone enters your haven without your permission, you will immediately attack him unless you succeed a Willpower roll.

Ulterior Motive (2 pts Flaw): You have more reason to be with your comrades than your like for them or for their common goals. Whether this motive is sinister or not, it is a secret for whatever reason, and if you are suspected of this motive, things will not look too good for you.

Vengeance (1 pts Flaw): You are consumed with avenging something very important to you. Your obsession can only be temporarily swayed by spending Willpower.

Mental:

Amnesia (2 pts Flaw): You have no memory of your past, or at least are missing a significant portion of it. You have the option of taking up to 5 points of extra flaws to be determined by the Storyteller (you do not get to find out about them until you are playing...).

Clear Sighted (3 pts Merit): You are not fooled by illusions, and you get a Perception +Alertness roll, difficulty = opposing power's craft +3, to see through magical illusions.

Common Sense (Free Merit): You are full of practical wisdom. Default merit for starting characters, as you may receive advice from the Storyteller regarding how to handle certain situations.

Concentration (1 pts Merit): You are very good at focusing, and modifiers regarding distracting situations can cause you to lose no more than two dice, or have no more than a +2 difficulty.

Confused (2 pts Flaw): You have a lot of trouble focusing and/or making sense of the world around you. You can spend Willpower to temporarily overcome your confusion.

Direction Sense (3 pts Merit): You always know which way is north, and you can always retrace a path you have followed within the past month, no matter how faint or confusing it may be.

High Pain Threshold (3 pts Merit): You are susceptible to injury as anyone else, but you don't feel it as much. If you are hurt in combat, you are not stunned and do not have penalties on your next turn (exception: a head blow or critical hit will stun you). If you are tortured physically or are in high pain in other situations, you get +3 to your willpower roll to resist the pain.

Iron Will (4 pts Merit): You have much more "Willpower" than the average person. Your level of WITS is added to your dice pool, when you make a Willpower roll for any reason. Strong Will also adds your Willpower score to your Mental Spellsave roll.

Lightning Calculator (1 pts Merit): You have a natural affinity for numbers, and all relevant rolls are at -2 difficulty.

Overconfident (1 pts Flaw): You think you can do everything even though you probably cannot, and you try to prove your belief as often as possible.

Road Insanity (4 pts Flaw): You have a weak conscience about what is good and evil, and every 48 hours you need to make an alignment/road check to see how your mind leads you today. You can never be Neutral of alignment/road.

Self-Confident (5 pts Merit): When you declare that you are spending Willpower for an automatic success on a roll, you do not lose the Willpower unless you fail the roll, due to the strength of your self-confidence. This only comes into effect regarding rolls at difficulty 6 or higher.

Short-term Memory (1-3 pts Flaw): You have a lousy short-term memory, and need to make a Wits roll to remember more than standard knowledge (like your name, address, etc.), depending on the pts. in the flaw. You can spend Willpower as a last resort to try to remember.

Time Sense (1 pts Merit): You have an innate sense of time, and can with a good deal of accuracy tell what time it is without watching the sky. In performing feats where timing may be essential (such as certain combat or athletic maneuvers), difficulties may be lowered or dropped.

Weak-Willed (2 pts Flaw): You can only spend Willpower when survival is at stake or it is appropriate to your Nature (Auspice, Legacy, etc.).

Awareness:

Acute Senses (1 pts Merit): One of your five senses is incredibly sharp, and detection rolls involving this sense have +2 dice to rolls relating to this sense. You must buy this merit separately for each sense.

Bad Sight (2 pts Flaw): Difficulties for sight-related rolls are at +2, and you suffer from night blindness.

Blind (6 pts Flaw): You cannot see. This obviously hinders certain perception attempts.

Color Blind (1 pts Flaw): You can see only in varying shades of grey, which may make some perception rolls more difficult (note in real life color blindness makes you unable to perceive only a certain portion of the color spectrum, but this rule makes it a little easier to handle and roleplay).

Deaf (4 pts Flaw): You cannot hear. This obviously hinders certain perception attempts.

Hearing-Impaired (1 pts Flaw): Difficulties for hearing-related rolls are at +2.

Nightsight (3 pts Merit): Your eyes adapt rapidly to the darkness. You cannot see in total dark - but if you have any light at all, you can see fairly well. You may, however be sensitive to bright light, and sudden bright light may dazzle you for a turn or two. Whenever the storyteller exacts a penalty because of darkness, except for total darkness, this penalty does not apply to you.

One Eye (2 pts Flaw): You lack peripheral vision on one side, and you are at a -2 dice difficulty for rolls related to depth perception. On the upside, you can wear a nifty eyepatch and say “Arrrrr” a lot.

Aptitudes:

Ability Aptitude (1 pts Merit): Pick a single skill, talent, or knowledge: you are a whiz at whatever this is, and get +2 dice to rolls relating to this ability.

Ability Deficit (5 pts Flaw): You are not in tune with your innate abilities, or maybe you just do not have any. You have 5 less points to spend on Talents, Skills, or Knowledges, though you can still spend Freebies on them. You cannot, however, have an ability in this category higher than 2 at the start of the game.

Ambidextrous (2 pts Merit): You are equally dexterous, or nearly so, with both hands, and use your “off” hand at no penalty. Difficulties to do two different tasks at once (one with each hand) are at +1 for both rolls, rather than +1 for the “right” hand and +3 for the other.

Culture Knack (3 pts Merit): You have a knack for fitting in wherever you are, and though you may not know them beforehand, you notice customs quickly. In appropriate situations, your social difficulties may be lowered, or you may be able to recover from a botched roll with another roll at normal difficulty.

Daredevil (3 pts Merit): You love to take risks, and are damn good at living through them. -2 difficulty on dangerous actions except combat, and you can ignore a single 1 on your roll.

Graceful (2 pts Merit): You are extremely agile and delicate in your movements. -1 difficulty on all Balance or Athletics rolls. Botches will still hurt, but it is possible to gracefully fall down, and you will die before you look clumsy.

Graceless (2 pts Flaw): You always look awkward, no matter what you are doing. +1 difficulty to all social rolls that involve making an impression.

Illiterate (1 pts Flaw): You cannot learn Academics. This may make passing yourself off as that learned mage or cleric a bit difficult.

Natural Linguist (2 pts Merit): You are good with languages and language structures. 3 dice are added to any language-related roll, and are allowed to learn one additional dialect or ancient language for each dot above 2 in Academics.

Poverty (1-3 pts Flaw): You have limited resources. 1-point halves your starting wealth, 2-point gives you 1/5 starting wealth and 3-point leaves you with no possessions or money at the start of the game, beyond the clothes you are wearing.

Speech Impediment (1 pts Flaw): 2 Point penalty to all verbal communication rolls.

Well-Travelled (3 pts Merit): You are knowledgeable of the ways of the world from your travels and studies. Once per game session, you can gain an automatic success on a non-magical roll to gain a piece of information.



Supernatural:

Bard's Tongue (1 pts Flaw): What you say tends to come true; you can't control this prophetic ability, and the compulsion to speak an uncomfortable truth is often very hard to resist, though you may attempt to do so by spending Willpower.

Beast Affinity (1-4 pts Merit): Animals are unusually drawn to you, and though you cannot speak with them, you can communicate with them on a limited level using tone of voice and body language. 1-point affinity is with one specific type of animal, 2-point is with one group, and 3-point is with all natural animals. In appropriate settings, 4 extend your affinity to supernatural animals and beasts as well.

Bound (5 pts Flaw): You owe some angel, demon, spirit, whatever, and you owe him BIG. This is a *very* bad thing!

Burning Aura (2 pts Merit): Your aura is unusually brilliant; even people who can't read auras will be inexplicably drawn to you. Some may see you as a threat or maybe a snack.

Charmed Existence (5 pts Merit): Somebody up there likes you. Ignore a single 1 on every roll you make.

Cursed (1-5 pts Flaw): You have been cursed by someone or something. The curse is specific in nature and cannot be easily dispelled. Level of the flaw reflects how bad the curse is; a 1-point curse is annoying, a 5-point curse is likely life-threatening to you and/or to the people around you, and will at least make you and them *incredibly* miserable.

Danger Sense (3 pts Merit): "Oh no! My Spider Senses are tingling!" A successful Perception + Alertness roll, difficulty depending on the situation, will give you a timely sense of foreboding before something bad happens...

Dark Fate (5 pts Flaw): You are doomed to suffer a horrible demise, or otherwise have some sort of icky unpleasant fate. You are aware of this, and it can kinda make you rather depressed...

Fae Blooded (4 pts Merit): Somehow one or more magical creatures in the past are part of your family. You have just a touch of their blood in your system and are therefore detectable by some magical beings. This also gives you a better affinity for magic and gives you -1 difficulty to any spellcasting rolls.

Faerie Affinity (3 pts Merit): There is something about you that magical creatures notice and like, and you are much more likely to be befriended, and aided by them.

Gifted Caster (1-5 pts Merit): Somehow the gods have bestowed you with the skill to ignore either the verbal or the somatic spell component required to cast spells. 1 Pt makes this possible for circle 1, 2 Pts for circle 2, 3 pts circle 3-4, 4 pts for circle 5-6, and 5 pts for circle 7-8. This Merit also permit the caster to split the dicepool for multiple actions and fx use a weapon while casting magic.

Green Thumb (1 pts Merit): Not only do plants thrive in your care, they almost seem to burst into bloom from your touch.

Guardian Angel (6 pts Merit): Not only does someone up there like you; they are actively watching over you, and at times may protect you from icky situations. You have a vague knowledge of the existence of this being; it is up to the Storyteller to determine what the being actually is and how much you know.

Haunted (3 pts Flaw): A ghost, wraith or another dead spirit is plaguing your existence for some reason. Maybe you are its murderer, maybe you have something it wants, or maybe it just does not like you. They can do all sorts of weird things to you, move things around, possess you and your friends, inhabit your dreams or your mount, etc...

Honeyed Tongue (2 pts Merit): You've sold gallons of snake oil and thousands of deeds to the Magic Academy, and most customers still think they're satisfied. All subterfuge attempts gain one automatic success.

Luck (3 pts Merit): You Manage to succeed in places when others fail. You can repeat three failed rolls per chapter of the chronicle, one repeat per roll, and the second roll always stands.

Medium (2 pts Merit): You have the ability to see and interact with ghosts. Sometimes, the Restless may seek you out for favors. Depending on the ghosts you meet, this could be a very good or very bad thing.

Shielded Mind (5 pts Merit): You are close to immune to any mind attacks, attackers are at +3 against you if you are aware of them and are trying to resist (and therefore spending 1 Willpower per turn of resisting). If you are not aware of the attack, the attacker's difficulty will still be raised by 1.

Natural Channel (3 pts Merit): You have a natural connection to the spirit world. Spirits are also more likely to act favorably toward you.

Offensive to Animals (1 pts Flaw): For some reason, animals fear you; or just do not like you, add 2 to your difficulty to rolls involving interacting with animals.

Otherworldly Taint (2 pts Flaw): You have a physical peculiarity (odd hair/eye color, glowing eyes, etc.) and/or just an odd aura about you, which may make you stick out. Someone who suspects you are not “normal” may make a Perception + Awareness roll, difficulty 7, to determine what you are.

Precognition (4 pts Merit): You have glimpses of the future. Though you can enter a trance and try to summon a vision, this foresight usually comes out of nowhere, and can be quite shocking in some circumstances.

Prophetic Ability (4 pts Merit): You see and understand (or try to) signs and portents sent by the “Higher Powers”, either through dreams or just a peculiar insight into everyday events. Your insights and visions are usually obscure, and it may take time and interpretation to get a grasp on their full indications.

Runic Spellweaver (10 pts Merit): (NPC Only): There are many kinds of Mages, but only few are as powerful as this arcane and isolated group of dwarves. Their origin lies long before magic was even discovered by any of the other races. Many believe that this type of spellcaster has access to types of magic no one has ever heard about. A Runic Spellweaver learns magic faster than other magic users and is one circle ahead in learning the spells (i.e. he can learn level 3 spells when others would be getting access to level 2 spells). Additionally, Mana cost is calculated as if the spell was one circle lower. This also means circle 1 spells count as Cantrips, costing no Mana. Manipulating coruscating lines of energy into mystic runes of power, they are able to cast their powerful spells. Using one or more of these casting components, they are able to channel the energy for their spells: Drawing runes somewhere using hands or fingers, saying the runes out loud or just bending the fingers forming the simplest form of runes. When the energy is summoned, they then release it to cast the spell, using one of the methods above. The spell gain most power if they combine one or more of the methods above (one circle higher), but it is also possible to cast with only one of those components with less power (normal effect). The most powerful Spellweavers have created so-called power-runes. These have more than one rune locked inside, allowing faster spellcasting. This merit automatically gives the character the merit Gifted Caster 5, the downside is that a Runic Spellweaver are disallowed specializing in the Light or Dark path of magic.

Soothing Voice (2 pts Merit): You have an entrancing voice. Add 2 dice to rolls that involve vocal charming (singing, hypnosis, preaching, etc.).

Spell Resistance (1-5 pts Merit): Spell resistance is the extraordinary ability to avoid being affected by spells. For each point in this merit a die score of 10 to hit is required for the caster to succeed affecting you by the spell. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate. A creature can voluntarily remove its spell resistance. Unless the creature intentionally keeps it down, the spell resistance returns at the beginning of the following Combat Round.

Spirit Guide (5 pts Merit): A friendly Nature Spirit offers you advice and sometimes aid. You can combine this with the Mentor background to have the Guide be your teacher as well.

Social:

Airhead (1 pts Flaw): Maybe you have trouble paying attention, maybe you are just clueless, maybe you just look like a moron or fool; no matter what, people do not take you seriously. Modify social rolls as is appropriate.

Craven Image (1 pts Flaw): There is something about you that makes you appear sniveling and “low.” In appropriate situations, social difficulties are at +2.

Disturbing Mannerism (2 pts Flaw): You have a habit or character trait, which is peculiar, gross, or annoying. You may not even be aware of it-but *boy*, everyone else is. Difficulties of social rolls are increased at the Storyteller’s discretion.

Enemy (1-5 pts Flaw): Somebody’s out to hurt you or your reputation, or even kill you (or people close to you). A 1 pt. enemy is weaker or comparable to your own ability; a 5 pt. enemy could easily kick your ass into next Tuesday.

Good Old Boy/Girl (2 pts Merit): You are just a *nice* person, and people recognize and appreciate that. +1 dice on social rolls when interacting with your fellow folk.

Group Enmity (2 pts Flaw): Some group amongst your kind, i.e. another clan/tribe/kith/tradition/whatever, doesn’t like you and may prevent you going places you might otherwise go or may otherwise give you hell in a variety of ways.

Inconvenient Alliance (1-3 pts Flaw): You are allied with someone, who is discomforting to you and/or your party, but cannot easily get rid of him because of a favor owed, sense of guilt, or whatever. Level of flaw reflects how controversial or dangerous this ally is.

Innocent (2 pts Merit): You have an aura of childlike innocence (whether you really are or not). -2 difficulty on rolls involving Subterfuge or Manipulation.

Isolated Upbringing (1 pts Flaw): You were raised in your class society, or were somehow otherwise sequestered away from “normal” life, so you have trouble dealing with the outside World. Dealing with any community outside the one in which you were raised adds 1 to social difficulties, or reduces your Social attributes by one.

Mistaken Identity (1 pts Flaw): People think you’re someone you’re not; even if that person isn’t bad, it can still cause you trouble if they realize you’re not who they think you are.

Mistreated Minority (1-5 pts Flaw): You belong to a group or have a trait to which the average person will react badly. This depends a lot on where the game takes place and what kind of people you run into, so check with the Storyteller before you assume you can take this. If you are playing an openly gay man in a backwoods redneck area, that may cause you problems. If you are playing an openly gay man in a game focused on the New York art scene. That probably will not be a problem.

Outsider (2 pts Flaw): Though you are not exactly infamous, you have a poor reputation amongst your kind. +2 difficulty on all social rolls when interacting with your group.

Pitiable (1 pts Merit): You have a childlike aura around you. People tend to pity and protect you (unless it goes against their nature). This can be useful, but it may also be annoying.

Probationary Member (3 pts Flaw): You are not on the greatest terms with the group (tradition, clan, tribe, etc.) you belong to and are highly suspect of various naughtiness. You may not be privy to the normal privileges of being part of your group, nor will you necessarily receive aid when you ought to, etc.

Rival (1-5 pts Flaw): Someone within your own society viciously competes against you and tries to undermine your plans; really obsessive rivals may even want you dead.

Twisted Upbringing (1 pts Flaw): Whoever taught you the ways of your people gave you an incredibly skewed version of those ways, and your faulty beliefs can get you in big trouble...

Material:

Hideaway (2 pts Merit): You have a little place somewhere nobody else knows about, fairly well stocked. If people actively search for it, your Storyteller will roll 2 dice at difficulty 6; at least one success indicates you have not been found. Failure gives them an idea, continual failures, at least four, will indicate that the seeker knows exactly where you live...

Hunted (3 pts Flaw): Someone is aware of, or at least suspects, you are a follower of the dark arts and believes you need to be caught, tortured and exterminated (or experimented upon, or...).

Local Ties (1-3 pts Merit): You have influence and/or contacts in an important local institution, though the more you use these ties, the weaker they may become. Samples and their point levels include ties with the following: City Guards (1), Judicial (2), Church (2), Rangers (3), Political (3), and Underworld (3).

Occult Library (2 pts Merit): You own a decent collection of works on arcane lore, and if you have access to it, can lower difficulties/add dice when trying to solve an occult mystery and/or generally learn more about the occult. Having this library does not automatically mean you are an occult expert; it just means you have convenient access to *some* knowledge.

Physical Merits:

Allergic (1-3 pts Flaw): You suffer from an allergy to some substance; a 1 pts. version inconveniences you and may increase difficulties in certain situations, the 3 pts. Version means you have an incapacitating or even a potentially fatal reaction to the substance.

Aging (3 pts Flaw): You can feel that age is beginning to weigh you down prematurely, and this has started to affect your physical health. Lower any one Physical attribute by one point. Characters may only have this Flaw if they are 10 % or more from their race's max avg. age.

Catlike Balance (2 pts Merit): -2 difficulty to rolls relating to balance.

Deep Sleeper (1 pts Flaw): Waking up and getting you to move is hard. (+2 difficulty to attempts to wake you), getting you to comprehend what is going on after you are up is not much easier (+1 difficulty to all rolls during the scene).

Deformity (3 pts Flaw): You have a withered limb, hunchback, or other physical defect, which causes you difficulty in movement, as well as in some social interactions. Depending on the type and circumstance, difficulties can be raised on appearance and/or dexterity rolls.

Diminished Attributes (variable pts Flaw): Take back 3 Freebies per attribute point you choose not to spend in character creation; for example, if you are creating Dippy the Wonder Twerp and only want two points to spend in Mental Attributes instead of three, get 3 Freebies.

Disfigured (2 pts Flaw): You have an injury or physical defect which makes you perfectly hideous; Appearance trait is automatically 0.

Double-Jointed (1 pts Merit): -2 difficulty on any roll involving flexibility.

Huge Size (4 pts Merit): You are not a girly-man (or woman), and may be up to 35% taller than your race's avg. height and weigh up to 35% more than your race's avg. weight. You have 3 bonus Hitpoints and +1 STA.

Lame (6 pts Flaw): You cannot move your legs and are confined to movement by wheelchair or on a mount.

Light Sleeper (1 pts Merit): You can function on very little sleep, and so are less likely to suffer penalties for losing sleep. You are also more likely to awaken quickly, and so may gain bonuses to Wits rolls when something may wake you up.

Limited Mobility (3 pts Flaw): Your legs are somehow permanently hurt or disfigured, and you suffer a -2 dice penalty to movement-related rolls.

Longevity (2 pts Merit): You live long and prosper, and do not suffer aging effects until you are at about 20% older than it is average for your race (i.e. 60-72 years for humans)

Monstrous (3 pts Flaw): You have a devilish look, maybe literally. Appearance attribute automatically set to 0. Some people may take your appearance as a sign that you are connected to some horrible yucky evil thing.

Mute (4 pts Flaw): You are physically unable to speak, and must communicate through writing or sign language (or perhaps telepathy, if you are capable of the skill and are in appropriate company).

One Arm/Leg (3 pts Flaw): Due to an unfortunate injury or birth defect, you suffer a -2 dice penalty to rolls where an action would usually require two hands/legs.

Permanent Wound (3 pts Flaw): For some reason, you have an open wound that never heals, which is causing one health level of damage permanently. If you heal the damage with magic, the wound re-opens by the next day.

Poison Resistance (2 pts Merit): You have an innate ability to resist the effects of many toxins. Roll Stamina to resist the effects of poison, level of difficulty 5 and up, depending on potency of the poison.

Slow Healing (3 pts Flaw): For some reason, your healing processes are slow, and you heal at half the speed as others. Magical healing only heals half the damage it normally would (round down).

Sterile (1 pts Flaw; may also be a Merit): You are incapable of reproducing. If you are in a society which expects you to have children, this is a flaw. You may, however, take this as a merit if you practice lots of sex magic or something in which being fertile may actually cause problems.

SPECIALIZATIONS

Here you note the name of any speciality you may have together with the Attribute or Ability it is based upon. It is also required to write a short description of the functionality of the speciality.

Some characters are especially good at particular applications of their Traits. For example, a painter might be particularly good at portraits, an archer might be adept at hitting the bull's eye, and a brawler might be infamous for his low blows. To represent this, characters with scores of 4 or higher in Attributes or Abilities may choose specialties for those Traits.

A specialty is a particular subcategory of an Attribute or Ability - thus, a character with a Strength 5 might choose to be especially adept in "dead lifting," while a character with Expression 4 might be a whiz at "acting." Whenever a player makes a die roll involving an activity in which her character has specialized, she may take any die that comes up "10," tally the success normally, then reroll that die in an attempt to accumulate extra successes. If the rerolled die also comes up "10," she may continue to reroll for still further successes. This process continues until no further "10s" are rolled.

Skill Specializations help further define where your character excels. You may have an Ability with more than one speciality, though that is not possible with Attributes. This just means you have concentrated on more than one area of that skill, beyond the normal general level. To have a specialty in more than one area will cost XP and/or Freebies.

NOTE: The mentioned specializations (p. 17-21) are only a few suggestions. You are encouraged to create your own, though all specializations has to be approved by the Storyteller, no matter if they are from the book or newly created.

MOVEMENT/TIME

The game starts at 10th of January 40 a.e. (After the Eclipse),

One Turn = 1 minute / One Combat Round = 10 seconds / One Action Round = 2 seconds

Spellcasting = 5 seconds per circle (if spell is memorized last round) / 10 seconds (when a new spell is to be memorized)

One square at a battle map equals 1,5 meters, a character can move maximum 5 squares per Combat Round.



COMBAT

At gamestart, you need to buy any weapon and armor you are not able obtain from nature or from your academy (i.e. leather armor, wooden club or a simple staff). We use Physical and Mental for determining the type of damage dealt. A character can try Absorb some of the physical damage at half her stamina (rounded down) + the armor class for the specific hit location (though a successful hit will always give at least 1 die of damage). It is not possible to absorb Mental damage, but need to rely on a successful Spellsave roll.

Steps of Combat:

1. Everyone rolls Initiative rolling $1d10 + \text{DEX} + \text{WITS}$ then add/subtract their craft modifier.
Battlecraft = (Battlecraft Discipline/2 rounded down) + Weapon Initiative.
Spellcraft = +1 for using element of religion or -1 for using other elements.
2. The character with the highest Initiative performs her action first, or may choose to delay it until later in the Initiative queue.
3. Then the player rolls to hit her target. The amount of dice for this task are dependant on the craft used for the attack, tricky situations or difficult-to-use weapons require more successes to hit. If the target has the opportunity to dodge or parry, she may do so (by splitting the dice pool). Successes on the dodge or parry roll cancel successes to hit for any physical attack. Please read Defense rules below.

Battlecraft / Stealthcraft (Backstabbing)

$\text{DEX} + \text{appropriate skill (Melee, Archery or Brawl)} = \text{Amount of dice.}$

Difficulty: $6 + \text{Weapon Penalty} - (\text{Battlecraft/Stealthcraft Discipline}/2 \text{ rounded down})$

Any roll between 2 and 9 counts as usual. If she roll a 10, she may score a critical hit, while a roll of 1 risks causing a critical fumble. A 10 and a 1 will cancel each other out. After this stage, if there is one or more 10s remaining, it is a critical hit.

Additionally, each remaining 10 counts as 2 successes. If any 1s remain, each of them removes two success rolls. If the total number of successes reaches 0, it is a critical fumble. For each remaining botch, a side effect might happen, at the Storyteller's discretion.

Spellcraft

Spellcasting: $\text{INT} + \text{Spellcraft Discipline} = \text{Amount of dice}$

Spell Boost: You can boost your known spells to higher circles than learned. For each additional circle used, you spend 1 Willpower and difficulty increases by 1.

Casting Time: (Memorization: 5 sec) + Spelltype + 5 sec per spell circle – Mana Burn

Spelltypes: Offensive/Defensive = 5 seconds, Healing/Curses/Summoning = 10 seconds

Mana Burn: You can burn Mana to lower casting time for spells with a higher circle than 3.

For each dot above circle 2 in Spellcraft, you can spend 2 extra Mana, reducing casting time by 5 seconds.

Difficulty: $3 + (\text{Circle used} - 1) + \text{Armor Penalty} (+1 \text{ for each point above } 3 \text{ for body armor})$

If the roll succeeds roll Spellcraft + successes to hit target.

If the roll doesn't succeed it is a Spell Failure. To check if it is a Critical Spell Failure roll: $\text{STA} + \text{Spellcraft Discipline} = \text{Amount of dice (Difficulty: Spellcraft} + 3)$. Any roll between 2 and 9 counts as usual. A 10 and a 1 will cancel each other out. After this stage, if there are any 1s remaining, each of them remove two success rolls. If the total number of successes reaches 0, it is a Critical Spell Failure. She loses the Mana used and forgets how to cast this particular spell, until she has rested undisturbed for at least 6 hours. If the Spell failure roll succeeds, she has only lost the Mana used for casting the spell. For each remaining botch, a side effect might happen, at the Storyteller's discretion.

The player may opt to split the hit dice pool to do more than one action per turn. The player must announce if she is doing this at the beginning of her turn. The dice pool may be split to do multiple actions, although the same action cannot be repeated during a Combat Round; an attack and a dodge, an attack and a move, etc. Dice pool splitting works like this: The player declares the total number of extra actions she wishes her character to attempt (Maximum 5 per Combat Round). She then subtracts a number of dice from her original dice pool: 1 extra action costs 1 dice, 2 extra actions cost 1 + 2 extra dices, etc. If subtracting from the dice pool would take the player below 1 dice, any additional actions cannot be attempted. If you decide to abort an action, the dice will still be lost. Example: Rowena wishes to split her die pool into three actions: one attack with her knife, a move to another target and a dodge, in that order. Her melee die pool is 7. Since she is taking three actions this round, she can roll 4 dice for her attack, as she has spent 3 dice on the actions. She ends up not needing to use the dodge, but since she was still reserving the action, the loss of dice on her rolls stands. (*However, she could try to do something else, but it will be limited to only one of each kind of action overall*). Each action takes 2 seconds determined in Action Rounds, this limit the character to have a maximum of 5 actions per Combat Round.

4. If she hits her target, she rolls a d100 to determine where the target is hit using the Hit Location table, p. 54. Then she roll a damage roll. The amount of dice used for this are again dependant on the craft used for the attack. The dicepool for Battlecraft is $\text{STR} + \text{Weapon Damage} + 1 \text{ per point in Battlecraft Discipline} + \text{To Hit Successes} - \text{the target's Absorb successes}$, always retaining at least one die. Roll the remaining dice, difficulty 7. The damage dicepool for Spellcraft change from spell to spell, but in this case use the targets Spellsave successes to subtract from the damage pool. For Stealthcraft, a successful Backstabbing roll (p. 29) adds 2d10 to the Battlecraft dicepool.

You do not have to attack during combat. Instead, you can perform other actions in the usual order of Initiative.

Situational combat rules:

- Aiming: -1 diff. per Combat Round up to a -3 maximum.
- Snapshot: shoot 2 missiles within one combat round at an additional diff. penalty of +3 to hit target.(No aiming possible)
- Quickshot: load and shoot within one combat round at an additional diff. penalty of +1 to hit target.(No aiming possible)
- Wild Attack: +2 dice with Brawl or Weaponry attack; lose option to split dice pool.
- Concealment: Barely +1 to diff. to hit (crouching behind a low fence); Partially +2 to diff. to hit (hiding behind a wagon, but with upper body exposed); Substantially +3 to diff. to hit (crouching fully behind a wagon, or poking up out of a foxhole); Completely N/A (completely protected by an intervening barrier, all shots hit the cover automatically)
- Drawing a Weapon: Requires one action (splitted dice pool).
- Firing from Concealment: Shooters own concealment quality (-1, -2, -3, -4) reduced by 1 as a penalty to fire back (so, no modifier, -1, -2 or -3).
- Offhand Attack: -2 dice penalty to hit.
- Prone Target: -2 penalty to hit in ranged combat (counts as being partially concealed, but at the same time the prone target can't evade); +2 bonus to hit when attacker is within close-combat distance.
- Specified Target: Torso +1, leg or arm +2, head or neck +3, hand or heart +4, eye or ear +5 to difficulty.
- Weapon or (Dark/Light) Magic specialization.
- Flanking +1 dice to hit
- Difficulties to do two different tasks at once (one with each hand) are at +1 for the "right" hand and +3 for the other.
- +2 Difficulty if aiming at a moving target

Defense Rules:

Parry:

DEX + Melee = Amount of dice to remove from To Hit dice pool

Difficulty: Shields = 4-8 (dependant of type/usage) / Weapons = 5-8 (dependant of size) (p. 53 and p. 57)

Dodge:

DEX + Dodge = Amount of dice to remove from To Hit dice pool

Difficulty: 7

Absorb / Spellsave

Mental = Wits + Spellcraft

Physical = STA/2 (rounded down) + Armor class for hit location

If a Spellsave roll is successful it will Negate/Partial/Half Damage dependant on spell

If an Absorb roll is successful, each success removes a die from the Damage dice pool (always retaining at least one die)

Difficulty: 7



ARMOR

Armor adds its rating to a character's Absorb dice pool against damage. However, heavy armor also subtracts a number of dice from dice pools related to bodily coordination and agility (Most Dexterity and Perception-based rolls). This is reflected in the penalty listing. Most common is leather armor, worn by city guards and the like, while nobles and the elite soldiery utilize ever-more-sophisticated combinations. Attackers may make targeting rolls to hit unprotected portions of a defender and thus ignore the armor typically with a difficulty penalty at +1 or +2. Armor offers no protection to the head region unless stated in description of it. For this, you must wear a helmet. A leather cap or a light helm protects only the head, while a heavy helm also protects the neck, and the absorb bonus is only related to the hit location. The amount of armor parts you can carry is limited to the number of lines on the character sheet.

Armor and helms:

Padded: More than simple clothing, padded armor combines heavy, quilted cloth, skin and layers of densely packed stuffing to create a cheap and basic protection, sewed onto some canvas clothing with a hood. It is typically worn by those not intending to face lethal combat or those who wish their maneuverability to be impacted as little as possible. It is also commonly used by thieves and poor people, as a cheap alternative to leather armor.

Quilted Cloth: This enhanced form of padded armor has internal layers specifically designed to trap arrows, bolts, darts, thrown daggers, and other small ranged piercing weapons. When these kinds of weapons strike you, they tend to become snagged in these layers and fail to harm you. Wearing quilted cloth armor gives you a significant better armor class against attacks of this kind. The special layers of the armor have no effect on other kinds of weapons.

Leather: Made of multiple overlapping pieces of leather, boiled to increase their natural toughness and then deliberately stitched together. Although not as sturdy as metal armor, the flexibility it allows wearers makes it among the most widely used types of armor. The padding worn under heavier armor counts as if it was a leather armor when worn alone.

Studded Leather: An improved form of leather armor, it is reinforced with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal leather armor.

Hide: Made from the tanned skin of particularly thick-hided beasts, stitched with either multiple overlapping layers of crude leather or exterior pieces of leather stuffed with padding or fur. Damage to the armor is typically repaired by re-stitching gashes or adding new pieces of hide, giving the most heavily used suits a distinctively patchwork quality.

Scale: Consisting of many individual small armor scales (plates) made of metal of various shapes attached to each other and to a backing of cloth or leather in overlapping rows. Like Chainmail, Scale Armor is particularly effective against piercing weapons. But a scale armor is has a more flexible in it's arrangement of scales in an attempt to avoid hindering the wearer's mobility, but at the expense of omitting additional protective layers of armor.

Breastplate: As its name indicates, a breastplate is a piece of armor that protects the wearer's torso. A breastplate is fashioned from a single sheet of metal, and covers the front and back of the wearer's torso from shoulder to waist. It is quite effective against slashing weapons, but vulnerable to piercing weapons which penetrate it with ease. Despite its sturdiness, its inflexibility and open sides make it inferior to complete suits of metal armor, but still an improvement over most non-metal armors. It is usually worn over a leather padding and with a heavy metal helmet.

Chainmail: Protects the wearer with a complete mesh of chain links that cover the torso, neck and arms, and extends below the waist. Multiple interconnected pieces offer additional protection over vital areas. Usually worn over a layer of quilted or leather padding. Chain- and ringmail is most effective against piercing weapons, because the tips have difficulty penetrating the armor.

Full Plate: This metal suit comprises multiple pieces of interconnected and overlaying metal plates, incorporating the benefits of numerous types of lesser armor. A complete suit of full plate (or plate mail, as it is often called) includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit a new owner at a very expensive cost.

Knight's Armor: Like Full Plate, Knight's Armor comprises metal plate worn over leather padding at the torso, complemented by bulky gauntlets and leg-guards. It is usually worn with a heavy helmet. This type of armor are heavy, weighing about 27 kilos. It is therefore very hard to move around wearing it. Most knights may also be helped up on their horses by means of a hoist. A Knight's Armor can only be purchased as a custom-build piece of work, and therefore they are very expensive.

Leather Cap: A light and flexible helmet, made of hardened leather. It is almost as resilient to slashing as metal, but offers less protecting against piercing and bludgeoning. Often worn underneath another type of helmet for better comfort.

Light Helm: A metal skullcap protecting the wearer's head and neck from attack. May include a nose-guard but otherwise the face is open. Usually worn with chain armor.

Heavy Helm: A full helm protecting the head, neck and face of the wearer. Vision is through a narrow slit or eyeholes. Usually worn with Breastplate, Full Plate or Knight's Armor.

Armor & Helms						
Armor Type	Class	Penalty	Size/Weight	Absorb	Cover	Cost
Padded	1	-	1 / 4,5	P: 1 B: 1 S: 1	A, C, L	1 (50)
Quilted Cloth	2	-	1 / 6,8	P: 2 B: 1 S: 1	C, L	3 (100)
Leather	2	-1 dex	2 / 6,8	P: 2 B: 2 S: 2	C, (D), (E), (F), (G), (J), (K), L	1 (150)
Studded Leather	3	-1 dex / -1 per	2 / 9,1	P: 3 B: 3 S: 3	C, (D), (E), (F), (G), (J), (K), L	2 (250)
Hide	3	-2 dex / -2 per	3 / 11,3	P: 1 B: 3 S: 3	C, (D), (E), (F), (G), (J), (K), L	2 (200)
Chainmail	5	-2 dex / -3 per	3 / 18,1	P: 2 B: 5 S: 5	A, C, D, E, L	2 (1500)
Scale	4	-2 dex / -2 per	3 / 13,6	P: 4 B: 4 S: 2	A, C, D, E, L	3 (500)
Breastplate	6	-2 dex / -2 per	3 / 13,6	P: 4 B: 5 S: 6	C, (D), (E), (F), (G), (J), (K), L	3 (2000)
Full Plate	7	-4 dex / -4 per	4 / 22,7	P: 4 B: 5 S: 7	A, B, C, D, E, F, G, H, I, J, K, L	4 (15000)
Knight's Armor	8	-4 dex / -4 per	4 / 27,0	P: 5 B: 6 S: 8	A, B, C, D, E, F, G, H, I, J, K, L	4 (50000)
Leather Cap	2	-	1 / 0,9	P: 2 B: 2 S: 2	A	1 (100)
Light Helm	3	-1 per	1 / 1,4	P: 4 B: 5 S: 6	A, B	2 (150)
Heavy Helm	4	-4 per	2 / 1,8	P: 5 B: 6 S: 8	A, B	2 (800)

(X) = For most types of body armor, you can purchase separate armor pieces covering arms, feet and hands.

Each of those set costs and weighs 25% (rounded up) of the equivalent body armor.

Shields:

Made from wood, leather and metal, shields provide added protection against the rigors of combat. Unlike armor, which warriors wear at most times, shields are generally used only in times of unrest. They cannot be concealed, though most have a leather strap that allows them to be slung on the wearer's back. For some of the shields, the price and durability are variable depending on if it is made of steel or wood.

Buckler: A very small, round shield held by a handle or worn on the forearm, 15 to 45 cm in diameter. It is generally used as a companion weapon in hand-to-hand combat; it offers poor protection against missile weapons (e.g., arrows) but is useful in deflecting the blow of an opponent's sword or mace. You can use a bow or crossbow without penalty while carrying it. You can't make a shield bash with a buckler.

Small Shield: Usually round and made of wood, either painted or covered with a leather skin, small shields cover only a small part of the body (thus provide no significant passive defense), but they are ideal for parrying. A small shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Footman's Shield: The larger bulk of the footman's shield (or Tower Shield, as it is often called) protects more of the wielder's body but at the cost of maneuverability and the ease of parrying. This massive shield is nearly as tall as its user. You cannot bash with a Footman's Shield, nor can you use your shield hand for anything else.

Cavalry Shield: Long and thin, usually kite shaped. Cavalry shields are designed for use on horseback. It is roughly from a horse as effective as a footman's shield is on the ground.

Shields & Parrying Weapons						
Item	Diff.	vs. Melee	vs. Missile	Cost	Weight	Special
Buckler	6	0	0	(2) 500	2,3	
Small Shield	4	0	0	2 (300-800)	2,5	
Footman's Shield	6	+1	+1	3 (900-2000)	20,4	May not be used on horseback
Cavalry Shield	6	+1	+1	3 (3000)	5,7	+2 diff. when used by footmen
Small Weapon	4 + Size	0	0	Varies	Varies	Size 1 or 2
Normal Weapon	4 + Size	+1	0	Varies	Varies	Size 3 or 4

Class: The armor is divided into several classes. The higher the class, the more damage the piece of armor will be able to absorb.

Diff.: The reduction in the character's effective Dexterity (Dex) and/or Perception (Per) attribute caused by wearing the armor. Due to lack of movement and ability to discover what is going on around you.

Size/Weight: Size indicates the minimum Strength needed to wear the armor piece effectively; a wielder with lower Strength suffers a -1 penalty on all rolls related to movement. Weight indicates approximately how heavy the weapon is measured in kilograms (kg).

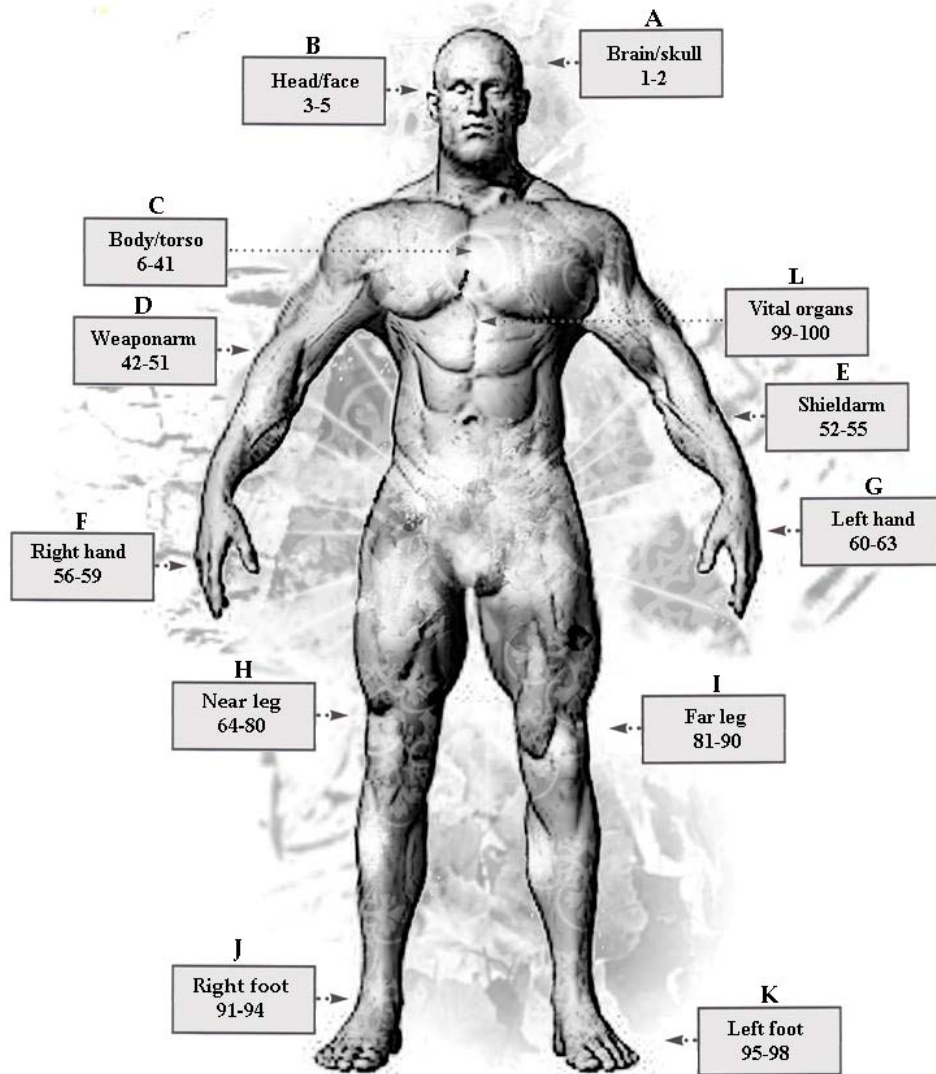
Absorb: The numbers of dice added to the wearer's Absorb dicepool when attacked. Most armor has different ratings for absorbing physical damage depending on the type of weapon used (Bludgeoning, Slashing, Piercing, Magical).

Cover: Each body part is represented by its own letter. This is used to indicate where the character is hit and to specify which areas an armor protects.

Cost: The number of dots required in the background: Resources to purchase this item at character creation, and the standard value at a market in silver pieces (sp).

Penalty: For shields and other parrying weapons, the difficulty of Dexterity (Dex) + Melee rolls to attempt to parry incoming attacks with the item.

Vs. Melee / vs. Missile: The value added to the difficulty of respectively Melee/Brawl and Missile attacks against the character when using passive defense with the item.



WEAPONS

The following are typical sets of equipment for fighting and defending yourself or others. The amount of weapons you can carry is limited to the number of lines on the character sheet.

Axe, Throwing: A small, often dual-headed axe intended for throwing.

Arrow, Flight: These arrows have light shafts and special fletching to give them little greater range, because it has no arrowhead attached. A flight arrows range increment is 60 meters greater with longbows, 30 meter greater with short bows. Flight arrows doesn't get any damage or absorb bonus without an arrowhead.

Arrow, War: A thin arrowhead with vicious barbs attached to an Flight arrow shaft. Designed to inflict damage to anyone trying to pull the arrow out. This arrow head is best made out of iron or steel. The sharp, wide cutting surface of the War arrow cause more serious wounds and tissue damage than the hunting arrow, but is less accurate. It is therefore often used for horses and unarmored targets.

Arrow, Hunting: An arrowhead with a thin straight head attached to an Flight arrow shaft, that can more easily be pulled out of a killed creature. This arrow head is best made out of iron or steel. It has greater accuracy than a war arrow and does less damage. However, does it have a greater ability to penetrate armors than War arrows.

Bastard Sword: A “hand-and-a-half” sword popular with most warriors. It can be used one-handed or two-handed; if used one-handed, use the damage statistics for the Long Sword.

Battle Axe: A two-handed dual-bladed axe. It requires a great deal of technique and muscle to use. The favorite weapon of dwarven warriors.

Battle Pick: A piercing weapon resembling a dagger set at a 90-degree angle to a shaft. It is sometimes known as a “crowbill”.



Bow, Long: Any of the larger bows used around the world, often pronounced ‘strength-bows’. The user should note that the damage a bow does depends as much on the arrow as the strength or the bow. If a character uses either hunting- or war-arrowheads attached to the usual flight-arrow, he may get a damage bonus, and even penetrate an armor, but with less accuracy.

Bow, Short: Any of the smaller bows used around the world. Short bows are often composite (made of more than one material, for strength and flexibility, or made with special profiles (curved, recurved, four-curved and so on) to improve their durability. If a character uses either hunting- or war-arrowheads attached to the usual flight-arrow, he may get a damage bonus, and even penetrate an armor, but with less accuracy.

Brass Knuckles: Four thick metal rings attached to a metal bar or handle of some sort, designed to be worn around the fingers of a fist so as to increase punching power. If used on its own, use the damage listed; if used with a Punch Maneuver, add +1 to the maneuver’s damage, which becomes Kill damage.

Broadsword: Any of a wide variety of one-edged, often slightly curved, swords used around the world.

Bullets, Sling: Sling bullets are shaped metal balls, designed to be used with a sling or sling staff. Because of the design they gives +1 damage and are able to fly 10 m longer than a normal stone.

Cestus: A heavy gauntlet with spikes or knobs projecting from it at all angles. In game terms, it works the same as brass knuckles.

Chain: Like brass knuckles, it is a favored weapon of thugs and other street scum.

Club: Any of thousands of different smashing weapons used around the world. In some cases spikes are added to a club, increasing its damage by 1. A successful blow delivered to the head (-3 penalty to hit) forces the target to make a Stamina roll. If it succeeds, only normal damage is done. If it fails, the target is knocked unconscious for a number of turns equal to the damage done.

Crossbow, Hand: Unlike a bow, a crossbow can be carried loaded. It is also easier to aim precisely with it. This is the light, single-hand version. It has a limited range and more modest damage potential than bows and heavy crossbows.

Crossbow, Heavy: This type of crossbow has a slightly greater range than the longbow. However, the reloading process is slow and can put the crossbowman at a disadvantage compared to the archer.

Dagger: Use these statistics for most short fighting blades (15 – 50 cm). At the Storyteller’s discretion, longer, larger daggers may be the equivalent of a short sword in terms of damage.

Falchion: A short, heavy sword with an outward-curving edge, good for chopping, slashing, or thrusting. Often wielded by pirates.

Flail: A wooden or metal handle with two or more weights made of blunt metal balls attached via chains or hinges. If a Block maneuver is used against one, roll a Disarm check with -1 to difficulty for the flail-user. The opponent gets a -2 Initiative penalty the next round if disarmed.

Garrote: A garrote can be made out of many different materials, including ropes, guitar strings and cloth, and are used to strangle someone from behind. If the target takes one or more Health Levels of damage from the initial attack, he is considered to be choking. The consequence of this is that he can’t speak, cry out or absorb the damage until he is free. The initial damage from a garrote is Stun damage. After the victim falls unconscious, he gets killed if the hold is maintained.

Hand Axe: A single-bladed, one-handed axe. Unsurprisingly, this weapon is frequently used by woodsmen and rangers.

Javelin: A light spear designed primarily for throwing. Used in hand-to-hand combat it gets a -1 penalty to damage.

Knife, Throwing: Any knife that is aerodynamically shaped to be thrown. A throwing knife is poor in melee (-1 dagger damage).

Lance: A horseman’s polearm – essentially a big, thick spear. It is too heavy and long to use in normal combat; it can only be used for charges on horseback.

Large Axe: A single-bladed axe, used either one-handed or two-handed (with a bonus of +1 to damage).

Long Sword: Any one of the hundreds of different types of straight, double-edged swords found throughout the world.

Mace: A metal club with flanges at the top, designed to crack through better armor than a sword. Sometimes there is a spiked ball in place of the flanges, changing the damage dealt from Bludgeoning (B) to Piercing (P). This type of mace is most often used by horsemen.

Mace, Heavy: A heavy mace has a larger head and a longer handle than a normal (light) mace, designed to effectively deliver very powerful blows. This type of mace is only usable by footmen.

Morningstar: Also known as a military flail. A wooden or metal handle with a weight made of a spiked metal ball connected to it by a chain. Works just like a flail with respect to Block and Initiative.

Polearm: Use these statistics for any of a wide variety of weapons consisting of a long shaft with a blade or tine at the end. Some examples include the awl pike, bardiche, corbin, bill, fauchard, glaive, guisarme, halberd, partisan and voulge.

Rapier: Any type of slim, light sword used for fencing, including foils and sabers. If the rapier comes equipped with a hilt guard to protect the wielder's hand, it adds +1 die to when used to parry. Rapiers are particularly good at penetrating weak spots in the opponent's armor, and the target wearing the armor therefore have 1 less die to absorb the damage if the rapier penetrate the armor.

Scimitar: A slender, curved, single-edged sword developed by the elves. Use this weapon's statistics for similar slender swords that curve forward.

Short Sword: This covers a variety of double-edged, single-hand swords with a straight blade and a length between 30 and 60 cm.

Sling: Two cords attached to a pouch. A sling bullet (usually made of lead) or sling stone is placed in the pouch and the entire weapon whirled around to build up force. At the right moment, one of the cords is released, throwing the missile at the opponent.

Sling, Staff: Two cords attached to a pouch and then attached to a staff, for added force and increased range. Loading a sling staff is an action that requires two hands, lasts 3 combat rounds and provokes attacks of opportunity. A sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size. (See Sling for further details).

Spear: Similar to the polearm, this weapon is essentially a shaft with a dagger attached to the end. It can be used hand-to-hand or can be thrown at a +1 difficulty. The spear-wielder gains a +1 Defense bonus when fighting unarmed targets, due to his weapon's superior reach allowing him to keep a greater distance from a foe.

Staff: A wooden shaft, usually 1-2 m. long, wielded with two hands. It is a common weapon across the world; the most popular version is the standard quarterstaff. Commonly used by monks, clerics and mages.

Stiletto: A slim steel dagger designed to punch through armor easily. For the most part, a stiletto is really just a glorified icepick, but it does what it's meant to do very well. Reduce the Armor Rating of any armor an opponent is wearing by half (rounded down) if he is attacked with a stiletto.

Trident: A short, spear like weapon with three pointed tines used for stabbing.

Two-Handed Sword: A large, straight, double-edged sword (commonly called a claymore) that must be wielded with two hands.

War Dart: A slightly heavier dart designed for use in combat.

Warhammer: A hammer, often with a long handle with a heavy metal head attached to a wooden shaft. The best forged hammers are crafted by dwarves.

Whip: Typically a 5,5 m. long leather bullwhip, commonly used by torturers, slave drivers etc. It is a very versatile weapon, allowing a skilled user to attack a foe up to 4,5 m. away. It can also be used to disarm a target (+2 Penalty). It may be wrapped around an opponent's feet and used to yank them out from under him (DEX + Melee, diff. 7, to accomplish this; opponent resists by rolling Dex).



Ranged Weapons							
Name/Type	Init.	Diff.	Damage	Size/Weight	Range	Cost	Special
Axe, Throwing (S)	0	0	STR+2	2 / 0,9	10 m	1 (100 sp)	
Bow, Long (P)	0	+1	(2xSTR)+2	3 / 1,4	100 m	2 (800 sp)	2 CR to draw and shoot
Bow, Short (P)	0	0	STR +1	2 / 0,9	70 m	1 (100 sp)	2 CR to draw and shoot
Crossbow, Hand (P)	0	0	3	1 / 0,9	25 m	2 (800 sp)	1 CR to reload
Crossbow, Heavy (P)	-1	0	7	2 / 3,6	50 m	4 (50000 sp)	6 CR to reload
Javelin (P)	0	0	STR +2	2 / 0,9	40 m	2 (800 sp)	
Knife, Throwing (P)	+1	0	STR +1	1 / 0,5	15 m	1 (100 sp)	
Sling (B)	+1	0	STR	1 / 0,1	30 m	0 (2 sp)	
Sling, Staff (B)	0	+1	STR +1	2 / 1,5	60 m	0 (2 sp)	3 CR to reload
War Dart (P)	+1	0	STR +1	1 / 0,2	10 m	1 (100 sp)	

For bows it is not common to walk around with it strunged, it takes 3 Combat Rounds to ready it before usage.

Hunting Arrowhead = Diff.: +2 / Damage: +1 / Absorb: -3, War Arrowhead = Diff.: +2 / Damage: +3 / Absorb: -1,

Sling Bullets = Damage: +1 / Range: +10 m. Bolts, Flight Arrows and Sling stones = Normal weapon.

Flight Arrows travel 30-60 m longer without arrowheads, depending on type of bow

A standard quiver costs about 9 sp and contains up to 18 Flight Arrows, while a bolt case costs about 6 sp and contains up to 9 bolts and a leather pouch holding 10 bullets costs 4 sp.

Melee Weapons						
Name/Type	Init.	Diff.	Damage	Size/Weight	Cost	Special
Bastard Sword (S)	-1	0	STR+4	3 / 2,7	3 (5000 sp)	2H
Battle Axe (S)	-2	+1	STR +5	4 / 5,4	3 (5000 sp)	2H, 9's count as 10's
Battle Pick (P/B)	0	0	STR +2	2 / 2,7	2 (800 sp)	
Brass Knuckles (B)	0	0	STR +1	1 / 0,5	1 (100 sp)	Brawl Skill is used instead of Melee skill
Broadsword (S)	0	0	STR +3	2 / 2,1	2 (800 sp)	
Cestus (P)	0	0	STR +2	2 / 0,5	2 (800 sp)	Brawl Skill is used instead of Melee skill
Chain (B)	0	0	STR +1	1 / 4,5	1 (100 sp)	Reach: 2 m.
Club (B)	0	0	STR +1	1 / 1,4	0	
Dagger (P)	+1	0	STR +1	1 / 0,5	0	
Falchion (S)	+1	+1	STR +2	1 / 3,6	4 (50000 sp)	
Flail (B)	0	+1	STR +2	1 / 2,3	2 (800 sp)	
Garrote	+1	+2	STR +3	1 / 0,1	0	Cannot be used for parrying
Great Sword (S)	-2	+1	STR +5	4 / 3,6	3 (5000 sp)	2H, 9's count as 10's, Reach: 1,5 m.
Hand Axe (S)	0	0	STR +2	2 / 1,4	1 (100 sp)	
Lance (P)	0	+1	STR +6	3 / 4,5	3 (5000 sp)	Reach: 3 m. Only mounted usage
Large Axe (S)	0	+1	STR +3	3 / 2,7	2 (800 sp)	Reach: 1,5 m.
Long Sword (S)	0	0	STR +3	2 / 1,8	2 (800 sp)	
Mace (B)	0	0	STR +3	2 / 1,8	2 (800 sp)	
Mace, Heavy (B)	-1	0	STR +4	3 / 3,6	3 (5000 sp)	+1 die to disarm
Morning Star (P/B)	-1	+1	STR +3	3 / 2,7	3 (5000 sp)	+1 die to disarm
Pike (P)	-2	0	STR +2	2 / 4,5	2 (800 sp)	2H, Reach: 4 m. +2 damage vs. mounted
Polearm (P)	-1	0	STR +2	2 / 5,4	2 (800 sp)	2H, Reach: 2 m.
Rapier (P)	+1	0	STR +2	2 / 0,9	2 (800 sp)	
Scimitar (S)	+1	0	STR +3	2 / 1,8	4 (50000 sp)	
Short Sword (P)	0	0	STR +2	2 / 0,9	1 (100 sp)	
Spear (P)	0	0	STR +3	2 / 2,7	1 (100 sp)	2H, Reach: 2 m.
Staff (B)	0	0	STR +2	1 / 1,8	0	2H
Stiletto (P)	+1	0	STR +1	1 / 0,2	1 (100 sp)	+1 damage to backstabbing
Trident (P)	0	+1	STR +3	2 / 1,8	2 (800 sp)	Reach: 1,5 m.
Warhammer (B)	0	+1	STR +4	3 / 2,3	3 (5000 sp)	2H, 9's count as 10's
Whip (B)	-1	+1	STR +1	1 / 0,9	2 (800 sp)	Reach: 5 m; +2 dice to Disarm

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers etc). Use the traits from the weapon chart that best approximate these weapons. Note that improvised weapons automatically suffer a +1 penalty. The type of discipline used for this weapon is also indicated: B = Bludgeoning, S = Slashing, P = Piercing

Init.: The number your initiative is increased or decreased with when using this weapon.

Diff.: The number your difficulty to hit is increased or decreased with when using this weapon.

Damage: The amount of dice used to calculate damage dealt using this weapon. The type of damage inflicted is also indicated: B = Bludgeoning, P = Piercing, S = Slashing, or as a combination.

Size/Weight: Size indicates the minimum Strength needed to use the weapon effectively; a wielder with lower Strength suffers a -1 penalty on attack rolls. Weight indicates approximately how heavy the weapon is measured in kilograms (kg).

Cost: The number of dots required in the background: Resources to purchase this item at character creation, and the standard value at a market in silver pieces (sp).

Special: Any special notes according to the specific weapon, if the weapon requires two hands (2H) and are used one-handed, the Strength requirement increases by one.

Reach: The length of a weapon. The weapon essentially extends the fighter's reach that far, allowing him to use a hand-to-hand weapon against a target not standing next to him.

Range: For ranged weapons, the medium distance to which the weapon can be used without penalty. In most conditions, the weapon can be fired at a target at up to twice this distance at a +2 difficulty penalty.



ANIMALS AND ANIMAL COMPANIONS

Citizens of the cities around Keski-Ajân rarely interact with the beasts of the wild. Nonetheless, certain citizens employ animals as companions, spies or for combat. Of course, a few are used for transport, drafting and hunting. Rumors speak of giant versions of ordinary animals, also characterized by a much higher aggression. There are even legends about primordial creatures remaining in the world. If this is true, they would be even larger and more intelligent than the giant animals. A normal animal's Perception score is always 3, and few have Intelligence scores higher than 2. Animals whose health levels include Incapacitated can survive longer than those without it – others die when they run out of Hitpoints and health levels. Some animals have more health levels and Hitpoints than humanoids.

Animals with ability or attack scores higher than 3 can always choose to have an automatic success on any checks for each dot higher than 3, even if rushed or threatened.

Attack to hit rolls is calculated with STR (or DEX) + Melee.

Difficulty: Base diff + Size modifier (Huge -2, Large -1, Medium +0, Small +1, Tiny +2)

Attack damage is calculated this way: STR (or DEX) + attack score + amount of successes to hit, all critical hits (10's) deal double damage.

The carrying capacity of some animals is special compared to those of a normal humanoid. This is defined in the animal's statistics.

If no price or Resource requirements are mentioned in the info for an animal, it is unavailable as a starting companion.

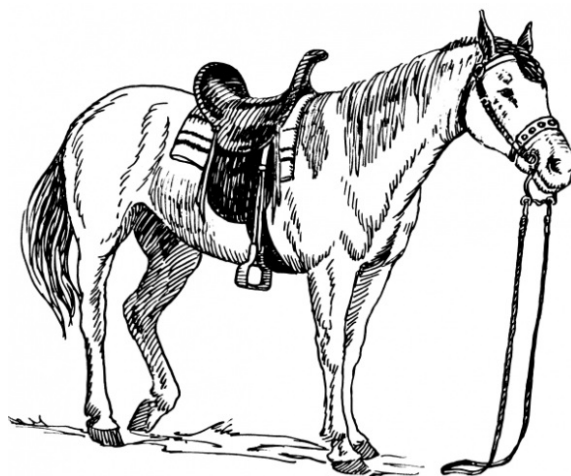
Animal Health

$1d10 + \text{Stamina} + \text{Bonus HP} + \text{HP Modifier} = \text{Base Hitpoints}$. Freebie cost 1 per extra Hitpoint. They regain 1 Hitpoint per 24 hours of rest. Base score of each health level is $(\text{Base Hitpoints}/6) + \text{HP Modifier} + 1$ (rounded up). You then add $(\text{Physical}/2 \text{ rounded up})$ to the 1st health level, and $(\text{Stamina}/2 \text{ rounded up}) + \text{HP Modifier}$ to the 2nd health level. If any of the numbers are either negative, they are rounded up to 0. Summing up all the score all together will give the Total amount of Hitpoints (Death not included). On the Animal Companion sheet, these numbers go into the column on the left. On the right, you enter the range of Hitpoints for each Health level. Because you need to have one of damage to bring you to Bruised status, you need to -1 to the first range.

Animal Absorb: STA + Armor Class + Size Modifier (Huge +2, Large +1, Medium +0, Small -1, Tiny -2)

Creation of an Animal Companion:

Start by writing the **Name**, **Species** and **Owner** of the Animal at the top of the sheet. Then fill out the **Age**, **Size**, **Skin color**, **Sex**, **Derangements**, and a good **Description**. Continue with the **Attributes**, **Abilities** and **Advantages** parts using the info for the animal chosen. Remember to fill out which of your possessions, you are letting your animal companion carry, and what equipments it wears.



ANIMAL SPECIES

A list of the most common animals in the world of Keski-Ajân.

Animal: Alligator
Size: Medium (0)
Attributes: STR: 4, DEX: 2, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 2, Hold Breath 1, Low-Light Vision 1, Stealth 4, Acute Hearing 1, Alertness 2, Swim 5, Alert 1, Stealthy 1, Athletics 2
Willpower: 3
HP Modifier: +2
Bonus HP: 5
Initiative Bonus: 1
Armor Class: 4
Attacks: Melee 3, Bite 7, Tail 6, Grapple 4
Special Attacks: Trip 1

Animal: Ape
Size: Large (+1)
Attributes: STR: 5, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Low-light vision 1, Scent 1, Alert 1, Climb 5, Acute Hearing 2, Brawl 1, Alertness 2, Tough 1
Willpower: 2
HP Modifier: 0
Bonus HP: 11
Initiative Bonus: 2
Armor Class: 2
Attacks: Claws 3, Bite 2, Melee 4
Special Attacks: None

Animal: Baboon
Size: Medium (0)
Attributes: STR: 4, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Low-light vision 1, Scent 1, Climb 5, Acute Hearing 1, Alertness 1, Alert 1
Willpower: 1
HP Modifier: 0
Bonus HP: 2
Initiative Bonus: 2
Armor Class: 2
Attacks: Bite 2, Melee 3
Special Attacks: None

Animal: Badger
Size: Small (-1)
Attributes: STR: 2, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Low-light vision 1, Scent 1, Balance 1, Escape Artist 4, Acute Hearing 1, Alertness 1, Agile 1, Survival 1, Dextr. Combat 1
Willpower: 1
HP Modifier: 0
Bonus HP: 3
Initiative Bonus: 3
Armor Class: 2
Attacks: Claws 1, Bite 1
Special Attacks: Rage 1

Animal: Bat
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 4
Abilities: Blindsight 1, Low-Light Vision 1, Stealth 4, Acute Hearing 4, Stealthy 2, Alertness 4, Alert 1, Dodge 3
Willpower: 2
HP Modifier: -3
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 1
Attacks: Bite 2
Special Attacks: None

Animal: Bear, Black
Size: Medium (0)
Attributes: STR: 5, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Climb 1, Acute Hearing 1, Alertness 3, Swim 4, Endurance 1, Run 1, Intimidation 2, Stealth 1
Willpower: 2
HP Modifier: +3
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 4
Attacks: Melee 3, Claws 4, Bite 3
Special Attacks: Slam 1

Animal: Bear, Brown
Size: Large (+1)
Attributes: STR: 7, DEX: 3, STA: 5, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Acute Hearing 1, Alertness 3, Swim 4, Endurance 1, Run 1, Survival 1, Intimidation 2, Stealth 1
Willpower: 3
HP Modifier: +3
Bonus HP: 18
Initiative Bonus: 1
Armor Class: 4
Attacks: Melee 4, Claw 7, Bite 5, Grapple 4
Special Attacks: Slam 1

Animal: Bison
Size: Large (+1)
Attributes: STR: 6, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Acute Hearing 2, Alertness 1
Willpower: 1
HP Modifier: +1
Bonus HP: 14
Initiative Bonus: 0
Armor Class: 4
Price: 20000 sp
Resources required: 3
Carrying Capacity: Light load: up to 136 kg; Medium load, 137–272 kg; Heavy load, 273–408 kg. It can drag 2000 kg.
Attacks: Melee 4, Gore 2
Special Attacks: Stampede 1, Slam 1

Animal: Boar
Size: Medium (0)
Attributes: STR: 4, DEX: 3, STA: 5, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 2, Acute Hearing 2, Alertness 2, Alert 1, Tough 1, Low-Light Vision 1, Scent 5, Athletics 2, Intimidation 2
Willpower: 3
HP Modifier: 0
Bonus HP: 9
Initiative Bonus: 0
Armor Class: 3
Price: 10000 sp
Resources required: 3
Attacks: Melee 3, Gore 5, Bite 4
Special Attacks: Ferocity 1, Slam 1

Animal: Camel
Size: Large (+1)
Attributes: STR: 5, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Acute Hearing 1, Alertness 1, Alert 1, Endurance 1
Willpower: 1
HP Modifier: +1
Bonus HP: 8
Initiative Bonus: 3
Armor Class: 2
Price: 50000 sp
Resources required: 4
Carrying Capacity: Light load up to 136 kg; Medium load, 137–272 kg; Heavy load, 273–408 kg. It can drag 2000 kg.
Attacks: Melee 4, Bite 1
Special Attacks: None

Animal: Cat
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Low-Light Vision 1, Scent 1, Balance 5, Climb 4, Stealth 4, Athletics 5, Acute Hearing 1, Alertness 3, Stealthy 4, Dextr. Combat 1, Brawl 2, Dodge 3, Intimidation 2, Empathy 2, Subterfuge 2
Willpower: 1
HP Modifier: -2
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 1
Price: 10 sp
Resources required: 0
Attacks: Claws 1, Bite 1
Special Attacks: None

Animal: Crocodile
Size: Large (+1)
Attributes: STR: 5, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 2, Hold Breath 1, Low-Light Vision 1, Stealth 4, Acute Hearing 1, Alertness 2, Swim 5, Alert 1, Stealthy 1, Athletics 2
Willpower: 3
HP Modifier: +2
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 4
Attacks: Melee 4, Bite 7, Tail 6, Grapple 4
Special Attacks: Trip 1

Animal: Dog, Guard
Size: Small (-1)
Attributes: STR: 3, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Low-Light Vision 1, Scent 1, Athletics 4, Acute Hearing 1, Alertness 3, Survival 4, Alert 1, Brawl 3, Dodge 3, Empathy 2, Intimidation 3, Stealth 2
Willpower: 1
HP Modifier: -1
Bonus HP: 2
Initiative Bonus: 3
Armor Class: 2
Price: 17000 sp
Resources required: 3
Attacks: Bite 5, Claws 4
Special Attacks: None

Animal: Dog, Hunting
Size: Small (-1)
Attributes: STR: 4, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Willpower: 5
HP Modifier: -1
Bonus HP: 2
Initiative Bonus: 4
Abilities: Low-Light Vision 1, Scent 1, Athletics 4, Acute Hearing 1, Alertness 3, Survival 4, Alert 1, Brawl 3, Dodge 3, Empathy 2, Intimidation 3, Stealth 2
Armor Class: 2
Price: 20000 sp
Resources required: 3
Attacks: Bite 5, Claws 4
Special Attacks: None

Animal: Dog, War
Size: Medium (0)
Attributes: STR: 4, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Athletics 4, Acute Hearing 1, Alertness 3, Swim 1, Survival 4, Alert 1, Brawl 3, Dodge 3, Empathy 2, Intimidation 3, Stealth 2
Willpower: 1
HP Modifier: -1
Bonus HP: 5
Initiative Bonus: 2
Armor Class: 3
Price: 25000 sp
Resources required: 3
Attacks: Melee 3, Bite 5, Claws 4
Special Attacks: None

Animal: Donkey
Size: Medium (0)
Attributes: STR: 3, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Balance 1, Acute Hearing 1, Alertness 3, Endurance 1, Athletics 2, Empathy 2, Intimidation 2
Willpower: 1
HP Modifier: +1
Bonus HP: 5
Initiative Bonus: 1
Armor Class: 2
Price: 5000 sp
Resources required: 3
Carrying Capacity: Light load up to 52 kg; Medium load, 53–80 kg; and a Heavy load, 81–123 kg. It can drag 480 kg.
Attacks: Melee 3, Bite 3
Special Attacks: None

Animal: Eagle
Size: Medium (0)
Attributes: STR: 3, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 4
Abilities: Low-Light Vision 1, Alert 1, Dextr. Combat 1, Alertness 5, Acute Hearing 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 3
HP Modifier: -2
Bonus HP: 2
Initiative Bonus: 2
Armor Class: 2
Price: 1500000 sp
Resources required: 5
Attacks: Talons 2, Bite 1
Special Attacks: None

Animal: Elephant
Size: Huge (+2)
Attributes: STR: 8, DEX: 3, STA: 5, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 2, Low-Light Vision 1, Scent 1, Acute Hearing 1
Willpower: 6
HP Modifier: +2
Bonus HP: 36
Initiative Bonus: 0
Armor Class: 4
Price: 1500000 sp
Resources required: 5
Attacks: Melee 6, Gore 4, Slam 6, Stamp 4
Special Attacks: Trample 1, Slam 2, Trip 2

Animal: Falcon
Size: Small (-1)
Attributes: STR: 2, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 1
Abilities: Low-Light Vision 1, Acute Hearing 1, Alertness 5, Alert 1, Dextr. Combat 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 3
Health Modifier: -2
Bonus HP: 1
Initiative Bonus: 5
Armor Class: 2
Price: 750000 sp
Resources required: 5
Attacks: Talons 2, Bite 1
Special Attacks: None

Animal: Hawk
Size: Tiny (-2)
Attributes: STR: 2, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 4
Abilities: Low-Light Vision 1, Acute Hearing 1, Alertness 5, Alert 1, Dextr. Combat 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 2
Health Modifier: -2
Bonus HP: 2
Initiative Bonus: 3
Armor Class: 2
Price: 1000000 sp
Resources required: 5
Attacks: Talons 2
Special Attacks: None

Animal: Horse, Poor
Size: Large (1)
Attributes: STR: 2, DEX: 2, STA: 2, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 1
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 3, Athletics 2, Empathy 2, Intimidation 2
Willpower: 2
Health Modifier: +1
Bonus HP: 1
Initiative Bonus: 1
Armor Class: 2
Price: 500 sp
Resources required: 1
Carrying Capacity: Light load up to 38 kg; Medium load, 39–77 kg; Heavy load, 78–115 kg. It can drag 500 kg.
Attacks: Melee 1, Bite 3
Special Attacks: Trample 1

Animal: Horse, Draft
Size: Large (1)
Attributes: STR: 4, DEX: 2, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 1
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 3, Athletics 2, Empathy 2, Intimidation 2
Willpower: 2
Health Modifier: +1
Bonus HP: 3
Initiative Bonus: 1
Armor Class: 2
Price: 2000 sp
Resources required: 2
Carrying Capacity: Light load up to 68 kg; Medium load, 69–136 kg; Heavy load, 137–204 kg. It can drag 1000 kg.
Attacks: Melee 2, Bite 3
Special Attacks: Trample 1

Animal: Horse, Riding
Size: Large (1)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 3, Athletics 2, Empathy 2, Intimidation 2
Willpower: 4
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 2
Price: 4000 sp
Resources required: 2
Carrying Capacity: Light load up to 51 kg; Medium load, 52–102 kg; Heavy load, 103–153 kg. It can drag 750 kg.
Attacks: Melee 2, Bite 3
Special Attacks: Trample 1

Animal: Horse, Light war
Size: Large (1)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 3, Athletics 2, Empathy 2, Intimidation 2
Willpower: 4
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 3
Price: 30000 sp
Resources required: 4
Carrying Capacity: Light load up to 104 kg; Medium load, 105–209 kg; Heavy load, 210–361 kg. It can drag 1565 kg.
Attacks: Melee 4, Hoof 6, Bite 3
Special Attacks: Trample 1

Animal: Horse, Medium war
Size: Large (1)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 3, Athletics 2, Empathy 2, Intimidation 2
Willpower: 4
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 4
Price: 55000 sp
Resources required: 4
Carrying Capacity: Light load up to 120 kg; Medium load, 121–241 kg; Heavy load, 242–408 kg. It can drag 1783 kg.
Attacks: Melee 4, Hoof 6, Bite 3
Special Attacks: Trample 1

Animal: Horse, Heavy war
Size: Large (1)
Attributes: STR: 5, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Run 1, Endurance 1, Acute Hearing 1, Alertness 1, Athletics 2, Empathy 2, Intimidation 2
Willpower: 4
Health Modifier: +1
Bonus HP: 12
Initiative Bonus: 1
Armor Class: 4
Price: 80000 sp
Resources required: 4
Carrying Capacity: Light load up to 136 kg; Medium load, 137–272 kg; Heavy load, 273–408 kg. It can drag 2000 kg.
Attacks: Melee 4, Hoof 7, Bite 3
Special Attacks: Trample 1

Animal: Hunting Cat, Cheetah
Size: Medium (0)
Attributes: STR: 4, DEX: 5, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Run 1, Stealth 3, Acute Hearing 1, Alertness 3, Stealthy 2, Alert 1, Dextr. Combat 1, Athletics 2, Intimidation 4
Willpower: 2
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 4
Armor Class: 3
Price: 500000 sp
Resources required: 5
Attacks: Melee 3, Bite 2
Special Attacks: Trip 1

Animal: Hunting Cat, Jaguar
Size: Medium (0)
Attributes: STR: 4, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Scent 1, Low-Light Vision 1, Balance 3, Climb 3, Stealth 3, Acute Hearing 2, Stealthy 2, Alertness 3, Alert 1, Dextr. Combat 1, Athletics 2, Intimidation 4
Willpower: 5
Health Modifier: 0
Bonus HP: 5
Initiative Bonus: 6
Armor Class: 3
Price: 500000 sp
Resources required: 5
Attacks: Melee 3, Bite 2, Claws 1
Special Attacks: Trip 1

Animal: Hunting Cat, Leopard
Size: Medium (0)
Attributes: STR: 4, DEX: 5, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Scent 1, Low-Light Vision 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 2, Stealthy 4, Alertness 3, Alert 1, Dextr. Combat 1, Athletics 5, Intimidation 4
Willpower: 2
Health Modifier: 0
Bonus HP: 8
Initiative Bonus: 4
Armor Class: 3
Price: 500000 sp
Resources required: 5
Attacks: Melee 3, Bite 2, Claws 1
Special Attacks: Trip 1

Animal: Hunting Cat, Lion
Size: Large (+1)
Attributes: STR: 5, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Scent 1, Low-Light Vision 1, Balance 4, Stealth 6, Acute Hearing 1, Stealthy 4, Alertness 3, Alert 1, Run 1, Athletics 2, Intimidation 4
Willpower: 2
Health Modifier: 0
Bonus HP: 13
Initiative Bonus: 3
Armor Class: 3
Price: 750000 sp
Resources required: 5
Attacks: Melee 4, Claws 2, Bite 3, Pounce 1, Grapple 4, Rake 2
Special Attacks: Trip 1, Pounce 1, Rake 2, Slam 1

Animal: Hunting Cat, Panther
Size: Large (+1)
Attributes: STR: 4, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 1
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Balance 4, Stealth 4, Acute Hearing 1, Stealthy 4, Alertness 3, Swim 3, Alert 1, Athletics 2, Intimidation 4
Willpower: 5
Health Modifier: 0
Bonus HP: 5
Initiative Bonus: 6
Armor Class: 3
Price: 500000 sp
Resources required: 5
Attacks: Melee 4, Claws 4, Bite 4, Grapple 4, Pounce 1, Rake 3
Special Attacks: Trip 1

Animal: Hunting Cat, Tiger
Size: Large (+1)
Attributes: STR: 6, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Balance 4, Stealth 5, Acute Hearing 1, Stealthy 4, Alertness 4, Swim 3, Alert 1, Athletics 2, Intimidation 4
Willpower: 3
Health Modifier: 0
Bonus HP: 17
Initiative Bonus: 2
Armor Class: 3
Price: 750000 sp
Resources required: 5
Attacks: Melee 4, Claws 4, Bite 4, Grapple 4
Special Attacks: Trip 1, Pounce 1, Rake 3, Slam 1

Animal: Hyena
Size: Medium (0)
Attributes: STR: 4, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Scent 1, Low-Light Vision 1, Alert 1, Stealth 4, Acute Hearing 2, Alertness 1
Willpower: 1
Health Modifier: -1
Bonus HP: 3
Initiative Bonus: 2
Armor Class: 4
Attacks: Melee 3, Bite 2
Special Attacks: None

Animal: Monkey
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Low-Light Vision 1, Balance 5, Climb 5, Escape Artist 1, Stealth 3, Acute Hearing 1, Alertness 1, Agile 1, Dextr. Combat 1
Willpower: 1
Health Modifier: -2
Bonus HP: 2
Initiative Bonus: 2
Armor Class: 2
Price: 350000 sp
Resources required: 4
Attacks: Bite 1
Special Attacks: None

Animal: Mule
Size: Large (+1)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Scent 1, Low-Light Vision 1, Acute Hearing 2, Alertness 3, Alert 1, Endurance 1, Balance 2, Athletics 2, Empathy 2, Intimidation 2
Willpower: 2
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 1
Armor Class: 2
Price: 4000 sp
Resources required: 3
Carrying Capacity: Light load up to 104 kg; Medium load, 105–209 kg; Heavy load, 210–313 kg. It can drag 1500 kg.
Attacks: Melee 4, Bite 3
Special Attacks: None

Animal: Owl
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 4
Abilities: Low-Light Vision 1, Acute Hearing 5, Stealthy 7, Alertness 5, Alert 1, Dextr. Combat 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 3
Health Modifier: -2
Bonus HP: 2
Initiative Bonus: 3
Armor Class: 2
Attacks: Talons 2
Special Attacks: None

Animal: Ox
Size: Large (1)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Acute Hearing 2, Alertness 1
Willpower: 2
Health Modifier: +2
Bonus HP: 3
Initiative Bonus: 0
Armor Class: 3
Price: 15000 sp
Resources required: 3
Carrying Capacity: Light load up to 136 kg; Medium load, 137–272 kg; Heavy load, 273–408 kg. It can drag 2000 kg.
Attacks: Melee 4, Gore 2
Special Attacks: Stampede 1, Slam 1

Animal: Parrot
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 4
Abilities: Low-Light Vision 1, Acute Hearing 1, Alertness 2, Alert 1, Dextr. Combat 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 3
Health Modifier: -2
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 1
Price: 250000 sp
Resources required: 4
Attacks: Talons 2
Special Attacks: None

Animal: Pig
Size: Medium (0)
Attributes: STR: 2, DEX: 2, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 1
Abilities: Brawl 2, Acute Hearing 2, Alertness 2, Alert 1, Tough 1, Low-Light Vision 1, Scent 4, Athletics 2, Intimidation 2
Willpower: 3
Health Modifier: 0
Bonus HP: 3
Initiative Bonus: 4
Armor Class: 2
Price: 3000 sp
Resources required: 2
Attacks: Melee 3, Bite 2
Special Attacks: Slam 1

Animal: Pony
Size: Medium (0)
Attributes: STR: 3, DEX: 3, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 1, Low-Light Vision 1, Scent 1, Acute Hearing 1, Alertness 3, Endurance 1, Empathy 2, Intimidation 2
Willpower: 2
Health Modifier: +1
Bonus HP: 3
Initiative Bonus: 1
Armor Class: 2
Carrying Capacity: Light load up to 34 kg; Medium load, 35–68 kg; Heavy load, 69–102 kg. It drags 510 kg.
Price: 3000 sp
Resources required: 3
Attacks: Melee 2, Bite 1
Special Attacks: Trample 1

Animal: Pony, War
Size: Medium (0)
Attributes: STR: 4, DEX: 3, STA: 4, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Acute Hearing 1, Alertness 3, Endurance 1, Empathy 2, Intimidation 2
Willpower: 2
Health Modifier: +1
Bonus HP: 5
Initiative Bonus: 1
Armor Class: 3
Carrying Capacity: Light load up to 45 kg; Medium load, 46–91 kg; Heavy load, 92–136 kg. It can drag 680 kg.
Price: 15000 sp
Resources required: 3
Attacks: Melee 3, Hoof 6, Bite 1
Special Attacks: Trample 1

Animal: Rat
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Low-Light Vision 1, Scent 3, Balance 5, Climb 5, Stealth 4, Stealthy 4, Swim 5, Dextr. Combat 1, Alertness 2, Brawl 1, Dodge 3
Willpower: 4
Health : -4
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 1
Price: 1 sp
Resources required: 0
Attacks: Bite 1
Special Attacks: None

Animal: Raven
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 4
Abilities: Low-Light Vision 1, Acute Hearing 1, Alertness 2, Alert 1, Dextr. Combat 1, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Empathy 4
Willpower: 3
Health Modifier: -2
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 1
Price: 500000 sp
Resources required: 5
Attacks: Talons 2
Special Attacks: None

Animal: Snake, Constrictor
Size: Medium (0)
Attributes: STR: 4, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 1, Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Alert 1, Tough 1
Willpower: 2
Health Modifier: +1
Bonus HP: 8
Initiative Bonus: 2
Armor Class: 4
Attacks: Melee 3, Bite 1, Grapple 4
Special Attacks: Constrict 2, Trip 1

Animal: Snake, Tiny Viper
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Lightn. Reflexes 1, Dextr. Combat 1
Willpower: 1
Health Modifier: -2
Bonus HP: 2
Initiative Bonus: 7
Armor Class: 2
Attacks: Bite 1
Special Attacks: Poison 1

Animal: Snake, Small Viper
Size: Small (-1)
Attributes: STR: 2, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Lightn. Reflexes 1, Dextr. Combat 1
Willpower: 1
Health Modifier: 0
Bonus HP: 2
Initiative Bonus: 7
Armor Class: 2
Attacks: Bite 1
Special Attacks: Poison 1

Animal: Snake, Medium Viper
Size: Medium (0)
Attributes: STR: 2, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 1, Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Lightn. Reflexes 1, Dextr. Combat 1
Willpower: 1
Health Modifier: +1
Bonus HP: 4
Initiative Bonus: 7
Armor Class: 2
Attacks: Bite 1
Special Attacks: Poison 1

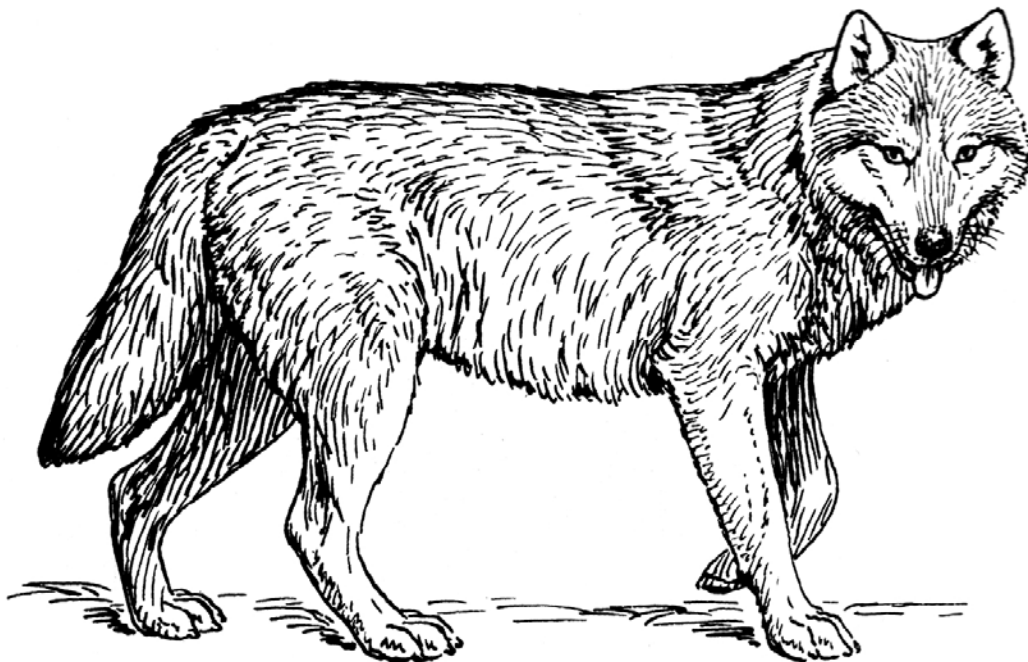
Animal: Snake, Large Viper
Size: Large (+1)
Attributes: STR: 3, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 1, Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Lightn. Reflexes 1, Dextr. Combat 1
Willpower: 2
Health Modifier: +2
Bonus HP: 6
Initiative Bonus: 7
Armor Class: 2
Attacks: Melee 4, Bite 1
Special Attacks: Poison 1

Animal: Snake, Huge Viper
Size: Huge (+2)
Attributes: STR: 4, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 1, WIT: 3
Abilities: Brawl 1, Scent 1, Balance 5, Climb 5, Stealth 4, Acute Hearing 4, Alertness 4, Swim 5, Run 1, Dextr. Combat 1, Lightn. Reflexes 1
Willpower: 3
Health Modifier: +2
Bonus HP: 14
Initiative Bonus: 6
Armor Class: 3
Attacks: Melee 6, Bite 3
Special Attacks: Poison 1

Animal: Weasel
Size: Tiny (-2)
Attributes: STR: 1, DEX: 4, STA: 3, MAN: 1, APP: 1, CHA: 1, PER: 3, INT: 2, WIT: 3
Abilities: Low-Light Vision 1, Scent 1, Balance 5, Climb 5, Escape Artist 1, Stealth 3, Stealthy 4, Alertness 1, Agile 1, Dextr. Combat 1
Willpower: 1
Health Levels: -3
Bonus HP: 1
Initiative Bonus: 2
Armor Class: 2
Attacks: Bite 1
Special Attacks: Attach 1

Animal: Wolf
Size: Medium (0)
Attributes: STR: 3, DEX: 4, STA: 4, MAN: 1, APP: 1, CHA: 2, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 4, Stealth 2, Acute Hearing 1, Stealthy 1, Alertness 2, Survival 4, Athletics 1, Dodge 1
Willpower: 3
Health Levels: -1
Bonus HP: 5
Initiative Bonus: 2
Armor Class: 3
Price: 75000 sp
Resources required: 4
Attacks: Melee 3, Bite 4, Claws 4
Special Attacks: None

Animal: Wolverine
Size: Medium (0)
Attributes: STR: 4, DEX: 4, STA: 5, MAN: 1, APP: 1, CHA: 3, PER: 3, INT: 2, WIT: 3
Abilities: Brawl 3, Low-Light Vision 1, Scent 1, Climb 5, Acute Hearing 2, Alertness 2, Alert 1, Tough 1, Survival 1, Athletics 1, Dodge 1, Stealth 2
Willpower: 3
Health Levels: -1
Bonus HP: 10
Initiative Bonus: 2
Armor Class: 3
Attacks: Grapple 1, Melee 1, Claws 4, Bite 4
Special Attacks: Rage 1



ANIMAL ABILITIES

Talents:

Alertness = When focusing on the surroundings, this creature is particularly good at noticing sounds and spot changes in the environment. The skills check is opposed by the Stealth check of the opponent trying not to be seen.

Athletics = The creature's ability to dive, flip, stretch. Roll to avoid attacks and overcome obstacles.

Balance = A creature can keep its balance while traversing narrow, treacherous or precarious surfaces.

Brawl = A creature's ability to fight opponents with its natural weapons.

Climb = The creature's skill at scaling vertical surfaces, from smooth city walls to rocky cliffs.

Dodge = The creature's ability to avoid an opponent's attacks thanks to quick reflexes.

Empathy = The creature's ability to detect emotions and react comforting and soothing if necessary.

Intimidation = The creature's ability to dominate others through fear or oppression.

Run = Running increases the speed of the creature. It moves at 2 to 4 times the normal speed, depending on the type of creature and any load it might be carrying. If the creature so chooses it can speed burst at 6 to 8 times speed once per two turns. This will exhaust it for one full turn afterwards, while it tries to catch its breath.

Subterfuge = A creature's skill to deceive an opponent, predator or prey by visual, auditory or other means.

Skills:

Amphibious = A creature's ability to breathe and live both on land and in water.

Blindsight = A creature with Blindsight maneuvers and fights using a combination of all its senses. Heightened senses will further enhance this ability. Most kinds of concealment and sight disturbance (including spell effects) are ignored. The creature doesn't need to make any Alertness checks to notice creatures within range of its Blindsight ability. Blindsight does not allow a creature to read, distinguish color or visual contrast.

Dexterous Combat = A creature's ability to use its Dexterity instead of its Strength for attack rolls.

Escape Artist = The creature is skilled in various techniques that enable it to escape from bonds and restraints.

Hold Breathe = The creature can hold its breathe for a number of minutes equal to 6 times its Stamina score before it risks drowning.

Low-light vision = A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Scent = This ability allows a creature to detect approaching enemies and track by sense of smell. The creature can take a move action to determine the direction of the scent. When it comes within 1-2 meters, it can pinpoint the source's exact location. The difficulty depends on how strong the odor is, the number of creatures, and the age of the trail; +1 difficulty for every two hours since the trail was left. If the trail is old, it might still be followed using a Wits/Survival Check. Water, particularly running water, ruins a trail for air-breathing creatures. False, powerful odors can easily mask other scents, spoiling the ability to properly identify creatures.

Stealth = The creature is skilled at hiding and moving silently, allowing it to slip past or make surprise attacks on foes. A creature's Hide checks depend on its size category: Tiny +8, Small +4, Medium +0, Large -4, Huge -8 diff.

Survival = The creature is skilled at surviving and navigating in the wilderness. It also excels at following trails and tracks left by others.

Swim = The creature is skilled at swimming and can do so even if distracted, in stormy weather or otherwise in danger.

Feats:

Acute Hearing = The creature has an incredibly sharp hearing, and detection rolls involving this sense have a -1 to -2 difficulty.

Acute Vision = The creature has an incredibly sharp sight, and detection rolls involving this sense have a -1 to -2 difficulty.

Agile = The creature gets a +2 bonus on all Balance and Escape Artist checks.

Alert = The creature gets a +2 bonus on all Acute Hearing and Alertness checks.

Endurance = The creature gains a +4 bonus on all Physical attribute checks.

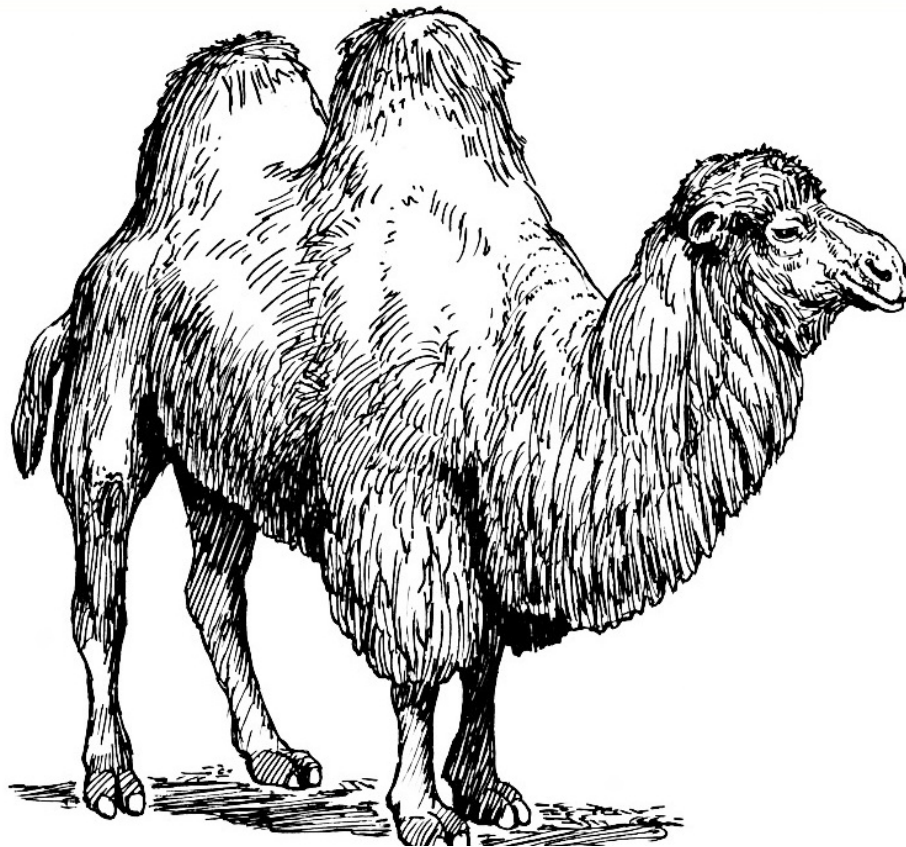
Fortitude = The creature gets a +2 bonus on all Stamina checks.

Iron Will = The creature gets a +2 bonus on all Willpower rolls.

Lightning Reflexes = The creature gets a +2 bonus on all Reflex and Initiative rolls.

Stealthy = The creature gets a +2 bonus on all Stealth checks.

Tough = The creature has enhanced physical Stamina and gain a +3 hit points bonus.



ANIMAL COMBAT

Standard Attacks:

Bite = The creature attacks with its mouth, dealing piercing, slashing and bludgeoning damage. Some creatures have poisonous bites.

Claws/Talons = The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore = The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slam = The creature batters opponents with an appendage or their entire body, dealing bludgeoning damage.

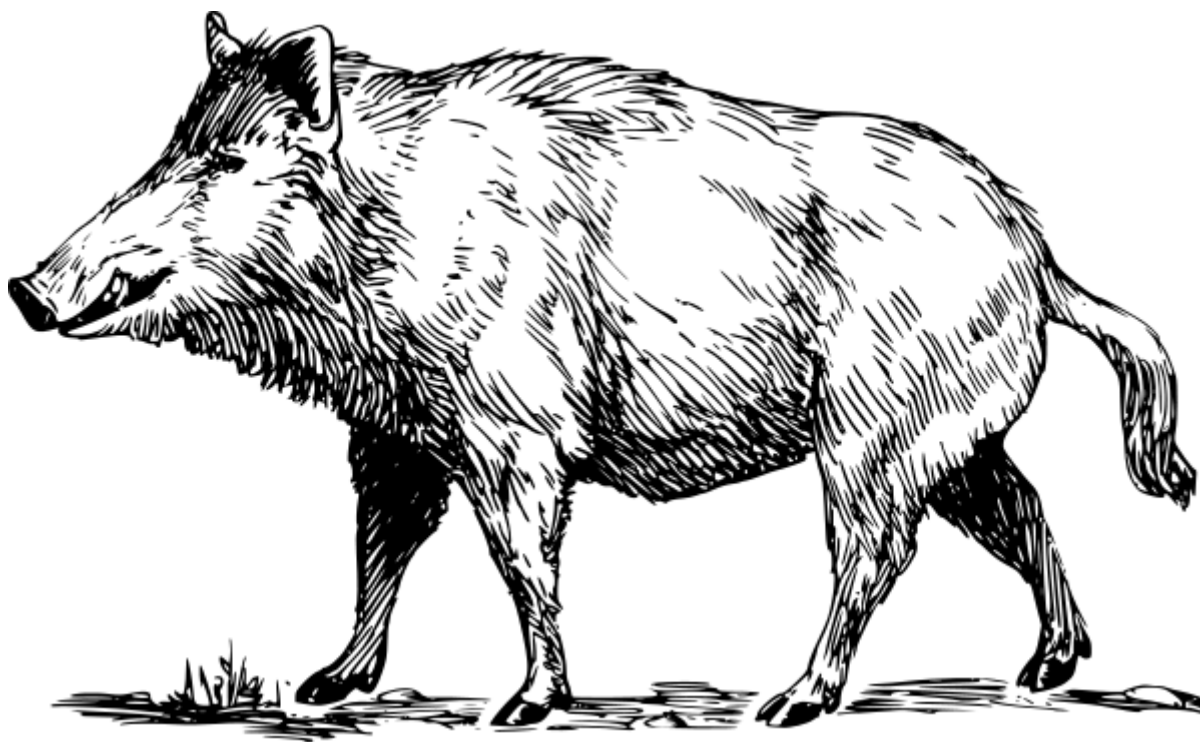
Tail = The creature flails at opponents with a powerful tail, dealing bludgeoning (and sometimes slashing) damage.

Grapple = To use this ability, a creature must hit with its standard attack first. It can then attempt to start a grapple as a free action. If it wins the grapple check (STR + Grapple against opponents STR + Brawl), it establishes a hold and pacifies its opponent.

Stamp = The creature strikes downwards using its heel or full foot from the stand-up position, usually directed at the head or body of a downed opponent. A Stamp attack deals bludgeoning damage (the creature's Melee score + Stamp score + STR)

Hoof = A creature not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage, but when it use this type of attack it can choose to use either one or two hooves at a time with no penalty. This counts as a free action.

Melee = The creature's improved ability to hit an opponent in combat using any type of attack.



Special Attacks:

Stampede = A frightened herd of creature flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d10+2 points of damage for each five creatures in the herd (Successful Reflex rolls result in half damage).

Ferocity = The creature is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Trample = As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. A Trample attack deals bludgeoning damage (the creature's Slam attack damage + STR)

Rage = A creature that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +1 to Strength, +1 to Stamina (+1 HP), and -2 to Armor Class. The creature cannot end its rage voluntarily.

Trip = A creature that hits with a claw, bite or tail attack can attempt to trip the opponent (+1 difficulty) as a free action. It can only trip an opponent who is up to one size category larger than itself.

Pounce = If a creature charges a foe, it can make a full attack, including two rake attacks as free actions.

Rake = A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a creature can attack with only one of its natural weapons while grappling, but a creature with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe, with an attack bonus equal to the amount of dots in the Rake attack skill.

Attach = If a creature hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached creature can be struck with a weapon or grappled itself to interrupt the attachment.

Constrict = On a successful grapple check, the creature deals 2 points of damage each round the victim is grappled, held or pinned.

Poison = Some creatures rely on their venomous bite to kill or stun their opponent. The poison does immediate and continuous damage (2 points of damage per dot in this skill every 15 turns/minutes) until the opponent gets cured or dies from it. A Stamina roll can be made to try resisting the poison effect, for 15 turns/minutes. If the roll is 10 the poison has no effect.



DICE ROLLS

Physical

Label	Traits	Difficulty/Notes
Climbing	Dexterity + Athletics	Diff: 6
Riding	Dexterity/Wits + Ride	Diff: 6
Encumbrance	Strength	Diff 6 +1 = 1-24 %, +2 = 25-49%, +3 = 55-74%, +4 = 74-99% (% of maximum carrying capacity)
Hand-to-hand	Dexterity + Brawl	Diff: 6
Intrusion	Dexterity/Perception + Legerdemain	Diff: 3 or 6 w/ success requirements
Jumping	Strength	Diff: 6
Running Leap	Strength + Athletics	Diff: 3
Catch Self	Dexterity + Athletics	Diff: 6
Gauge Distance	Perception + Athletics	Diff: 3
Lifting/Breaking	Strength	Diff: 6
Opening/Closing	Strength	Diff: 6 or 8 w/success requirements
Running Pursuit	Dexterity + Athletics	Diff: 6
Shadowing Walk	Dexterity + Stealth	Diff: 7
Sneaking	Dexterity + Stealth	Diff: 6 or Target's Perception + Alertness
Swimming	Stamina + Athletics	Same as "Encumbrance"
Throwing	Dexterity + Athletics	Diff: 6

Mental

Label	Traits	Difficulty/Notes
Awakening to Danger	Perception + Alertness	Diff: 8
Art Expression	Perception + Expression	Diff: 6
Art Creation	Dexterity + Crafts skill	Diff: 6
Cover Tracks	Wits + Survival/Tracking	Each Suc = +1 diff to being tracked
Detect Magic / Magical Creature	Perception + Awareness	Diff: 7
Investigation	Perception + Investigation	Diff: 6
Lab Research	Investigation + Intelligence	Diff: 6
Repair (Overview)	Perception + Crafts skill	Diff: 6
Repair (Action)	Dexterity + Crafts skill	Diff: 6
Research	Intelligence + Academics/Occult/Lores	Diff: 6
Security	Intelligence + Security	Diff: 6
Skip Long Journey	Intelligence + Survival	Diff: 6 (Cooperative roll)
Spot Hidden	Perception + Alertness	Diff: 6
Tracking	Perception + Survival	Diff: 6

Social

Label	Traits	Difficulty/Notes
Carousing	Charisma + Empathy	Diff: 6
Credibility	Manipulation + Subterfuge	Diff: 7
Credibility (Detect)	Perception + Subterfuge	Diff: 7
Detect Lies	Intelligence + Empathy	Diff: 6 against target's Intelligence + Empathy
Fast Talk	Manipulation + Subterfuge	Diff: Target Willpower
Persuasion (Friendly)	Charisma + Empathy	Diff: 6
Interrogation (Friendly)	Manipulation + Empathy	Diff: 6
Interrogation (Heavy)	Manipulation + Intimidation	Diff: 6
Interrogation (Torture)	Manipulation + Intimidation	Diff: Target Stamina+3 or Willpower
Intimidation	Manipulation + Intimidation	Diff: 6
Intimidation (Threat)	Strength + Intimidation	Diff: 6
Oration/Public Speaking	Charisma + Leadership	Diff: 6
Oration (Prep)	Intelligence + Expression	Diff: 7
Performance	Charisma + Performance	Diff: 6
Seduction (Approach)	Appearance + Subterfuge	Diff: Target Wits+3 (Suc (-1) adds to 2 nd roll)
Seduction (Witty)	Wits + Subterfuge	Diff: Target Intelligence+3 (Suc (-1) adds to 2 nd roll)
Seduction (Suggestive)	Charisma + Empathy	Diff: Target Perception+3

Counter Rolls

If you wish to counter or resist an action by another player or encounter, here are the labeled opposing rolls and the trait you need to roll to resist the opposition. Please note that your success must be equal to or greater than the success of the opposing roll.

Label	Trait	Result
Intimidation	Courage	Resist showing you have fear, you are still inwardly intimidated.
Seduction	Willpower	Resist acting on being seduced.
Spellsave	Special	Trying to escape a spell effect (read further below)

Difficulty Increase

Opposition Success	Difficulty Increase
5	+1
6	+2
7	+3
8	+4
9	+5
10+	No Resist Available

Combat

Maneuver	Traits	Penalty	Difficulty	Damage
Initiative	Dexterity + Wits + 1d10		6	
Damage	Strength + Brawl/Melee		6	
Bite	Dexterity + Brawl	+1	6	STR + 1
Block	Dexterity + Brawl	Special	6	
Catch Punch/Kick	Dexterity + Athletics		7	
Claw	Dexterity + Brawl	Normal	6	STR + 1
Clinch	Strength + Brawl	Normal	6	Str
Disarm	Dexterity + Brawl	Normal	7	Special
Dodge	Dexterity + Dodge	Special	7	
Durability	(1 + item cost) x 1d10		6 / Special	
Flip Opponent	Dexterity + Brawl		7	STR + 1
Hold	Strength + Brawl	Normal	6	
Kick	Dexterity + Brawl	Normal	7	STR + 1
Reflex	Dexterity + Athletics		6	
Parry	Dexterity + Melee		Special	
Absorb	Stamina/2 (rounded down) + AC for hit location		7	
Spellcasting	Intelligence + Discipline		4 + (Circle/2 rounded up)	Special
Spell Failure	Stamina + Discipline	Special	Spellcraft + 3	Special
Spellsave, Mental	Wits + Spellcraft		7	Special
Strike	Dexterity + Brawl	Normal	6	Str
Sweep	Dexterity + Brawl/Melee	Normal	7	Str
Tackle	Strength + Brawl	Normal	7	STR + 1
Thieving	Stealthcraft + Circle		Base diff. - (Circle/2 rounded down)	Special
Weapon Strike	Dexterity + Melee	Normal	6	Weapon

Rolling

Rolls are not that complicated so do not be intimidated. This guide will explain the basics. Rolls through play are mainly for fun or to see how much attention something draws or how well someone is affected by something. Rolling is not needed for every little thing.

Dice are rolled depending on the number of points/dots a trait has, such as an ability, attribute, or virtue. Most characters have traits ranging from 1-3 dots; a 4 indicating an exceptional level while a 5 is superb and mastery. 0's in traits are possible as well.

Most rolls are made by combining an attribute plus ability, such as Charisma + Performance for performing an activity such as singing. A roll's success is determined by its difficulty. A difficulty is always a number between 2 and 10. Each time you score that number or higher on one of your dice, you are considered to have gained a success. For example, if an action's difficulty is a 6 and you roll a 3, 3, 8, 7 and 10, then you have scored three successes. The more you get, the better you do. You need only one success to perform most actions successfully, but that is considered a marginal success. If you score three or more, you succeed completely. The normal difficulty for a roll is 6.

A player can also decide to split his/her dice pool for doing multiple actions during a combat, for the rules about this please see the Combat chapter.

Spellsave:

Usually a harmful spell allows a target to make a Spellsave roll to avoid some or all of the effect. If so desired, a character or creature can accept a spell, rather than make a Spellsave. If the spell effect is mental, subtract the target's Wits + Spellcraft from the attacker's spellcasting pool. If the spell effect is physical subtract the target's STA/2 (rounded down) + Armor class rating from the attacker's damage pool. If a target's absorb pool cancels out all damage from an attack, the attacker rolls a single die against difficulty 10. If this roll is successful, the attacker inflicts a single die of damage against the target. This ensures that there is always some chance of inflicting damage. A spell's details and description explain which level of Spellsave Roll the spell allows and how a successful save affects it. The four values for this are:

- **Negates:** A successful roll means the spell has no effect.
- **Partial:** A successful roll removes part of the spell effects that occur or a weaker effect occurs instead.
- **Half:** A successful roll halves the damage this spell deals to that subject (rounded down).
- **None:** No roll is allowed.

Durability

The condition of weapons and armor deteriorates over time, particularly if it isn't properly maintained. If the Storyteller so decides, a Durability roll is made, to see if the armor or weapon is damaged or fully breaks. Only a roll with at least one 10 will leave the weapon undamaged. With a regular success, the weapon is only damaged. The player must make a new Durability roll after each finished subsequent combat to see if the weapon breaks. For each of those rolls the difficulty increases by 1, and upon reaching 10, the weapon automatically breaks.

The roll is made with a number of d10 equal to 1+resource cost of the item. For example, a Long Sword (cost 2) would mean the roll was made with 3d10. Standard difficulty is 6. Repairing weapon or armor costs 10% of its standard purchase price; Crafts skill checks are as normal. A magical one requires hiring both a smith and a spellcaster with the prerequisites for the weapon. Artifacts are sufficiently powerful to ignore the durability rules.

Trait Ratings:

(Abilities, Attributes, and Virtues)

0 Abysmal/Terrible

1 Poor

2 Average

3 Good

4 Exceptional

5 Outstanding

Difficulties:

Three	Easy (Draw blank)
Four	Routine (mounting a horse)
Five	Straightforward (seducing someone who's already "in the mood")
Six	Standard/Normal (firing a longbow)
Seven	Challenging (detect if something is magic or firing a crossbow)
Eight	Difficult (rebuilding a ruined building)
Nine	Extremely difficult (rebuilding a ruined building without any bricks to start with)

Degrees of Success:

One Success	Marginal (getting a broken cart to keep moving until the carpenter arrives)
Two Successes	Moderate (making a handicraft that's ugly but useful)
Three Successes	Complete (fixing something so that it's good as new)
Four Successes	Exceptional (increasing your cart's efficiency in the process of repairing it)
Five or More Successes	Phenomenal (creating a masterwork)
Ten	A ten is max, godly.

Targeting:

Aiming for a specific location incurs an added difficulty, but can bypass armor or cover, or can result in an increased damage effect. The Storyteller should consider special results beyond a simple increase in damage, depending on the attack and the target. A result of a 10 is always a success, no matter the difficulty number.

Target Size	Difficulty	Damage
Medium (limb, shield)	+1	No modifier
Small (hand, head, glove)	+2	+1 die
Precise (eye, heart, lock)	+3	+2 dice

Failure:

If you score no successes on a die roll, your character fails his attempted action. He misses his punch. His pitch is a ball instead of a strike. His attempt to persuade the king falls flat. Failure, while usually disappointing, is not as catastrophic as a botch.

Botches:

Bad luck can ruin anything. One more basic rule about rolling dice is the "rule of one," or (spoken in a despairing tone) "botching." Whenever one of the dice comes up as a "1," it cancels out a success completely. A botch is much worse than a normal failure - its outright misfortune. When you roll a botch you need to confirm it by re-rolling the die, if you make a botch again, it is a "Critical Botch". For instance, rolling a botch when trying to shoot down a hunter might result in your bowstring breaking. Botching a stealth roll when trying to sneak into the castle will probably alert the guards, while botching a Stealth roll in a forest is the proverbial "stepping on a dry twig." In combat, you even have a chance of harming yourself instead of the opponent. The Storyteller decides exactly what goes wrong; a botch might produce a minor inconvenience or a truly unfortunate mishap. Of course, some Storyteller's may find that botches are cropping up a little too frequently in their chronicles and may overlook them or seek a re-do.

Trying It Again:

Failure often produces stress, which often leads to further failure. If a character fails an action, he may usually try it again (after all, failing to pick a lock does not mean the character may never try to pick the lock again). In such cases, though, the Storyteller has the option to increase the difficulty number of the second attempt by one. If the attempt is failed yet again, the difficulty of a third attempt goes up by two, and so on. Eventually, the difficulty will be so high that the character has no chance of succeeding (the lock is simply beyond her ability to pick). Sometimes the Storyteller should not invoke this rule. For example, failing to shoot somebody with a crossbow, detect an ambush, or keep on another riser's tail are to be expected in stressful situations. Such failure does not automatically lead to frustration and failed future attempts.

Storyteller's Optional Rule:

In some cases the Storyteller can decide that 1s do not cancel successes and that you only botch when you roll a 1 and NO successes at the first roll, and you may re-roll 0s to see if you can get an extra success, if you roll another 0, keep re-rolling.

Automatic Success:

Let's face it - sometimes rolling dice gets tiresome, particularly when your character could perform a given action in his sleep. Anything that streamlines play and reduces distractions is a good thing. For this, there is a simple system for automatic successes, allowing you to skip rolling for tasks that your character would find frankly mundane. Simply put, if the number of dice in your dice pool is equal to or greater than the task's difficulty, your character automatically succeeds. No dice roll is necessary. Mind you, this does not work for all tasks, and never works in combat or other stressful situations. Furthermore, an automatic success is considered marginal, just as if you had gotten only one success on the roll; if quality is an issue, you might want to roll dice anyway to try for more successes. However, for simple and often-repeated actions, this system works just fine. There is another way to get an automatic success on a roll: Simply spend a Willpower point. You can do this only once per turn, and since you have a limited supply of Willpower you cannot do this too often, but it can certainly help when you are under pressure to succeed.

Extended Actions:

Sometimes you need more than one success to accomplish a task fully. For example, you might have to spend all night tracking down a pack of beasts in a forest, or climb a cliff face that is impossible to scale in a turn. If you need only one success to accomplish an action, the action in question is called a simple action. However, when you need multiple successes to score even a marginal success, you are undertaking an extended action.

In an extended action, you roll your dice pool repeatedly on subsequent turns, trying to collect enough successes to succeed. For example, your character is trying to dig a temporary haven in the forest floor, using only his bare hands. The Storyteller tells you that you need 15 successes to hollow out a den that provides sufficient protection from the night cold. You will eventually succeed, but the longer you go, the more chance there is of you botching and collapsing the tunnel. What's more, if you have only so many turns before dusk, the speed with which you finish your task becomes doubly important. The Storyteller in all cases is the final authority on which tasks are extended actions and which are not. Common extended actions include picking a lock, and aiming and firing a crossbow or sling.

There are two types of extended actions. A total, where you need to accumulate a total number of successes to complete the action and a success and above, where you need to score a number of successes in a single roll over a given number such as a 2 or 4. Scoring a success and above is a more common extended action roll which can lower a difficulty for following actions.

Resisted Actions:

A simple difficulty number might not be enough to represent a struggle between characters. For instance, you may try to batter down a door while a character on the other side tries to hold it closed. In such a case, you would make a resisted roll - each of you rolls dice against a difficulty often determined by one of your opponent's Traits, and the person who scores the most successes wins. Dice are not always required for rolling and should not be relied on for the fun of the game. They come into play at times of chance and during actions where points count and can be deciding factors of things that occur.

Willpower:

*** One Automatic SuccessOne Willpower Point**

(Must declare and spend willpower point before making the roll. Only one willpower point may be spent during a turn in this way.)

*** Overcome Instinct, Urge, or Derangement for a SceneOne Willpower Point**

(Resist derangement, fear, or disgust for the duration of a scene.)

*** Ignore Wound Penalties for a TurnOne Willpower Point**

(Incapacitated or hardly wounded characters may not spend willpower like this.)

DISEASES:

This is a summary of the most important infectious diseases in the world. Some are epidemic; some endemic. Nearly all fall harder on the young, the old and those whose resistance is weakened. Monks and nuns treat the sick, the executioner takes care of any major surgery while the witches are used as pharmacists.

Dysentery

Description: Intestinal afflictions caused by bacteria or parasitic worms, spread through contamination of food and water infected by fecal matter.

Symptoms: Explosive and sometimes bloody diarrhea, cramps and abdominal discomfort, leading to dehydration, weakness and occasionally death.

Fortitude Save: Difficulty: 8

Effect: Effect (2d10-1)/3 nonlethal damage once a day and target is fatigued (-1 STA) and staggered, until cured.

Ergotism

Description: Poisoning from a fungal infection of grain, especially rye. Even after it has been cured, survivors can experience lingering symptoms, including mental impairment.

Symptoms: (Convulsive) Degeneration of the nervous system causes anxiety, vertigo, hallucinations, stupor, convulsions, and psychosis. Constriction of the blood vessels causes reddening and blistering of skin, then blackening, with itching and burning, and finally necrosis and death.

Spreads through: Digestion

Fortitude Save: Difficulty: 8

Effect: (2d10-1)/3 (rounded up) lethal damage once a week and target is very weak and fatigued (-2 STR / -1 STA), until cured.

Gonorrhea

Description: A bacterial infection of the genital tract. In males, symptoms subside in several weeks; in females, a month or two. Serious infections may result in infertility for both males and females. Sufferers may remain infectious for months following an attack.

Spreads through: Sexual contact

Symptoms: (Male) Urgency and burning sensation on urination, profuse discharge of pus. Inflammation of prostate and seminal vesicles may lead to fever and urinary retention. (Female) Mild urethritis; or may be entirely asymptomatic. If infection spreads to the upper tract, acute fever and abdominal pain. Bacteria may invade the bloodstream and produce infections in other parts of the body, most commonly arthritis. The sufferer develops fever and hot, swollen, painful joints.

Fortitude Save: Difficulty: 5

Effect: (2d10-1)/10 (rounded up) lethal damage once a week and target is easy tempered (-1 Self-Control), until cured.

Influenza.

Description: An acute, extremely contagious viral infection of the upper respiratory tract.

Spreads through: Contact or inhalation.

Symptoms: Chills and fever, headache, muscular aches, and general malaise; weakness, prostration, nausea.

Fortitude Save: Difficulty: 7

Effect: (2d10-1)/6 (rounded up) nonlethal damage once a day and target is mentally confused (-1 WITS), until cured.

Leprosy

Description: A bacterial infection, transmitted by respiration or contact, leading to disfigurement. If left untreated, the victim develops sores and becomes easily fatigued. Suffering from a slow deterioration, particularly hardy lepers can remain quite active for years after first exhibiting signs of the disease. Lepers are forbidden to mingle with the unafflicted.

Spreads through: Contact, inhalation, or injury.

Symptoms: Skin lesions, extreme nasal congestion, and permanent open wounds, leading to permanent disfigurement, blindness and crippling.

Fortitude Save: Difficulty: 6 (negates) / Difficulty: 10 (avoid permanent effects)

Effect: (2d10-1)/10 (rounded up) lethal damage once a week and target is disfigured (-2 App), until cured.

Malaria

Description: A classic traveler's nightmare, malaria is a parasitic disease spread through mosquito bites. The symptoms may temporarily disappear for periods up to a few hours.

Spreads through: Injury

Symptoms: Shaking chills, fever, severe headache, profusely sweating and anemia.

Fortitude Save: Difficulty: 9

Effect: (2d10-1)/10 (rounded up) lethal damage once a day and target is weak and fatigued (-1 STR / -1 STA), until cured.

Measles

Description: A mild, highly contagious viral disease transmitted via respiration. Survivors have complete immunity. Fever and rash begin to depart after a few days, and if left untreated complications can include blindness and heart or brain damage.

Spreads through: Inhalation

Symptoms: Cold like (runny nose, dry cough, fever, aching), inflamed and sensitive eyes. Bright red spots, which itch and swell, spreading from the face and mouth to the entire body.

Fortitude Save: Difficulty: 7

Effect: (2d10-1)/10 (rounded up) lethal damage once a day and target is scarred and fatigued (-1 APP / -1 STA), until cured.

Plague

Description: Infected vermin, flea and parasites spread this bacterial infection, also known as Daemon's Touch or the Black Death, through their bites (or secondarily by respiration). Once contracted, the disease spreads quickly, polluting the victim's body with toxins. As the disease reaches the lymph nodes, the victim suffers extreme inflammation of glands, and his skin might take on a black pallor.

Spreads through: Injury or inhalation

Symptoms: Fever, headache, nausea, fatigue, and swelling of the lymph nodes and eventually bleeding beneath the skin.

Fortitude Save: Difficulty: 9

Effect: (2d10-1)/5 (rounded up) lethal damage once a day and target is defaced and severely fatigued (-1 APP / -2 STA), until cured.

Smallpox

Description: A severe, highly contagious viral disease transmitted by inhalation. Survivors have distinctive pitted scars and complete immunity to further infection. The majority of deaths occur in the second week of the disease.

Spreads through: Inhalation

Symptoms: High fever, chills, severe headache/backache and general malaise. Hemorrhages may occur in lungs or other organs. Distinctive itchy rash of red lesions. The bumps become pus-filled blisters, which break and begin to dry up in about 9 days.

Fortitude Save: Difficulty: 6

Effect: (2d10-1)/10 (rounded up) lethal damage once a day and target is scarred (-1 APP), until cured.

Typhoid fever

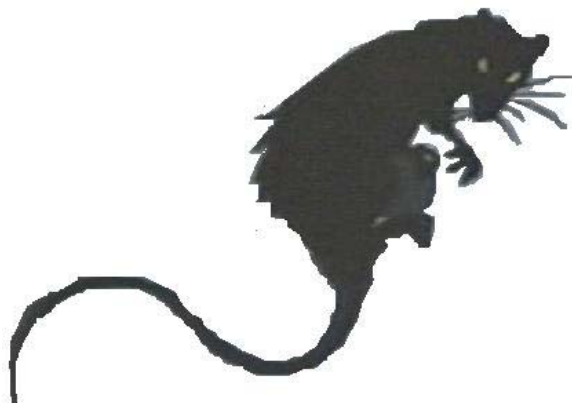
Description: Bacillary infection transmitted via feces. Symptoms can last for weeks and if left untreated it can lead to pneumonia, intestinal hemorrhage and coma.

Spreads through: Injury

Symptoms: Diarrhea, abdominal pain, fever, blinding headache, cough, exhaustion and patches of red on the abdomen.

Fortitude Save: Difficulty: 8

Effect: (2d10-1)/3 (rounded up) lethal damage once a day and target is weak (-1 STR), until cured.



POISON/TOXINS:

1. Roll 1d10 if the result is 1-5 use Table A, if the result is 6-10 use Table B
2. Roll 1d10 to determine what kind of poison you are intoxicated with.
3. Roll 1d10 to determine how many hit points of damage the poison inflicts at first.
4. Roll 2d10 to determine how many hit points of damage the poison inflicts per turn.
5. Roll a 1d10-2 (rounded up) to determine the duration, in turns, of the poison.

TABLE A:

Roll	Type of Toxin	Area of Impact	Physical Effects
1	Dermotoxin	Flesh, Skin	Sores, Oozing Wounds, Rot
2	Neurotoxin A	Central Nervous System	Muscle Spasms, Seizures
3	Cereberotoxin	Brain Tissue	Insanity, Intelligence Loss
4	Leukotoxin	Blood, White Blood Cells	Weakened Immunity, Disease
5	Viscerotoxin	Blood, Plasma	Dehydration
6	Vasculotoxin	Blood Vessels	Bruises, Bleeding, Edema
7	Paleotoxin	Bone Tissue	Joint Pain, Severe Arthritis
8	Ausculotoxin	Inner Ear Canal	Slow Deafness, Dizziness
9	Ophthalotoxin	Eye Tissue	Slow Myopia, Disorientation
10	Hemotoxin	Blood, Red Blood Cells	Tissue Starvation

TABLE B:

Roll	Type of Toxin	Area of Impact	Physical Effects
1	Styptotoxin	Stomach Lining	Nausea, No Appetite
2	Gastrotoxin	Intestinal Tract	Diarrhea, Hemorrhaging
3	Renalotoxin	Kidneys, Urinary Tract	Edema, Painful Urination
4	Hepatotoxin	Liver, Endocrine System	Yellow Skin, Intoxication
5	Lymphotoxin	Lymph Glands, Lymph System	Gland Edema, High Fever
6	Vermotoxin	Appendix	Severe Cramps, Death
7	Pulmanotoxin	Respiratory Tract	Respiratory Arrest, Death
8	Cardiotoxin	Heart Tissue	Cardiac Arrest, Death
9	Neurotoxin B	Central Nervous System	Paralysis, Death
10	Metatoxin	Combination of the Above	Variable, Storyteller's choice

Fortitude Save:

This save details how well a character's ability is to resist certain effects on their body, such as poison, fatigue or diseases. The roll is based on the Stamina and Willpower scores and a specific Difficulty together with the amount of successes defines how well you are able to withstand the effect. If the condition is magical, use a Spellsave roll before making this roll.

Difficulty: 10 - (Body Weight/10 (rounded up))

Amount of dice: Stamina + Willpower

SPELLBOOK

Magical bonuses can't stack, no matter the source (item, spell or potion). The highest one always applies, unless the spell description says otherwise!

All spells require a combination of verbal and somatic spell components. Bards play music and sing in order to cast a spell. If the caster is under an effect, which prevents her from moving his hands or talking, she cannot cast a spell. A deafened caster or a caster who loses her concentration risks misspeaking, which causes the spell to fail or have an unintended effect. Even if it fails, the Mana spent on casting the spell is still lost. The caster can choose to boost a lower circle spell with additional circles, increasing the power of the spell. The casting time is unaffected.

Please refer to the Spells chart appendix.

Spellcasting: Intelligence + Discipline circle sets the amount of dice need to cast a spell.

Spell Boost: You can boost your known spells to higher circles than learned. For each additional circle used, you spend 1 Willpower and difficulty increases by 1.

Casting Time: (Memorization: 5 sec) + Spelltype + 5 sec per spell circle – Mana Burn

Spelltypes: Offensive/Defensive = 5 seconds, Healing/Curses/Summoning = 10 seconds

Mana Burn: You can burn Mana to lower casting time for spells with a higher circle than 3.

For each dot above circle 2 in Spellcraft, you can spend 2 extra Mana, reducing casting time by 5 seconds.

Spell Range: The standard range is measured with the term "Line of sight" and has a maximum range as a longbow (max. 185 m.). Another term is "Melee Range", indicating the caster must be able to hit the target with the weapon used to transfer the spell effect.

Max. number of starting spells: You can either focus on a single Spell Discipline or learn multiple Spell Disciplines. If you focus on one, you choose 3 spells per circle. It is possible to substitute the higher circle spells granted this way with lower circle spells, but not the other way around. If you choose to learn multiple Spell Disciplines, you get one randomly picked spell per circle in each Discipline (1d10/2 rounded up for the number of the spell) and can additionally choose a single spell from one of the Disciplines/Circles learned.

Spells at circle 4 or higher can ONLY be taught at the academy representing the specific element, or by a travelling Grandmaster!

If the player wants to learn new spells during the game, there are only five options:

1. You can get a new spell designed by contacting an Alchemist, who will spend time researching it.
2. You can ask a wizard to search for particular type of spell through his access to ancient spellbooks. However, this process can take months or even years for many of these rare spells.
3. You can ask a travelling mage to exchange his/her knowledge about spells with you.
4. You can buy spells written as scrolls at an Academy or Monastery
5. You may be lucky to stumble upon long forgotten magic in the form of books and scrolls during your adventures, though such items are rare

All of these options are very expensive!

Spellname: Acid Arrow

Spelltype: Offensive/Physical

Discipline: Earth/Water

Circle: 2

Duration: Special

Range: Line of sight

Damage: 2d10-6 (rounded up) per Combat Round

Spellsave: Half

Description: A magical arrow of acid springs from the caster's hand and speeds to its target, doing 2d10-6 (rounded up) points of acid damage. The caster can choose to spend one additional circle to cast the spell, (unless somehow neutralized), it will then last for another Combat Round, dealing another 1d10-6 (rounded up) points of damage.

Spellname: Air Barrier

Spelltype: Defensive/Physical

Discipline: Air

Circle: 1

Duration: 2d10/2 Combat Rounds

Range: Touch

Damage: N/A

Spellsave: None

Description: The caster drapes herself in a cloak of air currents. The currents prevent any foe from getting close to the caster, and also prevent any ranged weapon attacks from hitting the caster. The cloak lasts for 2d10/2 Combat Rounds.

Spellname: Animate Dead
Spelltype: Summoning/Physical
Discipline: Spirit
Circle: Spirit 4
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: The caster can turn the bones or bodies of dead creatures into undead followers. The undead follow the caster, unless commanded to guard an area, attacking any creature (or a specific type of creature) trespassing. The undead remain animated until they are destroyed, in which they cannot be reanimated. For each additional undead created, add 1 to Difficulty. Regardless of the type of undead animated with this spell, the caster can't control more undead than twice the amount of his Spellcraft. If the caster exceeds this number, excess undead from previous castings become uncontrolled. The caster chooses the creatures to release. The corpses used must be mostly intact. If the flesh is gone, a skeleton is created. If the flesh remains, a zombie is created.

Spellname: Arcane Lock
Spelltype: Summoning
Discipline: Air
Circle: 3
Duration: Permanent
Range: Touch
Damage: N/A
Spellsave: None

Description: An arcane lock spell cast upon a door, chest, or gate magically locks it. The caster can freely pass his own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful Dispel Magic or Knock spell (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 turns). Any attempt to open the object by physical force has a difficulty of 10. The amount of active locks are limited by the casters own circle in the Air discipline.

Spellname: Assassins Ammo
Spelltype: Summoning/Physical
Discipline: Air
Circle: 1
Duration: 1 turn
Range: Self
Damage: Same as the object summoned
Spellsave: None

Description: The caster creates ordinary arrows, bolts, bullets, or sling stones at the rate of 2 + 1 per circle used. They disappear when the spell's duration is over. Assassins use this spell even when ammunition is plentiful, because the spell leaves no trace of the weapon that caused the wound

Spellname: Barkskin
Spelltype: Defensive/Physical
Discipline: Nature
Circle: 1
Duration: 10 turns per circle used.
Range: Touch
Damage: N/A
Spellsave: None

Description: This spell is particularly popular among Witches and Shamans. Barkskin toughens the target's skin, by granting an armor bonus of 1 + circle used to a maximum of 3 to all hitlocations (Absorb: 1 Bludgeoning / 0,5 Piercing / 0,5 Slashing x Circle +1). The bonus provided by Barkskin stacks with the target's natural armor (if any) - but not with any other armor bonuses - to a maximum of AC5.

Spellname: Bless
Spelltype: Healing
Discipline: Spirit
Circle: 2
Duration: 3 turns per point in Spellcraft
Range: Touch
Damage: N/A
Spellsave: None
Description: Bless can be used to increase one Physical attribute by 2 on a single target. Instead, it can be used to negate an equal or lower level Curse spell.

Spellname: Breeze of the Sandman
Spelltype: Offensive/Mental
Discipline: Air
Circle: 1
Duration: Concentration + 1 Combat Round per circle used.
Range: 30 m. + 3 m. per circle used
Damage: N/A
Spellsave: Negate
Description: Any creature within the area that fails a Spellsave becomes drowsy and inattentive, getting a -5 penalty to Initiative and to Alertness checks and a -2 penalty on Willpower saves against sleep effects while the breeze is in effect. Breeze of the Sandman lasts for as long as the caster concentrates, plus 1 additional Combat Round per circle.

Spellname: Burning Hands
Spelltype: Offensive/Physical
Discipline: Fire
Circle: 1
Duration: Instant
Range: 4 meters
Damage: 2d10-2 (rounded up) per circle used
Spellsave: Half
Description: A cone of searing flame instantly shoots from the caster's fingertips. Any creature in the area takes 1d10/3 (rounded up) points of fire damage per circle (maximum 3rd circle). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Spellname: Calm Animal
Spelltype: Defensive/Mental
Discipline: Nature
Circle: 1
Duration: 2 turns per circle used
Range: 5 meters per circle used
Damage: N/A
Spellsave: Special
Description: This spell soothes and quiets an animal, rendering it docile and harmless. Only ordinary animals can be affected by this spell. A dire animal or an animal trained to attack or guard is allowed a Spellsave roll to negate the spell; other animals are not. The affected creature remains where it is and doesn't attack or flee. It is not helpless and will defend itself normally if attacked. Any threat breaks the spell on the threatened creature.

Spellname: Chain Lightning
Spelltype: Offensive/Physical
Discipline: Air
Circle: 6
Duration: Instant
Range: Line of sight
Damage: 7d10+Spellcraft
Spellsave: Half
Description: The first lightning bolt discharges electricity from the caster's hand to a single target. It always hits. If there are any creatures within a range of 3 meters from initial target, they will be hit by an equal amount of electricity.

Spellname: Chilling Armor
Spelltype: Defensive/Physical
Discipline: Water
Circle: 1
Duration: Special
Range: Self
Damage: N/A
Spellsave: None

Description: The caster surrounds herself with an armor of cold, absorbing melee damage. Once the spell has prevented a total of 10 points of damage, it is exhausted and dissolves. Any foe touching the caster or making a melee attack is slowed, getting a penalty of +2 difficulty of any movement or attack rolls for 3 Combat Rounds.

Spellname: Climate Affinity
Spelltype: Summoning/Physical
Discipline: Earth
Circle: 3
Duration: 1 hour per circle used
Range: Self
Damage: N/A
Spellsave: None

Description: The caster alters his body in minor ways to help him survive in potentially hazardous natural environments. The caster's body can undergo limited physical adaptations, including growing gills to breathe underwater, growing fur in the cold or adding pigment to one's skin to prevent burning in the desert. Once the adaptation is chosen, it remains for the duration of the spell.

Spellname: Column of Fire
Spelltype: Offensive/Physical
Discipline: Fire
Circle: 6
Duration: Instant
Range: Line of sight
Damage: 7d10 + 2 x Spellcraft
Spellsave: Half

Description: This hugely destructive spell calls a column of fire from the sky, wreaking great damage upon the target. The column is usually only large enough to strike one target.

Spellname: Cone of Cold
Spelltype: Offensive/Physical
Discipline: Water
Circle: 1
Duration: Instant
Range: 4 meters
Damage: 1d10+8 per circle used
Spellsave: Half

Description: Cone of Cold creates an area of extreme cold, originating at the caster's hands and extending outward in a cone. It drains heat, dealing 1d10+8 points of cold damage per caster circle (maximum circle 3).

Spellname: Create Water
Spelltype: Summoning
Discipline: Water
Circle: 1
Duration: Instant
Range: 5 meters per circle used.
Damage: N/A
Spellsave: None

Description: This spell generates 3 liters per circle of wholesome, drinkable water. The water can be created in an area as small as will actually contain the liquid, or in an area three times as large in meters - possibly creating a downpour or filling many small receptacles. Water weighs about 1 kg. per liter.

Spellname: Curse
Spelltype: Curses/Physical
Discipline: Spirit/Nature
Duration: Until cured
Circle: 2
Range: Line of sight (+1 diff.) / Touch
Damage: N/A
Spellsave: Special
Description: A magical curse can be used to decrease a character's Physical attributes by 2, or to negate an equal or lower level Bless spell instead. A Nature curse can cause a special disease or ailment, such as decreased stamina or appearance of -2 or a minor haunting (see the Haunted Flaw). A successful Spellsave halves the effect of a magical curse. For a nature curse, success can either result in half effect or weaken the effect, depending on the curse (Storyteller's decision).

Spellname: Dark Grasp
Spelltype: Curses/Physical
Discipline: Spirit
Circle: 5
Duration: Concentration + 1 Combat Round per circle.
Range: Line of sight
Damage: N/A
Spellsave: Partial (Half Duration)
Description: This spell surrounds its target with the power of raw darkness, rendering it unable to use missile attacks and cast spells. Furthermore, the target's movement (Stamina/Dexterity) is reduced by 2 for the duration of the spell, and the target's Mana is drained by 1 per turn. Dark Grasp lasts for as long as the caster concentrates, plus 1 additional Combat Round per circle.

Spellname: Death's Touch
Spelltype: Offensive/Physical
Discipline: Spirit
Circle: 1
Duration: Instant
Range: Touch
Damage: Special
Spellsave: Half
Description: The spellcaster drains the target of a number of Hit Points to heal herself. The maximum amount of damage caused is twice the Circle used for casting. The Mana Cost for this is the amount of Hit Points drained.

Spellname: Decay
Spelltype: Curse/Physical
Discipline: Earth
Circle: 6
Duration: Until magical healed or death
Range: Touch
Damage: Special
Spellsave: Negate
Description: Causes the target to slowly rot away, causing one health level of aggravated damage per 24 hours.

Spellname: Disease
Spelltype: Offensive/Physical
Discipline: Earth/Nature
Circle: 2
Duration: Until cured/healed
Range: Touch
Damage: A condition, and a max damage of 1 per circle used every 24 hrs
Spellsave: Negate
Description: Disease inflicts a condition upon the target, causing continuous damage until cured by a potion or a spell. The damage from the disease is inflicted every 24 hours. The spell cannot be used above Circle 2.

Spellname: Dispel Magic
Spelltype: Defensive
Discipline: Any
Circle: 4
Duration: Instant
Range: Single target, Line of Sight
Damage: N/A
Spellsave: None
Description: Dispel target spell up to max of own circle in same school/discipline.

Spellname: Divine Intervention
Spelltype: Healing/Physical
Discipline: Spirit
Circle: 8
Duration: Instant
Range: Line of sight (+1 diff.) / Touch
Damage: N/A
Spellsave: None
Description: The caster calls upon the heavens to heal the party of all damage, restore their spellpoints and remove all adverse conditions.

Spellname: Divine Light
Spelltype: Defensive/Physical
Discipline: Spirit
Circle: 2
Duration: 2 Combat Rounds.
Range: 2d10 meter diameter
Damage: Special
Spellsave: Half
Description: This spell calls forth a very bright light, blinding one or more targets at a time, preventing any actions for two Combat Rounds. If cast upon an undead creature, the target also suffers 2x circle used in damage. This spell can only be casted twice a day.

Spellname: Drowning Sphere
Spelltype: Offensive/Physical
Discipline: Water
Circle: 2
Duration: 2 Combat Rounds per circle used.
Range: 15 meters
Damage: N/A
Spellsave: Negate
Description: The caster conjures a sphere of water, which briefly appears around the victim's head, causing suffocation. If the victim fails a Spellsave, it is knocked unconscious 2 Combat Rounds per circle used.

Spellname: Drowsing Touch
Spelltype: Offensive/Mental
Discipline: Air/Earth
Circle: 2
Duration: 10 +2 Combat Rounds per circle used.
Range: Touch
Damage: N/A
Spellsave: Negate
Description: The target of this spell must make a successfully Spellsave roll or fall asleep for 10+2 Combat Rounds per caster circle, or until awakened.

Spellname: Elemental Aura
Spelltype: Defensive/Summoning/Special
Discipline: Earth/Air/Water/Fire/Spirit
Circle: 5
Duration: 1 Combat Round per circle used.
Range: Party
Damage: Special
Spellsave: Half
Description: A protective field surrounds the party. All enemies that attack the party with elemental or divine spells of same element used for casting, receive the same amount of damage they inflict through a magical force.

Spellname: Elemental Blast
Spelltype: Offensive/Summoning/Physical
Discipline: Earth/Fire/Air/Water
Circle: 4
Duration: Instant
Range: Line of sight
Damage: 3 x Circle + 2d10
Spellsave: Half
Description: This spell launches a magical blast from one of the four elements outward from a targeted enemy, inflicting elemental damage to the target and anyone within one-meter radius.

Spellname: Elemental Bolt
Spelltype: Offensive/Summoning/Physical
Discipline: Earth/Fire/Air/Water/Spirit/Nature
Circle: 2
Duration: Instant
Range: Line of sight
Damage: 2 x Circle + 8
Spellsave: Half
Description: This spell launches a magical bolt infused with the discipline used at the target. The bolt always hits the target. The spell can only be cast at circle 2 or below and cannot be boosted in any way.

Spellname: Elemental Prison
Spelltype: Defensive/Physical
Discipline: Fire, Water, Earth, Air, Spirit
Circle: 5
Duration: 3d10/3 (rounded up) Combat Rounds
Range: Line of Sight
Damage: N/A
Spellsave: None
Description: The prison, made of either heat, ice, stone, air or bone prevents the target from moving away. Ranged weapons and spells are not blocked by the prison.

Spellname: Elemental Protection
Spelltype: Defensive
Discipline: Spirit/Nature
Circle: 2
Duration: 2 turns per point in Spellcraft
Range: Self or Party
Damage: N/A
Spellsave: None
Description: This spell increases the party's resistance to damage inflicted by any of the four elements by an amount equal to circle used.

Spellname: Elemental Steed
Spelltype: Summoning/Physical
Discipline: Earth/Fire/Water/Air
Circle: 3
Duration: 3 hrs per circle used
Range: Touch (of element used for summoning)
Damage: N/A
Spellsave: None

Description: You conjure a large, horse like creature. The steed can be ridden only by you. An elemental steed has a look based on the element used for summoning, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit and bridle. It cannot damage other creatures in any way, but animals shun it and refuse to attack it. This spell is limited to one summoning per 24 hrs.

Spellname: Elemental Wall
Spelltype: Defensive/Summoning
Discipline: Earth/Water/Fire/Air
Circle: 3
Duration: 2 Combat Rounds per circle used
Range: Up to 30 meters + 3 meters per circle
Damage: N/A or 1d10-5 per circle used (Fire only)
Spellsave: None

Description: This spell creates a wall of the element conjured that merges into adjoining ground surfaces, making it impossible to pass. An Elemental wall is 1 meter thick per circle used and composed of up to one 1,5 meter square per circle. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another large object. If the wall is material it can be destroyed by normal means such as breaking and chipping. Each 1,5 meter square of the wall has 15 hit points. A section reduced to 0 hit points is destroyed.

Spellname: Enchant Item
Spelltype: Summoning
Discipline: Any
Circle: 2
Duration: 1 turn per circle used
Range: Touch
Damage: N/A
Spellsave: None

Description: When cast, this spell has a chance of temporally imbuing a normal item with magical powers to raise an Attribute by up to 2. If cast is successful, a +1 bonus requires only one success, two or more successes give a bonus of +2. Any botches have a 10% chance of destroying the item.

Spellname: Enrage
Spelltype: Offensive/Mental
Discipline: Spirit/Fire
Circle: Spirit 4 or Fire 2
Duration: 4 Combat Rounds + 1 per point in Spellcraft
Range: Line of sight
Damage: N/A
Spellsave: Negate

Description: Enrage causes a single target to go mad with battle lust, attacking the nearest living creature until the spell wears off or the creature dies. Target is unable to dodge, parry or do other actions but attacking its victim. The target of the spell gets a bonus of +1 die to any to hit roll because of this.

Spellname: Eye of the Storm
Spelltype: Offensive/Physical
Discipline: Air
Circle: 8
Duration: Instant
Range: Line of sight
Damage: 1d10 per point in Spellcraft + Circle to each enemy
Spellsave: Half
Description: Centered from the caster, this spell has a powerful, explosive and concussive effect, which can severely damage everyone within 10 meter radius per circle used. You can only cast Eye of the Storm once per day.

Spellname: Faith
Spelltype: Summoning
Discipline: Spirit
Circle: 4
Duration: 2 Combat Rounds + 1 per point in discipline
Range: Line of sight
Damage: N/A
Spellsave: None
Description: Faith increases an ability of the target the spellcaster selects to 4.

Spellname: Fear
Spelltype: Offensive/Mental
Discipline: Spirit
Circle: 2
Duration: Special, see below
Range: Line of sight
Circle: 2
Damage: N/A
Spellsave: Negate
Description: When struck by Fear, the targeted enemy is overcome with fright, and must flee until the spellcaster has been out of sight for at least 2 Combat Rounds. The caster can only target the same enemy twice per combat. If a creature takes damage, the spell will be broken. Fear will not work on undead creatures.

Spellname: Feather Fall
Spelltype: Defensive
Discipline: Air
Duration: Instant
Range: Self or Party
Circle: 3
Damage: N/A
Spellsave: None
Description: Feather Fall makes target or party fall to the ground like a feather, taking no damage.

Spellname: Flame Blade
Spelltype: Offensive/Summoning
Discipline: Fire
Circle: 1
Duration: 3 Combat Rounds per circle used
Range: Self
Damage: 1d10 + 4 per circle used (maximum +2).
Spellsave: None
Description: A 1-meter-long, blazing beam of red-hot fire springs forth from the caster's hand. The caster wields this blade-like beam as if it was a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d10 points of fire damage +4 point per circle used (maximum +2). Since the blade is immaterial, Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth. This blade counts as a magical weapon and can't be the target of other spells.

Spellname: Frostbite
Spelltype: Offensive
Discipline: Water
Circle: 1
Duration: Special
Range: Touch
Damage: N/A
Spellsave: Half

Description: The caster touches a foe, dealing 1d10-1 of frost damage and target is slowed, getting a penalty of +2 difficulty to any movement or attack rolls for 3 Combat Rounds.

Spellname: Haste
Spelltype: Healing
Discipline: Spirit/Air
Duration: 2 Combat Rounds + 1 per circle used.
Range: Line of sight
Circle: Air 3 or Spirit 4
Damage: N/A
Spellsave: None

Description: Once cast, this spell decreases recovery time of the character it is cast upon by half, allowing faster spellcasting and attacks (+2 to initiative). However, once the spell wears off, the character will be weak (-2 to physical stats until fully rested for 8 hours).

Spellname: Heal
Spelltype: Healing
Discipline: Spirit
Duration: Instant
Range: Touch
Circle: 1
Damage: N/A
Spellsave: None

Description: Cures an amount of Hit Points on a single character equal to 3 times the circles used.

Spellname: Holy Smite
Spelltype: Offensive/Physical
Discipline: Spirit
Circle: 7
Duration: Instant
Range: Line of sight
Damage: 8d10 + Spellcraft
Spellsave: Half

Description: Smites the target with spiritual power. Undead and demons take double damage.

Spellname: Imbue Item
Spelltype: Summoning
Discipline: Any
Circle: 6
Duration: 1 turn per circle used
Range: Touch
Damage: N/A
Spellsave: None

Description:

When cast, this spell has a chance of permanently imbuing a normal item with magical powers to raise an Attribute by up to 2. If cast is successful, a +1 bonus requires only one success, two or more successes give a bonus of +2. Any botches have a 10% chance of destroying the item. As a component, the spell requires a gem with a value of at least 1000 GP, which will be consumed and destroyed during spellcasting.

Spellname: Incendiary Cloud
Spelltype: Offensive/Physical
Discipline: Fire
Circle: 3
Duration: 1 Combat Round per circle used
Range: 30 m. + 3 m. per circle used
Damage: 2d10+2
Spellsave: Half

Description: The caster creates a cloud of swirling smoke, which obscures all sight. In addition, white-hot embers within the cloud deal 2d10+2 points of fire damage per Combat Round to everyone inside it (half with a successful Spellsave). Uncontrolled, the smoke moves away from the caster at 3 meters per Combat Round. By concentrating, the caster can make the cloud move as much as 18 meters each Combat Round. Any part of the cloud that moves beyond the maximum range dissipates harmlessly. Wind disperses the smoke.

Spellname: Knock
Spelltype: Offensive
Discipline: Air
Circle: 3
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: The Knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. If used to open an arcane locked door, the spell does not remove the Arcane Lock but simply suspends its functioning for 10 turns. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis).

Spellname: Lashing Vines
Spelltype: Offensive/Physical
Discipline: Nature
Circle: 2
Duration: 1 turn per circle used
Range: (1d10 x circle used) x 5
Damage: Special
Spellsave: Negate

Description: Vines extending from growth nearby wrap around the limbs of a target until they writhe free. Although this is not true entanglement, it does cause bleeding, giving 1d10 Lethal damage per turn. Furthermore, the target is slowed down and has a -3 to Initiative penalty until freed. Commanding the vines through deep concentration for a maximum of 5 turns per dot in Stamina (Require more than 3 successes on spellcasting) will rend apart the victim and cause increased bleeding period until freed.

Spellname: Lloyd's Beacon
Spelltype: Summoning
Discipline: Water/ Spirit
Circle: Water 6 or Spirit 5
Duration: 1 week per circle used.
Range: Special
Damage: N/A
Spellsave: None

Description: This is the ultimate teleportation spell, but it requires some planning. If the caster places a beacon at a place he visits, he can later use the spell to teleport to this location. The amount of beacons the caster can have is equal to the number of dots in the circles used. The Mana cost for use of the beacon is equal to half the amount of circles used for casting.

Spellname: Magic Mines
Spelltype: Summoning/Physical
Discipline: Fire
Circle: 4
Duration: 24 Hours
Range: 8 m radius
Damage: 2d10 per mine
Spellsave: Half

Description: Magic Mines enables the spellcaster to drop a handful of magically enchanted mines on the ground. The mines will be activated once the caster has left their radius. The next creature heavier than 30 kilos that comes within one meter of a mine will trigger it. The amount of mines equals 5 times the circle used for casting.

Spellname: Magma Skin
Spelltype: Defensive/Physical
Discipline: Fire
Circle: 1
Duration: Special
Range: Touch
Damage: Special
Spellsave: None

Description: The skin of the caster becomes magma, absorbing 10 points of melee damage, before the spell is exhausted and dissolves. A foe attempting to move within touch range of the caster will have to make a willpower check (difficulty 7). Failure means the foe faints from the heat radiation and is unconscious for 1d10/2 Combat Rounds. Success allows the foe to move inside the range, but this will result in burn damage of 2d10-2 (rounded up). Any melee weapon touching the armor will suffer durability damage from the magma (Roll a Durability check diff. 8 to determine how damaged). This spell is for defense only, and cannot be used as a weapon, this will break the spell.

Spellname: Meteor Shower
Spelltype: Summoning/Physical
Discipline: Fire
Circle: 7
Duration: Instant
Range: Line of sight
Damage: Special
Spellsave: Half

Description: This spell only works outdoors. Flaming rocks fall from the sky within 2d10 m + 4 m per circle of a point chosen by the caster. Each target within the area of effect is hit by a meteor dealing 9d10 points of damage plus 1 per circle used.

Spellname: Neutralize Poison
Spelltype: Healing/Physical
Discipline: Earth/Spirit
Circle: Earth 5 or Spirit 3
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: You detoxify any sort of venom in the creature or object touched. Any temporary effects are ended, but the spell does not reverse any physical or instantaneous effects. The spell cannot be used to affect poisonous creatures or plants.

Spellname: Obscuring Mist
Spelltype: Defensive
Discipline: Nature
Circle: 1
Duration: 1 minute per circle used
Range: Self or Party
Damage: N/A
Spellsave: None
Description: A misty fog rises around the target. The cloud is 6 meters in diameter and height. It is stationary once created. The fog obscures all sight beyond 1,5 meters. Anyone within this radius gets a difficulty of 7 to hit. Those farther away get a difficulty 9 to hit. The caster can extend the size and duration of the mist by adding more circles; +1 meter (both height and diameter) and +1 minute per extra circle used.

Spellname: Pain Reflection
Spelltype: Defensive/Physical
Discipline: Spirit
Circle: 3
Duration: 2 Combat Rounds per circle used
Range: Line of sight
Damage: Special
Spellsave: Half
Description: When an enemy hits the character, upon which Pain Reflection has been cast, the enemy takes damage as well; 10% (rounded up) per circle used of the damage dealt, to a maximum of 60% (rounded down).

Spellname: Panic
Spelltype: Offensive/Mental
Discipline: Spirit
Circle: 6
Duration: Special, see description
Range: Line of sight
Damage: N/A
Spellsave: Negate
Description: When struck by Panic, the targeted enemy is overcome with terror and must flee for 2d10 turns. If a creature takes damage while under the influence of this spell, the spell effect is extended by additional 2d10 turns. Panic will not work on undead creatures.

Spellname: Paralyze
Spelltype: Offensive/Physical
Discipline: Water/Earth
Circle: 3
Duration: 1 Combat Round per circle used.
Range: Line of sight
Damage: N/A
Spellsave: Negate
Description: Paralyze prevents a foe from moving for the duration of this spell. Paralyzed monsters cannot retaliate.

Spellname: Phantom Fighter
Spelltype: Summoning
Discipline: Spirit/Air
Circle: Spirit 3 or Air 4
Duration: 2 Combat Round per circle used
Range: Touch
Damage: Special (same as weapon used for summoning)
Spellsave: None
Description: This spell calls forth a weapon specialist in phantom form to fight in stead of the caster. The phantom's Physical Attributes are equal to the caster's Mental Attributes. The caster needs to focus for maintaining the spell, if focus is lost the spell dissipates. When the spell expires, the phantom takes the weapon used for summoning as payment for his services. It can only be cast on one-handed, unenchanted or non-magical melee weapons.

Spellname: Plague
Spelltype: Curse/Physical
Discipline: Earth
Circle: 8
Duration: Permanent or until cured
Range: Line of sight
Damage: Special depending on disease
Spellsave: Negate
Description: Spreads the effect of a disease (whether from a spell or natural causes) when the infected target touches a non-infected being.

Spellname: Poison
Spelltype: Offensive/Physical
Discipline: Earth
Circle: 3
Duration: 1 hour per circle used
Range: Line of sight
Damage: 1d10+4 HP every 15 turns, until cured.
Spellsave: Negate
Description: Infects a foe with a powerful poison that does immediate and continual damage until the poison has run its course.

Spellname: Poison Cloud
Spelltype: Offensive
Discipline: Earth/Air
Circle: 7
Duration: 1 hour per circle used
Range: Special
Damage: 1d10+4 HP every 15 turns, until cured.
Spellsave: Negate
Description: A small poisonous cloud of noxious gases is formed in front, - but out of reach - of the spellcaster. The effect is same as the spell Poison. It moves away from the party at a rate of 1,5 meters per Combat Round, infecting everyone it touches. The cloud expands gradually and within 3 Combat Rounds it has a radius of 5 meters per circle used.

Spellname: Power Draw
Spelltype: Offensive
Discipline: Spirit
Circle: 6
Duration: 2 Combat Rounds per circle used
Range: Line of sight
Damage: Special
Spellsave: None
Description: This spell allows the spellcaster to transfer Mana Points into a character's damage rating. Each Mana Point spent for casting, adds an extra damage die to the character's damage pool.

Spellname: Produce Flame
Spelltype: Offensive/Summoning/Physical
Discipline: Fire
Circle: 2
Duration: 2 turns per circle used
Range: Special
Damage: 2d10 points of damage
Spellsave: Half
Description: Bright flames appear in the caster's open hand without hurting caster or equipment. The flames can be used for touch attacks or hurled up to 37 meters (no range penalty), dealing 1d10/2 (rounded up) points of fire damage. Hurling flames are instantly replaced by a new set. Each attack the caster makes reduces the remaining duration by 1 turn and the spell dissolves if it reaches 0 turns or less.

Spellname: Purify
Spelltype: Healing
Discipline: Spirit/Water
Circle: Spirit 4 or Water 7
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: This spell purifies the life forces of the character it is cast upon, removing conditions such as poison, disease, drunkenness, magically imbued insanity, fear and paralyzation. However, it has no effect on curses.

Spellname: Regeneration
Spelltype: Healing
Discipline: Spirit
Circle: 1
Duration: 1 hour per circle used
Range: Touch
Damage: N/A
Spellsave: None

Description: Regeneration doubles the rate at which the target naturally recovers lost hit points.

Spellname: Remove Disease
Spelltype: Healing/Physical
Discipline: Earth/Spirit
Circle: Earth 4 or Spirit 3
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: This spell cures any disease that the subject is suffering from. Certain special diseases can only be countered by this spell if the caster adds additional circles up to a level defined by the Storyteller. As the effect is instantaneous, it does not prevent reinfection.

Spellname: Repentance
Spelltype: Offensive/Mental
Discipline: Spirit
Circle: 3
Duration: 1 Combat Round per Circle used
Range: Line of sight
Damage: N/A
Spellsave: Negate

Description: Forces the target to kneel and repent his actions. The target will be pacified by fear until the spell expires or he becomes wounded.

Spellname: Resurrection
Spelltype: Healing
Discipline: Spirit
Circle: 5
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: This spell resurrects a slain character. However, the recovery rate is decreased by 50% until fully healed, and the target wakes with only 1 HP. In addition, non-expired spell effects such as disease/curse/bless cast upon it before death remain in effect.

Spellname: Rusting Grasp
Spelltype: Offensive/Physical
Discipline: Earth
Circle: 4
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: None

Description: Any iron or iron alloy item touched becomes instantaneously rusted, pitted and worthless, effectively destroyed. If the item is so large that it cannot fit within a 0,5 meter radius sphere only a similar volume of the metal is rusted and destroyed. The caster may employ rusting grasp in combat with a successful Melee roll. It will destroy 1d10/2 of Armor Class or destroy a weapon (not including one hitting the caster). Magic items are unaffected by this spell.

Spellname: Roots
Spelltype: Offensive/Physical
Discipline: Earth
Circle: 3
Duration: Permanent
Range: Line of sight
Damage: N/A
Spellsave: Negate

Description: Roots rise up from the earth to entangle a target. The area of effect is 18 square meters per circle used. Can only be cast near living vegetation. Be careful! The unwary caster can catch himself in his own trap!

Spellname: Shadow Warrior
Spelltype: Summoning
Discipline: Spirit/Air
Circle: Spirit 4 or Air 6
Duration: 3 Combat Round per circle used
Range: Line of sight
Damage: Special
Spellsave: None

Description: This spell calls forth a copy of the caster himself. The Shadow Warrior can use all of his abilities and has access to the caster's offensive and defensive spells (and only those spelltypes). The Shadow Warrior demands payment in blood for his services. This is claimed when the spell expires, causing one health level of damage.

Spellname: Shared Life
Spelltype: Healing/Physical
Discipline: Spirit
Circle: 7
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: Negate

Description: Shared Life combines the life force of the party and redistributes it amongst the entire party as evenly as possible. No individual character is allowed to have more points than his or her maximum total Hit Points.

Spellname: Soften Earth
Spelltype: Summoning
Discipline: Earth/Water
Circle: 1
Duration: Instant
Range: 8 meters + 1 meter per circle used
Damage: N/A
Spellsave: None

Description: When this spell is cast, all earth in the area of effect is softened. Wet earth becomes thick mud and dry earth becomes loose sand or dirt. The affect 3 square meters per circle used area to a depth of 1 to 2 meters, depending on the toughness or resilience of the ground. A creature in mud or loose dirt must succeed on a Reflex roll or be caught for 2 Combat Rounds, unable to move, attack and cast spells. A creature that succeeds on its save can move through the mud at half speed, but it can't run or charge.

Spellname: Soul Drinker
Spelltype: Healing/Physical
Discipline: Earth
Circle: 3
Duration: Instant
Range: Line of sight/Touch
Damage: 1d10-2 HP per circle used (rounded up)
Spellsave: Negate

Description: This horrible spell sucks the life from creatures in sight, friend or foe. They are drained of up to 1d10-2 HP per circle used (rounded up), but no one is reduced to less than 1 HP. Soul drinker then transfers that life to the party in much the same fashion as Shared Life.

Spellname: Sparks
Spelltype: Offensive/Physical
Discipline: Air
Circle: 1
Duration: 30 seconds
Range: Line of sight
Damage: Special
Spellsave: Half

Description: Sparks fires small balls of lightning that bounce around until they hit something or dissipate. Each spark does 1d10-2 (rounded up) points of damage plus 1 per circle used. The number of sparks generated is twice the number of circles used.

Spellname: Spell Deflection
Spelltype: Defensive/Physical
Discipline: Same as original spell
Circle: 8
Duration: Instant
Range: Single target
Damage: N/A
Spellsave: Negate

Description: The caster deflects the effect of a spell being cast from one target to another. If the new target resists the spell, it fizzles out without affecting anyone.

Spellname: Spell Reaver
Spelltype: Offensive/Physical
Discipline: Fire
Circle: 3
Duration: 1 Combat Round per circle used
Range: Line of sight
Damage: 1d10 + 8
Spellsave: Negate
Description: This spell conjures magical flames, surrounding a single target. In addition to causing damage, the flames disrupt magic effects (not including items and weapons). All magic effects with lower or equal number of circles than used for Spell Reaver are dispelled.

Spellname: Spell Reflection
Spelltype: Defensive/Physical
Discipline: Same as original spell
Circle: 6
Duration: Instant
Range: Single target
Damage: N/A
Spellsave: Negate
Description: The caster reflects the effect of a spell back to the original caster. If the new target resists the spell, it fizzles out without affecting anyone.

Spellname: Spirit Companion
Spelltype: Summoning/Physical
Discipline: Any
Circle: 4
Duration: 2 Combat Rounds per circle used
Range: Touch (of element used for summoning)
Damage: Special
Spellsave: None
Description: The caster conjures a spirit, about a third her own height. The Spirit Companion is born with 2d10 Hitpoints, but half of that life energy (rounded up) is drained from the caster. The spirit can cast Elemental Bolt using the caster's Mana. The spell is cast as if the spirit had only 1 stamina.

Spellname: Spirit of the Oak
Spelltype: Healing
Discipline: Nature
Circle: 1
Duration: 1 Combat Round per circle used
Range: Self
Damage: N/A
Spellsave: None
Description: Summons a Spirit of the Oak to assist the caster. The Spirit will absorb any damage done to the caster for the duration of the spell. When the spell expires, it will restore the caster to full health. This spell can only be cast once every 24 hours.

Spellname: Spirit Shell
Spelltype: Defensive
Discipline: Spirit
Circle: 3
Duration: 6 hours per circle used
Range: Touch
Damage: N/A
Spellsave: None
Description: If the target isn't wearing metal armor, Spirit Shell can toughen the target's skin, by using divine forces to grant an armor bonus of 1 + circle used to a maximum of +5. The enhancement bonus stacks with the target's natural armor, but not with any other armor bonuses.

Spellname: Stoneskin
Spelltype: Defensive
Discipline: Earth
Circle: 1
Duration: Special
Range: Touch
Damage: N/A
Spellsave: None

Description: The warded creature gains resistance to blows, cuts, stabs and slashes. Stoneskin absorbs up to 10 points of damage from each attack. Once the spell has prevented a total of 10 points of damage, it is exhausted and dissolves.

Spellname: Surveying Soul
Spelltype: Summoning
Discipline: Air/Spirit
Circle: Air 3 or Spirit 5
Duration: 1 hour
Range: 500 m. per circle used.
Damage: N/A
Spellsave: None

Description: Through deep concentration, the spellcaster sends out a part of his soul to survey the surrounding area. Like Wizard Eye, treasure and monsters are revealed, but this spell also allows the caster to detect magic.

Spellname: Thorns
Spelltype: Offensive/Physical
Discipline: Earth/Nature
Circle: Earth 3 or Nature 2
Duration: 1 hour per circle used
Range: 30 meters + 3 meters per circle used
Damage: Special
Spellsave: Half

Description: Any ground-covering vegetation or roots and rootlets in an area 6 square meters per circle used, become very hard and sharply pointed without changing appearance. Any creature takes $2d10 + \text{Circle}$ points of Lethal damage for each 1,5 meters of movement through the affected area. A failed Reflex roll means the victim has suffered injuries, which will cut movement (Stamina/Dexterity) by half for 24 hours or until the creature is healed.

Spellname: Torchlight
Spelltype: Summoning
Discipline: Fire
Circle: 1
Duration: 1 hour per circle used
Range: Touch
Damage: N/A
Spellsave: None

Description: Torchlight brings forth an aura of light to aid the party in dark areas.

Spellname: Tornado
Spelltype: Offensive/Physical
Discipline: Air
Circle: 5
Duration: $2d10$ Combat Rounds
Range: Line of sight
Damage: $2d10 + \text{circle}$
Spellsave: Half

Description: The caster summons a massive tornado to wreak havoc upon a target of his choice. Target roll a Disarm check for not losing his weapon. After doing damage to the victim, the tornado moves on, the caster unable to control its movement.

Spellname: Town Portal
Spelltype: Summoning
Discipline: Air
Circle: 4
Duration: Instant
Range: N/A
Damage: N/A
Spellsave: None

Description: Ancient altars can be found in each Mage School or Abbey. With this spell, the caster can establish a link to one of these altars and teleport himself or the party to it. An inexperienced spellcaster can only teleport to the nearest altar, but a more experienced one can choose any altar he is familiar with.

Spellname: Transfusion
Spelltype: Healing/Physical
Discipline: Spirit
Circle: 6
Duration: Instant
Range: Touch
Damage: N/A
Spellsave: Negate

Description: With this spell, a caster can transfer a condition (good or bad) between himself and a friend or foe within range. Examples include blessings, curses and diseases (magical or natural).

Spellname: Trap Soul
Spelltype: Offensive/Special
Discipline: Spirit
Circle: 7
Duration: Permanent
Range: Touch
Damage: N/A
Spellsave: Negate

Description: Traps the soul of the target in an object. Locks the alignment/road of target at evil 4. While without soul, the target's body is a wandering shell devoid of emotions, including immunity to pain. If the object containing the soul is destroyed, the soul will return to the body.

Spellname: Tree Shape
Spelltype: Defensive
Discipline: Nature
Circle: 1
Duration: 1 hour per circle used
Range: Self
Damage: N/A
Spellsave: None

Description: The caster can assume the form of a large tree or shrub. The closest inspection can't reveal anything unusual about the tree, but a Detect Magic spell will reveal a faint aura. While in tree form, he can observe all that transpires around him. The caster gains a +4 natural armor bonus and is immune to critical hits. However, his effective Strength and Dexterity score are reduced to 0. Clothing and gear changes with him, but can't be used. The caster can return to his natural shape at any time, but the transformation takes half a Combat Round.



Spellname: Turn Undead
Spelltype: Defensive/Special
Discipline: Spirit
Circle: 2
Duration: Instant
Range: Line of sight
Damage: Special
Spellsave: Negate

Description: Turn Undead uses divine magic to battle the evil magic, which has animated the undead abomination. At lower levels, it forces the undead to flee, but using circle 3 or higher, it also causes them great damage: 1d10 per circle used beyond circle 2.

Spellname: Water Breathing
Spelltype: Blessing
Discipline: Water
Circle: 3
Duration: 2 hours per circle used
Range: Touch
Damage: N/A
Spellsave: None

Description: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touch.

Spellname: Whispering Wind
Spelltype: Summoning
Discipline: Air
Circle: 1
Duration: Until destination is reached
Range: Special
Damage: N/A
Spellsave: None

Description: The caster sends a message of up to 25 words to a designated spot, familiar to him, provided the whispering wind can find a way to that location. It is indistinguishable from a normal wind until it reached the location and delivers the message (independent of whether anyone is actually present to hear it), before dissipating. The caster chooses the travel speed of the Whispering Wind, anywhere from 25-150 m per turn.

Spellname: Wizard Eye
Spelltype: Summoning
Discipline: Air
Circle: 2
Duration: 1d10 turns per circle used
Range: Special
Damage: N/A
Spellsave: None

Description: Wizard Eye summons a scrying sphere that allows the party to see monsters and treasure in a large area around them. What they see and how far depends upon the circle used. Additional circles used will result in a more detailed survey, but this is ultimately up to the Storyteller.

Spellname: Wound
Spelltype: Offensive/Physical
Discipline: Spirit
Circle: 1
Duration: Instant
Range: Melee range
Damage: 2d10-3 HP per circle used (rounded up)
Spellsave: Half

Description: Wound inflicts damage upon an enemy within melee range.

Spellname: Wrath of Bugs
Spelltype: Summoning/Physical
Discipline: Nature/Earth
Circle: 1
Duration: 1 turn per circle used
Range: Line of sight
Damage: N/A
Spellsave: None

Description: This spell calls forth a swarm of insects which confuse the target, reducing Initiative by 3 points. If more than one circle is used, the target cannot attack efficiently and therefore loses its Initiative entirely. The caster can maintain control over the swarm for up to 1 turn per circle, as long as he keeps concentrating. If he takes another action or his concentration is broken, the swarm will start dispersing and the target can move freely again.



CANTRIPS

Cantrips only require the background: Spellcraft and counts as circle 0 spells and have no specific Spellcraft Discipline. Cantrips does not consume any Mana, and each cantrip can only be used twice per 10 turns.

Spellname: Cantrip

Spelltype: Varies

School: Varies

Circle/Discipline: 0 (Requires: Spellcraft 1+ though)

Difficulty: 4

Duration: Maximum 1 hour

Range: Maximum 1d10-3 (rounded up) meters radius

Damage: Maximum 1d10

Spellsave: Half (rounded down)

Description:

Cantrips are simple spells, used to perform a small task for the spellcaster, not consuming any Mana.

A few examples:

Acid Splash: Orb deals 1d10 acid damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).

Dancing Lights: Creates a number of small moving light spheres with the color depending on the element used.

Daze: Humanoid creature of 2 Wits or less loses next initiative.

Detect Magic: Detects magic items within 3 m. radius.

Detect Poison: Detects poison in a small object or liquid.

Disrupt Undead: Deals 1d10 damage to one undead creature.

Flame: Makes a tiny flame, ideal for starting a campfire etc.

Flare: Dazzles one creature (+1 diff on attack rolls for 2 Combat Rounds).

Ghost Sound: Figment sounds.

Levitate: Makes a resting target hover up to 50 cm above ground for 1d10/3 (rounded op) turns

Light: Object gets fluorescent for 1 hour.

Mage Hand: Up to 3 kg telekinesis of an object.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes any unlocked/unblocked object nearby, such as doors, drawers and lids.

Prestidigitation: Performs minor entertainment tricks.

Ray of Frost: Ray deals 1d10 cold damage.

Reading: Assists the caster when reading scrolls or books, turning pages when necessary, etc.

Touch of Fatigue: Touch attack fatigues target, which loses 2 Stamina for 2 Combat Rounds.



APPENDIX

A list describing all the sheets and supplements for this book.

Companion Sheet

The Animal Companion sheet is a record of your character's animal followers. It can also be used by the Storyteller as a record of any normal animal you can stumble upon in the nature around Keski-Ajân. It contains information about attributes, abilities, combat skills, description and possessions you or the Storyteller will need during a play session. Read more about Animal-Companion creation at p. 59-76.

Character Sheet

The Character Sheet is the record of your player character. It contains game statistics, notes and background information you and the Storyteller will need during a play session. Read more about character creation at page 3 of this book.

Combat Overview

An easy overview showing the steps and dice rolls of combat.

Equipment Chart

A list of all the equipments you can buy at character creation, and maybe also in game.

Intro Story

A short description of the creation of everything, some major events in history of so far, and of the apocalypse which might occur one day (written in Danish).

Monster Sheet

The Monster Sheet provides an easy overview for the Storyteller of the statistics and the types of attacks the monsters of Keski-Ajân possess. It also contains the type of detailed information, which can be found in a normal Character Sheet.

Spells Chart

Provides an easy overview of all spells sorted by number of circles and elements.

World Map

A map of the explored parts of Keski-Ajân.