

BLOODEALL

**Sword & Sorcery Rules For Tabletop Roleplaying
And Miniatures Wargaming**

RULES COMPENDIUM

By River Lynds & Rebecca Yuen | Red Lily Adventuring

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INTRODUCTION

Bloodfall: Swords & Sorcery Rules for Tabletop Roleplaying and Miniatures Wargaming is an all-in-one gaming system for both intimate one character per player adventuring as well as epic fantasy battles. It is our opinion that these two hobbies, tabletop roleplaying games and miniature wargames, do not need to be engaged in separately from one another, relegated to disparate corners of the gaming world. Rather they are extremely close cousins and when integrated together in the same campaign system they serve to enhance one another, allowing for the seamless weaving of grand tales of swashbuckling heroes with the fates of nations.

The Bloodfall system is grounded in a fantastical swords & sorcery setting, the world of Ereh, not being bound to any particular historical or cultural time period from the real world. Most of the cultures on Ereh center on a level of technology roughly equivalent to that of the Early Middle Ages (about 450 CE – 1000 CE) or the High Middle Ages (about 1000 CE – 1300 CE), but you will find anachronisms and fantastical impossibilities all across the system so those looking for a more historically grounded sort of gaming will find themselves sorely disappointed. But gamers whose imaginations are unbound by such constraints are sure to fall in love with the freedom that the rules of the Bloodfall system will give them to spin fantastical epics.

The goal of this system is not to facilitate the playing of movie or comic book superheroes but rather the sorts of characters that could be found in the works of Le Guin, Moorcock, Lieber, and Howard. At the highest end they will be just a touch above the highest achievable human ability.

The Bloodfall system is also not intended for play via a dedicated table at a set time with a set group (though it may also be played like this and how to will be detailed later), but instead is intended for and designed from the ground up for open table play where each player may dedicate the time they wish to and have to a campaign and the events of the world are changed and shaped by a multitude of players across a multitude of characters and sessions. The intention of these rules is to help create a specific world, the world of Ereh, along with the input of the referee and the players. In many ways this is a love letter to the swords & sorcery games of the 1970s – 1980s and in many more ways is a modernization of those classics.

WHAT YOU NEED TO PLAY

In order to begin playing, you will need a few materials. The most important are: a three ring binder or some other form of organizer, a multisubject notebook, at least 20 pages of 4 squares per inch graph paper, a pen or pencil, and at least two sets of dice that includes a d100, a d20, a d10, a d8, a d6, and a d4.

PLAYERS AND THE REFEREE

Because this system is meant for open table play, the average play group should consist of somewhere between 6 and 80 players and at least one Referee. Although, a ratio of 1 Referee for every 20 players is highly recommended. Players operate one or more “player characters”, which are the mechanism by which the player interacts with the game system. Each player will probably develop a “stable” of player characters over time, as some of them die and some of them are out of commission for a period of time between adventures. The Referee on the other hand adjudicates the rules, portrays the world, and organizes the table. Being a Referee is a very rewarding experience and we recommend that anyone who wants to try it out.

SCHEDULING SESSIONS OF PLAY

There are two recommended ways for a session of play to be scheduled. Firstly, the Referee can put out a call to the players when they have availabilities to run a session of play. The players will then sign up to reserve a spot for that session on a first come, first serve basis.

The second manner in which a session could be scheduled is what is called a “Sponsored Session”. A Sponsored Session is initiated by a player or a group of players who wish to undertake a specific task or quest putting out the call for other players to reach the amount needed for a session as determined by the Referee. Those players then reach out to a Referee to schedule a session and nail down a time.

We highly recommend that it be required, or at least highly incentivised, for the participating players to each write up a session summary for each session. We have found that awarding 20 Profession Experience to each character whose player writes a session summary is often a sufficient incentive.

DICE CONVENTIONS

d2: This yields a result of 1 or 2. You can roll a D4 (or any other even-sided die) and divide it in half, with a coin toss (heads = 1, tails = 2), or take any die and roll it (odd result = 1, even result = 2).

d3: Roll a d6 and divide it in half, rounding up.

d4: A four-sided die, yielding a result of 1 through 4. It is often used with damage bonuses.

d6: The second most common die, this yields a result of 1 through 6. You are probably already familiar with dice like these.

d8: An eight-sided die, yielding a result of 1 through 8.

d10: A ten-sided die, yielding a result of 1 through 10, with the 0 face representing 10. It is most commonly used with another d10 as part of a percentile dice roll.

d12: A 12-sided die, yielding a result of 1 through 12. This dice type is not used very often.

d20: A 20-sided die, yielding a result of 1 through 20.

d100: Two ten-sided dice, rolled together with one die representing the tens value and another representing the ones value. This is the most common roll of the dice in Bloodfall. Though usually a percentile roll, these dice are sometimes rolled for a basic result.

OTHER TYPES OF BLOODFALL CAMPAIGNS

While the intended method of playing Bloodfall is the open table and the game is largely built around its demands, it is still possible to have very satisfactory dedicated table games using this system. Here we will explore a few of them and what they entail.

CHAPTER 1: CHARACTER GENERATION

For the sake of ease we are going to separate Character Generation into two sections: Before You Start Your First Session and After You've Played Your First Session. First we will detail what you need to do Before You Start Your First Session. There are a few steps:

STEP ONE: CHOOSE AN ANCESTRY

During this step, you choose which Ancestry that you want your character to be from: Álfar, Dweorgr, Human, Kottir, or Ul-Kor.

ÁLFAR

The Álfar (or Ibarthalain in the High Tongue) are that folk which in Mannish dialects are called Elfs. They hail from the world of Faerie but some have chosen (or been banished to) live among the mortal peoples of Ereh. The Elfs have a singular major power base in the mortal world: Lothonia, the seat of the Summer Court which is presided over by King Oberon and Queen Titania and the Lords of Fire. Elfs are on average 6 to 7 feet tall. Álfar do not have cultures in the same way that Men and their ilk do but rather have "types" for lack of a better word that are determined by their estate among the Courts of their Realm. The four estates of the Elfish Lords are: the Ardir, the Meindir, the Gwyldir, and the Tirami, these are detailed in Chapter 2: Cultures.

Table 1.1: Álfar Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	2d6+6
Finesse (FIN)	2d6+6
Might (MIG)	3d6
Size (SIZ)	2d6+6
Mental Characteristics	
Education (EDU)	2d6+6
Intuition (INT)	3d6
Willpower (WILL)	2d6+6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Álfar Traits

Starting Age: 100 + 4d6

Height: 5 feet 7 inches + 2d10 + ½ SIZ

Weight: 100 + (2d6×2d6) + ½ SIZ

Song of Brook and Leaf: As an Álfar, you are able to understand and speak to the spirits of nature, including but not limited to plants, insects, bodies of water, rocks and stones, and small woodland creatures.

DWEORGR

The Dweorgr (pronounced dw-ahr-gir), are sometimes called dwarfs by Humans (though this is generally considered an insult among the Dweorgr) because of their height in relation to the Mannish peoples but there is nothing short about the stature of this proud folk in the history of Ereh. Some among the less educated might believe that Dweorgr are properly classified as one of the Fair Folk but as any scholar worth their salt knows that they are indeed Cythfolk and descended from a very distant common ancestor with Humans. Dweorgr are on average about 4 ½ to 5 ½ feet tall and of a slightly stockier build than humans but it is not unheard of for some of them to reach 6 feet in height. There are three main Dweorgr cultures in the known world: Hyllar, Dūnnar, and Dramnian, these are detailed in Chapter 2: Cultures.

Table 1.2: Dweorgr Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6+6
Size (SIZ)	2d4+5
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	2d6+6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Dweorgr Traits

Starting Age: 50 + 3d6

Height: 4 feet 0 inches + 5d4 + ½ SIZ

Weight: $110 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Dwervault Architecture: As a Dweorgr, you are more familiar than other Cythfolk with the construction of underground vaults and dungeons. You automatically notice slanting hallways. You also gain a +20% familiarity bonus to Skill Checks made to notice unusual stonework, traps in stonework, unsafe stone construction or to recall knowledge regarding stone construction or its history.

HUMAN

According to legend, during the Age of Sundering, when the world was twain, the Roots of the Great Ash entered into and mingled with the thoughts of the Mind of Eroc. At once thoughts entered into the wood of the Roots and some among them sprang to life, sewing shut the world. Thus Humans arose from the thought-bearing wood of the Roots, the children of Eroc. Humanity goes by many names in the world of Ereh, be it Humans, Men, Kenwight in some of the old tongues, or the Children of Eroc. They live all across the world and have many different cultures and civilizations, twelve of which will be detailed in this book as options for players: the Aelarothians, the Aralians, the Carantians, the Emoreans, the Fortrians, the Illirans, the Manrathi, the Roxoloniens, the Salians, the Seharians, the Tarrassians, and the Vounoese. These are all detailed in Chapter 2: Cultures.

Table 1.3: Human Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6
Size (SIZ)	2d6+6
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	3d6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Human Traits

Starting Age: $15 + 1d6$

Height: 4 feet 5 inches + $4d6 + \frac{1}{2} SIZ$

Weight: $95 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Mortal Vigor: As a Human, once per a Week, you may choose to succeed on an Injury test made when you fall below the Major Wound threshold.

KOTTIR

The Kottir are the youngest of all of the ancestries on the world of Ereh, having only diverged from Humans in the last 1,000 years. Kottir tend to look somewhat like Humans but of a slimmer frame and lesser in height, with thicker, shaggier hair and cat-like ears instead of the more human-like ears of other Cythfolk. There are many theories about how they came to be, but there is no consensus among scholars. Due to their recent emergence, Kottir don't really have cultures of their own and tend to blend themselves in with the dominant human culture of the region that they hail from.

Table 1.4: Kottir Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	2d6+6
Finesse (FIN)	2d6+6
Might (MIG)	3d6
Size (SIZ)	2d6+6
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	3d6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6
Kottir Traits	
Starting Age: $15 + 2d6$	
Height: 4 feet 5 inches + $4d6 + \frac{1}{2} SIZ$	
Weight: $95 + (2d6 \times 2d6) + \frac{1}{2} SIZ$	

Feline Claws: As a Kottir, your claws are a natural weapon of sorts, they use the Brawl Combat Skill and deal $1d6+dm$ damage.

UL-KOR

The Ul-Kor (known as Orcs to many Humans) are a proud and powerful folk who live in many great kingdoms further to the south as well as Throm-Shal in the north. Within Human dominated lands they tend to live in loosely associated nomadic or semi-nomadic clan structures. The relationship between Human populations and the Ul-Kor can sometimes be extremely antagonistic but both ancestries tend to try to keep the peace more often than not (though some Human peasant populations can be a detriment to this noble effort). There are three main Ul-Kor cultures: Sa'amite, Vadrian, and Yarman. These are all detailed in Chapter 2: Cultures.

Table 1.5: Ul-Kor Characteristic Rolls

Characteristic	Dice Rolled
Physical Characteristics	
Agility (AGI)	3d6
Finesse (FIN)	3d6
Might (MIG)	3d6+6
Size (SIZ)	2d6+8
Mental Characteristics	
Education (EDU)	3d6
Intuition (INT)	2d6+6
Willpower (WILL)	3d6
Wit (WIT)	3d6
Social Characteristics	
Charisma (CHA)	3d6
Fairness (FAIR)	3d6
Nobility (NOB)	3d6

Ul-Kor Traits

Starting Age: $10 + 2d6$

Height: 5 feet 5 inches + $4d6 + \frac{1}{2} SIZ$

Weight: $120 + (2d6 \times 2d6) + \frac{1}{2} SIZ$

Long Distance Rider: As an Ul-Kor you are used to needing to be ahorse for long periods of time. You have the ability to sleep while in the saddle when you are on an expedition with at least three other player characters.

STEP TWO: GENERATE YOUR CHARACTERISTICS

During this step, you determine the underlying Characteristics which tell you the most about what sort of character it is that you're generating, whether that be a mighty knight or a shrewd scholar. These Characteristics are: Agility (AGI), Finesse (FIN), Might (MIG), Size (SIZ), Education (EDU), Intuition (INT), Willpower (WILL), Wit (WIT), Charisma (CHA), Fairness (FAIR), and Nobility (NOB). They are determined by rolling the dice specified on your Ancestry's Characteristic Rolls table.

AGILITY (AGI) (PHYSICAL)

Your Agility is a measure of your speed and overall dexterity. It affects your ability to move stealthily, your overall speed. If your AGI is ever reduced to zero, you are incapable of moving. Your Referee might have you roll an AGI Check in order balance on a deteriorating rope bridge, to keep your footing on a ship's deck in a tumultuous storm, or any other situation which relies on dexterity for which a specific skill does not exist. Your AGI may not exceed a score of 21 by any means.

FINESSE (FIN) (PHYSICAL)

Your Finesse is a measure of your fine motor skills. It affects your ability to do things like pick locks or tie knots. Your Referee might have you roll a FIN Check if you are attempting to do something that would not normally require a roll, like putting a key in a lock, but you are somehow impaired (for example via alcohol). Your FIN may not exceed a score of 21 by any means.

MIGHT (MIG) (PHYSICAL)

Your Might is a measure of both your overall brawn as well as your physical vigor and endurance. If your MIG is ever reduced to zero, you die outright (ignoring all other dying rules). Your Referee might have you roll a MIG Check if you attempt lifting a heavy metal portcullis, breaking down a door, or doing anything else that requires strength but does not have a specific skill. Your MIG may not exceed a score of 21 by any means.

SIZE (SIZ) (PHYSICAL)

Your Size is a rough estimate of your combined height, weight, muscle mass, and a slew of other factors. There are no Characteristic Checks made for SIZ. Your SIZ can be increased and decreased by various means (starvation, dieting, training, losing a limb, etc.) and any effects which would change your SIZ will be specified in their specific sections of this book.

EDUCATION (EDU) (MENTAL)

Your Education is a measure of your experience in the academic world and with specific professional training. Your Referee might have you roll an EDU Check in situations where your character is attempting to recall what might be general knowledge (like the name of a local noble or anything else that does not have a specific skill associated with its knowledge).

INTUITION (INT) (MENTAL)

Your Intuition is a measure of your general awareness of your surroundings and judgment of things both socially and spatially. If your INT is ever reduced to zero, you are put into a catatonic state. Your Referee might have you roll an INT Check when you are stuck and trying to figure something out but there is no specific skill that would make much sense in the particular situation.

WILLPOWER (WILL) (MENTAL)

Your Willpower is a measure of your mental fortitude, capacity to keep cool under stress, as well as your attunement to the aether which permeates all of reality. Your Referee might have you roll a WILL Check in situations where your ability to resist and stay calm are in question, such as during a particularly intense interrogation.

WIT (WIT) (MENTAL)

Your Wit is a measure of your ability to think on your feet and your way with words. Your Referee might have you roll a WIT Check in situations where a sharp tongue is called for but there is no particular skill which best fits the situation.

CHARISMA (CHA) (SOCIAL)

Your Charisma is a measure of your social gravitas. It influences your ability to command and influence non-player characters. Your Charisma also affects how many retainers your character may attract and the overall loyalty of those retainers.

FAIRNESS (FAIR) (SOCIAL)

Your Fairness is a measure of your physical features and general attractiveness. Your Referee might have you roll a FAIR Check when you are attempting to use your physical attributes influence another person.

NOBILITY (NOB) (SOCIAL)

Your Nobility is a measure of your family's socio-economic stature and the manner in which the greater community views you. This does not al-

ways mean you are in the direct line of succession (this should be worked out with your Referee).

Table 1.6: Nobility Family Status Table

Range	Familial Status
3	Free Peasants
4-5	Merchants
6-8	Artisans
9-10	Unlanded Knights
13-15	Lesser Landed Nobles
16-17	Higher Landed Nobles
18	Royalty

CHARACTERISTIC CHECKS

If a Characteristic Checks is called for, first multiply the score of the specified Characteristic by 5 in order to generate a percentage out of 100 and the roll 1d100 and follow the rules for resolving Checks.

STEP 2: GENERATE QUIRKS

There is a 40% chance of your character having a "Quirk" which is a special rule which changes the way they operate. It may be either some sort of special lineage that they are descended from or some form of disability or other aspect of their past which defines how they operate in a particularly special way that is not covered by other rules systems. If you do have a Quirk, there is an additional 5% of instead having two Quirks. Roll 1d100 and then find the specific Quirk by the range in its description title.

AMNESIAC (01-06)

Your history is a mystery. You have no recollection of your past or any other information. You may have even forgotten your name, and may have another name as a result. You gain the Passion: Recover Memory.

BEDRIDDEN (07-12)

Since your days as a child, you have been confined to bed as a result of illness and/or disease. Your body is frail and sickly, and is incapable of independent movement. Your MOVE Characteristic is always 0 and cannot be modified save by magick. You start play with an amount of NPC caretakers equal to 1/5 of your NOB (rounded up, min 1). Work with your Referee to determine exactly the means of movement is used (by default some form of litter or palanquin).

BLIND (13-18)

You are unable to see. This may be due to the circumstances of your birth, illness or injury. You are unable to perceive using sight and cannot perform Skill Checks that rely on sight (i.e. Spot). You gain one of two Passions: Cure Blindness (1-3) or Pride (Blindness) (4-6).

BORN ON THE BATTLEFIELD (19-24)

Since you can remember, you've lived the life of a mercenary. Your formative years were spent spilling blood and escaping death's clutches by the skin of your teeth. Even as an adult, you have difficulty sleeping without your weapon in your hand or by your side. You gain 20 Skill Points that can be distributed to any weapon skills as you see fit.

DEMON-BLOODED (25-30)

You are descended from a mortal who had congress with a demon. You might be descended from one of the great houses of Aelaroth or your grandfather could have fooled around with a succubus, either way you have the blood and power of the 72 Hells pulsing through your veins. When making Saving Throws vs Magick due to an effect created by a Demon or a Chaos Beast you gain a +10% bonus. You add 5 to your Wounds total. You also gain either the Passion: Hate (Demons) or the Passion: Lust For Power.

DRAGON-BLOODED (31-36)

Your body is infused with the blood of dragons. Your skin is partially, or even fully, covered in draconic scales – marking you as a uniquely magical and chaotic being. You gain a +5% bonus to Saves vs Magick. You gain one of the following Passions: Slay Dragons or Lust For Power.

DWARFISM (37-42)

The circumstances of your birth have given your body a shorter stature. Your height is calculated as 3 feet 6 inches + 2d6 + 1/2 SIZ instead of what your Ancestry's normal height is and your weight is $70 + (2d6 \times 2d6) + 1/2 SIZ$ instead of your Ancestry's normal weight. You gain one of the following Passions: Avenge (Personal Wrongs) or Honor.

EUNUCH (43-48)

You are a eunuch; a being that has been sterilized and sworn to duty in the courts of your monarch/liege lord. You are a loyal servant of the court and perform your duties well...but you know you were made for something greater. You are unable to produce any offspring that share any direct blood ties to yourself. Naturally, you are able to raise an adopted heir to inherit your title and will. You gain a +5% bonus to the Courtly

Manners, Fast Talk, and Jurisprudence Skills. You also gain the Passion: Lust For Power.

FAMOUS (49-54)

You are something of a celebrity; whether it is for tales of your actions or as a result of your family background. For this, you are oft instantly recognized across the land and subject to the attention of many people – for better and for worse. Gain +1d4 NOB and +1d4 CHA.

FATED (55-60)

Someone – or something – has determined that your life exists purely to serve a greater purpose. It may be best to discuss with your Referee the specifics of this prior to play. Once per day, you will automatically succeed on one Skill Check. The Referee determines which Skill Check this is. You also gain one of the following Passions: Devotion (The Gods) or Honor.

FERAL CHILD (61-66)

Unlike most, your formative years were spent in the wild amongst flora and fauna. Perhaps you were raised by wolves, or otherwise learned to survive on your own in a remote place far from human habitation or influence. Your BC in Language (Tradespeak) is 00% instead of EDU x 5 and your BC in all Literacy skills is also 00%. You always have the Nomadic cultural trait, even if your origins are in a culture that does not have the Nomadic trait. You also gain a +15% bonus to the Outdoor Survival and Tracking Skills.

FRAIL (67-72)

STEP 3: CALCULATE DERIVED CHARACTERISTICS

Your character also has some defining characteristics which are determined by and derived from their main Characteristics which you just generated. If those main Characteristics are ever changed in any manner you will need to recalculate these Derived Characteristics. These derived characteristics are: your Wounds, your Injured Threshold, your Damage Modifier, your Hit Location Statistics, your Aetheric Affinity, your Saving Throws and your Movement (MOVE).

WOUNDS

Your Wounds Characteristic is a measure of how much you can withstand the demands of battle. It is determined by adding together your MIG and your SIZ Characteristics and then adding 10 to that.

WOUNDED THRESHOLD

Your Wounded Threshold Characteristic is the amount of damage you need to take at one time to become Wounded. It is always half of your Wounds Characteristic. While Wounded all Characteristic and Skill Checks suffer a -25% penalty.

DAMAGE MODIFIER

Your Damage Modifier is the way which your size and brawn affects the damage done by your attacks. It is determined by adding your MIG and your SIZ characteristics and finding the result on the following table.

Table 1.7: Damage Modifier Table

MIG + SIZ	DMG MOD	MIG + SIZ	DMG MOD
2-12	-1d6	73-89	+4d6
13-16	-1d4	90-104	+5d6
17-24	NONE	105-120	+6d6
25-32	+1d4	121-136	+7d6
33-40	+1d6	137-152	+8d6
41-56	+2d6	153-168	+9d6
57-72	+3d6	Each +16	Additional +1d6

HIT LOCATIONS

Your Hit Locations are a representation of your character's body parts and what happens to them when they are hit by extremely damaging or well placed attacks. Each Hit Location has Wounds equal to one sixth of your

total wounds. Further rules regarding Hit Locations can be found in Chapter 7: Adventuring Rules.

AETHERIC AFFINITY

Your Aetheric Affinity is a measure of how deeply your character is capable of drinking of the well of Mana and their overall aptitude for magick. It is represented mechanically by a pool of points referred to as Mana Points. Every character has Mana Points but only a few learn how to utilize Mana to perform magick. Your character starts with an amount of Mana Points equal to your WILL characteristic and the maximum amount of Mana Points that your character can have a reserve of is always equal to that characteristic as well. Mana Points recover at a rate of 1 per Hour of rest taken. If your reserve of Mana Points ever drops to 0, your character falls unconscious until they regain at least one Mana Point. See Chapter 9: Magick for further rules regarding this subject.

SAVING THROWS

Sometimes an effect might call for a Saving Throw, which is a specific sort of Check made to determine how well you resist adverse effects. These are rolled just like any other Check but are calculated as detailed in this section. There are three specific types of Saving Throws: vs Contagions, vs Magick, and vs The Elements. The Save vs Contagions is modified by your MIG Characteristic, the Save vs Magick is modified by your WILL Characteristic, and the Save vs The Elements is modified by your AGI Characteristic. The starting value for each Saving Throw is calculated by the following formula:

$$\text{Base Chance (05\%)} + (\frac{1}{2} \text{ Characteristic} \times 5)$$

So for example, if you have an AGI of 12 then your Save vs The Elements would come out to a starting value of a 35% chance of success.

MOVEMENT (MOVE)

Your Movement (MOVE) Characteristic is at base 6 hexes (60 feet) per Combat Round. This is then modified by your Encumbrance. At a Light Encumbrance (5 times your MIG Characteristic) it is reduced down to 5 hexes (50 feet) per Combat Round. At a Moderate Encumbrance (10 times your MIG Characteristic) it is reduced down to 4 hexes (40 feet) per Combat Round. If you are wearing Medium Armor, your MOVE cannot be more than 8 hexes per Combat Round. If you are wearing Heavy Armor, your MOVE cannot be more than 6 hexes per Combat Round. At a Severe Encumbrance (15 times your MIG Characteristic), your MOVE is reduced down to 0 hexes (0 feet) per Combat Round.

STEP 4: DETERMINE STARTING ALLEGIANCES

Allegiances are your character's dedication to a specific metaphysical and geopolitical faction, its ideas, and its leaders. These Allegiances are: **Dorantar the Lord of Law**, the **Five Primeval Dragons**, the **Demon Gods of the 72 Hells**, the **Lords of Fairie**, and the **Old Gods of the Balance**. This is measured in Allegiance Scores which represents how closely your character's actions match their stated beliefs. Each Allegiance will detail which sorts of actions will raise this score and some Professions will also raise these scores. These should be seen as suggestions and should be augmented as the Referee sees fit. These particular scores each begin at a value equal to 1d6-2 (0-4) and then are raised from there.

A character can have multiple Allegiances that they have scores above 0 in but they only receive benefits from their highest Allegiance score and only if that score is at least 20 points higher than their next highest Allegiance score. You receive Allegiance Abilities at 20, 40, 60, 80, and 100 Allegiance Points. You may gain up to 39 Allegiance points in the Novice Tier (see Chapters 4 & 5), up to 59 in the Adventurer Tier, up to 79 in the Warlord Tier, up to 99 in the Exemplar Tier, and you must advance to the Paragon Tier before gaining 100 Allegiance Points.

INCREASING ALLEGIANCES

During an adventure, when your character behaves in a way that is in accordance with the precepts of a particular Allegiance, your Referee will indicate to you to "check" that Allegiance. At the end of each adventure, roll 1d100 for each Allegiance that is "checked" in this manner and if the value rolled on the die is higher than your current score in that Allegiance then increase that Allegiance score by +1d6 (or take the average of +3).

ACTIONS CONTRARY TO ALLEGIANCE

Sometimes your character might act in a way which is so contrary to the Allegiance which you have declared yourself that those actions bring them closer to another Allegiance. If this happens, your Referee should immediately have you roll an Allegiance test as described in the "Increasing Allegiances" section for the opposed Allegiance. On a success you increase the tested Allegiance by +1d6 (in this case you may not take the average of +3).

DORANTAR THE LORD OF LAW

Dorantar is the great Lord of Law, ruling this alliance with an iron fist. He is served by his Twelve Archons in their Heavens and the many Beasts of Order like angels, centaurs, dwarfs, hippogriffs, nephilim, pegasi, and unicorns. The adherents of law value civilization and its stability, obedience to lawfully recognized authorities, and strict observance of ritu-

als. But alas as is everything with mortals, there are many sects with their own interpretations of the Book of Light, from the radical (some might even say utopian) egalitarian republicanism of the Sebenianites to the world rejecting ascetic gnosticism of the Concordianists, all the way to the mystical alchemical practice of the Diodoreans. The Dorantarian Allegiance abilities for each level of Allegiance are:

Lightbringer's Vengeance – 20 Allegiance

When you take the Melee Attack action, you may add your half of your WILL Characteristic the damage as a bonus.

Exorcism – 40 Allegiance

You have been imbued with Dorantar's cleansing light, you gain the ability to perform the Exorcism action.

Exorcism

Allegiance Action

You chant the rite of exorcism at the top of your lungs causing the power of Dorantar to flow out of you and wash away the unclean.

Frequency: At Will

Activation Time: 1 Combat Round (in the Magick phase)

Area: 50 foot emanation

Target: all Undead or Demons of one kind

Base Chance: Allegiance Points + ½ WILL

Special Success: 2d6 of the Target creatures flee the area. Additionally, 1d6 of the Target creatures take 4d6 damage which bypasses all PR and is considered to be magick.

Success: 2d6 of the Target creatures flee the area.

Imbue Holy Weapon – 60 Allegiance

You have become an embodiment of the force of the Dawnstar's Light in the world. When you take any attack action against an Undead or a Demon, you gain a +2d10 bonus to damage. Damage done from this bonus bypasses all PR and is considered Magick.

Cleansed of Impurity – 80 Allegiance

As one of His Chosen, the Lord of Law has granted you immunity to all diseases found on the face of Ereh and the depths of the 72 Hells.

Apotheosis – 100 Allegiance

You have shown yourself to be a true paragon of Law. You ascend to become an Angel (see Chapter 11: Monsters). You retain all of your previous abilities and purchased boosts. You may travel freely between the Twelve Heavens and Ereth itself.

THE FIVE PRIMEVAL DRAGONS

Before the dawn of time, in the Age of Wyrms, the world was naught but a void of Unbridled Chaos in which swam the Five Primeval Dragons: Kralkavorax, the Flame-Bridled; Andrabadax, the Frost-Bridled; Tro-chonteriax, Whose Mouth Melts The Sun; Sulchrumalax, Whose Breath Smothers The Earth; and Ourochalcax, Whose Mane Shall Break The World. In today's world their aims are inscrutable, except for pure domination of all mortal life. The adherents of the Dragons and their Chosen among the mortal world, the Eternal King of Aelaroth, seek to dominate and control their territories with an iron fist. The many cults of the Primeval Dragons have a multitude of interpretations of the will of these ancient wyrms. The Allegiance abilities of adherents of the Dragons are:

Dragon Claws – 20 Allegiance

Through fell blood sorcery you have begun the process of mutation in adoration of the form of the dragon. You grow draconic claws at the ends of your fingers and thumbs. These are a natural attack, use the Brawl Skill and do $2d6 + dm$ damage.

Sorcerous Mutation – 40 Allegiance

You have continued along the path of blood sorcery and as a result you have grown patches of scales of the color of a specific dragon kind. Pick a damage type which will determine what color your scales are (fire – red, acid – black, electricity – blue, cold – white, or sonic – green). You can use your whole WILL Characteristic when making Saves vs Magick caused by spells or effects which would deal the chosen damage type.

Advancing Mutation – 60 Allegiance

Your mutation advances further and your scales now cover most of your body. As a result you gain a permanent +6 Bonus to PR.

Draconic Wings – 80 Allegiance

Through mastering the rituals of dark sorcery, you mutate to the point where your mortal form is nearly transformed into a dragon. You gain a pair of wings and can fly at a speed equal to your MOVE Characteristic (subject to the rules of flying detailed in the Fly Skill description).

Apotheosis – 100 Allegiance

You have become an avatar of Unbridled Chaos. You ascend (some might say descend) to become a Dragon (see Chapter 11: Monsters) of the type you chose for your Sorcerous Mutation. You retain all of your previous abilities and purchased boosts.

DEMON GODS OF THE 72 HELLs

The opposite of the Heavens is the Hells in which dwell all of the Demon Gods and their legions. Each of the 72 Demon Gods is a Duke in service to one of the eight Lords of Discord in their Fell Realms: Ahamara, Lord of Lust; Ehlan, Lord of Famine; Mquatha, Lord of Pestilence & Rot; Yb'arot, Lord of War; Fqrit, Lord of Vengeance; Keb'ru, Lord of Pride; Dl'Kolani, Lord of Greed; and Ehlashat, Lord of Sorrow. Some of the most notable of the 72 Demon Gods are: Dantalion, Prince of Obscurant Lore, Lord of Forbidden Loves, Secret Counsel of Asmodeus, and Keeper of the Book of Souls; Berith, Great Duke of Hell, Lord of Murder, and Teller of All Things; and Balam, Great and Powerful Archduke of Hell, Knower of Sorceries, and Trumpeter of the End of All Things. You should work with your Referee to determine exactly which Demon God (or Lord of Discord) that your character is most allied to and what their specific precepts might be in addition to generally advancing the cause of Chaos. The Allegiance abilities of adherents of the Demon Gods are:

Blood & Souls! – 20 Allegiance

As an offering to the fell gods you offer the blood of your companions. As an action during the Magick phase, you may deal $1d3$ damage to each ally within 6 combat hexes of you which bypasses all PR. You then regain an amount of Wounds equal to the total of the damage done.

Demonic Rage – 40 Allegiance

During the Declarations and Preparations phase, you may choose to become filled with chaotic energy, augmenting their combat abilities at a cost. For the next 10 Combat Rounds after using this action, you receive a +15% bonus to attack and damage rolls and take half damage from all sources. For this duration the you cannot cast spells and all of your Mental Characteristics are reduced to 3.

Each combat round that they are in this state, there is a 5% cumulative chance that you will enter into a berserk state, during which they gain 2 additional weapon attacks in the melee phase but will move to and attack a randomly determined creature every combat round. They do not come out of this berserk state until the Demonic Rage ends.

Create Undead – 60 Allegiance

You have become one of the chosen of your fell god and as such have been granted the ability to create the Undead. You gain the ability to lead the Create Undead Magickal Research activity.

Bound Nightmare Mount – 80 Allegiance

As a scion of your lord's worldly agenda you are granted a Nightmare (see Chapter 11: Monsters) to use as your bound mount.

Apotheosis – 100 Allegiance

You have become an avatar of the Hells. You ascend to become a Balor (see Chapter 11: Monsters). You retain all of your previous abilities and purchased boosts. You may travel freely between the Hells and Ereth itself.

THE LORDS OF FAERIE

STEP 5: PICK A CULTURE

During this step you select which culture that your character belongs to as detailed in Chapter 2 of this book.

STEP 6: PICK AN ORIGIN

During this step you select an Origin for your character as they are detailed in Chapter 3 of this book.

SKILLS

Skills are abilities that represent your character's "Skill" at performing specific tasks or expertise with a specific field of knowledge. They are given a **Skill Rating** which ranges from 0% to 100% or possible even higher than that.

SKILL SPECIALTIES

Many skills are broad and require you to define a specialty, a more focused aspect of that skill. Art, for example, is a broad category, so it is divided into specialties such as Drawing, Painting, Sculpture, Writing, etc. These are listed after the skill name in parentheses. Thus, Melee Weapon (Sword) and Melee Weapon (Spear) are considered two different skills. At the Referee's discretion, if your character lacks a skill rating in an appropriate specialty, you can use a related skill or specialty's rating halved (rounding up), to make skill rolls.

SKILL CHECKS

Whenever your character wishes to take an action or accomplish a task where the outcome is in doubt, you must declare the desired action. The Referee will then call for a D100 roll against the appropriate Skill Rating. In general terms, a D100 roll equal to or under the modified skill rating grants success at the task, while a roll higher than the rating fails.

BASE CHANCES

Most reasonably healthy and physically fit people can swing a club, climb a tree, or speak their native tongue. Every skill, therefore, has a **Base Chance (BC)** associated with it: your character is assumed to have this basic rating in the skill before any additional skill points are added. Each Skill will have this Base Chance listed in the description.

CHARACTERISTIC BONUSES

Each Skill has an associated Characteristic which gives a you a **Characteristic Bonus (CB)** to that Skill equal to half of that Characteristic score. The formula for calculating the final Skill Rating is:

$$\text{Base Chance} + \text{Characteristic Bonus} + \text{Skill Points}$$

DIFFICULTY & SITUATIONAL MODIFIERS

Some tasks are more difficult to complete than others and thus the Skill Rating that is used for these situations is changed in different ways. The first of these ways is are the three Difficulties: Easy, Average, and Hard. Sometimes we also use Situational Modifiers as detailed in the Situational Modifiers Table on the next page.

Easy: Some actions are Easy, even for the untrained. Shooting a target at point blank range, climbing a tree with many handholds, or recalling the most fundamental points of an academic discipline are all Easy actions. For an Easy action, double the skill rating. Easy Characteristic Checks use a multiplier of $\times 10$ or double the normal Characteristic Check.

Average: Most actions fall within this category. If a skill or characteristic roll doesn't have a modifier before—such as an Easy Listen roll—assumed it's Average. Use the base rating for Average actions, though they may have circumstance modifiers. Average characteristic rolls use a multiplier of $\times 5$ and are the default on your character sheet.

Difficult: Fighting an opponent you can't see, climbing a sheer surface, or remembering obscure scientific minutiae are all Difficult tasks. To determine the skill rating or characteristic rating for a Difficult action, divide the appropriate skill or characteristic roll in half (round up).

DEGREES OF SUCCESS

Most of the time, you only need to worry about determining whether or not a Skill Check succeeds but sometimes how well you succeed or how badly you fail is important to determine. For these situations we have the five Degrees of Success: Fumble, Failure, Success, Special Success, and Critical Success. Each Skill or Action description will detail the what (if anything) each of these means to that Skill or Action.

Fumble: Bad luck or incompetence sometimes conspire to produce the worst possible result, a spectacular failure called a fumble. The chance of fumbling an action roll equals 5% (1/20th) of the chance of failure, usually in the 96–00 range. A roll of 00 is always a fumble, no matter what the Skill Rating is. Fumbles never yield any beneficial results, and always end up impeding or even harming your character and/or allies through disastrous or unintended results.

Failure: Rolls higher than your Skill Rating fail. There is always some chance of failure: no matter how high the modified Skill Rating, rolls fail on results of 96 or higher. Some failures cost nothing more than perhaps a little dignity, while others can be expensive in time, money, or physical damage.

Success: Any roll equal to or below the base chance qualifies as a success. Successes accomplish the action with average results.

Special Success: Some results are better than average and yield extra benefits. Actions achieve special success if the roll is equal to or less than 1/5 the skill rating. In combat, an attack that rolls a special success can inflict a knockdown or impale based on the type of weapon (see Chapter 7: Adventuring Rules).

Critical Success: Sometimes your character will perform an action so well they achieve extraordinary results. Rolls that are equal to or less than 1/20 of the skill rating are a critical success. A critical success yields the best of all possible results.

OPPOSED SKILL ROLLS

When two skills are opposed, both characters roll against their respective Skills. The character that achieves the highest degree of success wins the contest. However, if the loser's Skill Check was successful, they modify the winner's degree of success, shifting it downward one degree for every degree of success they achieve above failure. If both parties achieve the same degree of success, the higher die roll wins the contest, giving the advantage to characters with higher Skill Ratings.

SKILL DESCRIPTIONS**Agriculture**

Base Chance: 05% **Category:** Mental **Characteristic:** EDU

Use this skill to remember information about the business or technical aspects of farming, care for farm animals, earn a minor wage as a day laborer, or care for plants in any capacity.

Table 1.8: Situational Modifiers Table

Condition	Description	Modifier
Task Complexity	Unfathomably complex with no apparent solution or guidance	-50%
	No clear solvable condition and/or needlessly complex	-20%
	Relatively straightforward, the solution somewhat apparent	+20%
	Relatively straightforward, the solution somewhat apparent	+50%
Equipment	No equipment when equipment is required	-50%
	Poor or improvised equipment	-20%
	High-quality equipment and superior supplies	+20%
	High-quality equipment and superior supplies	+50%
Environment	Distracting environment, highly unstable ground, pitch black, stormy, etc.	-50%
	Unpleasant or unsanitary conditions, unsteady footing, darkness, bad weather, etc.	-20%
	Favorable conditions, good footing, plenty of space, relative quiet, etc.	+20%
	Pristine or immaculate environment ideally suited for the task at hand	+50%
Familiarity	Completely alien and beyond human experience	-50%
	Strange and using unfamiliar principles	-20%
	Relatively well-known subject matter	+20%
	Routine and completely familiar	+50%
Range	Far beyond the normal range	-50%
	Outside the range of comfort	-20%
	Well within range	+20%
	Perfectly placed and ideally situated for the attempt	+50%
Time	Nowhere near enough time to perform the task	-50%
	Rushed and stressed about it	-20%
	Plenty of time	+20%
	Activity can be done at leisure, with contemplation and deliberation	+50%
Understanding	No common means of interaction with subject	-50%
	Limited methods of communication available	-20%
	Subject is familiar and amenable to interaction	+20%
	Subject well-known, enthusiastic about interaction	+50%

STEP 7: PICK YOUR FIRST NOVICE PROFESSION

During this step you select your first Novice Profession from the list of available Novice Professions in your Origin. These Professions are detailed in Chapter 4 of this book.

RECORD YOUR EQUIPMENT

You will need to record the equipment that your first Novice Profession grants you as well. The equipment is detailed properly in Chapter 6 of this book. Each Novice Profession will always give you an Adventurer's Pack which consists of the following and is worth 15 shillings:

- A Large Sack
- Standard Rations (One week)
- A Waterskin
- 6 Torches
- A Firestarting Kit
- A Standard Suit of Clothes (breeches, leather boots, linen shirt, cloak, and hat)
- A Bedroll

OTHER PACKS

At character generation and in the future you will have left over money to buy gear. Most of the time you will want to do this one piece at a time but you might also find the following packs useful:

Mount Pack (75 shillings)

- Riding Horse
- Saddle
- Saddlebags

Dungeoneering Pack (28 shillings)

- 6 sticks of chalk
- 12 iron spikes
- 3 flasks of oil
- 10' pole
- 3 stakes and a mallet
- Rope (50 feet)
- Leather Backpack
- Lantern

STEP 8: CALCULATE STARTING SANITY

Your character's Sanity (SAN) is a special characteristic which represents their psychological well being and resiliency to traumatic events. The more Sanity points a character has, the more psychologically stable they are. Sanity points are lost through trauma: encounters with horrific or unearthly

monsters, witnessing death or violent events, or undergoing deliberate physical harm like torture. When exposed to Sanity-challenging events, characters roll against their current Sanity point total. Failure means a loss of SAN points, while success sometimes means only less SAN is lost. Sanity points can be regained through counseling, successfully defeating the source of the SAN loss, or by personal betterment.

Your character's starting SAN score is equal to their WILL x 5. Your character also has Temporary Insanity Score (TIS) equal to half of their starting SAN. If your character ever loses enough SAN for their current SAN score to drop below their TIS, then they become temporarily insane. Your Referee should then roll on the Temporary Insanity Duration Table and Insanity Type table.

Table 1.9: Temporary Insanity Duration Table

1d6	Result
1-2	Short Term (1d12 Turn Segments)
3-4	Long Term (1d12 x 10 Hours)
5-6	Indefinite (Until Enough SAN Is Regained)

Table 1.10: Insanity Type Table

1d100	Insanity
01-20	The character retreats into his or her mind and becomes paralyzed in a catatonic state.
21-30	The character becomes helpless and spends the duration screaming, laughing, or weeping.
31-40	The character becomes gripped with fear and cannot move any closer to the source of their fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character suffers from temporary insanity and forgets who they are.
61-70	The character experiences vivid hallucinations. Skill and Characteristic Checks are difficult for the duration.
71-75	The character suffers from extreme paranoia. All Skill and Characteristic Checks that use CHA and WIT
76-80	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
81-90	The character feels a strong urge to be violent to those around them and it takes a successful WILL Check every turn not to.
91-00	The character falls unconscious. No amount of jostling or damage can wake the character.

RESTORING SANITY

Your character can regain lost SAN, but never to an amount exceeding their starting Sanity total. Following are some ways SAN can be restored:

Success: Defeating or destroying a cause of SAN loss can be worth an amount equal to half the potential SAN loss the cause threatened. Your Referee should interpret the conditions for 'defeating' and determine the exact amount restored.

Self-Improvement: Attaining a 91% rating in a skill instantly restores 2d6 SAN points, representing the self-confidence and discipline associated with mastering a skill (this is a one-time bonus).

SANITY COSTS BY SITUATION

How much SAN a character loses is based on the situation involved. The values for most commons situations can be found on the Sanity Loss By Situation Table. The value in front of the / is the amount lost if a successful SAN roll is made, while the amount on the other side is the amount lost if the SAN roll fails.

Table 1.11: Sanity Loss By Situation Table

Source of SAN Loss	Potential Loss
Something unsettling and grotesque, or a sudden scare	0/1
Minor unnatural creatures (zombies, werewolves, vampires, etc.)	0/1d3
Scene of a violent death, finding a dead body	0/1d3
Finding a mutilated or mangled body	1/1d4
Witnessing a gruesome death or killing a Cythfolk for the first time	1/1d6
Suffering minor torture	1d3/1d6
Reality-challenging visions	0/1d8
Freakish and horrible monsters	1d2/1d6
Being afflicted by some horrible transformation	1d6/2d10
Monstrous alien gods	1d10/1d100

STEP 9: DETERMINE STARTING PASSION

Characters in the world of Ereh are fueled by honor, loyalty to their lieges, the love of fair maidens or handsome bachelors, hatred, vengeance, and greed among others. These are defined as Passions, distinct emotional connections to various entities, groups, places, or even

oneself. When starting roll on following table to determine your main motivation for adventuring, which is expressed as a Passion. This Passion is automatically rated at 80%.

Table 1.12: Starting Passion Table

2d6	Passion
2	Hate (individual)
3	Hate (group)
4	Devotion (deity)
5	Loyalty (community)
6	Honor
7	Greed
8	Love (individual)
9	Redemption
10	Avenge (specific wrong)
11	Loyalty (liege lord)
12	Love (family)

BASIC PASSION DESCRIPTIONS

Devotion (deity)

Devotion to a god or divine force represents a personal devotion of one's life to a deity or some divine force or entity. This indicates a sincere emotional dedication and strong faith. When used for inspiration, that faith manifests within the character, imbuing them with some small measure of courage.

Fear (type or individual)

Fear is perhaps one of the strongest passions, driving all manner of behavior, for better or worse. Fear can cause an individual to flee from the subject or act irrationally to escape its presence, or it can even cause an adverse reaction.

To inspire the character, the subject of the Fear must either be present, or their presence imminent. One cannot be motivated by Fear when the subject is hundreds of kilometers away and shows no sign of arrival. The threat of confronting the subject must be real and immediate.

Hate (group or individual)

Hatred unfortunately motivates many people, whether through racism, bigotry, or based on a particular hatred for a past wrong, real or imagined.

When used for inspiration, Hatred can only be used against a specific subject or type of subjects and does not apply to those allied with the subject of the hatred. Hates can also be aimed at specific people, usually for specific personal reasons.

Honor

Honor is a martial virtue, a personal code of dignity, integrity, and pride. Personal honor is not a slippery issue, subject to interpretation. The difference between honorable action and dishonorable action is clear to everyone, no matter how they behave. The Dishonor table lists things that most people agree are dishonorable actions for an average person. Performing these deeds diminishes honor.

Table 1.13: Dishonorable Acts Table

Dishonorable Act	Honor Lost
Attacking an unarmed foe	-5%
Cowardice	-5%
Desertion from battle	-5%
Refusing to offer mercy when it is deserved	-5%
Plundering a holy place of your religion	-5%
Discourtesy to someone under your protection	-10%
Flagrant cowardice	-15%
Treason against your allies	-15%
Breaking an oath	-25%
Attacking or stealing from the weak	-25%
Killing someone weaker than oneself	-35%
Killing family members	-50%

Honor is specific to the character and does not include other social obligations. One's Honor is not abused if someone insults their family—Love (family) covers that. Likewise, someone insulting one's god should consult the Devotion (deity) or Loyalty (temple) Passion, not Honor.

Honor can include almost anything that a character chooses it to, and their own individual code of honor should be developed when this passion is taken. Someone with an extremely high Honor may be offended by anything that anyone says that could be construed as an insult, while a character with low or no Honor may not care what is said of them.

Love

Love is an emotional bond or attraction felt by one individual for another individual or group. A character may have many loves.

Love (family) is a natural emotion common to humankind in any age or culture. One's close family is often the first and most important community one belongs to. Family members are expected to support, protect, and avenge each other.

Love (individual) indicates a deep feeling and attraction for another person. It usually implies physical and carnal commitment, although it may also include unrequited love.

Loyalty (group or place)

Loyalty is the cornerstone of all of society beyond the family. It is the social bond which members of a community feel for each other. With it, one can call upon that community for support.

A character with conflicting loyalties may use their respective Loyalty ratings to determine an appropriate course of action. The player can choose based on the higher Loyalty rating or test them as an opposed roll. Thus, a player can use an opposed roll to determine if their character will obey their hometown loyalty or to an individual if those loyalties are in conflict.

Loyalty (community) is the measure of the bond a character has with their culture. It typically includes an obligation to avenge slights or injuries against that community or its members. Loyalty (community) is used to gain the support of the community in question.

Loyalty (location) is the measure of one's willingness to live, fight, and die for a location they feel immense attachment to. This can be a hometown, a city, or even a country.

Loyalty (individual) is the measure of a character's bond to a specific individual, such as a ruler, boss, or another patron. A warrior owes personal loyalty to their leader; in return, the leader rewards their followers with compensation, support, or other privileges. Loyalty (individual) is also used to gain the personal support of that individual.

SHORT LIST OF OTHER PASSIONS

Many other Passions exist and you can work with your Referee to come up with others when the situation requires it. Some of these are: Avenge, Distrust, Greed, and Redemption.

DEMONSTRATION & SUPPORT

A character with Loyalty might be called upon to roll it convincing someone else that they both share the same fealty. Trying to demonstrate one's Devotion, Hatred, Love, or Loyalty to sway others and be a good example are great ways to use passions in play. Succeed, and mutual support and aid may be offered; fail and the character may be turned away as a poseur and fraud.

INSPIRATION

A character may attempt to be inspired by their passion and request a roll to augment a skill, with the Referee's approval. Only one attempt at inspiration can be made in a situation or 'scene'—such as the duration of a fight, social gathering, an action sequence, etc. The character does not get to make an inspiration roll every time the same action is attempted. The inspiration lasts for the time it takes to complete the activity, such as the duration of the combat or battle (with a maximum duration of one day). If in doubt, the Referee determines the duration of the inspiration. It does not take any time to attempt an inspiration based on a passion—they can happen as part of another action.

The Referee has the final say on whether a passion roll for inspiration can be attempted. Players are warned that passion rolls can be extremely risky as well as rewarding: a fumbled passion roll results in despair! If the character has already rolled to be inspired by a passion during the situation at hand, they cannot try to be inspired again, even by a different passion.

Remember that the Referee has the final say on the appropriateness of attempting Inspiration and its duration. The player must roll against the passion's rating on a d100:

Critical Success: One chosen skill temporarily receives a +50% bonus for the duration of the task or situation.

Special Success: One chosen skill temporarily receives a +30% bonus for the duration of the task or situation.

Success: One chosen skill temporarily receives a +20% bonus for the duration of the task or situation.

Failure: The character is despondent, modifying all further rolls made in the situation or scene by -10%.

Fumble: The passion is immediately modified by -1d10% and the character is overcome by despair (see the Despair table, following). For the duration of the despair, the character is effectively incapable of doing anything more than running away or hiding, though the Referee may allow some degree of action beyond this in the right circumstances.

When a Passion is successfully (rolling at least a Success) used for Inspiration you gain a Boost to it. At the end of the session in which you do this for each Passion you gained a Boost in you roll 1d6 and add that amount to that Passion's rating.

GAINING NEW PASSIONS

Passions may easily be gained during play. Characters should get many opportunities to gain enemies, loved ones, allies, and loyalties. Both the player and Referee should agree upon introducing a new passion. When something significant occurs to the character, the Referee or player may suggest that a passion has been generated.

When you gain a new passion, roll 3d6 x 5 to generate its initial rating.

STEP 10: PICK STARTING FACTION

During this step you pick your character's starting Faction as they are detailed in Chapter 5 of this book.

STEP 11: DETERMINE INITIAL CONTACTS

During this step you determine how many Contacts that your character starts out knowing, who they are, and their Fidelity & Prominence Characteristics. Contacts are the main means by which Characters learn new information about happenings in the world and pick up on possible Faction Quests (see Chapter 5: Factions). Each Character starts the game knowing an amount of Contacts equal to 2d3 plus 1/5 of their CHA (rounded up, min 1).

Fidelity: Fidelity is a special Characteristic that Contacts have that measures their general loyalty and affinity towards your PC. When determining your Contacts, you generate this value by rolling 3d6 and adding 1/5 of your character's CHA (rounded up, min 1). Fidelity Checks are made at this value times five.

Prominence: Prominence is a special Characteristic that Contacts have that measures their level of well, prominence, in the community at large and their Faction specifically. When determining your Contacts, you generate this value by rolling 3d6 and adding 1/5 of your character's NOB (rounded up, min 1). Prominence Checks are made at this value times five.

Initial Contacts with a Prominence of 8 or less are generally Novices, Contacts with a Prominence of 9-15 are generally Adventurers, and Contacts with a Prominence of 16 or more are generally Warlords.

When determining your initial contacts, you should work with your Referee to situate them with the Referee's particular campaign and the Referee should then roll them up as NPCs (see Chapter 10: Referee's Tools) of their specific tier. At least half of your initial contacts should be within your chosen Faction.

AFTER YOU'VE PLAYED YOUR FIRST SESSION

Now that you've made a character and played through the first session there are many things you could do before the next time you play in a session. A good place to start is to work with your Referee to set up your character's start towards gaining a domain as detailed in Chapter 8, set up their Downtime Activities for advancement and roll up a family/house for them to belong to as detailed in the next section of this chapter on these topics. This is also a good time to start thinking about what leads and unexplored avenues or opportunities your character will want to pursue as play continues. Finally as becomes the continuous pastime of many a tabletop gamer, you can always start making more characters!

PROFESSION ADVANCEMENT

You advance through your Profession via earning Profession Experience points and spending these on various sorts of Boosts (Characteristic, Saving Throw, and Skill). Profession Experience points are earned by spending treasure that you've collected on your adventures (converted into shillings) in the various Downtime Activities. The rate of exchange at which a character earns Profession Experience per shilling put into any specific activity is determined by how they are rated in that activity.

You select two Downtime Activities for the character to be rated at 100% in, meaning that the shillings spent to experience points gained ratio for those is one to one, one shilling for one experience point. The rest of the Downtime Activities are rated by rolling 4d6 and multiplying by 5, giving you the resulting percentage that the character is rated in that Downtime Activity. It may be helpful to convert those percentages into ratios for ease of play. It always takes at least one week of game time to complete a downtime activity, so for example the Drinking downtime activity is not a simple night out on the town but an uninterrupted week of revelries and the Hobbies downtime activity might involve a long term project of financing a piece of statuary in the honor of a battle which takes several months of in game time to complete entirely from sourcing the marble to completing the statue itself. You may only ever spend an amount based on your current Faction Tier on each activity at one time: 100 shillings for Novices, 500 shillings for Adventurers, 1,000 shillings for Warlords, 2,500 shillings for Exemplars, and 10,000 shillings for Paragons.

DOWNTIME ACTIVITY DESCRIPTIONS

These are the specific activities you may spend the wealth you earn through treasure found while you are adventuring between those adventures in order to earn Profession Experience.

Balls

You spend the downtime between adventures planning outfits, socializing, and attending various balls, galas, and masquerades. When spending 2,000 shillings or more you instead host and organize the gathering. You

and your referee may choose to either play this out or not depending on the context.

Charity

You use your wealth to finance organizations, public or private, who seek to alleviate the suffering of those in poverty. These could be soup kitchens, hospitals, almshouses, orphanages, schools, or anything of the sort.

Drinking

You spend the downtime between adventures tavern hopping. In order to complete this activity, make a Carousing Skill Check. On a failure, you go blackout during your barmacrawl and the referee will determine a complication.

Faith

You spend your wealth tithing to the local church or sect of the same Allegiance as you or if you are unaligned to the dominant religious authority in the region.

Festivals

You spend the downtime between adventures planning outfits, socializing, and attending various carnivals and festivals. When spending 2,000 shillings or more you instead host and organize the gathering. You and your referee may choose to either play this out or not depending on the context.

Gambling

You spend the downtime between adventures playing games of chance. In order to complete this activity, make a Gambling Skill Check. On a failure, a complication happens.

Games

You spend the downtime between adventures attending and wagering on gladiatorial fights, chariot races. When spending 2,000 shillings or more you instead host and organize the gathering. You and your referee may choose to either play this out or not depending on the context.

Hobbies

This activity is left purposefully nebulous, so that you and your referee can work together to determine what it looks like, how long it takes, etc. Magick Research could be a hobby for Mages, but it could be anything from animal/plant husbandry to constructing monumental statuary to running an alehouse.

Imbibing Substances

You spend the downtime between adventures visiting seedy dens and nests where people imbibe substances from mundane drugs like marijuana to more esoteric substances like attar. In order to complete this ac-

tivity, make a Carousing Skill Check. On a failure, you go blackout during your visit and the referee will determine a complication.

Lechery

You spend the downtime between adventures engaged in various forms of fornication among other wanton, indecent, and lascivious activities. After engaging in this activity, roll 1d6. On a 1, your engagement in this activity results in you having produced a bastard which will come about in 9 months.

Renown Building

When you engage in this activity, you spend your wealth commissioning singers and poets to write about your deeds and spread your fame across the land. Each 1,000 shillings spent will increase a player character's Reputation by one.

Tourneys

You spend the downtime between adventures attending, wagering on, or fighting in tourneys. When spending 2,000 shillings or more you instead host and organize the gathering. You and your referee may choose to either play this out or not depending on the context.

Training

When you engage in this activity, you spend your wealth to hire a trainer who is of the same Faction as you but higher rank in order to train you in the secrets of the trade.

REPUTATION

CHAPTER 2: CULTURES

Your Character's Culture is an important part of their background and helps to determine what sort of upbringing they had, their name, and the general outlook which they would have been raised to see the world within. Of course characters may break the mold provided by their Culture and you can work with your Referee if you have an idea for a character who breaks this mold but these rules exist here to give you and your Referee a baseline reference from which to work & most characters will probably fit within the ranges provided by these rules.

CULTURAL TRAITS

Cultural Traits are a "tag" of sorts to define what sorts of general settlement patterns and values that a Culture tends towards. Your Culture's Cultural Trait will give you access to a choice of 2 abilities from a list of 5.

AGRARIAN

An Agrarian culture is one in which the vast majority of the population is engaged in the activity of agriculture. Such cultures generally tend to have very low population densities.

All The Things That Go Bump In The Night

You know the lore and weaknesses of a few common monstrous threats. When you take the Recall Knowledge Action in regards to lycanthropes, the undead, and any non-Alien, non-Animal monster with 2 or less Hit Dice, you automatically succeed on the Skill Check. You also start the game with a silver stake that weighs 2 pounds.

Feel It In My Bones

You have an old injury that aches whenever the weather changes. Each night there is a 70% chance that you know what the weather will be the next day.

Fertile Lands

The lands you rule are extremely fertile and are able to support an increasing policy. When determining the population growth of your domain, you roll an additional 1d10 for each 1,000 families.

Folk Medicine

You have a general knowledge of the use of local herbal remedies and medicines. When you take the First Aid action, the Skill Check becomes Easy.

Sebenianite Veteran

You fought in the peasant revolts of the 980s-990s and are trained in the uses of polearms. You gain the Pull from Saddle action.

Pull From The Saddle	Cultural (Agrarian)
	<i>You use your polearm to pull down a mounted combatant, laying low the mighty.</i>
Frequency: At Will	
	Activation Time: 1 Combat Round (during the Melee phase)
Target: one mounted creature	
Check: Average Grapple	
	Success: The target falls off their mount, to a distance of 10 feet away and gains the prone condition.

DECADENT

Decadent societies are those who have rested on the laurels of their former glory for generations and let their fabric rot. These sorts of societies are obsessed with sorcery and attempting to bend the forces of Chaos to their will.

Acclimated To Poison

You have trained yourself to be somewhat acclimated to the effects of poisons. On a failed save to resist poisons you only take half damage and on a successful such save you take no damage.

Beseech Your Dark Lord For Power

You have made a pact and are the champion of some fell demonic god. Every 3d6 days you call upon your patron for aid, they will give it but may ask for some sort of favor or sacrifice in return.

Collective Ancestral Memory

Your training in the traditions of your people allow you to use psychoactive substances to access the memories of your ancestors. Once per day, you may choose to succeed on any one Skill Check with a time frame of a Turn Segment or less.

Minor Sorcerous Ability

Even if you are not a mage you were expected to train in the sorcerous arts. Select one Minor Arcana that you know and may cast (see Chapter 9 for more rules regarding Magick).

Well Traveled Dilettante

You left your home in order to travel and learn the ways of younger and more vigorous nations. You may choose one ability from any other Cultural Trait.

NOMADIC

A Nomadic culture has no permanent settlements and if they practice agriculture it is seasonal. Cultures do not tend to stay nomadic for very long, tending to settle down and build permanent settlements as they accumulate wealth.

Animal Companion

You formed a bond with an animal. See the rules for detailed in Appendix C: Animal Companions & Familiars.

Battle Malice

You are trained to use your inner ferocity during battle. You gain the Battle Malice action.

Battle Malice**Cultural (Nomadic)**

You utilize your aggression to gain an advantage in combat.

Frequency: Once per Turn

Activation Time: 1 Combat Round (during the Declaration phase)

Target: Self

Duration: 1 Turn Segment

Result: +10 Hit Points, +5% to Saves vs Magick, and +1 bonus to damage per damage die. You cannot cast spells or activate magick items for the duration.

By The Stars

You have enough experience with navigating by the stars that it is easier for you than the average person. While you can see the stars during the night, add +10% to any Outdoor Survival Skill Checks made to navigate.

Horsemanship

You were trained from a young age to ride in combat and shoot from horseback. You do not take the penalty for making Ranged weapon attacks while on a mount that has moved this Combat Round.

Pit Fighter

You learned to fight as a gladiator when you were captured by slavers. When you take the Grapple Melee Combat Action, you add +10% to the Skill Check.

URBAN

Urban societies are those which form dense communities with cities and centralized bureaucracies.

Duelist

You have been trained in the noble art of swordplay and dueling. While you are wielding a weapon from the Swords weapon group, attack rolls against you have a -5% penalty.

Five Finger Discount

You are exceptionally adept at larceny and other forms of petty theft. You add 5 Skill Points to the Pickpocket Skill and you may use the Pickpocket Skill to thief any object which weighs less than 10 pounds.

Honor Challenge

You take the sacredness of honor in combat very seriously. During the Magick phase, you may issue a challenge to one of your enemies, for the next 10 combat rounds you have a +5% to Attack actions and +1 to damage rolls against that creature and that creature has a -5% to Attack actions and -1 to damage rolls against all targets besides you.

Polyglot

You have traveled far and wide learning many foreign tongues. You know three additional mortal languages at a Base Chance of EDU x 5.

Swindler

You grew up on the city streets, cheating the well off out of their riches to get by. You have a +5% bonus to all Fast Talk Skill Checks.

THE ANATOMY OF A CULTURE

Cultures have different aspects which influence who your character is and what aptitudes they might have. As always each character is an individual who makes choices but these cannot be divorced from the cultural milieu in which they were brought up. In short some cultures value different things and instill those values into their participants.

Native Language: Each Culture has a native language which all members know at a Base Chance of EDU x 5 (see the Language Skill description in Chapter 1 for more information).

Cultural Trait: Each Culture has one of the Cultural Traits as described in the last section of this chapter which their members draw influence from.

Characteristic Modifiers: Most Cultures have between one and three Characteristic Modifiers which signify the manner in which being brought up in that Culture has influenced your character's development.

Naming Conventions & Name Tables: Each Culture will explain the way in which people from it are named and a short table of 20 sample names which you can either roll on or take inspiration from.

HUMAN CULTURES

There are 12 known Human cultures which detailed in this book.

AELAROTHIAN

The Aelarothians are the people of the Dragon Empire of Aelaroth, a land far to the north of the empire. The Dragon Empire is ruled by a strange figure known only as the Eternal King. They are often tall and of a slender build with extremely pale or alabaster skin and either raven black or silver-white thick, straight hair and blue or lilac eyes. Inheritors of a great empire founded on the use of chaotic sorcery and the might of dragons, they are still somewhat human but have been twisted and warped by Chaos, blood sorcery, and according to legend, interbreeding with dragons and demons.

Native Language: Your Native Language is Aelarothian.

Trait: Decadent

Characteristic Modifiers: +1d6 EDU, +2d6 WILL, +1d6-2 SIZ (cannot reduce your SIZ below 3)

Special Rules: Aelarothian characters always have either the Demon-blooded or Dragonblooded Quirk.

Naming Conventions: The Aelarothians tend to name their children after prominent ancestors.

Masculine Aelarothian Names		Feminine Aelarothian Names	
1d20	Name	1d20	Name
1	Antreas	1	Akabi
2	Arakel	2	Antaram
3	Diram	3	Araxia
4	Dzeron	4	Diro
5	Gerasim	5	Dzovinar
6	Hatam	6	Eojen
7	Isahak	7	Kohar
8	Kamar	8	Lusaper
9	Karnig	9	Mairan
10	Magar	10	Maral
11	Melkon	11	Maran
12	Mher	12	Markarid
13	Mihran	13	Nairi
14	Narek	14	Nazeli
15	Nerses	15	Osan
16	Sarkis	16	Pareli
17	Sirak	17	Ramela
18	Varak	18	Sarine
19	Yeznik	19	Talar
20	Zakar	20	Varteres

ARALIAN

The Aralians are one of the many peoples who inhabit the southern coast of the continent. They have spread and conquered northward, swallowing up many of their neighboring polities into the now great and powerful Aralian Empire. They are tall and well built and of an ivory complexion.

Their thin, straight hair comes in various shades of white to pale blonde and their eyes can be either purple, grey, or red. Aralians tend to not be able to grow facial hair but have deep love for jewelry carved from precious stones. They value deep piety and allegiance to the Church of Law. Aralia proper has a system of redistributing wealth among its citizens and is ruled by a directly democratic body called the Ecclesia.

Native Language: Your Native Language is Aralian.

Trait: Urban

Characteristic Modifiers: +1d6 EDU, +3 SIZ

Naming Conventions: Aralians usually have a singular given name but can be singled out with the use of the signifier "son/daughter of" or a by-name. For example one could be called Lycurgus, son of Orestes or one could be called Lycurgus of Myrath.

Masculine Aralian Names		Feminine Aralian Names	
1d20	Name	1d20	Name
1	Anakreon	1	Antigone
2	Apollonios	2	Asterope
3	Aristophon	3	Damo
4	Democritus	4	Euphemia
5	Diodoros	5	Galanthis
6	Eirenaios	6	Galatea
7	Endymion	7	Hediste
8	Eratosthenes	8	Helen
9	Hektor	9	Ianthe
10	Ikarios	10	Iokaste
11	Kastor	11	Klymene
12	Khabrias	12	Kyrene
13	Laertes	13	Penelope
14	Lycurgus	14	Pythia
15	Maron	15	Rhoeo
16	Nikomedes	16	Salamis
17	Orestes	17	Thalassa
18	Porphyrios	18	Theophania
19	Theodoros	19	Xeno
20	Xenophon	20	Zetha

CARANTIAN

The Carantians are the dominant culture of the Holy Caratengian Empire (so named for the ruling Caratengian Dynasty) which occupies most of the eastern coastal region of the continent. The Holy Empire is ruled with an

iron fist and the royal imperial family has close ties to the Holy Orthodox Church. Recently the Empire has been plagued by many heretical sects and peasant rebellions. Carantians are of an average stature and tend towards a fair complexion and thin hair of a multitude of blonde shades. They tend to have deep midnight black eyes and pierce their faces in elaborate fashions.

Native Language: Your Native Language is Carantian.

Trait: Agrarian

Characteristic Modifiers: None

Naming Conventions: Carantians tend to name their first child after the head of the household (usually the father or grandfather).

Masculine Carantian Names		Feminine Carantian Names	
1d20	Name	1d20	Name
1	Albrecht	1	Agnes
2	Andreas	2	Benedicta
3	Balthasar	3	Bertrude
4	Berchtold	4	Cecilia
5	Friedrich	5	Clare
6	Gottfrid	6	Demut
7	Heinrich	7	Elisabeth
8	Jost	8	Engeltrude
9	Jurgen	9	Ermegard
10	Konrad	10	Gertrude
11	Lorenz	11	Helena
12	Mathis	12	Hilde
13	Otto	13	Irmel
14	Reinhard	14	Katharina
15	Rudolf	15	Kirstyn
16	Siegrid	16	Magdalena
17	Sigmund	17	Osanna
18	Steffan	18	Sabine
19	Ulrich	19	Ursula
20	Wernher	20	Veronica

EMOREAN

The Emoreans are the dominant culture of the central region of the continent from the banks of the Autumn Sea in the east to the edges of the Fallen Reaches in the west. They are fair skinned with a tendency towards blonde or light brown hair colors and blue or green eyes. Emoreans value honor and battle fierceness and have the practice of piercing their faces in an elaborate fashion. They organize themselves into feudal communities centered around a local warlord and traditionally had a king or queen who was elected by the local nobles but it has been many decades since anyone has garnered enough support among the nobles to be elected monarch.

Native Language: Your Native Language is Emorean.

Trait: Agrarian

Characteristic Modifiers: +1d3 MIG, +1d3 INT

Naming Conventions: Emorean surnames are generally constructed as "the first name of your father or mother" + "-son" or "-dottir". They may also be based on the trade you practice or in the case of nobles, the place you hail from.

Masculine Emorean Names		Feminine Emorean Names	
1d20	Name	1d20	Name
1	Alberic	1	Ada
2	Alaric	2	Alda
3	Baderic	3	Basina
4	Berengar	4	Caesaria
5	Ceufroy	5	Clotilde
6	Dagaric	6	Emma
7	Dagobert	7	Elena
8	Gerwald	8	Eudocia
9	Imbert	9	Fredegund
10	Karlmann	10	Fastrada
11	Leodegar	11	Genevieve
12	Lothair	12	Guntheuc
13	Malaric	13	Hildegard
14	Pacatian	14	Ingund
15	Pepin	15	Isolde
16	Rathar	16	Itta
17	Sigebert	17	Judith
18	Sigeric	18	Luitgard
19	Theuderic	19	Matilde
20	Wulfric	20	Waldrada

FORTRIAN

The Fortrians hail from the steppes and cold deserts north of the Holy Empire. They are of a ruddy tanned complexion and have a tendency towards thick flowing hair of red and auburn shades as well as blue eyes. They are often of a taller and bulkier build than their southern neighbors and wear elaborate stylings of blue warpaint into combat. Fortrians value seeking fortune and adventure across the world and a certain humanistic reason. They are ruled by a council of hereditary nobles called Petty Kings, who each lead their own warband and familial bands called Clans.

Native Language: Your Native Language is Fortrian.

Trait: Nomadic

Characteristic Modifiers: +1d3 MIG, +1d3 AGI, +1d3 SIZ

Naming Conventions: The Fortrians prefer to name their children after legendary and mythological heroic warriors.

Masculine Fortrian Names		Feminine Fortrian Names	
1d20	Name	1d20	Name
1	Adair	1	Ainsley
2	Allister	2	Aisling
3	Artagan	3	Alastrine
4	Blaine	4	Bedelia
5	Cahal	5	Brigit
6	Callum	6	Caitlin
7	Cillian	7	Cara
8	Declan	8	Clara
9	Dermot	9	Devyn
10	Eamon	10	Eithne
11	Ennis	11	Eleanor
12	Faelan	12	Emer
13	Faerghus	13	Evelyn
14	Iarlaith	14	Ilene
15	Keir	15	Kathryn
16	Kenneth	16	Maeve
17	Owain	17	Orlaith
18	Roderick	18	Rionach
19	Rowan	19	Saoirse
20	Tiernan	20	Tara

ILLIRAN

The Illirans hail from southern ranges of the continent and are the remnants of the once great Elitarian Empire. They are of olive or deep tan complexion and have a tendency for straight brown hair and amber or yellow eyes. They are very proud of their republican history and are still ruled over by a National Senate which appoints regional administrators and they value clarity of speech and learning.

Native Language: Your Native Language is Illiran.

Trait: Urban

Characteristic Modifiers: +1d3 EDU, +1d3 WIT, -1d3 SIZ

Naming Conventions: The Illirans have three part names which they call tria nomina, that are composed of a praenomen (personal name) which is the name that an Illiran is most often called by, a nomen which functions much like a surname and denotes the gens or clan that the Illiran belongs to, and a cognomen which functions much like the a nickname or by name.

Illiran Nomen		Illiran Cognomen	
1d20	Name	1d20	Name
1	Annaeus	1	Ambrosius
2	Barbatius	2	Aquilinus
3	Caecilius	3	Barbarus
4	Cassius	4	Calamus
5	Critonius	5	Commodus
6	Domitus	6	Dio
7	Fabius	7	Draco
8	Flavius	8	Eborius
9	Galerius	9	Flavus
10	Haterius	10	Galba
11	Helvidius	11	Honorius
12	Hortensius	12	Ianuarius
13	Hostilius	13	Lucanus
14	Iginius	14	Macer
15	Labienus	15	Narses
16	Laetorius	16	Orestes
17	Livius	17	Proculus
18	Ovidius	18	Sabinus
19	Quintilius	19	Severus
20	Valerius	20	Valentinian

Masculine Illiran Praenomen		Feminine Illiran Praenomen	
1d20	Name	1d20	Name
1	Agrippa	1	Agrippina
2	Caeso	2	Caesula
3	Decimus	3	Decima
4	Gaius	4	Drusilla
5	Gnaeus	5	Fausta
6	Hostus	6	Gaia
7	Lucius	7	Lucia
8	Marcus	8	Marcia
9	Octavius	9	Numeria
10	Publius	10	Octavia
11	Proculus	11	Polla
12	Quintus	12	Procula
13	Septimus	13	Septimia
14	Sertor	14	Sertora
15	Sextus	15	Servia
16	Spurius	16	Tiberia
17	Tiberius	17	Tullia
18	Titus	18	Vibia
19	Vibius	19	Volesia
20	Vopiscus	20	Vopisca

MANRATHI

The Manrathi hail from their great cities in the Fallen Reaches, such as Tal Na'Shirat. They are of an extremely pale complexion, almost alabaster in shade and have densely curled locks of night black as well as flat grey irises. Manrathi adorn themselves with vibrant makeup, especially lipstick and eyeshadow/eyeliner. Each city is ruled by a Metropolitan Bishop which is elected by a council of lesser bishops. They value filial devotion and the study of sorcery, so much so that the Metropolitan of Tal Na'Shi-

rat funds the Lyceum, the most famous and prestigious university of the occult sciences in the world.

Native Language: Your Native Language is Manrathi.

Trait: Decadent

Characteristic Modifiers: +1d6 EDU, +1d6 WILLPOWER, -1d3 MIG

Naming Conventions: The Manrathi prefer to name their children after the heroes of ages past.

Masculine Manrathi Names

1d20	Name
1	Anzor
2	Barquan
3	Binur
4	Dabar
5	Elazor
6	Gamar
7	Girieshmun
8	Hasdrupumi
9	Hanesh
10	Hesheqem
11	Kinesh
12	Namar
13	Paltishilam
14	Sedeq
15	Shapatishihar
16	Shumireshmun
17	Tamanaduna
18	Ureshmum
19	Yahitenit
20	Yaptihel

Feminine Manrathi Names

1d20	Name
1	Akbarit
2	Amoteshmun
3	Berekasherat
4	Eldeshi
5	Elishapat
6	Gaddaddad
7	Heled
8	Heshequemit
9	Hodeshiashapa
10	Idnishulmani
11	Kineshit
12	Nimqieshmun
13	Phamea
14	Shamohit
15	Shillamalahy
16	Tamanaddad
17	Uraporet
18	Urpumi
19	Yahazimilkat
20	Yedamelqart

ROXOLONIAN

The Roxolonians are descended from very recently from a splinter group that left off of the Carantians when the Copper Isles were settled in the late 700s AU. They tend to be shorter than their mainland ancestors with an ivory complexion and an unusual prevalence of red or auburn manes among them and brown eyes. The archipelago which they call home is known for the production of extremely pungent floral perfumes which the Roxolonians douse themselves in for their lavish balls. The Copper Isles still pay tribute to the Caratengian emperor and are known for their aptitude at the mercantile trade.

Native Language: Your Native Language is Roxolonian.

Trait: Urban

Characteristic Modifiers: +1d3 WIT, +1d3 CHA, -1d3 SIZ

Naming Conventions: Due to the recency of their divergence from the Carantian culture Roxolonians still use the same names as their mainland cousins.

SALIAN

It is said by some that the Salians and the Aralians were once the same people in times of the ancients and only diverged when king of the island of Segusio, Salus IV (for whom the Salians are allegedly named) fell under the sway of the Demon God Balam and took up the infernal arts. Balam is alleged to have put greed into the heart of Salus causing him to conquer many of the islands scattered over the southern ocean and lay waste to much of mainland Aralia. The Salians themselves are a people of rather average stature. They can be told by their pale white skin, dark brown but thin hair, and metallic grey eyes. The Salian city-states are each ruled democratically by their land-owning citizens who wear their characteristic long-sleeved tunics under their ankle length chitons which are woven in patterns denoting the familial "clan" of the wearer. Much deference is paid to their priests who still to this day pay homage to Balam as the patron of the Salian people and they value knowledge of the infernal and the occult and respect those who show great ambition.

Native Language: Your Native Language is Salian.

Trait: Decadent

Characteristic Modifiers: +1d3 EDU, +1d8 WILL

Naming Conventions: To this day Salus is one of the most popular masculine names among land-owning Salian families.

Masculine Salian Names

1d20	Name
1	Albic
2	Artos
3	Balorix
4	Cambus
5	Camulixus
6	Carix
7	Dattovir
8	Drutalus
9	Epatus
10	Eporedorix
11	Iccinus
12	Ientus
13	Litavus
14	Lugotorix
15	Macareus
16	Salus
17	Togodumnus
18	Vectimarus
19	Velitas
20	Vocorix

Feminine Salian Names

1d20	Name
1	Aesica
2	Alla
3	Boudenna
4	Boudica
5	Caburena
6	Caccosa
7	Diveca
8	Eliomara
9	Iatta
10	Isosae
11	Leucona
12	Litugena
13	Loucitta
14	Manduissa
15	Medlotama
16	Nama
17	Ritomara
18	Salis
19	Sedecennis
20	Viriondaga

SEHARIAN

The Seharians are the people of the vast forests and steppes that are bordered by the shores of the Silk Sea in the east, Aelaroth in the west, the territory of the Fortrians in the south, and only the gods know what is north of their territory. They are of a dark, almost completely black complexion and those among them who do grow hair have thick, wavy hair of all the shades which red comes in. Many of them though shave their heads to feature more prominently the intricate white geometric tattoos that they cover their bodies in. They value a knowledge of history and a deeper sense of desire to explore the depths of the world. The Seharian nation is ruled by a hereditary absolute monarch who nonetheless holds very little actual power over most of the Seharians but functions mainly as an intermediary between the nation and the gods.

Native Language: Your Native Language is Seharian.

Trait: Nomadic

Characteristic Modifiers: +1d6 MIG, +1d6 AGI, +1d3 INT

Naming Conventions: The Seharians tend to name their children after legendary heroic adventurers or in reverence to the gods.

Masculine Seharian Names		Feminine Seharian Names	
1d20	Name	1d20	Name
1	Aflan	1	Adjan
2	Akorebi	2	Azizet
3	Ansa	3	Dassine
4	Beketa	4	Ewnis
5	Buzin	5	Fedada
6	Chekkadh	6	Ghida
7	Chikat	7	Hedda
8	Ehenu	8	Jdira
9	Goma	9	Kanimana
10	Heguir	10	Khatti
11	Iherhe	11	Lella
12	Immeghar	12	Lemtuna
13	Kadidu	13	Madele
14	Keraja	14	Meriam
15	Masgaba	15	Rahma
16	Meddur	16	Randja
17	Meslar	17	Shusha
18	Rakibun	18	Tahenkot
19	Sekla	19	Tanest
20	Vekalis	20	Umeyda

TARRASSIAN

The Tarrassians are the people of floodplains that make up the eastern portion of the Empire. They are of an ivory complexion with either blonde or light brown straight hair and blue or green eyes. Tarrassian society is

extremely hierarchical, ruled by hereditary warlords and nobles who all submit to the king but maintain a lot of local power. Poor Tarrassian families don't have a lot of peculiar customs but the noble families maintain familial heraldry and adorn themselves in it at tournaments and in battle.

Native Language: Your Native Language is Tarrassian.

Trait: Agrarian

Characteristic Modifiers: None

Naming Conventions: Tarrassian names are long and somewhat complicated consisting not just of a given name but also often a patronym, house name, branch name, and byname together.

Masculine Tarrassian Names		Feminine Tarrassian Names	
1d20	Name	1d20	Name
1	Alain	1	Adeline
2	Aimery	2	Beatrice
3	Aurelien	3	Celestine
4	Bertrand	4	Claire
5	Damien	5	Charlotte
6	Edouard	6	Elaine
7	Evariste	7	Elenor
8	Gaspard	8	Estelle
9	Guillame	9	Florine
10	Henri	10	Jeanne
11	Laurent	11	Jessica
12	Lothair	12	Judith
13	Marcin	13	Lucrece
14	Mathias	14	Mariam
15	Nicolas	15	Marie-Claire
16	Phillipe	16	Marie-Helene
17	Richard	17	Ninon
18	Robert	18	Placide
19	Simon	19	Therese
20	Yannic	20	Zephyrine

VOUNOESE

It is said that the Vounoese are descended from ancient Illiran stock and the similarity in their appearance lends some amount of credence to this idea. The people of the Most Serene Republic are tall and slim and of a ruddy complexion. They tend to wear their thick, wavy auburn hair in a short Illiran fade along with their elaborate facial tattoos. The Most Serene Republic is ruled by the Civil Council, a body consisting of representatives from the 11 noble families of the city which is headed by the Doge and the General Assembly who elects the Doge from one of the 11 families and must approve of any legislation passed by the Civil Council.

Native Language: Your Native Language is Vounoese.

Trait: Urban

Characteristic Modifiers: +1d3 AGI, +2 SIZ

Naming Conventions: Vounoese families usually have a specific set of names which they pass down from generation to generation. The 11 noble families are: Alighieri, Corsetti, Endrizzi, Farnese, Ianni, Jossa, Quaglia, Romero, Sala, Urarro, and Vivaldi. All of the last five Doges have been elected from a 12th upjumped family: the Ridarellis.

Masculine Vounoese Names		Feminine Vounoese Names	
1d20	Name	1d20	Name
1	Alesso	1	Antonia
2	Amadeo	2	Auria
3	Bartolomeo	3	Beatrix
4	Domenico	4	Caterina
5	Enzio	5	Cicilia
6	Forese	6	Clara
7	Gabriello	7	Daria
8	Giovanni	8	Elizabeth
9	Lodovico	9	Flora
10	Lorenzo	10	Francesca
11	Marcello	11	Isabetta
12	Orlando	12	Lisa
13	Orso	13	Madolina
14	Pietro	14	Marcolina
15	Riccardo	15	Maria
16	Rosso	16	Orabella
17	Sordello	17	Regina
18	Tuccio	18	Sabatina
19	Umberto	19	Veronica
20	Vitale	20	Ysabella

DWEORGR CULTURES

There are three main known Dweorgr cultures detailed in this book.

DŪNNAR

The Dūnnar are a dispersed people who live in vast vaults in the mountains of various human nations. Some of them also choose to live in human settlements. They are of an average Dweorgr stature and have a dark complexion. Dūnnar often shave their heads while growing their beards out but when they do grow out their hair it is tight and curly and of a light brown hue. They tend to be an honest folk and deeply value communal sharing of wealth.

Native Language: Your Native Language is Dūnnar.

Trait: Urban

Characteristic Modifiers: NONE

Naming Conventions: Dūnnar often name their children after legendary heroic warriors.

Masculine Dūnnar Names		Feminine Dūnnar Names	
1d20	Name	1d20	Name
1	Aatto	1	Aini
2	Bengt	2	Airi
3	Bjorn	3	Armi
4	Eemeli	4	Asta
5	Eikki	5	Eila
6	Heikki	6	Eine
7	Heimo	7	Eira
8	Jami	8	Lumi
9	Jari	9	Maikki
10	Kalle	10	Meeri
11	Karri	11	Mirja
12	Mies	12	Raila
13	Sakkari	13	Rauni
14	Sulo	14	Saija
15	Tarmo	15	Saimi
16	Tomi	16	Sanni
17	Ukko	17	Taina
18	Urmas	18	Tuomi
19	Ylermi	19	Tuuli
20	Yrjana	20	Vuokko

DRAMNIAN

The Dramnians are a nomadic people of the high plains and steppes of the interior of the continent. Pastoralists, the Dramnians raise a thick haired breed of sheep that are highly prized across the continent for their excellent wool. They are taller on average than other Dweorgr peoples and of a fair complexion. They have thick wavy hair that comes in shades of reds and blondes. Dramnian culture values piety and bravery in battle above all else.

Native Language: Your Native Language is Dramnian.

Trait: Nomadic

Characteristic Modifiers: +2 SIZ

Naming Conventions: Dramnian culture is extremely patrilineal, families name their first born male children after their ancestral patriarch.

Masculine Dramnian Names

1d20	Name
1	Andrei
2	Bolda
3	Boroda
4	Chernek
5	Chort
6	Domazhir
7	Fedor
8	Foma
9	Georgii
10	Iakov
11	Iev
12	Kisel
13	Kriv
14	Mal
15	Mil
16	Nezhek
17	Orehk
18	Volchok
19	Volotok
20	Zavid

Feminine Dramnian Names

1d20	Name
1	Alena
2	Domna
3	Ekaterina
4	Evdokeia
5	Fedorka
6	Fekla
7	Iarina
8	Negoshka
9	Nezhka
10	Olena
11	Pelageia
12	Polina
13	Raisa
14	Tamara
15	Tekla
16	Uliana
17	Varvara
18	Yelena
19	Zhenya
20	Zoya

Masculine Hyllar Names

1d20	Name
1	Arnbjorn
2	Atli
3	Barthi
4	Bjorn
5	Bogi
6	Eldgrimr
7	Finnbogi
8	Floki
9	Gunnlaugr
10	Havarthr
11	Helgi
12	Hromundr
13	Kollr
14	Mani
15	Njall
16	Ornolfr
17	Ragnarr
18	Sigmundr
19	Snorri
20	Thorbjorn

Feminine Hyllar Names

1d20	Name
1	Agaerthr
2	Aesa
3	Berea
4	Bolla
5	Dagrun
6	Dalla
7	Fjorleif
8	Geirlaug
9	Halla
10	Hildigerthr
11	Hrothny
12	Ingibjorg
13	Katla
14	Rjupa
15	Saeuthr
16	Signy
17	Sigrunn
18	Thora
19	Valdis
20	Yrr

HYLLAR

The Hyllar are the people of the great southern highland kingdom of Hylla, but some of their number live in Human territories. They build great city complexes into the hills (their name is where the Mannish tongues get the word hill in the first place) of their country adorned by great ring forts on the crest of the sod-topped knoll. Each of these great cities is ruled by a Thane (a petty king of sorts). Hyllar are of a slighter stature than their Dweorgr cousins. They tawny in complexion and sport a wide range of hair colors and textures.

Native Language: Your Native Language is Hyllar.

Trait: Urban

Characteristic Modifiers: -2 SIZ

Naming Conventions: The Hyllar tend to name their children names which honor the Old Gods of the North and the Lords of the Wild Hunt.

UL-KOR CULTURES

There are three known Ul-Kor cultures detailed in this book.

SA'AMITE

The Sa'amites are the dominant inhabitants of the broken lands of Throm-Shal. They are of an average stature for Ul-Kor and have grey-green skin, black straight hair, and less prominent tusks than their more nomadic cousins. Sa'amites wear their hair in long braided ponytails adorned with rings of precious metals and beads of lapis lazuli, tiger's eye, and the technicolor shells of the sea snails native to their waters. Throm-Shal is ruled by the Council of Eight, a cabal of wizards dedicated to study of the occultic sciences. The capital of Throm-Shal, Sa'am is a great center of learning, renowned in all the arts and sciences across the continent.

Native Language: Your Native Language is Sa'amite.

Trait: Decadent

Characteristic Modifiers: +1d3 EDU, +1d3 WIT, +1d3 WILL

Naming Conventions: The Sa'amites don't have any particular naming traditions and the trends in their names varies wildly from decade to decade and century to century.

Masculine Sa'amite Names		Feminine Sa'amite Names		Vadrian Names	
1d20	Name	1d20	Name	1d20	Name
1	Adarkidai	1	Altani	1	Bhuti
2	Atlan	2	Altun	2	Chamba
3	Arslan	3	Barqjin	3	Chembal
4	Bekter	4	Boroqchin	4	Daku
5	Chanar	5	Cha'ur	5	Domai
6	Daratai	6	Chaqa	6	Genden
7	Dobun	7	Chotan	7	Gyelbu
8	Dorbei	8	Doregene	8	Jamling
9	Emel	9	Ebegei	9	Jangbu
10	Gur	10	Holu	10	Khamdang
11	Gurrin	11	Ibaqa	11	Namkha
12	Guyuk	12	Kokachin	12	Nuri
13	Ogodei	13	Orbei	13	Omru
14	Qachin	14	Oqul	14	Pelu
15	Qadac	15	Qada'an	15	Sangmu
16	Qadai	16	Qojin	16	Sani
17	Taqai	17	Qorijin	17	Tarchin
18	Unggur	18	Soqatai	18	Tendzen
19	Usun	19	Temulun	19	Tsimbuti
20	Yadir	20	Yisui	20	Yangdzum

VADRIAN

The Vadrians are the people of the sparsely populated agrarian theocracy of Vadria located on the vast inland plateau that makes up the eastern and southeastern reaches of continent. Dedicated to an obscure and unknown group of deities that the Vadrians only refer to as the Vadra. The vast majority of Vadrians are serfs who work the farms that support the massive monasteries that dot the country's landscape. Smaller and lighter than other Ul-Kor, Vadrians have yellow-green skin and almost no tusks whatsoever. They wear their straight black hair short, cropped close to the scalp.

Native Language: Your Native Language is Vadrian.

Trait: Decadent

Characteristic Modifiers: -2 SIZ, +2 AGI

Naming Conventions: Vadrian does not have grammatical genders. Vadrians take compound names, like Jangbu-Chembal, roll twice on the name chart, ignoring any repeats.

YARMA

The Yarma are a nomadic people from the steppes just north of Vadria. They are the largest in frame among the known cultures of the Ul-Kor with the most prominent lower tusks as well. Their skin is a light grass green and they have thick manes of black hair that they wear long and unkempt. They make their life as nomadic pastoralists raising horses, goats, sheep, and cattle. The Yarma are well known for their felt yurts, well constructed carts & wagons, and fine horsemanship.

Native Language: Your Native Language is Yarma.

Trait: Nomadic

Characteristic Modifiers: +2 SIZ, +1 MIG, +1d3 INT

Naming Conventions: The Yarma name their children after the great warriors and leaders of the past. The Yarma language shares significant enough similarities to that of the Sa'amites that they share a names chart.

THE ESTATES OF THE ÁLFAR

The Álfar are unique among the available core ancestries in that due to their nature and place among the Fair Folk one could not really say that they have "cultures" as Cythfolk peoples do. Instead they are divided into four estates or classes, which is tied to their place in Álfar "society" and their rank among the Lords of Faerie. All Álfar have the Urban cultural trait and use the same name table as they do not have genders, sexes, or separate languages in the same capacity that mortals do.

Álfar Names	
2d20	Name
2	Aelhaearn
2	Amhar
3	Aeinir
4	Bedwyr
5	Berwyn
6	Bleddyn
7	Bryn
8	Cadawg
9	Cadoc
10	Ceredig
11	Cledwyn
12	Dallwyr
13	Derwyn
14	Ederyn
15	Einion
16	Elwyn
17	Emyr
18	Gruffydd
19	Gwydion
20	Iorweth
22	Lleufer
23	Llywelyn
24	Madoc
25	Maelon
26	Maelwys
27	Medyr
28	Nennoc
29	Peredir
30	Rhain
31	Rhodri
32	Talfryn
33	Tegvan
34	Terynnon
35	Twrgadarn
36	Urien
37	Varwawc
38	Wynn
39	Ysgawn
40	Ystrwyth

THE ARDIR

The Ardir are the First Estate of the Lords of Faerie, the Dukes and Sewains of the great forests of Faerie and (in their opinion) Lords of Ereh and its wild domains. They are the tallest of the Álfar and the most graceful. Ardir eyes are either bronze, gold, green, or silver. Their hair can be pale blonde, platinum, silver, white, or black and is straight, thin and generally worn long. Their skin tends toward metallic tones, especially bronze or copper but sometimes is a shining gold or electrum.

Characteristic Modifiers: +1d3 SIZ, +1d3 AGI, +3 NOB

THE MEINDIR

The Meindir are the closest to what one might call a "priestly" class among the Elfish Lords. They are slightly more inclined towards the practice of magick and tend to feel a great reverence towards the Aether and its power, serving as stewards of the great leylines of the world. The Meindir have a tendency towards shy or nervous personalities, regarded by their more adventurous kin as stodgy academics. They are the least socially apt of the Fair Folk at adapting to Mannish customs and this have developed a reputation among the Cythfolk as pompous know-it-alls.

Meindir are the palest of all the Elves from their long exposure to pure Mana. They have alabaster skin and jet black hair. Their eyes are shades of lilac or soft metals, like silver.

Characteristic Modifiers: +1d6 WILL, +1d3 EDU, -1d6 SIZ, -2 CHA

THE GWYLDIR

The Gwyldir are the stewards of the Gates of Nennon, an ancient fortress which guards the prison of an elder god so ancient that all but the eldest of the Elfish Lords have forgotten its name. They are sometimes known to Cythfolk as "Swamp Elfs" because of the polluted bog which the Gates of Nennon sits in the center of, but the Gwyldir do not regard this name which much esteem. On Ereh proper, there is an outpost of Gwyldir under the High King Brenin y Bragh in the city of Val Gwyldir on the wetland known to the locals as "The Haunted Moors". In appearance, Gwyldir have much in common with the Ardir, except they are shorter and lack golden or electrum skin tones.

Characteristic Modifiers: +1d6 MIG, +1d3 FIN, -1d3 CHA

THE TIRAMI

The Tirami are the "foot soldiers" of the Elves, or more properly the officer corps. They can be seen leading the armies of the Elfish Lords, riding their elk mounts proudly into battle. They also serve as the many petty Barons of the woods and hills of the world, as such Cythfolk sometime call them "Wood Elfs". Tirami are thin and willowy in form, but do not let that fool you for they are slightly stronger both of body and personality than the other estates. In addition to the standard long tipped ears of the Elves, Tirami have slight horns similar to those of deer and antelopes. Their skin has taken up the hues of the wilds, vibrant greens, autumnal oranges, and deep chestnut browns. Similarly their eyes and hair are these hues of flora and fauna.

CHAPTER 3: ORIGINS

Your Character's Origin represents a combination of their family's socio-political background, their early education, and a multitude of other factors surrounding their birth and early childhood. Each Origin will determine which skills you can spend your Origin Skill Points (see Chapter 1) on, some of your starting equipment, and will sometimes limit which Novice Profession you may enter at the beginning of this character's journey.

ORIGIN SKILLS

At this point in character creation, you receive a pool 250 skill points to spend among the Origin Skills designated by the Origin that you choose for your character. You should have 10 total Origin Skills, 5 which are predetermined and then 5 selected from among the 8 options given. Each Skill may only be raised to 70% including its Characteristic Bonus.

PERSONAL SKILL POINTS

Once all Origin skill points have been allocated, multiply your EDU x 10 to determine their personal skill point pool. You may spend these skill points in any skills but non-Origin Skills cannot be raised above 50% and the 70% cap still applies to Origin Skills

ORIGIN EQUIPMENT

You receive some basic equipment from the Origin that you choose for your character. This is usually some sort of trinket and possibly tools of their trade but might be more elaborate for Origins of a higher social and economic status. See Chapter 6: Equipment for more details.

STARTING PROFESSIONS TABLE

In order to determine your Starting Profession, find your Origin on the Starting Profession Tables on the next couple of pages and roll 1d100 on its column.

ORIGIN DESCRIPTIONS

The following section contains the descriptions of all Origins.

ARTISAN

You are the child of a free artisan of the rank of journeyman, possessing membership in the guild of their craft. These guilds are organizations which protect the business interests of their members and are generally recognized in any settled area. They set standards of manufacture, influence local politicians, and provide access to the supplies needed for the practice of the craft.

Origin Skills: Carousing, Craft (any), Disable Traps, Open Locks, Spot and any five of the following: Art (Sketching), Escape Bonds, Drive, Humanistic Sciences (any), Local Knowledge, Natural Sciences (Chymistry), Natural Sciences (Engineering), or Natural Sciences (Physics)

Origin Equipment: a signet ring bearing the sigil of the guild to which your parents belonged, the tools required to practice your parent's trade

BASTARD

You are the illegitimate child of a noble. You might have been raised alongside their legitimate children or you might have been spurned but the scandalous matter of your birth has shaped your life up until this point.

Origin Skills: Climb, Dodge, Hide, Jump, Sneak and any five of the following: Brawl, Drive, Grapple, Melee Weapon (any), Missile Weapon, Ride, Swim, Track

Origin Equipment: a plain but well tailored surcoat, a locket with something important inside

CHAOTIC CULTIST

You were raised by a cult worshiping either a Demon God or Primeval Dragon. You might have decided to dedicate yourself to that cause or you might have decided to dedicate yourself to hunting such witches wherever their kind might be found hiding.

Origin Skills: Fast Talk, Insight, Faith, Humanistic Sciences (Metaphysics), Humanistic Sciences (Philosophy) and any five of the following: Forgery, Humanistic Sciences (History), Language (native), Language (Demonic), Listen, Literacy, Melee Weapon (Knife), Occult Sciences (General Magick)

Origin Equipment: a ritual dagger carved with demonic runes, a cowl of the sect that your family belonged to

Profession	Artisan	Bastard	Chaotic Cultist	Faerie Lord	Free Peasant	Herder	Heretic	Horde Warrior	Hunter	Lyceum Alumnus
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Acolyte
 Aide
 Apprentice Craftsperson
 Apprentice Rogue
 Apprentice Scribe
 Archer
 Arquebusier
 Aspirant
 Attendant
 Auxiliary
 Cavalry
 Ceorl
 City Guard
 Cultist
 Deacon
 Fairie Princeling
 Firebrand
 Friar
 Hedgewise's Apprentice
 Hunter
 Initiate Druid
 Inquisitorial Recruit
 Knight-Errant
 Knight-Gallant
 Lackey Bravo
 Mercantile Clerk
 Outcast
 Partisan Recruit
 Pirate Crewman
 Rake
 Reaver
 Runner
 Scholar
 Seaman
 Seminarian
 Socialite
 Spearman
 Squire
 Teamster Recruit
 Undergraduate Magician
 Varangian Recruit
 Warrior
 Woodsman
 Yeoman

Profession	Merchant	Noble Heir	Raised by Church	Royal Scion	Second Son	Slave	Urchin	Varangian	Ward	Yeoman
Acolyte										
Aide										
Apprentice Craftsperson										
Apprentice Rogue										
Apprentice Scribe										
Archer										
Arquebusier										
Aspirant										
Attendant										
Auxiliary										
Cavalry										
Ceorl										
City Guard										
Cultist										
Deacon										
Fairie Princeling										
Firebrand										
Friar										
Hedgewise's Apprentice										
Hunter										
Initiate Druid										
Inquisitorial Recruit										
Knight-Errant										
Knight-Gallant										
Lackey Bravo										
Mercantile Clerk										
Outcast										
Partisan Recruit										
Pirate Crewman										
Rake										
Reaver										
Runner										
Scholar										
Seaman										
Seminarian										
Socialite										
Spearman										
Squire										
Teamster Recruit										
Undergraduate Magician										
Varangian Recruit										
Warrior										
Woodsman										
Yeoman										

FAIRIE LORD

You are the progeny of a noble house of the Elfish Lords, as such certain expectations have been put upon you. Whether to rise to them or buck them is up to you now. This Origin requires you to be of the Álfar Ancestry and have NOB 9 or more.

Origin Skills: Bargain, Courtly Manners, Language (Elfish), Language (any other), Literacy and any five of the following: Art (any), Humanistic Sciences (any), Natural Sciences (any), Melee Weapon (any), Missile Weapons, Occult Sciences (General Magick), Parry, Perform (any)

Origin Equipment: a cloak of elfish silk, a bronze signet ring

FREE PEASANT

You come from a long line of free peasants who farm the common land or rent land from a local lord. This Origin requires that you have NOB 6 or less.

Origin Skills: Agriculture, Appraisal, Bargain, Handle Animal, Local Knowledge and any five of the following: Animal Husbandry, Brawl, Carousing, Craft (Basketmaking), Craft (Brewing), Outdoor Survival, Track, Tying Knots

Origin Equipment: none

CHAPTER 4: PROFESSIONS

Professions are the bread and butter of a character. They consist of a larger professional classification which tells you the basic social place of your character and their specific profession which tells you what they do and their skill set. Professions are grouped by Tiers which match closely to the Ranks of Factions (see Chapter 5). These Tiers are: Novice (1-3), Adventurer (4-6), Warlord (7-9), Exemplar (10-12), and Paragon (13-15).

Novice (1-3)

In this tier your character is working directly under some sort of master to improve their craft and make their way in the world. At this point most the adventuring that your character does is in dungeons, either underneath the old cities of the world or among the ruins of keeps & temples. They will also occasionally venture out into the wilds (especially under the direction of more experienced characters. At the high end of this tier they may also begin to lead small units of troops into battle, either under the direction of more experienced commanders or in small scale skirmishes.

Adventurer (4-6)

In this tier your character has graduated to a more autonomous grade within their professional faction. They still have an authority that they answer to but a lot less directly than in the Novice Tier. At this tier characters still delve into dungeons, but even further than before. They also spend a decent amount of time venturing out into the wilds and trekking between settlements. At the higher ends of this tier characters begin to establish their own strongholds and possibly even new factions.

Warlord (7-9)

In this tier your character has become a true leader. They may answer to the very top levels of their professional faction but otherwise they operate with total autonomy. Delving into dungeons still happens occasionally but trekking the wilderness, trade, and warfare are much more profitable at this tier and onward. It is not at all uncommon for characters of this tier to have formed their own factions. Most characters will never advanced past this tier.

Exemplar (10-12)

Exemplars are those characters who have distinguished themselves as leaders both in domestic affairs and on the battlefield. Only the very deepest depths and most exotic planar locations suffice for adventures with characters of this tier. Professions in this tier will not be explored in this book but will be in subsequent releases that we have planned for the future.

Paragon (13-15)

Paragons are the apex of their profession and the highest level of leadership within their Profession. They are the most respected leaders and revered warriors. They spend most of their time in the rule and administra-

tion of their dominions. Only the most important world defining events can call a Paragon back to the battlefield. Professions in this tier will not be explored in this book but will be in subsequent releases that we have planned for the future.

HOW TO READ A PROFESSION

Professions have a variety of constituent parts and it is important to know how to make heads or tails of them. Here we will explain these to you. You can always purchase two Saving Throw Boosts per Profession.

Prerequisites

This section tells you which Characteristic values, Allegiance, or any other prerequisites your character must have before entering a given Profession.

Primary Characteristics

This section tells you which Characteristic is your Profession's Primary Characteristic. Having your Primary Characteristic within certain value ranges grants you a bonus to earned Profession Experience as detailed in the table below.

Table 4.1: Bonus Profession Experience Point Table

Primary Characteristic	% Bonus/Penalty
3-5	-10%
6-8	-5%
9-12	NONE
13-15	+5%
16-18	+10%

Previous Professions

This section tells you which Professions you could have been in before entering this Profession. Novice Professions will also have which Origins you could have been in this section.

Factions

This section tells you which of the Faction types (see Chapter 5) that your Character is able to adjoin themselves to if this is your first Novice Profession.

Characteristic Boosts

This section will explain which Characteristics you can Boost while in this Profession. You can Boost each Characteristic listed here once. Each one of these Boosts costs 500 Profession Experience.

Skill Boosts

This section will explain which Characteristics you can Boost while in this Profession. You can Boost each Skill listed here once. There will be a total of 10 skills, 5 which are predetermined and then 5 selected from among the 8 options given. Each one of these Boosts costs 500 Profession Experience.

Feats

This section will detail which Feats you can purchase while in this Profession. Feats are abilities that represent a specialized skill or a particular magickal ability. Sometimes you will be given the choice between two feats (written like: Wizard's Familiar or Wizard's Staff), when this occurs you may only purchase one of these Feats while in this Profession. Each of these Feats costs 500 Profession Experience.

Profession Equipment

This section will explain what equipment you receive if this Novice Profession is your first Profession. You do not receive any equipment from subsequent Professions.

Next (Tier) Profession

This section will explain which Professions of the same Tier you may advance into out of this Profession. Once you are finished with your current Profession (either by purchasing all of the Boosts and Feats that are available to you or because it makes sense in the narrative of your game for your character to do so) you may spend 500 Profession Experience to join that Profession. Professions that aren't on this list cost 1,000 Profession Experience to join from your current Profession.

(Next Tier) Professions

This section will explain which Professions of the next highest Tier you may advance into directly out of this Profession once you have met the requirements detailed in Chapter 5 for advancing to the next Tier. Once you are ready to, you spend 500 Profession Experience to join that Profession. You cannot join Professions in the next available tier that are not on this list for your Profession.

NOVICE PROFESSIONS

Here we will detail all of the Professions available to characters in the Novice Tier of their Faction advancement.

ACOLYTE

You are an initiate into a religious order of some sort, usually of the Holy Church but it is equally likely for you to be from a fringe sect or chaos cult. You toil in holy labor, helping priests from higher in the order to spread the good word of your faith.

Primary Characteristic: WILL

Factions: Religious Organization, Criminal Enterprise, Occultic Lodge

Previous Professions: Apprentice Scribe, Inquisitorial Recruit, Scholar, Unguided Beggar, Yeoman

Characteristic Boosts: AGI, INT, MIG, WILL

Skill Boosts: Fast Talk, Faith, Humanistic Sciences (History), Humanistic Sciences (Philosophy), Insight and five of the following: Convince, Craft (Brewing), Language (any), Literacy, Medicine, Occult Sciences (any), and Perform (Oration)

Feats: Holy Rite (Bless/Curse Water) or Holy Rite (Heal), Potion Brewing, Seed Rumor

Profession Equipment: Basic vestments, an Adventurer's Pack, and 40 shillings

Next Novice Professions: Apprentice Scribe, Deacon, Friar, Inquisitorial Recruit, Seminarian

Adventurer Professions:

AIDE

You are a minor aide, working within the court of a noble. Although your work is in proximity to those of higher birth and social rank, your duties are far more menial and largely consist of fetching materials, food and drink and other minor tasks. You are largely unseen in your post, but you are poised uniquely to climb the social ladder.

Primary Characteristic: CHA

Factions: Mercenary Company, Religious Organization, Criminal Enterprise, Military, Professional Guild

Previous Professions: Apprentice Scribe, Scholar, Squire

Characteristic Boosts: CHA, NOB, WIT, EDU

Skill Boosts: Bargain, Courtly Manners, Fast Talk, Language (Native), Jurisprudence and any five of the following: Convince, Diplomacy, Fashion, Humanistic Sciences (History), Language (Any Other), Literacy (Native), Literacy (Any Other), and Perform (Instrument – Lute)

Feats: Cosmopolitan, Dress To Impress or A Friendly Face, Trapfinding, Seed Rumor

Profession Equipment: a set of expensive clothes, an Adventurer's Pack, a dagger, and 100 shillings

Next Novice Professions: Firebrand, Mercantile Clerk, Scholar, Socialite, Undergraduate Magician

Adventurer Professions:APPRENTICE CRAFTSPERSON

You are an apprentice working under a master artisan. Your work is comparatively base compared to that of your instructor, and you often find yourself performing menial duties. Keeping the store clean and tidy, preparing materials and/or tools for your master or studying and working towards your own masterpiece.

Primary Characteristic: EDU**Factions:** Mercenary Company, Military, Professional Guild**Previous Professions:** Ceorl, Mercantile Clerk, Scholar, Ungilded Beggar**Characteristic Boosts:** EDU, FIN, MIG, WIT

Skill Boosts: Craft (any), Disable Traps, Natural Sciences (Engineering), Open Locks, Search and five of the following: Art (Sketching), Bargain, Escape Bonds, Language (any), Literacy, Local Knowledge, Natural Sciences (Chemistry), and Natural Sciences (Physics)

Feats: Black Market Connections or Haggle, Repair Weapon or Repair Firearm, Repair Armor or Prepare Ammunition, Snarecraft

Profession Equipment: leather lamellar, an Adventurer's Pack, and 5 shillings

Next Novice Professions: Arquebusier, Firebrand, Scholar, Socialite**Adventurer Professions:**APPRENTICE ROGUE

You are the lowest of the low, a paltry cutpurse who has taken up thieving as a full time profession – either out of pure destitution or because of your slothful and indolent nature. Newly adjoined to the guild you are put under the guidance of a Footpad who oversees your training alongside a handful of other new initiates into the brotherhood of ne'er-do-wells.

Primary Characteristic: FIN**Factions:** Criminal Enterprise, University**Previous Professions:** City Guard, Firebrand, Hedgewise's Apprentice, Lackey Bravo, Outcast, Pirate Crewman, Spearman, Ungilded Beggar**Characteristic Boosts:** AGI, FIN, INT, WIT

Skill Boosts: Climb, Hide, Open Lock, Pickpocket, Sneak and five of the following: Appraisal, Bargain, Disable Traps, Disguise, Fast Talk, Listen, Melee Weapon (Knife), and Missile Weapon

Feats: Cosmopolitan or Black Market Connections, Get Lost in the Crowd or Concealed Carry, Trapfinding, Two Weapon Fighting

Profession Equipment: leather lamellar, an Adventurer's Pack, a dirk, and 40 shillings

Next Novice Professions: Firebrand, Partisan Recruit, Rake**Adventurer Professions:**

CHAPTER 5: FACTIONS

CHAPTER 6: EQUIPMENT

This chapter details the sorts of equipment, money, armor, and weapons that your character can utilize in play. Each Profession will tell you what equipment you need to complete its duties.

MONEY

Around 1,500 years ago the world of Eret was ruled by the God-Kings of the Great Empire of Eltaria, most of the world still uses the currency of the old empire. The highest denomination of this currency is the pound which is measured in ingots which are one pound of pure unalloyed gold. After that is the noble which is a gold coin that weighs 1/3rd of a pound and the half-noble which is a gold coin that weighs 1/10th of a pound. The most common type of coinage is the shilling which is a silver coin that weighs 1/100th of a pound. There is also the bronze denar, the copper penny, and the iron mill which are 1/200th, 1/500th, and 1/1000th of a pound respectively.

LIVING EXPENSES

There are several options for how much you may spend on your living expenses and different benefits or detriments depending on your choice week by week. These costs are assumed to cover all food, drink, and shelter needed for the character's upkeep.

WRETCHED (NO COST)

A wretched lifestyle is very affordable but not quite as luxurious as one might wish. You have no permanent residence instead living among the most unfortunate in society, sleeping in barns and abandoned buildings, eating what you can steal, and fending off disease. Once per week, whilst you are living a this lifestyle:

- You make a Save vs Contagions to avoid disease.
- There is a 20% chance any possessions not kept on your person are stolen and a 15% chance of being mugged.
- Whilst living in any city, there is a 10% chance that you are arrested for vagrancy and imprisoned for one week.

Also you take a -3 penalty to Fairness, a -5 penalty to Nobility, and a -2 penalty to Charisma while living this lifestyle

SQUALID (5 DENARI)

Once per week while living this lifestyle:

- You make a Save vs Contagions to avoid disease.

- There is a 15% chance of any possessions not kept on your person being stolen and a 10% chance of being mugged.

Also you take a -2 penalty to Fairness, a -4 penalty to Nobility, and a -2 penalty to Charisma while living this lifestyle.

POOR (10 DENARI)

Once per week while living this lifestyle:

- You make a Save vs Contagions to avoid disease.
- There is a 10% chance of any possessions not kept on your person being stolen and a 5% chance of being mugged.

Also you take a -2 penalty to Fairness, a -3 penalty to Nobility, and a -1 penalty to Charisma while living this lifestyle.

MODEST (10 SHILLINGS)

While living this lifestyle you take a -2 penalty to Nobility.

COMFORTABLE (30 SHILLINGS)

While living this lifestyle you take a -1 penalty to Nobility.

WEALTHY (1 POUND)

While living this lifestyle you gain a +1 bonus to Fairness.

ARISTOCRATIC (10 POUNDS)

While living this lifestyle you gain a +2 bonus to Fairness and a +1 bonus to Charisma. All characters with a noble rank are assumed to be living this lifestyle.

ARMOR

Armor offers protection from damage, reducing damage from weapons according to their Protection Rating (PR).

LIGHT ARMOR

Gambeson

A full length padded cloth frock that extends down to the knees. It is also worn underneath all other types of armor.

Table 6.1: Armor & Helms Table

Armor	Protection Rating	Weight (in lbs)	Skill Modifier	Cost	Locations
Light Armor					
Gambeson	3	10	NONE	5 shillings	All But Head
Leather Cuirass	4	15	-5% to Physical Skills	10 shillings	Chest
Leather Lamellar	4	20	-10% to Physical Skills	25 shillings	All But Head
Chain Shirt	5	25	-20% to Physical Skills	100 shillings	Arms, Chest
Medium Armor					
Scale Armor	6	25	-15% to Physical Skills	50 shillings	All But Head
Bronze Lamellar	8	30	-15% to Physical Skills	150 shillings	All But Head
Steel Lamellar	8	40	-15% to Physical Skills	180 shillings	All But Head
Plate Cuirass	9	30	-15% to Physical Skills	200 shillings	Chest
Heavy Armor					
Full Chain Hauberk	11	45	-20% to Physical Skills	200 shillings	All
Maille and Plate	14	50	-20% to Physical Skills	600 shillings	All But Head
Plate over Maille Hauberk	18	60	-25% to Physical Skills	1,500 shillings	All But Head
Helms					
Helmet	4	1	-15% to Perception Skills	10 shillings	Head Only
Greathelm	8	8	-50% to Perception Skills	20 shillings	Head Only

Table 6.2: Shields Table

Shield	HP	DR	Weight (in lbs)	Cost
Buckler	5	2	5	15 shillings
Round Shield	5	2	5	3 shillings
Heater Shield	10	5	6	7 shillings
Aspis	15	7	8	9 shillings
Kite Shield	15	7	10	12 shillings
Scutum	20	10	15	20 shillings
Pavise	25	12	45	25 shillings

Leather Cuirass

A cuirass (backplate + breastplate) made of boiled leather. Stiff and offers minimal protection but useful for archers and those needing a wide range of movement.

Leather Lamellar

Same as a leather cuirass except a full suit and made using strips of leather sewn together.

Chain Shirt

A shirt of steel rings riveted together to form chain links. Offers superior protection from weapons in the Club and Hammer weapon groups, causing the wearer to take half damage from those weapons.

MEDIUM ARMOR**Scale Armor**

Made from pieces of metal shaped to resemble fish scales.

Bronze Lamellar

Like leather lamellar except made from bronze, this means that if it is hit by a critical hit, it gains the broken condition.

Steel Lamellar

Like other lamellars except made from steel.

Plate Cuirass

As per leather cuirass but made of steel. May be made of bronze, in which case reduce cost by 30 and apply the same effect as bronze lamellar.

HEAVY ARMOR**Full Chain Hauberk**

A suit of chainmaille that extends down beyond the knees and includes a coif. Offers the same protection against bludgeons as a chain shirt.

Maille and Plate

A suit of chainmaille with riveted plates added for additional protection. Offers the same protection against bludgeons as regular chainmaille.

Plate over Maille Hauberk

A full suit of metal plates worn over a chain hauberk. Offers superior protection against weapons from weapon groups that are not Clubs, Hammers, or Polearms. The wearer takes double damage from Clubs, Hammers, or Polearms.

HELMS**Helmet**

A helm that protects the head and eyes.

Greathelm

Same as a helmet but larger and heavier.

SHIELDS

Shields only apply if you are being attacked on a side that the shield covers, for example a shield never applies when you are being attacked from the Back face or the Right flank but if you are standing to the left of another ally who is also wearing a shield then you gain a shield benefit. When you get hit by an attack, you may choose to have your shield take some of the damage from that attack. First subtract the shield's DR from the amount of damage the attack does, then have the shield take that much damage with any excess spilling over to you.

Buckler

A small round metal shield which is strapped to your forearm. You may wield a two-handed weapon or one weapon in both hands while using a buckler. You may also use a buckler while carrying a torch in your shield hand.

Round Shield

A three foot wide wooden circular shield held in the off hand by a wooden handle placed behind the boss.

Heater Shield

A three foot wide shield that is shaped slightly like a clothes iron. It is strapped to the arm with a pair of leather belts fastened to the inside of the shield.

Aspis

A three foot wide wooden circular shield that is strapped to the arm with a leather belt fastened just behind the boss and maneuvered with a rope that is tied around the interior circumference. It is the favorite of the proud citizen soldiers of many city-states.

Kite Shield

A long, rounded triangular shield often used by mounted knights as it affords more protection to the legs than other shields while not sacrificing their ability to move freely.

Scutum

A large, wide, rectangular shield that covers the entirety of the body, at the expense of movement. While you have a scutum equipped your

MOVE Characteristic is reduced by 5 feet. The scutum is a favorite of heavily armored shock infantry worldwide.

Pavise

The pavise is a special sort of shield that is designed to allow archers and crossbowmen to take cover in the open field and loose hails of arrows into the enemy unmolested. In order to use the pavise you must take an action during the Movement phase to set it up on the battlefield. After this, as an action during the Movement phase you may duck behind it and when you do so you gain three-quarters cover until you make an attack again (to make an attack while behind a pavise you must expose yourself which causes you to lose the provided cover).

WEAPONS

This section describes the weapons generally available to characters on Erehth and their functions.

BASE CHANCE (BC)

A weapon's Base Chance (BC) is correspondent to the BC of the Skill (weapon group) that the weapon is associated with.

DAMAGE (DMG)

A weapon description's Damage (DMG) column describes how many dice you roll (+ your Damage Modifier) when you successfully hit with a weapon attack (see Chapter 7).

SPECIAL SUCCESS

A weapon description's Special Success column describes which Special Success Effect that the weapon applies when you achieve a Special Success while using it (see Chapter 7 for more details).

RANGE

A weapon description's Range column describes the normal, moderate, and long ranges that a weapon can be thrown or fired at. At the normal range there is no modifier to the Skill Check, at moderate range the Skill Check becomes Difficult, and at long range the Skill Check must succeed at one-fifth of your normal Skill Rating. Range is always measured in feet.

HANDS

A weapon description's Hands column tells you how many hands it takes to hold that weapon.

HIT POINTS (HP)

A weapon description's Hit Points (HP) column describes how many points of damage that weapon can take before it becomes broken.

WEAPON DESCRIPTIONS

Dagger

A long knife with a double sided, one foot long blade.

Dirk

A long knife with a single sided, one foot long blade.

Seax

A long knife with a single sided, two foot long blade.

Arming Sword

A short one-handed sword with a three foot long double-sided blade with a pointed tip.

Longsword

A two-handed sword with a three and a half foot double-sided blade with a pointed tip.

Rapier

A one-handed sword with a thin four foot long blade that ends in a finely tapered point, used primarily for personal defense.

Greatsword

A two-handed sword with an 8 foot blade that is at least as wide as the average person. Confers a -10% penalty to hit and always does 2d6 damage to each creature within melee range of you even on a miss.

Light Axe

A small one-handed axe that can be thrown or used in melee.

Battleaxe

A heavier one-handed axe with a broad head and a thick haft.

Greataxe

A heavy two-handed axe with a broad head and a thick haft. Confers a -10% penalty to hit and always does 2d6 damage to each creature within melee range of you even on a miss.

Spear

A one-handed spear that is often carried in sets of three by soldiers and thrown before melees are joined.

Table 6.3 Weapons

Weapon	BC	DMG	Special Success	Range	Hands	HP	Weight (in lbs)	Cost
Knives								
Dagger	15%	1d6	Impaling	20/30/40	1	15	1	2 shillings
Dirk	15%	2d6	Impaling	-----	1	15	2	6 shillings
Seax	15%	2d8	Impaling	-----	1	20	2	10 shillings
Swords								
Arming Sword	10%	3d6	Impaling	-----	1	20	4	15 shillings
Longsword	10%	4d6	Bleeding	-----	2	22	6	35 shillings
Rapier	10%	3d6	Impaling	-----	1	15	2	20 shillings
Greatsword	10%	5d6	Bleeding	-----	2	25	10	50 shillings
Axes								
Light Axe	15%	2d6	Bleeding	30/60/90	1	15	2	8 shillings
Battleaxe	15%	3d6	Bleeding	-----	1	20	6	10 shillings
Greataxe	15%	5d6	Bleeding	-----	2	25	12	20 shillings
Spears								
Spear	15%	3d6	Impaling	50/100/150	1	15	3	1 shillings
Pike	15%	5d6	Impaling	-----	2	20	9	45 shillings
Knightly Lance	15%	3d6	Impaling	-----	1	15	10	10 shillings
Hammers								
Warhammer	25%	3d6	Crushing	-----	1	20	5	12 shillings
Maul	25%	5d6	Crushing	-----	2	25	8	50 shillings
Clubs								
Crude Club	25%	2d6	Crushing	-----	1	10	3	5 mills
Mace	25%	3d6	Crushing	-----	1	20	8	12 shillings
Staff	25%	3d6	Crushing	-----	2	15	4	6 mills
Polearms								
Atgeirr	15%	4d6	Bleeding	-----	2	20	12	10 shillings
Bill	15%	4d6	Bleeding	-----	2	20	12	9 shillings
Guisarme	15%	4d6	Bleeding	-----	2	20	12	9 shillings
Svärdstav	15%	4d6	Impaling	-----	2	20	12	10 shillings
Missile								
Crossbow	10%	3d6	Impaling	80/160/240	2	18	4	40 shillings
Longbow	10%	4d6	Impaling	100/200/300	2	10	3	75 shillings
Recurve Bow	10%	3d6	Impaling	60/120/180	2	12	2	30 shillings
Firearms								
Arquebus	05%	4d8	Impaling	300/600/900	2	12	9	1,500 shillings
Cavalry Pistol	05%	3d8	Impaling	90/180/270	1	8	9	1,500 shillings

Pike

A twenty foot long spear that can be used from the second rank of a formation.

Knightly Lance

A wooden spear. Can only be used when mounted.

Warhammer

A medium sized one-handed hammer with a small head and a prying claw. Most useful against fully armored knights.

Maul

A heavy two-handed hammer with a broad head and a thick haft. Confers a -10% penalty to hit and always does 2d6 damage to each creature within melee range of you even on a miss.

Crude Club

A small one-handed club made of a piece of a lacquered stick.

Mace

A one-handed metal club with a flanged head. It is the favorite weapon of lawful knights.

Staff

A two-handed club made of a shaped and lacquered tree branch.

Atgeirr

A polearm with a long single-side curved blade which resembles a farming implement for thrashing grain.

Bill

Like an atgeirr but with a hook on the head which grants a +1 to attempts to forcibly dismount mounted opponents.

Guisarme

A polearm with a double-side inward curved blade at the point.

Svärdstav

Literally "swordstaff", a polearm with the blade of a longsword.

Crossbow

Made by placing a lacquered bow sideways on a crossbar and attaching a winding mechanism. Takes one full combat round to reload. Favored by Tarrassian militaries.

Longbow

A heavy lacquered yew bow that is favored by Emorean yeomen.

Recurve Bow

A smallish bow made of layers of lacquered wood and bone. It is favored by Illiran cataphractii and Seharian horse archers.

Arquebus

A long-barrelled firearm that must be fired from a fork rest. The user may not move at all during the combat round that they fire it. Takes one full combat round to reload. Like most firearms, the arquebus is mostly used by the militias of the Free Cities.

Cavalry Pistol

A smaller firearm designed to be used from horseback. Takes one full combat round to reload. Like most firearms, the cavalry pistol is mostly used by the militias of the Free Cities.

ADVENTURING EQUIPMENT**Quiver of Arrows**

A quiver of 20 arrows for use with bows.

Quiver of Quarrels

A quiver of 30 quarrels for use with crossbows.

Box of Bullets

A package of 30 bullets used in firearms

Powder Horn

A horn of gunpowder that contains enough for 100 shots.

Silver Tipped Arrow

An arrow that has been tipped in silver. Deals an additional 2d6 damage to were-beings.

Rope (50 feet)

A 50 foot coil of solid hempen rope. Useful.

10 foot pole

A ten foot long pole fashioned from a long dowel. Used for searching areas for trapped floors.

12 Iron Spikes

A set of long spikes made of iron. Used for nailing shut doors.

Small Sack

A small leather pouch worn about the belt, can carry up to 10 lbs.

Large Sack

A cloth bag carried by straps on the back, can carry up to 60 lbs.

Table 6.4: Adventuring Equipment

Item	Weight (in lbs)	Cost	Item	Weight (in lbs)	Cost
Quiver of Arrows	3	5 shillings	Healer's Kit	1	50 shillings
Quiver of Quarrels	3	5 shillings	Mule	N/A	20 shillings
Box of Bullets	½	30 shillings	Draft Horse	N/A	30 shillings
Powder Horn	2	100 shillings	Warhorse	N/A	150 shillings
Silver Tipped Arrow	N/A	5 shillings	Riding Horse	N/A	40 shillings
Rope (50 feet)	10	1 shilling	Saddle	30	25 shillings
10 foot pole	8	1 shilling	Saddle Bags	8	10 shillings
12 iron spikes	½ each	1 shilling	Cart	200	100 shillings
Small Sack	1	1 shilling	Wagon	400	200 shillings
Large Sack	2	2 shillings	Portable Chymistry Gear	40	500 shillings
Leather Backpack	3	5 shillings	Raft/Barge	50	40 shillings
Waterskin/Wineskin	4 full	1 shilling	Small Merchant Ship	N/A	5,000 shillings
Standard Rations	1	5 shillings	Large Merchant Ship	N/A	20,000 shillings
Iron Rations	2	15 shillings	Small Galley	N/A	10,000 shillings
6 Torches	1 each	1 shilling	Large Galley	N/A	60,000 shillings
Lantern	2	10 shillings	Trireme	N/A	30,000 shillings
Flask of Oil	1	2 shillings	Robe	1	6 pence
Firestarting Kit	N/A	1 shilling	Cloak	1	1 shilling
3 Stakes and a Mallet	4	3 shillings	Hat	½	7 pence
Chalk	N/A	1 shilling	Leather Boots	1	1 shilling
Steel Mirror	½	5 shillings	Riding Boots	1	2 shillings
Silver Mirror	½	15 shillings	Expensive Clothes	2	20 shillings
Garlic	N/A	5 shillings	Instrument	1	5 shillings

Table 6.5: Basic Lodgings Table

Lodging Type	Cost In Shillings
Cottage	300
Hut (Wattle)	25
Hut (Wooden)	50
Apartment	600
Townhouse	1,500

Leather Backpack

A leather bag carried by straps on the back, can carry up to 120 lbs of material.

Waterskin/Wineskin

A leather bag made to contain liquid, carries a gallon.

Standard Rations

A wooden box containing enough food for one full day. Spoils overnight in a dungeon.

Iron Rations

An iron box containing enough food for one full day. Does not spoil.

6 Torches

Six torches for finding the way in the dark. Emits light in a 20 foot radius. Burns for 6 Turns. If used as a weapon, it counts as a Club and deals 2d6 damage. Takes 1 hand to hold while in use.

Lantern

A wrought iron lantern with a leather hood that can be used to hide the light without dousing it. Emits light in a 3 inch radius. Burns for 24 turns on one flask of oil.

Flask of Oil

A glass flask containing enough oil to fuel a lantern for 24 turns or spread into a 1" by 1" square.

Firestarting Kit

A piece of flint and a steel bar used for starting fires, lighting torches, and lighting lanterns when a match cannot be found.

3 Stakes and a Mallet

A set of wooden stakes and a wooden mallet.

Chalk (6 sticks)

Six sticks of chalk. Useful for writing against stone or wood.

Steel Mirror

A small steel-backed mirror. Useful for checking around corners and observing oneself.

Silver Mirror

A small silver-backed mirror. Useful for checking around corners and observing oneself.

Garlic

A small bulb that is distantly related to onions. Prized for the flavor it can add to any dish. Many adventurers carry at least a few cloves on them into dungeons. They are a superstitious lot.

Healer's Kit

A kit consisting of basic bandages and herbal poultices that can be used to heal wounds. Can be used 5 times.

Mule

A cross between a draft horse and a donkey. Can carry up to 230 lbs and still operate at a 10 hex (100 foot) movement speed. At between 231-460 lbs it will operate at an 8 hex (80 foot) movement speed. At between 461-690 it will operate at a 6 hex (60 foot) movement speed. A Mule cannot carry a rider.

Riding Horse

A horse bred for riding leisurely and across country. Can carry up to 150 lbs and still operate at a 10 hex (100 foot) movement speed. At between 151-300 lbs it will operate at an 8 hex (80 foot) movement speed. At between 301-450 it will operate at a 6 hex (60 foot) movement speed. A Riding Horse will flee at the first sign of combat.

Draft Horse

A horse bred for heavy work and pulling carriages. Can carry up to 200 lbs and still operate at a 10 hex (100 foot) movement speed. At between 201-400 lbs it will operate at an 8 hex (80 foot) movement speed. At between 301-600 it will operate at a 6 hex (60 foot) movement speed. A Draft Horse will flee at the first sign of combat.

Warhorse

A horse bred for riding into battle and to withstand the brutal sounds and smells of war. Can carry up to 300 lbs and still operate at a 10 hex (100 foot) movement speed. At between 301-600 lbs it will operate at an 8 hex (80 foot) movement speed. At between 601-900 it will operate at a 6 hex (60 foot) movement speed.

Saddle

A saddle includes the bit and tack necessary to ride a horse.

Saddle Bags

A set of leather bags designed to be attached to a saddle, can carry up to 40 lbs of material.

Cart

A two-wheeled, open-topped vehicle that can be pulled by one beast of burden. Can fit into any passageway 10 feet or wider which is at least as tall as it is wide.

Wagon

A four-wheeled, open-topped vehicle that can be pulled by two beasts of burden. Can fit into any passageway 10 feet or wider which is at least as tall as it is wide.

Portable Chymistry Gear

A set of equipment used for the distillation of drug and poisons.

Raft/Barge

A 30 foot by 40 foot floating platform used for transporting cargo and people down rivers and canals. Can carry up to 5,000 lbs.

Small Merchant Ship

A sailing ship with a crew of a Captain and 10 Sailors. Single masted, 80' length, 30' beam, 8' draft. Can carry up to 50 tons of cargo.

Large Merchant Ship

A sailing ship with a crew of a Captain and 20 Sailors. Triple masted, 150' length, 30' beam, 12' draft, castled stern and bow. Can carry up to 150 tons of cargo. Can be armed with two light catapults.

Small Galley

A two-decked ship with a single mast and one bank of oars. Crewed by a Captain, 20 Marines, 10 Sailors, and 60 Rowers. 100' beam, 20' beam, 3' draft. Can carry up to 10 tons of cargo. Armed with two light catapults and a naval ram.

Large Galley

A five-decked ship with a single mast and four banks of oars. Crewed by a Captain, 80 Marines, 30 Sailors, and 240 Rowers. 150' beam, 30' beam, 6' draft. Can carry up to 30 tons of cargo. Armed with three light catapults or one heavy catapult and a naval ram. Often the flagship of a fleet.

Trireme

A three-decked ship with a single mast and two banks of oars. Crewed by a Captain, 50 Marines, 20 Sailors, and 180 Rowers. 120' beam, 20' beam, 3' draft. Can carry up to 20 tons of cargo. Armed with two light catapults and a naval ram.

BASIC LODGINGS**Cottage**

Cost: 300 shillings

A single story, 900 square foot wooden house with a thatched roof. Sits on a 1/4 acre plot. Usually the residence of a rich peasant family or a poor freeholding artisan in a village.

Hut (Wattle)

Cost: 25 shillings

A single story, 100 square foot wattle and daub house with a thatched roof. Sits on a 1/8 acre plot. Usually the residence of a poorer peasant family or a serf family in a village.

Hut (Wooden)

Cost: 50 shillings

A single story, 100 square foot wooden house with a thatched roof. Sits on a 1/8 acre plot. Usually the residence of a poorer peasant family or a serf family in a village.

Apartment

Cost: 600 shillings

A 950 square foot apartment unit in a building that usually contains between 4 and 10 such units on a busy city street, if owned by an artisan this apartment is in the same building as their workshop, occupying the second story. Usually the residence of a rich artisan or minor noble.

Townhouse

Cost: 1,500 shillings

A city home that is 25 feet along the street and 70 feet deep with two stories (1,750 square feet per floor). Usually the residence of a rich artisan or minor noble.

POISONS

Poisons always inflict an amount of damage equal to 1d6 per Potency on a failed Save vs Contagions and half as much on a successful one. So a Potency 5 poison inflicts 5d6 damage on a failed Save. It does so every hour until neutralized (successful saving throw) or it kills the creature. Ingestion poisons must be consumed by the target in food or drink. Injury poisons are used to coat blades and arrows and must enter the target's bloodstream via an injury inflicted on them by the treated weapon.

Table 6.6: Poisons Table

Poison	Type	Potency	Cost
Angel's Tears	Ingestion	5	500 shillings
Arsenic	Ingestion	1	100 shillings
Belladonna	Ingestion	1	100 shillings
Black Adder Venom	Injury	1	100 shillings
Blight Sage Powder	Ingestion	4	400 shillings
Refined Centipede Venom	Injury	1	100 shillings
Chress	Ingestion	2	200 shillings
Deathcap Powder	Ingestion	7	700 shillings

Refined Giant Scorpion Venom	Injury	3	300 shillings
Refined Giant Wasp Venom	Injury	4	400 shillings
Gutweed Resin	Ingestion	10	1,000 shillings
Hemlock Powder	Ingestion	6	600 shillings
Milkweed Extract	Ingestion	5	500 shillings
Monk's Mint	Ingestion	6	600 shillings
Serpent Grass Extract	Ingestion	1	100 shillings
Sour Wormwood Extract	Ingestion	4	400 shillings
Wolfsbane	Ingestion	5	500 shillings
Refined Wyvern Venom	Injury	4	400 shillings

DRUGS

Drugs have successive stages of effects. You advance into higher stages by taking additional doses. When you take a dose, make a saving throw vs. Contagions. On a critical success, you do not advance by any stages. On a success, you advance by 1 stage. On a marginal success or marginal failure, you advance by 2 stages. On a failure, you advance by 3 stages. On a fumble, you advance by 4 stages.

Attar

Cost: 25 shillings **Potency:** 1

Stage 1 +1 to the Cast A Spell action **Stage 2** +2 to the Cast A Spell action **Stage 3** Blinded and Deafened for 1 Turn as you experience a vision of the Pure Aether **Stage 4** Unconscious for 1 Hour and then Fatigued when you awake **Stage 5** Exhausted and Stupefied

Psychostimulants

Cost: 125 shillings **Potency:** 5

Stage 1 you do not need to sleep for the night after 3 Days at Stage 1 advanced immediately to Stage 2 **Stage 2** either become Fatigued or take 3d6 damage and stay awake for 1 additional day and then advance to Stage 3 **Stage 3** Exhausted **Stage 4** Exhausted and Stupefied **Stage 5** Death from Massive Heart Failure

HIRELINGS

Hirelings are non-player characters which the player character has hired with their resources to assist them in various manners. There are four types of Hirelings: Sellswords, Retainers, Professionals, and Servants.

SELLSWORDS

Sellswords are Hirelings who are hired to garrison strongholds, fight in wars, or otherwise supplement the armies that player characters are able to raise. They are hired as units and will accompany the player character to war and in the wilderness but not into dungeons. You can find further rules regarding them in the section of Chapter 8 on Warfare.

RETAINERS

Retainers are sidekicks, companions, and even friends to the player character. They are extremely loyal and are the only sort of Hireling who will accompany a player character into dungeons. Retainers have an Adventurer Tier Profession and earn ranks and experience in the same manner as player characters but cannot change their Professions in the same manner. Your referee should have Retainer Cards that have some of the information already filled in for you.

Retainers must be at least one rank lower than the hiring player character and therefore when you start the game, any Retainers you start with are effectively "Tier 0" and use the stats of a Normal Human (roll Ability Scores and assign Cultural Trait Abilities & and Origin). Once they receive 100 Profession Experience, you choose a Profession for them. Retainers are always hired for a monthly wage plus a share of the treasure (which comes out of the share of the hiring player character), typically at least 15% of that player character's share. If the player character pays them a less than 5% share then that Retainer gets a -1 penalty to their Loyalty when it is next checked. If the player character pays them a greater than 25% share then that Retainer gets a +1 bonus to their Loyalty when it is next checked. Additional wages beyond the minimums on the Retainer Monthly Wages table give a +1 to their Loyalty when it is next checked.

Table 6.7: Retainer Monthly Wages

Retainer Faction Rank	Wage In Shillings
0	20
1	40
2	80
3	160
4	320
5	640
6	1,280
7	2,560

Loyalty

Loyalty is an extra Characteristic than Retainers have which measures their willingness to serve their employer. To determine it, roll 3d6 and then adjust the result based on the hiring player character's Charisma score as detailed in the Charisma Loyalty Modifier Table. Loyalty is checked after each adventure (at the end of each session) On a success, raise the Morale Score of the Retainer by 1. On a failure, lower the Morale Score of the Retainer by 1.

Morale

Morale for Retainers is a Characteristic that functions the same way that it does for monsters. To determine a Retainer's Morale Score roll 3d6 and then add half their Loyalty Characteristic. Morale is checked both in combat and after each adventure, when checking in combat it functions as per monsters. When checked after an adventure a failure means that they leave the service of the character.

SERVANTS

Servants are Hirelings who are bound to the player character's household and perform a specific function. They are detailed further in Chapter 8: Realms & Domains.

PROFESSIONALS

These professionals are available for hire by player characters. Full stat blocks for each can be found in Chapter 11.

Animal Trainer (25 shillings/250 shillings per month)

An Animal Trainer is needed for characters who wish to turn exotic creatures like griffons into mounts or use others as a form of guard. The cost of 25 shillings is for a trainer with a Skill Rating of at least 70% in the Handle Animal Skill who can train basic warhorses and hounds. The cost of 250 shillings is for a trainer with a Skill Rating of at least 85% in the Handle Animal Skill who can train exotic animals. Training a single animal from being untrained takes one month. A single Animal Trainer can manage no more than 6 animals at one time.

Armorer (75 shillings per month)

An Armorer is a professional with a Skill Rating of at least 90% in the Craft (Blacksmithing) Skill and the Rank of Master. They can make 50 shillings worth of arms and armor per month and can be hired to support armies at a ratio of 1 per every 50 soldiers. Armorers may also be assisted by up to two Journeymen (20 shillings per month each) and four Apprentices (10 shillings per month each). Having one journeyman and two apprentices means an Armorer may produce 100 shillings per month or support 150 soldiers. Having two journeymen and four apprentices means having an Armorer may produce 150 shillings per month or sup-

port 250 soldiers. An Armorer cannot produce armor for a character and support soldiers at the same time.

Engineer (250 shillings per month)

An Engineer oversees large construction projects and has at least a Skill Rating of at least 85% in the Natural Sciences (Engineering). A minimum of one Engineer is needed for every building project plus one additional Engineer per every 100,000 shillings of cost to the project.

Healer (1 shilling per day per patient)

A Healer is a professional a Skill Rating of at least 60% with Medicine Skill. A patient under the care of a Healer regains an additional 1d3 Hit Points per day of full bed rest. A Healer can care for 3 patients each day.

Physician (2 shillings per day per patient)

A Physician is a professional with a Skill Rating of at least 70% in the Medicine Skill. In addition to what a Healer does, a Physician can use the Treat Disease and Treat Poison actions. A Physician can care for 4 patients per day.

Chirurgeon (3 shillings per day per patient)

A Chirurgeon is a professional with a Skill Rating of at least 85% in the Medicine Skill. In addition to what a Healer and a Physician does, a Chirurgeon can use the Chirurgery action. A Chirurgeon can care for 5 patients a day.

Rower (3 shillings per month)

Rowers are unskilled workers who operate the oars on sailing vessels

Sailors (6 shillings per month)

Sailors are skilled professionals who handle the daily tasks and operation of sailing vessels.

Navigator (25 shillings per month)

A Navigator is a professional who has a Skill Rating of at least 70% in the Navigate Skill and is specialized in reading maps and charts and making navigatory decisions. A Navigator is absolutely required if a ship is to travel beyond the site of shore and may be utilized either on land or on sea.

Captain (100 shillings per month)

A Captain is required to lead any sailing vessel that is not directly controlled by a player character.

Sage (500 shillings per month)

A Sage is required to identify magick items that are found in the process of adventuring. Characters may also beseech Sage with questions regarding the occult and arcane.

HIRING HIRELINGS

In order to find Hirelings the player character must canvas pubs, guild halls, and notice boards. Doing so takes one week and has a cost of 1d10 x 15 shillings.

After negotiations are performed the player character rolls a Command Skill Check. On a critical success, the Retainer accepts the offer and gains a +1 to their Morale Characteristic. On a success, the Retainer accepts the offer. On a fumble, the Retainer rejects the offer and slanders the character, making Command Skill Checks made to make offers to Retainers Difficult for one week.

CHAPTER 7: PROCEDURES & RULES

This chapter will detail all of the rules and procedures necessary for playing and running a session of this system.

DUNGEONEERING

Exploration of the dungeon is governed by a group of specific procedures which we will detail in this section but first it becomes necessary to talk about the player roles in the party.

Because of the open table nature of this game, the keeping of strict time records is essential or the campaign will inevitably fall apart. In a macro sense this means time in the campaign progresses much as it does in real life, there is a calendar and the months and days that correspond to the months and days of our current Gregorian calendar for the ease of tracking time. Twice the amount of days that pass in between sessions pass for the characters as well and if a particular session of play happens to cover more than one day of time then the characters involved in that adventure are unable to be played in other adventures until half that much time has passed in real life. Therefore each player will inevitably develop a stable of characters of various Ranks, Professions, and Origins.

In a micro sense, this means that the day is split into several smaller slices of time, there are six 4 hour **Watches** (relevant for wilderness exploration and travel) and the ever familiar **Hour**. There is also the **Turn** which is a 10 minute period of time that dungeon exploration is measured in, the 2 and a half minute **Turn Segment**, and the 15 second **Combat Round**.

PLAYER ROLES

The Caller

One player can be nominated at the start of the session to take up the role of the Caller. The Caller talks to the rest of the players, asking them what actions they will take and then communicates to the referee what the party is doing for a particular Turn, this speeds up play and allows the referee to focus on adjudicating the game rather than trying to wrangle the players.

The Mapper

At least one player should keep a map of the parts of the dungeon that are explored during the session. Each player may choose to keep their own maps but one player should be elected to keep the definitive version of the party map. It is recommended that this map is made using $1/4''$ graph paper at 30' per square.

THE DUNGEON TURN PROCEDURE

Each **Turn** lasts 10 minutes and is subdivided into four 2.5 minute **Turn Segments**. Characters must spend at least one turn out of every 6 taking

the Rest action. The procedure for following through a turn goes as follows:

1. First the referee will describe the newest area of the dungeon that the party has arrived at if they had taken the Move action at the end of the last turn.
2. The party declares what actions they are taking for the turn, or at least for the first segment.
3. The referee then checks for wandering monsters and any other possible random events (such as torches extinguishing prematurely). There is a 1 in 6 chance of wandering monsters and an additional 1 in 6 chance that a torch extinguishes.
4. The actions are adjudicated and the referee describes what happens, repeating step 2 if necessary.

EXPLORATION ACTIONS

These actions are not the only things you may do while exploring a dungeon but exist to help give context and meaning to your characters actions in time.

Movement (2 Turn Segments)

This is the only action the party takes as a whole. The party moves a distance determined by the movement speed of the slowest character in the party. If this action is taken in an area of the dungeon which has been secured then the party moves at 3 times this speed.

Flee (1 Turn)

In combat the party may choose to flee, this takes an entire turn during which time the party may not map. The monsters they are fleeing from will pursue them as long as there is less than 90 feet between the two. If the party drops food then there is a 10% chance that monsters with an Intelligence of 9 or higher will break off pursuit, a 50% chance for monsters with an Intelligence of 4-8, and a 90% chance for monsters with an Intelligence of 3 or lower. Treasure has an inverse effect.

Rest (1 Turn)

This action must be taken once every 6 turns. Nothing significant happens during this action.

Investigate (1 Turn Segment)

It takes 1 Turn Segment for a character to investigate a room for secrets. In order to do so you make a Search Skill Check.

Search for Traps (1 Turn)

It takes 1 Turn to search a room or a 30 foot section of hallway for traps. This action uses the Search + EDU Skill Check.

Listen At A Door (1 Turn Segment)

You make a Listen Skill Check and the referee describes to you what you hear. Undead make no noise.

AN EXAMPLE OF DUNGEON PLAY

Referee: You travel 60 feet down the hallway from the corner. The stonework is moist with condensation and a slight mildew grows on the flagstones, slicking them. Straight ahead to the north there is an archway that leads to a room, to the east a hallway leads sixty feet down to a door.

Caller: Ok party, what are we doing here?

Player 1: I'm going to sneak down to the door and check to see if I can hear what's on the other side.

Player 2: I'm gonna check the archway for traps before we advance into the room.

Player 3: I'm gonna assist Player 2 in searching for traps.

Player 4: I'm going to stand guard so we don't get surprised if some wandering monsters come along.

Caller: *relates these declared actions back to the Referee*

While the players are deciding upon what to do, the Referee rolls to check for wandering monsters. They roll a 2 on the d6 so there is no encounter.

Referee: Okay, Player 1 make a Move Silently check and then make a Listen check at the door.

Player 1: I rolled a success on the Move Silently check and a failure on the Listen check.

Referee: So you tiptoe your way over to the door and press your ear to it. After a couple of minutes you can conclude that there's nothing on the other side. Player 2, make a Search check for me and Player 3, roll to assist.

Player 2: I rolled a 58 which is a failure over my 55 in Search, damn.

Player 3: I rolled a crit!

Referee: A crit, that's gives a +50 percent to Player 2's check, making it a success. So that's actually a success. After spending 10 minutes searching the archway and the area immediately around it, you find that there are no traps in the area that you searched.

Caller, after conferring with the others: Awesome let's move on into the room.

WILDERNESS EXPLORATION & HEXCRAWLING

The **Watch** is the most basic unit of time used while hexcrawling. One Watch is four **Hours** and there are 6 Watches in a **Day**. The group may spend two Watches traveling, two Watches resting, and two Watches doing anything else (i.e. foraging, spotting, etc.).

The group may undertake a Forced March and travel past the two allocated Watches per Day. When they do so, each character must make a Difficult MIG Check with a -10% penalty for each additional hour traveled. On failure, that character takes 1d6 damage which cannot be reduced by any means and becomes fatigued.

Sometimes it might be necessary to determine the exact time within a watch something occurs (i.e. a random encounter). To do so roll 1d8 to determine the half hour and if you need to roll 1d30 to determine the minute.

TRAVEL SPEED

At the beginning of each Watch the group decides upon their Travel Speed, these being Normal, Fast, and Slow.

Normal

While traveling at this speed, the group travels at a pace of 3 miles per Hour or 12 miles per Watch and may not use the Avoid Detection Watch Action. This allows the party to move two 6 mile hexes in one Watch.

Fast

While traveling at this speed, the group travels at a pace of 4.5 miles per Hour or 18 miles per Watch and may not use the Avoid Detection Watch Action. Additionally any Outdoor Survival Skill Checks made to navigate become Very Difficult. This allows the party to move three 6 miles hexes in one Watch

Slow

While traveling at this speed, the group travels at a pace of 2 miles per Hour or 9 miles per Watch and may use the Avoid Detection Watch Action. Additionally, any Outdoor Survival Skill Checks made to navigate are made at Advantage. This allows the party to move one 6 mile hex in one Watch.

WATCH ORDER

1. Determine Travel Direction and Travel Speed: The group decides where they are attempting to head and what speed they are traveling at. This step should be repeated each time the party enters a new hex.
2. Watch Actions Are Declared: The group decides upon and declares which characters are performing which Watch Actions. A standard operating order will probably be developed over time. Watch Actions are described in the following section. Each character may only perform one Watch Action per Watch.
3. Encounters Are Checked: The Referee makes the appropriate checks to see if the group encounters any wandering monsters or the keyed location for the hex they are in (if appropriate). This should be repeated each time the party enters a new hex.
 - a. Wandering Monsters: 1 in 1d8 within 2 hexes of a settlement; 1 in 1d6 otherwise
 - b. Location Checks: 1-2 in 1d6 within 2 hexes of a settlement; 1-2 in 1d8 otherwise
4. Watch Actions Are Resolved: All the actions declared in Step 2 are resolved. Referee Describes Terrain and Results of Actions and Encounter Checks: If necessary combats and of the social encounters are resolved here. Once finished, repeat from the first step.

WATCH ACTIONS

These actions are not the only things you may do while exploring but exist to help give context and meaning to your characters actions in time.

Foraging

When a character takes the Foraging Watch Action, they make an Average Outdoor Survival Skill Check. On a success, they find either 1 ration's worth of food (1-4) or a source of fresh drinking water (5-6). On a special success they find double that and on a critical success they find both two rations worth of food and a source of fresh drinking water.

A source of fresh drinking water has enough to allow the group to drink their daily ration's worth of water and refill one waterskin per character.

This action cannot be undertaken while traveling or resting.

Starvation: Small and Medium Creatures need one ration of food every day and can go without food for three days. After three days without food, all Physical skill checks become Difficult and your character takes 1d6 damage for each day after three. After a number of days equal to your MIG Characteristic all Mental skill checks become Difficult. Large creatures require four rations of food every day instead.

Dehydration: Small and Medium creatures need at least 1 gallon of water each day. They may comfortably go without water for a time equal to 20 hours plus their MIG Characteristic or on a half-gallon a day for two days. After either amount of time, they take an amount of damage that cannot be prevented equal to the inverse of their MIG score (for example a player character with a 9 MIG would take 12 damage and a character with a 15 MIG would take 6 damage) and becomes fatigued. For each day after this the dehydrated creature takes this damage again. Large creatures require four gallons of water every day instead. The amount of water any creature requires is doubled in a desert climate.

Waterskins hold one half-gallon.

The damage taken from dehydration or starvation may not be recovered until the creature has had at least one day of their required consumption of either respectively.

Navigating

While the group is traveling and are not heading directly towards a visible landmark, one character must undertake the Navigating Watch Action. To do so, they make a Navigate Skill Check. On a success the group travels in the direction they were intending to. On a failure, the group becomes lost.

Losing Direction: When the group becomes lost, they will not necessarily always know right away. Upon the group becoming lost, the referee should roll 1d6 to determine which direction they become lost in, on a 1 the head in the direction they intended, then for 2-6 they head towards a hex face starting clockwise from their intended direction. The group should not learn which direction they have veered in automatically.

Once the group enters the next hex after getting lost, the Navigating character makes another Navigate Skill Check to determine if the group realizes they are lost or not. If they fail, the group will automatically realize after 1d6 Hours.

Tracking

When a character takes the Tracking Watch Action, make Search Skill Check. On a success, they find any tracks that exist in the vicinity of the group. When the group enters a new hex while following tracks, the Tracking character must make a Track Skill Check to keep the trail. This action cannot be undertaken while resting.

Outriding

While the group is traveling or at rest, two groups of two characters may take the Outriding Watch Action. While doing so they may be subject to separate encounter checks (40%) and make a Spot Skill Check and on a success the party cannot be surprised during that Watch.

SOCIAL ENCOUNTERS

A considerable amount of game time in the Bloodfall system is spent politicking and engaging in backroom deals, parlaying with monsters, and attending events like feasts, balls, and tourneys. In the following section we will detail the rules that govern such things

ATTITUDE

Non-player characters and monsters all have a special statistic called "Attitude". This statistic has 5 levels: Hostile, Unfriendly, Indifferent, Friendly, and Helpful.

Helpful

When a creature has the Attitude of Helpful towards another creature, they actively like that creature and want to help it succeed at its goals. When you take the Request action targeting a Helpful creature, you always treat the Check as success without rolling any dice. Attacking a Helpful creature will cause it to become Hostile.

Friendly

When a creature has the Attitude of Friendly towards another creature, they consider that creature a friend but do not have an exceptionally positive disposition towards that creature's goals beyond what one might have towards a casual friend. When you take the Request action targeting a friendly creature, reduce the Difficulty of the Check by 1 degree. Attacking a Friendly creature will cause it to become Hostile.

Indifferent

When a creature has the Attitude of Indifferent towards another creature, they do not feel any particular antipathy or sympathy towards that creature. Attacking an Indifferent creature will cause it to become Hostile.

Unfriendly

When a creature has the Attitude of Unfriendly towards another creature, they dislike and do not trust the creature whatsoever. You cannot take the Request action targeting an Unfriendly creature. Attacking an Unfriendly creature will cause it to become Hostile.

Hostile

When a creature has the Attitude of Hostile towards another creature, the only action they will take is to attack that creature.

MONSTER REACTIONS

When a party of adventuring characters encounters a monster, whether as a keyed encounter or a randomly rolled encounter, the Referee rolls a Monster Reaction Roll unless the monster is an Undead or Construct or the keyed encounter specifies otherwise. Undead and Constructs are always hostile and attack as soon as they are aware of the player characters. To roll a Monster Reaction Roll, roll 2d6 and modify the result with the Charisma modifier of the player character leading the party's marching order and then add a +1 bonus if the Monster shares Allegiances with at least half of the party, or add a -1 penalty if the opposite is true and compare the final result to the following table.

Table 7.1: Monster Reaction Table

2d6	Initial Attitude
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Friendly
12	Helpful

SOCIAL ACTIONS

Engage In Dialogue

Social Action

You talk to a creature for at least a minute, trying to get it to see your side of things or ingratiate yourself with them.

Frequency: At Will

Activation Time: 1 Minute

Target: One non-Hostile creature

Skill Check: Convince

Critical Success: Target's Attitude towards you improves by three steps.

Special Success: Target's Attitude towards you improves by two steps.

Success: Target's Attitude towards you improves by one step.

Failure: Target's Attitude towards you does not change.

Fumble: Target's Attitude towards you declines by one step.

Impress	Social Action
<i>You talk to a creature for at least a minute, trying to aggrandize yourself in their view.</i>	
Frequency: At Will	
Activation Time: 1 Minute	
Target: One non-Hostile Cythfolk or Fair Folk creature	
Skill Check: Courtly Manners, Faith, or Fashion	
Critical Success: Target's Attitude towards you improves by three steps.	
Special Success: Target's Attitude towards you improves by two steps.	
Success: Target's Attitude towards you improves by one step.	
Failure: Target's Attitude towards you does not change.	
Fumble: Target's Attitude towards you declines by one step.	
Lie	Social Action
<i>During the course of a conversation that lasts at least one minute, you attempt to make a creature believe some untrue thing that benefits you.</i>	
Frequency: At Will	
Activation Time: 1 Minute	
Target: One non-Hostile creature	
Skill Check: Fast Talk	
Critical Success: Target believes you uncritically.	
Success: Target may make an Insight Skill Check. On a success, it disbelieves you. On a failure, it believes you.	
Failure: Target disbelieves you and any further attempts to convince it of anything you say (true or untrue) are increased to Difficult.	
Request	Social Action
<i>During the course of a conversation that lasts at least one minute, you attempt to convince a creature to do a specific action for you.</i>	
Frequency: At Will	
Activation Time: 1 Minute	
Target: One non-Hostile creature	
Skill Check: Convince	
Critical Success: Target accepts your request.	
Success: Target accepts your request but views you as owing it a favor.	
Failure: Target denies your request.	

COMBAT

While diplomacy and intrigue are an important aspect of the game, sometimes diplomacy fails and steel, spell, and claw clash until someone runs or someone falls. This is the tactical combat that your characters have been preparing for their entire lives. Before we discuss the details let's define some important terms:

Actor: An actor is any creature or character who is involved in a man to man combat encounter.

Combat Round: The Combat Round represents 15 seconds of time in the game world. It is subdivided into eight phases.

Phase: The phase is a subdivision of a Combat Round during which specific types of actions take place. Order of action within each phase is determined by an Actor's AGI rank (equal to their AGI Characteristic). Those Actors with the highest AGI rank act first in a phase and then actions are played in a descending order. When two or more Actors have the same AGI rank use the relevant skill to determine who goes first. The skill used for each phase will be listed in that phase's description.

THE BATTLE ORDER

Determine Surprise

During this step it is determined whether either side, neither side, or both sides is surprised by the encounter. To do so, roll 1d6 for each side. On a 1 in 6, that side is Surprised. If one of the players decides to stand watch for that Turn, they make a Spot Skill Check. On a success, the chance that the party is surprised for that Turn is instead 3 in 6. If one side is surprised, skip determining initiative. If both sides are surprised, run a combat round before determining initiative.

Determine Reaction and Encounter Distance

Once an encounter is determined to take place and whether either side is surprised, the Referee determines the Initial Attitude of the creatures that are encountered as well as the distance at which the party first spots such creatures.

Play Out the Surprise Round

During this step each creature who is on a side which was not surprised may move once and take a singular other action. If neither or both sides were surprised then skip over this step.

THE COMBAT ROUND

During this step each phase of the combat round is played out in turn. This is not the actual order the actions take place in as they are all simultane-

ous, only the order in which we are choosing to resolve them. The phases are as follows:

Declarations and Preparations

First both the referee and the players will declare and write down the Combat Actions that their sides will take this round. The possible Combat Actions are listed in the next section.

The next step before anything else is to resolve any actions like the pouring of oil, caltrops, or other hazards.

First Movement

After that, the next step is to resolve the first move. During this step all creatures taking part in the combat may begin any Movement actions as declared in the Declarations and Preparations phase. The MOVE Characteristic is used to break AGI rank ties in this phase.

Magick

Then resolve any magick, spells, or other similar abilities as declared in the Declarations and Preparations phase. A character may not act both during the Magick phase and the Psionic Phase. The Occult Sciences (any) Skill is used to break AGI rank ties in this phase.

Psionic

Then resolve any psionic abilities as declared in the Declarations and Preparations phase. A character may not act both during the Magick phase and the Psionic Phase. The WILL Characteristic is used to break AGI rank ties in this phase.

Missile

Then resolve any ranged or thrown attacks as declared by Actors in the Declarations and Preparations phase. Actors may fire missiles while taking Movement Actions at a -30% penalty. The Missile Weapons Skill is used to break AGI rank ties in this phase.

Second Movement

During this step all creatures taking part in the combat may complete any Movement actions as declared in the Declarations and Preparations phase. The MOVE Characteristic is used to break AGI rank ties in this phase.

Melee

At this point, any creatures who are in melee range within one combat hex with one another resolve those melee combats as declared in the Declarations and Preparations phase. The Melee Weapons (any) Skill is used to break AGI rank ties in this phase.

Miscellaneous Actions

Then resolve any miscellaneous and extraneous actions or bonus actions such as drinking potions, lighting burning oil, etc. as declared in the Declarations and Preparations phase.

Check Morale

Finally it is necessary to check morale for the monsters and hirelings. Each player character may make a Command Skill Check, on a fumble the hirelings take a -20% penalty to their Morale Characteristic Check, on a failure they take a -10% penalty, on a success they gain a +5% bonus, on a special success they gain a +10% bonus, and on a critical success they gain a +20% bonus.

The monsters and hirelings then make a Morale Characteristic Check. On a fumble the Actor flees instantly, on a failure the Actor takes the Fighting Retreat Full Combat Round Action during the next combat round, and on a success they remain in the combat unaffected.

While moving through these phases, track damage done and effects applied by spells and such throughout the combat round but don't actually apply them or remove any creatures from the combat until the end of the combat round. Player characters should not know whether an enemy Actor is dead until that Actor is removed at the end of the combat round.

PREPARATIONS ACTIONS

Draw Weapon

You draw a weapon out of its sheath. You must have the number of hands required to wield the weapon free.

Sheathe Weapon

You place a weapon back into its sheath.

Pour Oil/Lay Caltrops

You spread out either oil or caltrops, creating a hazard that occupies one combat hex. The hex occupied by the hazard requires twice the amount of movement to move through and any Actor moving through it must succeed on a Balance Skill Check for fall prone.

MOVEMENT ACTIONS

Charge

You spend the both Movement phases moving a distance equal to $2d6 +$ your MOVE Characteristic. If you end the Second Movement phase within melee range of another Actor, you may add $1d6$ to the damage you do on all Melee Attacks against that Actor for the rest of the Combat Round.

Feint	Combat (Movement) Action	MISSILE ACTIONS
<i>You attempt to outwit your opponent.</i>		
Frequency: At Will		Missile Attack
Activation Time: 1 Combat Round		<i>You fire off a shot using a ranged weapon at an enemy.</i>
Target: One Actor within Melee range		Frequency: At Will
Skill Check: Opposed Dodge vs Insight		Activation Time: 1 Combat Round
Success: Gain a +10% bonus to Melee Attacks vs Target.		Area: Cone with a radius of the Weapon's Range originating from the center point of the Front face of the Actor
Failure: Take a -10% penalty to Melee Attacks vs Target.		Target: One Actor within the Area
Move		Skill Check: Firearms or Missile Weapons
You spend both Movement phases moving a distance equal to your MOVE characteristic.		Critical Success: Weapon Damage + MIG + dm. See later in this chapter for the critical success effect of weapon attacks.
Overrun	Combat (Movement) Action	Special Success: Weapon Damage + MIG + dm. Apply the weapon's Special Success Effect (see later in this chapter).
<i>You attempt to use your body to push your enemies around.</i>		Success: Weapon Damage + MIG + dm.
Frequency: At Will		Fumble: Total Miss + Roll on the Missile/Thrown Attack Fumble Table
Activation Time: 1 Combat Round		
Requirement: You move in a straight line towards the target.		Thrown Attack
Target: One Actor		<i>You throw a weapon like a dagger or a spear at an enemy.</i>
Skill Check: Opposed Brawl		Frequency: At Will
Success: Target becomes knocked prone and you can continue to move.		Activation Time: 1 Combat Round
Failure: You are knocked prone in melee with Target.		Area: Cone with a radius of the Weapon's Range originating from the center point of the Front face of the Actor
Turn		Target: One Actor within the Area
You spend one Movement phase to turn the direction in which your front is facing.		Skill Check: Specific Melee Weapons Skill
Trample (Mounted Only)		Critical Success: Weapon Damage + MIG + dm. See later in this chapter for the critical success effect of weapon attacks.
This action is like the Overrun action but can only be taken if you are mounted. On a success, you get the effect of the Overrun action and deal 1d6 damage to the targeted actor. On a fumble, you are knocked from your mount, take 1d6 damage from the fall, and are considered prone.		Special Success: Weapon Damage + MIG + dm. Apply the weapon's Special Success Effect (see later in this chapter).
		Success: Weapon Damage + MIG + dm.
		Fumble: Total Miss + Roll on the Missile/Thrown Attack Fumble Table

MELEE ACTIONS**Dispatch**

This action can only be used against a helpless creature. You make a melee weapon attack vs a helpless creature. This weapon attack automatically hits and the creature dies.

Melee Attack	Combat (Melee) Action
You hack or slash at an enemy with a melee weapon.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature in melee range on the Front face of the Actor	
Skill Check: Specific Melee Weapons Skill	
Critical Success: Weapon Damage + MIG + dm. See later in this chapter for the critical success effect of weapon attacks.	
Special Success: Weapon Damage + MIG + dm. Apply the weapon's Special Success Effect (see later in this chapter).	
Success: Weapon Damage + MIG + dm.	
Fumble: Total Miss + Roll on the Melee Attack Fumble Table	

Pin	Combat (Melee) Action
You attempt to pin an enemy to the ground.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature with the grappled condition applied by the Actor	
Skill Check: Opposed Grapple	
Success: Target gains the pinned condition.	
Fumble: Target no longer has the grappled condition.	

Shove	Combat (Melee) Action
You attempt to push and shove your enemies around to gain an advantage.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature in melee range on the Front face of the Actor	
Skill Check: Opposed Brawl	
Critical Success: You push Target 3 combat hexes in the direction you are facing.	
Special Success: You push Target 2 combat hexes in the direction you are facing.	
Success: You push Target 1 combat hex in the direction you are facing.	
Fumble: Target may choose to push you 1 combat hex in the direction they are facing.	

Trip	Combat (Melee) Action
You attempt to trip an enemy knocking them prone.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature in melee range on the Front face of the Actor	
Skill Check: Opposed Grapple	
Success: Target gains the prone condition.	
Fumble: Target may choose to give you the prone condition.	

Grapple	Combat (Melee) Action
You attempt to grapple and restrain an enemy to get them into position to pin.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature in melee range on the Front face of the Actor	
Skill Check: Opposed Grapple	
Success: Target gains the grappled condition applied by you.	
Fumble: Target may choose to give you the grappled condition.	
May also be used to Escape A Grapple or Reverse A Grapple.	

Disarm	Combat (Melee) Action
You attempt to knock the weapon out of an enemy's hands.	
Frequency: At Will	
Activation Time: 1 Combat Round	
Target: One creature in melee range on the Front face of the Actor	
Skill Check: Opposed Melee Weapon (any)	
Success: You knock the weapon out of Target's hands and it falls to the ground.	
Fumble: Target may choose to knock the weapon out of your hands.	

MISC. ACTIONS

Drink a Potion

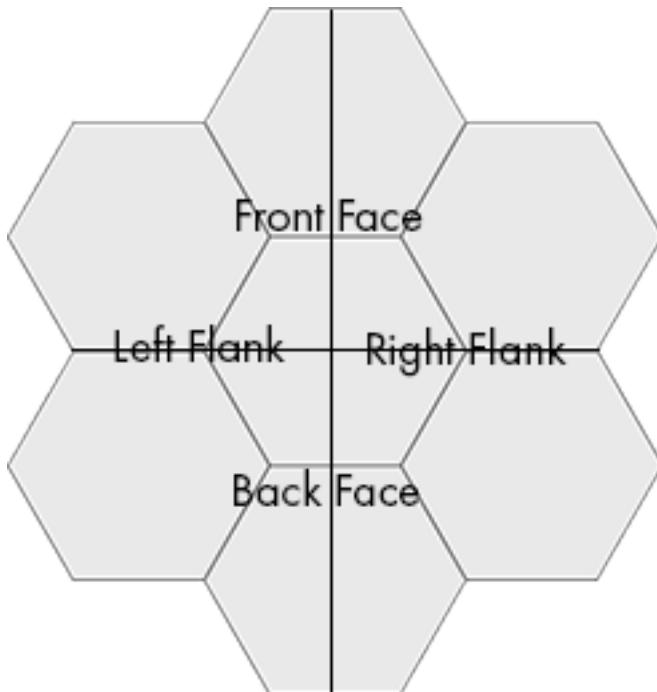
You drink a potion or consume one dose of a drug.

Light Oil

You use a torch or other firestarting mechanism to light one combat hex that is covered by oil.

FACING AND FLANKS

Each Actor has two Faces (Back & Front) and two Flanks (Right & Left). You can define each face by drawing an imaginary line through the combat hex the Actor occupies splitting it in half horizontally. The half of that hex which contains the miniature's front side is the Front Face and the opposite half is the Back face. You can likewise determine flanks by drawing a line through the Actor's combat hex splitting it into two vertical halves which correspond to the right and left sides of the miniature. Some rules, such as those regarding shields will reference the faces of an Actor.



Character Facing Diagram

LINE OF SIGHT

When measuring line of sight, always measure from the middle of the miniature to the middle of the miniature you are trying to determine line of sight to. If any terrain or solid object (including other Actors) intersects the line, those two Actors cannot see one another.

PARRYING

When you are attacked you may use a weapon or shield to parry Melee Attacks made against you. You may do choose to do this after the attack has been declared successful but not after damage has been rolled. To do so, you roll a Parry Skill Check. Resolving Parries uses the same rules as Opposed Skill Checks. You may Parry any number of time in a Combat Round but each successive attempt incurs a stacking -30% penalty.

DODGING

Dodging works exactly the same as Parrying except is used against Missile & Thrown Attacks and uses the Dodge Skill.

FIGHTING RETREAT

While you are undertaking a Fighting Retreat you may not use any Attack or other offensive actions and must spend the entire Combat Round moving your MOVE Characteristic away from any enemies. When you do so, all Attacks made against you suffer a -30% penalty.

CRITICAL HITS

When a critical success is rolled on any weapon attack action, first the normal damage is applied to the total hit points of the Target and then the attacker rolls on the Hit Location Table to determine which section of the body is hit. Then half of the damage from the attack is applied to the Wounds for that hit location (calculating with PR if applicable). If this attack brings that hit location below 50% of its total hit points, an Injury is incurred based on the Hit Location it is dealt to. If the Head hit location is ever reduced to 0 Wounds, the Target instantly dies.

Table 7.2: Hit Locations Table

1d100	Hit Location
01-50	Torso
51-60	Left Arm
61-70	Right Arm
71-80	Left Leg
81-90	Right Leg
91-00	Head

Table 7.3 Leg Injury Table

1d6	Hit Location
1-3	Tendons severed, -1d3 AGI and -1d3 MOVE
4-5	Leg cleaved off, -1d6 AGI and -1d6 MOVE
6	Femoral artery severed, Target dies instantly

Table 7.4 Arm Injury Table

1d6	Hit Location
1-3	Tendons severed, -1d3 MIG
4-5	Arm cleaved off, -1d6 MIG
6	Brachial artery severed, Target dies instantly

Table 7.5 Torso Injury Table

1d6	Hit Location
1-3	Major organ injured, -1d3 MIG and -1d3 MOVE
4-5	Major organ severely injured, -1d6 MIG and -1d6 MOVE
6	Heart irreparably damaged, Target dies instantly

Table 7.6 Head Injury Table

1d6	Hit Location
1-3	Nose or ears cleaved off, -1d3 FAIR
4-5	Face badly disfigured, -1d6 CHA
6	Skull caved in, Target dies instantly

SPECIAL SUCCESSES

Different types of weapons do different types of damage upon special successes. There are three types of special damage: bleeding, crushing, and impaling.

Bleeding

A special success with a slashing weapon inflicts bleeding damage on the target, who now has a vein or major artery severed and is rapidly losing blood. This does 1 additional damage on AGI rank 1 of each round after the round in which the wound is inflicted. Armor protects against the initial attack, but not against the effects of bleeding.

While in combat, the target may try to staunch the bleeding once per round, essentially putting an empty hand over the wound and applying pressure. At the end of each round, the target can try a MIG Check to determine if the bleeding stops. If successful, the wound is held closed, and the target will not suffer any more bleeding damage. While doing so, any attacks, parries, or physical actions they attempt are Difficult. Attempting to dodge cancels the attempt to stop the bleeding. If unsuccessful, the bleeding continues, and if the target dodges or does any strenuous activity, the bleeding begins again.

The most reliable way to stop bleeding damage is to make a successful Medicine Skill Check on the injury. Success means that the bleeding stops and will not begin anew. Failure for this First Aid roll means that the bleeding continues until the target receives successful medical attention or dies from blood loss when they reach 0 Wounds.

If the bleeding is stopped for five combat rounds, it stops entirely on its own.

Crushing

A special success with a crushing weapon—a club, staff, mace, or a particularly lucky unarmed strike—inflicts crushing damage upon the target. This is a particularly powerful blow, often causing massive bruising or even broken bones, frequently stunning.

A crushing special success doubles the damage modifier normally applied to the attack. If the attacker has a negative damage modifier, this becomes no damage modifier, and if there is no damage modifier, it becomes +1d4 (see the Damage Modifier chart, page 20). The weapon's damage is rolled normally, but the damage modifier is increased. A target suffering a crushing special success must also make a successful MIG Check or be stunned for 1d3 rounds. Being stunned is a dizzying, disorienting experience, as stars dance in the target's eyes and their head swims from the pain of the sudden blow. A stunned target cannot attack while stunned and can only attempt to dodge or parry an attack if they make a successful Idea roll for each attempt. Furthermore, all attacks against the target are Easy. The stunned target can attempt to flee, but to do so requires a successful EDU Check to discern an escape path and a successful AGI Check to get out of danger.

If the target successfully parries against a crushing special success attack, they risk their weapon or shield breaking. The attacker rolls damage and the increased damage modifier, and applies half of that damage to the weapon or shield and half to the Arm which the hand carrying that weapon or shield belongs to.

Impaling

A special success with a pointed or thrusting weapon inflicts impaling damage upon the target, piercing deeply within flesh and potentially striking internal organs. An impale doubles the dice and modifier for the weapon's normal rolled damage.

Only the weapon's damage is doubled. If the attacker has a damage modifier, the damage modifier is not doubled, but is instead rolled normally and added to the damage.

An impaling weapon is still lodged in the target's body until removed. If the weapon is a hand weapon, the attacker may immediately attempt a Difficult weapon skill roll with the impaling weapon. If successful, the attacker can pull the weapon out after the impaling attack strikes home. Otherwise, the weapon is stuck in the body of the target.

If the attacker's weapon is still in the wound, and the attacker wants it back, they must attempt to retrieve the weapon. In this case, the attacker must focus on pulling the weapon from the wound. This raises the chance of retrieval to the attacker's full attack chance with the weapon, but any attacks against the attacker are considered Easy, and they obviously cannot parry or dodge while trying to extract their weapon from the target.

For thrown weapons such as javelins, daggers, or even arrows, the attacker must close with the target and succeed in a Difficult AGI Check to grab the weapon. The chance to remove the weapon on succeeding rounds is the attacker's full skill if the attacker wishes to ignore any attacks for that round and concentrate on retrieving the weapon, as described above.

An impaled target cannot be healed until the impaling weapon is removed, if it is larger than a knife. Tiny items such as arrowheads or bullets can be left in the wound, though this may present complications later, at the Referee's discretion. If impaled with a weapon like a spear or sword, whenever the target moves in any significant fashion, they take half the weapon's damage roll (roll again, without the damage modifier or armor protection) again (to the same hit location, if used) because the extruding weapon is catching on nearby surfaces, moving within them, and widening the wound, etc.

A target impaled with a weapon and attempting to remove it must make a MIG Check. Success means that the weapon has been freed and is in the hands of the target, while failure means that they are unable to free it that combat round and they take an additional 1d3 of damage from the activity. This action takes a full Combat Round and ends with the target holding the weapon that formerly impaled them.

Outside of combat, any attempt at removing an impaling weapon is Easy, using the Medicine Skill.

FUMBLES

A result of the highest 1/20 of the chance of failure, usually ranging from 96–100 for lower skill levels to a roll of 100 when character skill levels are over 100%. Often, a fumble indicates a dramatic mishap of some sort, and often forces a roll on the relevant fumble table.

Table 7.7: Melee Attack Fumble Table

1d100	Fumble Result
01-15	Lose the next combat round and are effectively helpless.
16-25	Lose the next 1d3 combat rounds and are effectively helpless.
26-40	Fall prone.
41-50	Drop the weapon being used.
51-60	Throw weapon 1d8 combat hexes away.
61-65	Lose 1d10 points of weapon's hit points.
66-75	Vision obscured, modify all appropriate skills by -30% for 1d3 combat rounds.
76-85	Hit nearest ally for normal damage or use result 41–50 if no ally nearby.

86-90	Hit nearest ally for special damage or use result 51–60 if no ally nearby.
91-98	Hit nearest ally for critical damage or use result 61–65 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

Table 7.8: Melee Parry Fumble Table

1d100	Fumble Result
01-20	Lose the next combat round and are effectively helpless.
21-40	Fall prone.
41-50	Drop the weapon being used.
51-60	Throw weapon 1d8 combat hexes away.
61-75	Vision obscured; modify all appropriate skills by -30% for 1d3 combat rounds.
76-85	Wide open; foe automatically hits with normal hit.
86-90	Wide open; foe automatically hits with special hit.
91-93	Wide open; foe automatically hits with critical hit.
94-98	Blow it; roll twice more on this table (cumulative if this result is rolled again).
99-00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

Table 7.9: Missile/Thrown Attack Fumble Table

1d100	Fumble Result
01-15	Lose the next attack or other activity.
16-25	Lose the next 1d3 combat rounds or other activity.
26-40	Fall prone.
41-55	Vision obscured; modify all appropriate skills by -30% for 1d3 combat rounds.
56-65	Drop weapon; which slides or bounces 1d6 combat hexes away.
66-80	Do 1d6 damage to weapon's hit points (or use result 81–85 if the weapon has no hit points).
81-85	Break weapon; regardless of weapon's current hit points.
86-90	Hit nearest ally for normal damage or use result 56–65 if no ally nearby.
91-95	Hit nearest ally for special damage or use result 66–80 if no

ally nearby.

96-98 Hit nearest ally for critical damage or use result 81–85 if no ally nearby.

99 Blow it; roll twice more on this table (cumulative if this result is rolled again).

00 Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

FIRING MISSILE WEAPONS INTO MELEE COMBATS

Combat is a blur of action, complicated when some combatants use hand-to-hand weapons while others use missiles. Firing a missile weapon into combat is modified by -20%, while firing a missile weapon while engaged in combat is Difficult.

HEALING

Sometimes, a character is injured (below their maximum Wounds) and in need of healing. This section will discuss those rules as well as some other miscellaneous rules.

NATURAL HEALING

Characters who are injured recover 1d6 plus 1/5 of their MIG in Wounds per day of full bed rest. A character who maintains an active adventuring lifestyle instead recovers 1 plus 1/5 of their MIG in Wounds per day. Wounded characters must receive First Aid within one Turn or they fall back into an unconscious state. Wounded creatures cannot recover Hit Points through natural healing until they have received Chirurgery.

FIRST AID

You can use the **First Aid** action to treat the wounds of your comrades, no matter your Skill Rating in the Medicine Skill.

First Aid

Healing Action

You use bandages and herbal remedies to heal an injured creature.

Frequency: At Will

Activation Time: 1 Turn Segment

Target: One Wounded creature

Skill Check: Medicine

Success: Target regains 1d3 Wounds.

CHIRURGY

Chirurgery is performed when a creature has been Wounded and is attempting to recover after First Aid. Chirurgery must be performed within 7 days of the initial application of First Aid and requires access to a hospital and all the tools of Chirurgery. You must have a Skill Rating of at least 85% in the Medicine Skill to attempt Chirurgery.

Chirurgery

Healing Action

You use your medical expertise to bring someone back from the brink of death.

Frequency: At Will

Activation Time: 4 Hours

Target: One Wounded creature

Skill Check: Medicine

Success: Target regains 1d6 x 2 Wounds and loses the penalties inflicted by any Injuries. The target must make a MIG Check. On a failure, it takes a -2 to either MIG, FIN, or AGI (its choice) permanently.

Failure: Target dies instantly.

TREAT DISEASE

If you have a Skill Rating of at least 70% in the Medicine Skill you are able to use the **Treat Disease** action.

Treat Disease

Combat (Missile) Action

You use your expertise to help someone who is suffering from a disease.

Frequency: Once per Day per Target

Activation Time: 8 Hours

Target: One creature suffering from a disease

Skill Check: Medicine

Critical Success: Target gains a +50% bonus to its next saving throw vs the disease.

Success: Target gains a +30% bonus to its next saving throw vs the disease.

Fumble: Target takes a -30% penalty to its next saving throw vs the disease.

TREAT POISON

If you have a Skill Rating of at least 70% in the Medicine Skill you are able to use the **Treat Poison** action.

Treat Poison	Combat (Missile) Action
<i>You use your expertise to help someone who is being affected by a poison.</i>	
Frequency: Once per Day per Target	
Activation Time: 8 Hours	
Target: One creature suffering from a poison	
Skill Check: Medicine	
Critical Success: Target gains a +50% bonus to its next saving throw vs the poison.	
Success: Target gains a +30% bonus to its next saving throw vs the poison.	
Fumble: Target takes a -30% penalty to its next saving throw vs the poison.	

CONDITIONS

Blinded

While blinded attack rolls are always Difficult for the blinded creature and all actions that require sight fail automatically.

Deafened

Any checks of any sort that require the sense of hearing, such as Listen Skill Checks are always Difficult for a deafened creature.

Exhausted

The creature takes a -6 penalty to Might, Agility, and Finesse. One hour of continuous rest causes the creature to become fatigued instead.

Fatigued

The creature takes a -2 penalty to Might, Agility, and Finesse. It takes 8 hours of continuous rest to remove this condition.

Grappled

A grappled creature has a move characteristic of 0". While being grappled you may only make melee attacks against the creature grappling you or attempt to Escape A Grapple or Reverse A Grapple vs that creature.

Helpless

A helpless creature is one that for some reason or another is unable to defend themselves against attack. They may be unaware of the danger of attack (a Baron eating a meal who has not seen the assassin sneak up behind him to deliver a stab to his throat), sleeping, or held in a pin. Any amount of damage, which exceeds their armor's damage rating, from a

weapon or spell is enough to kill a helpless creature and their Hit Points are ignored.

Pinned

A pinned creature is considered grappled, helpless, and prone and may only attempt to Escape a Grapple.

Prone

Laying on the ground. Prone creatures cannot use ranged attacks. Melee attacks gain a +10% bonus vs prone creatures. Prone creatures take a 10% penalty on all attacks.

Unconscious

Completely unable to act or respond. Sleeping creatures are considered unconscious. Unconscious creatures are considered helpless.

Sickened

A sickened creature cannot willingly ingest food or any non-water drink or any sort of potion.

Stunned

A stunned creature cannot act or move for an amount of Combat Rounds equal to the value given. So a creature that is Stunned 3 cannot act for three Combat Rounds.

CHAPTER 8: REALMS & DOMAINS

CHAPTER 9: MAGICK

On Erehth, magick of all sorts is a dangerous act of consorting with extra-planar beings and attempting to control the energies of other places that constantly leak into the human world. All magick comes from the same source: Mana, that aetheric energy that permeates everything. While all sapient life forms possess an innate amount of mana in the manifestation of their ego, those steeped in the mystic arts are uniquely trained in the ability to access and utilize mana. This presents a unique danger, as it requires extraordinary concentration in order to harness mana without injuring oneself.

First we will delineate the main Traditions of Magick, their philosophies, and what they entail. In the section that follows that we will then detail how spells are cast. Then there will be a section detailing the effects of spells and rituals and finally we will detail the activities of magickal research.

THE TRADITIONS OF MAGICK

The practice of magick is oft divided into seven principal Traditions: Alchemy, Arcanomechanics, Daemonology, Necromancy, Pyromancy, Seiðr, and Witchcraft. These are divided not only by actual practice but also by alignment, theological and philosophical doctrine, and expectations of their initiates. A spellcaster's tradition determines the spells they are able to know and cast.

ALCHEMY

Alchemy is a mystic tradition practiced by the acolytes of Law. It is most often practiced by Alchemists, though it is rumored that there are other practitioners of the art. These Wizards focus their study and devotion to the mysteries of Dorantar, Lord of Law and His Twelve Archons. Alchemy is fundamentally a science of change, focusing on the transmutation the elements (Fire, Air, Water, and Earth) as well as that of metals. To the Alchemist, magical practice is more than simply a science or an investigation of the natural world, it is a way towards spiritual enlightenment through an occult mysticism known as The Right Hand Path. Alchemy holds that at creation, mortal beings were severed from the universe through a sort of cosmic accident, in this process mortals also become fractured internally, forever alienated from themselves. The goal of following The Right Hand Path then is to mend this fracture within oneself, and to forever seek the ability to mend the fracture between mortal souls and the universe itself.

As is to be expected, they are the most commonly accepted form of Wizard in cities that are devoted to Law but not even devotion to the Dawn-star can save a Wizard from the pyre of an overenthusiastic band of Inquisitorial Knights.

ARCANOMECHANICS

Arcanomechanics is the science of the magickal principles which underpin the arcanotech of past societies and working to develop new and exciting arcanotech for the current era. The Wizards who study Arcanomechanics are called Mechanikers and are generally considered to be on the cutting edge of the occult sciences. They are sometimes viewed with suspicion by the sort of folk who don't quite understand what it is they're doing.

DAEMONOLOGY

Daemonology is the science of attempting to tame and control the power of the demons of Hell. Sometimes known as The Left Hand Path or The Goetic Science, Daemonology is the opposite of Alchemy. Where Alchemy seeks to understand the harmony of the world and bring the Alchemist into alignment with that harmony, Daemonology seeks to exploit and dominate the metaphysical forces of the world for the benefit of its practitioner. Wizards who study and practice Daemonology and called Daemonologists. These Wizards are often viewed, correctly, with a lot of suspicion. Daemonologists are devotees of Chaos and will sometimes build cults to a particular demon surrounding their Circles.

NECROMANCY

Necromancy is the mystic tradition practiced by acolytes of Chaos. Necromancers, as its practitioners are often called, devote themselves to studying the mysteries of Hell and the Lords Discordant. It is still not uncommon for Necromancers to build up cults surrounding their cabals. These Wizards are also known to often become the archenemies of civilization and humanity, pursuing from time to time the apotheosis of undeath, lichdom.

PYROMANCY

Pyromancy is the science of divining from and manipulating flames and the primeval power of dragons. The Wizards who study and practice Pyromancy are called Pyromancers. They always Chaotic and often kept as trusted advisors to many lords despite their draconic proclivities. Many Orders of Sorcerers also have very close relationships with Pyromantic Orders because of their shared interest in and reverence for those dreadful wyrms.

SEIÐR

Seiðr is the mystic tradition practiced by acolytes of Balance. Its practitioners are often called Hedges Wizards or Pilgrims. They can most often be found traveling the countryside, lodging in villages, or practicing their rites among bands of nomads. Their magick draws upon the power of the

realms beyond, especially Faerie, with its Elfish Lords and Elemental Courts. Pilgrims are often trusted by the communities they serve due to the services they provide for them.

WITCHCRAFT

Witchcraft, unlike other forms of Wizardry, isn't really a science as much as it is a collection of folk arts and magicks. Its practitioners are known far and wide as Witches (though to the ire of other Wizards, for this term has been used to brand and slaughter many of their kind). Witches are not necessarily of any alignment, for their arts call upon the powers of demons, and faerie lords, and even vile things from realms unknown. You're just as likely to see Witches in the streets of any city as you are to see them serving as wise healers for peasant villages. A Witch Coven is the crown jewel, the prize which all magehunters seek to root out and destroy because of the weird tales and strange lies that surround this craft.

SPELLS & GRIMOIRES

Spells are those magickal formulae which Wizards memorize and commit to their spellbooks. Each such spell takes up in a grimoire which is an 18" tall by 12" wide by 9" thick leather bound book with pages of fine parchment that weighs 15 pounds. Each such grimoire can hold up to 8 Ranks worth of spells (spells at Rank 1 and cantrips counts as 1/2 Rank for this purpose). You may have a collection of grimoires with any number of spells and which spells you take adventuring with you is only limited by your carrying capacity.

LEARNING NEW SPELLS & HIGHER RANKS

Spells have Ranks much like Skills which range from 1-6 and represent aptitude with the spell formula and the flexibility of your overall magickal prowess. In order to learn a new spell at Rank 1, you must spend 1 week inscribing the spell into your grimoire and 100 shillings on the inks and parchment that are used in this process. To increase your Rank in a spell, you must spend an amount of weeks equal to the difference between your current Rank in that spell and the next rank and spend an amount of shillings equal to $100 \times$ that difference.

New Grimoires to place spells into cost 50 shillings to produce and can be constructed and bound in 4 days. Copying spells you already know into a new Grimoire at a rate of 4 days per Spell Rank and 50 shillings per Spell Rank. You can copy a spell into a new Grimoire at any Rank that you know it at and can cast it using that Grimoire at the Rank it is copied into the Grimoire or below.

CASTING A SPELL

In order to cast a spell, the player of the Wizard must first declare what spell they are casting during the Declarations and Preparations phase of the combat round. Then during the Magick phase of the combat round, the Wizard's player selects the targets of the spell they are casting (if any need to be) or the area they want the spell to affect.

At the point of casting, the player decides which the Casting Rank and which effects are used (as detailed in the spell description itself). They then pay Mana Points (MP) out of their Mana Pool determined by the Casting Rank of the spell (see the spell entry). Characters cannot cast spells with a higher Casting Rank than the Rank at which they know and have the spell scribed in a grimoire currently on their person.

At this point, the Wizard's player rolls an Occult Sciences of the relevant specialty. Then if a Success is rolled, they roll a d6 and on a 1-3 they roll on the Minor Complications Table.

Table 9.1 Minor Complications Table

1d20	Complication
1-5	You cause a small distortion of rot within an area around you. Plants wither, small animals get sick and/or die and fresh food spoils/rots. This occurs instantaneously within 100 feet of you after casting the spell.
6-8	Make a Save against Contagions. On a failure, you gain the sickened condition for 24 hours.
9-10	The act of casting this spell produces a loud popping sound. You take a -40% penalty to Listen Skill Checks for the next 3d6 hours.
11-12	The act of casting this spell produces a bright flash of white light. You take a -40% penalty to Spot and Search Skill Checks for the next 1d6 hours.
13-14	The mana coursing through your body overloads your senses, giving you a burst of energy. Gain a +1 bonus to MIG and AGI, take a -2 penalty to INT and WILL.
15-16	You break out in an unbearable rash and boils cover your body. Take 1d6 damage per Rank you have in the cast spell that cannot be reduced in any way.
17	You are overcome with the sensation of falling, and see a pit opening up beneath your feet. Roll a Save vs. Magick. On a failure, take 3d6 damage or half as much on a success. This damage cannot be reduced in any way.
18	You become overwhelmed from the mana coursing through your body. You gain the fatigued condition.
19	You become invisible for 2d6 hours.
20	Roll again on the Major Complications table.

If the Occult Sciences Skill Check is a Failure, then the player rolls on the Major Complications Table.

Table 9.2 Major Complications Table

1d20 **Complication**

1-5	You take longer than you should to cast the spell. The casting time of the spell for this instance is increased by 2d3 combat rounds. If you attempt to do anything else but continue casting this spell, you take 4d6 damage that cannot be reduced in any way.
6-8	You begin to glow with an unnatural light that can be seen from 100 feet away and cannot be extinguished or covered in any manner for 2d6 hours. This increases the chance of random encounters to a 2 in 6 chance and monsters cannot be surprised by you and your party.
9-10	You cannot cast a spell for 1d6 hours.
11-12	Take 1 damage to one Physical or Mental Characteristic.
13-14	You have drawn attention to your presence in the Aether. You and your party are attacked by 1d6 imps.
15-16	You see into the future. You cannot act for 1d3 combat rounds while you experience this vision.
17	You grow a tumor on your neck that hosts a demonic personality.
18	The attempt to control the flow of your mana overwhelms you. Roll a Save vs. Magick. On a failure, fall unconscious for 2d3 hours.
19	Your mind becomes filled with dark secrets. You are unable to speak any intelligible language for 4d12 hours.
20	Roll again on the Extreme Complications table.

If the Occult Sciences Skill Check was a Fumble, then the player rolls on the Extreme Complications Table.

Table 9.3 Extreme Complications Table

1d20 **Complication**

1-5	You tear a hole in reality. An Alien creature of the Referee's choice is summoned to 3 combat hexes away from you.
6-8	You are unable to tame the Aether and mana bursts out of your body. You and every creature within 6 combat hexes of you takes 5d6 damage. The damage to you cannot be prevented in any way but armor applies for every other creature.
9-10	You become a werewolf.
11-12	You are branded with a mark by the forces of Hell. If you are Chaotic (Demon or Primeval Dragon Allegiance) take 3d6 damage and you may pass freely in the court of the demon who branded you. If you are any of other Allegiance or

unaligned, take 3d6 damage and each night there is a 20% chance that you are attacked by demons from the court of the demon who branded you (see the table in Appendix E).

13-14	The mana coursing through your body overwhelms your mind. You lose 2d10 SAN points.
15-16	You attract the attention of a powerful demon and are instantly transported to the court of that demon.
17	You lose one of your five senses for the next 3d6 hours (this is determined in secret by the Referee).
18	Your EDU and WILL Characteristics are reduced to 1 for the next 2d6 hours. You cannot communicate in any intelligible way and your MOVE is reduced to 0.
19	The effect of your spell instead becomes "Target random creature within 6 combat hexes of you is turned into an animal/beast of the Referee's choice."
20	You die.

BURN

Burn is the metaphysical, mental, and physical stress that the Mages of Erehth endure when they stretch their ability to channel mana, it builds up over time causing temporary and eventually permanent damage to the body and the mind. It is accrued on a failed spellcasting check. For every 2 points of Burn accrued the Mage reduces their maximum hit points by 1 point. For every 4 points of Burn accrued the Mage temporarily loses 1 point of Intelligence and 1 point of Will. Each Mage can endure only a certain amount of Burn before going into a catatonic state, this amount is equal to half their Intelligence score, rounded down. So a Mage with an Intelligence of 18 could endure accruing 9 points of Burn over the course of an adventure.

While adventuring there is no way to alleviate Burn or its effects. A Mage must spend a full week resting and also take at least 15 shillings worth of the nootropic drug attar in order to fully recover from the Burn accrued while adventuring.

HOW TO READ A SPELL

These are the things to need to know in order to read a spell description.

Traditions

This section tells you which Traditions have access to the spell.

Activation Time

This section tells you how long it takes to perform the spell. Increase this time by 1 of the unit used (Combat Rounds, Turns, etc) per Casting Rank of the spell.

Duration

This section tells you how long the effects of the spell last.

Range

This section tells you how far away the spell may apply its effects.

Self: An action with a range of Self may only affect the creature that is performing the spell.

Touch: An action with a Range of Touch can only effect a creature if it is directly touched by the creature that is performing the spell.

Close: An action with a range of Close reaches up to 5 combat hexes away from the creature that is casting the spell.

Medium: An action with a range of Medium reaches up to 10 combat hexes away from the creature that is casting the spell.

Long: An action with a range of Long reaches up to 50 combat hexes away from the creature that is performing the spell.

Area

This section tells you what the area of the effect will be. When a spell is cast in an area which does not have enough space for its full area folds in on itself. If that spell does damage, the damage is multiplied in areas where this folding creates overlaps.

Burst: A Burst is a circle with a radius equal to the length provided in the area description, centered on a point within range, a spell with a burst area affects all valid targets in the area.

Cone: A Cone is a quarter circle with a radius equal to the length provided in the area description, originating from the creature casting the spell.

Emanation: An emanation is a circle with a radius equal to the length provided in the area description, centered on the creature casting the spell. Any abilities with an emanation area effect all valid targets in the area.

Target

This section tells you how many targets you can select and what attributes those targets must have.

Save

This section tells you which Saving Throw (if any) that the Target needs to make in order to be able to take half the damage in the case of an Attack Spell or avoid the Effect.

DAMAGE TYPES

Some spells do damage of a specific type which is important to keep track of because some monsters might have abilities which reduce the damage they take of certain types of damage. These damage types are: acid, cold, electricity, fire, mental, and sonic.

CANTRIPS

Cantrips are a special sort of very limited spell, they allow the practitioner to perform small everyday tasks and generally improve the convenience of life. They do not have Ranks the way that other spells do. Cantrips are always Easy to cast, cost 0 MP, and always cost 50 shillings to copy into a grimoire. Anyone with a 60% or higher in Occult Sciences (General Magick) can learn and cast cantrips. The most common cantrips are as follows:

CHILL

Activation Time: 1 Combat Round **Duration:** 1 Turn

Range: Close **Area:** 2' **Burst** **Target:** one non-living liquid or solid

Effect: Target's temperature drops to 40° Fahrenheit for the duration

CLEAN

Activation Time: 1 Combat Round **Range:** Close **Area:** 12' **Burst**

Effect: The Area is cleaned of all soil and dust that has accumulated

DAMPEN

Activation Time: 1 Combat Round **Range:** Close **Area:** 3' **Burst**

Effect: All surfaces and objects in the Area become damp and difficult to set ablaze

DRY

Activation Time: 1 Combat Round **Range:** Close **Area:** 3' **Burst**

Effect: Any and all excess moisture is removed from all surfaces and objects in the Area

EXTERMINATE

Activation Time: 1 Combat Round **Range:** Close **Target:** one tiny Animal

Effect: Target dies instantly

FLAVOR**Activation Time:** 1 Combat Round**Range:** Touch **Target:** one pound of food**Effect:** Target is made to taste like some other sort of food, this does not save spoiled food but only makes it more palatable**GATHER****Activation Time:** 1 Combat Round **Range:** close **Area:** 10' Emanation**Effect:** all objects of one type within the Area are gathered into a pile at any point with Range**SPICE****Activation Time:** 1 Combat Round**Effect:** The practitioner conjures up to two tablespoons of any spice**STITCH****Activation Time:** 1 Combat Round **Range:** Touch**Effect:** The practitioner stitches together up to 20 yards of worked cloth**SWEETEN****Activation Time:** 1 Combat Round**Effect:** The practitioner conjures up to two tablespoons of sugar or honey**TIE****Activation Time:** 1 Combat Round **Range:** Touch**Effect:** The practitioner cause a solid knot to be tied between two pieces of rope, string, or twine**WARM****Activation Time:** 1 Combat Round **Duration:** 1 Turn**Range:** Close **Area:** 2' Burst **Target:** one non-living liquid or solid**Effect:** Target's temperature rises by 40° Fahrenheit for the duration**WRAP****Activation Time:** 1 Combat Round **Range:** Close **Area:** 3' Burst**Effect:** The practitioner causes all of one sort of object to be wrapped in a carrying container of some sort (i.e. a bundle of sticks is wrapped in twine or a pile of flour is wrapped in a burlap sack)**MINOR ARCANA**

Minor Arcana are the sort of spells that a magician of any sort will learn in training. They do not have a specific tradition associated with them. Minor Arcana are grouped into three sorts of spell: Control Spells, Phantasmal Spells, and Utility Spells. Some of them are general use and others are more pertinent to use in the dungeon or adventuring.

CONTROL SPELLS**AETHER RIFT****Activation Time:** 1 Combat Round per Rank **Duration:** 1 Turn**Range:** Medium **Area:** 20' Burst **Save:** vs The Elements **Cost Per Rank:** 3

Effect: The practitioner tears a rift in the Aether, partially bringing through some alien malevolence to attack their enemies. Ungodly tentacles emerge from the abyss trying to pull the creatures they find into it. All creatures within the Area take 1d6 damage per Rank and are then grappled by a tentacle.

BRAMBLES**Activation Time:** 1 Combat Round per Rank **Range:** Long **Duration:** 1**Turn Segment Target:** one creature **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner causes bramble-vines to grow out of the ground and wrap around the Target, reducing their MOVE to 0 and preventing them from taking actions for the duration. Target takes a -10% penalty on the Save per Rank.

ENRAGE**Activation Time:** 1 Combat Round per Rank **Range:** Close **Duration:** 2**Combat Rounds per Rank Target:** one creature per Rank **Cost Per Rank:** 1

Effect: The practitioner manipulates the emotions of the Targets in order to make them more effective combatants. Each Target gains a +2 bonus to MIG and INT for the duration

ENSORCELL**Activation Time:** 1 Combat Round per Rank **Range:** Long**Duration:** 1 Turn per Rank **Target:** one creature per Rank **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner charms each Target, causing Targets to obey their orders. Targets will not obey any directly suicidal orders. Targets believe that the practitioner is a good friend and that Targets are helping them out of their own free will.

FOG

Activation Time: 1 Combat Round per Rank **Duration:** 1 Combat Round per Rank **Area:** 30' Emanation **Cost Per Rank:** 1

Effect: The practitioner conjures a cloud of dense mist that fills the Area. This fog obscures all vision into the fog, including any special forms of sight. There is a 30% chance that while in the fog, any melee hits are actually misses. Additionally, there is a 55% chance that any missile or thrown attacks into the fog are misses instead of hits.

HYPNOTIZE

Activation Time: 1 Combat Round per Rank **Duration:** 1 Turn Segment per Rank **Area:** 30' Emanation **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner weaves a fell drone which causes all creatures within the Area to stop in their tracks. All so affected creatures drop their weapons and do nothing but stare blankly towards where the practitioner was when the spell was cast for the duration.

SLUMBER

Activation Time: 1 Combat Round per Rank **Range:** Medium **Area:** 40' Burst **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner weaves a solemn sleep into the heads of the creatures in the area, 1d8 creatures per Rank fall into a deep slumber until they are woken by a loud noise or physical force. The sound of combat with 100 feet will automatically wake up all affected creatures.

STUPEFY

Activation Time: 1 Combat Round per Rank **Range:** Medium **Target:** one creature per Rank **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner twists the aether surrounding the Target(s) mind(s) causing them to take 1d6 damage per Rank to a Mental Characteristic of the practitioner's choice.

PHANTASMAL SPELLS**GLAMOUR**

Activation Time: 1 Combat Round per Rank
Duration: 1 Hour per Rank **Range:** Self **Cost Per Rank:** 2

Effect: The practitioner sculpts the shadows of the Aether around themselves in order to create a glamour that changes or disguises one or more of their distinctive features. The practitioner may glamour one such feature per Rank: height (up to 6 inches up or down), weight, apparent ancestry, facial features (nose, eyes, lips, etc.), tattoos, blemishes, clothing, or any other features that can be perceived.

HALLUCINATIONS

Activation Time: 1 Combat Round per Rank **Duration:** 1 Hour **Range:** Medium **Target:** one creature per Rank **Save:** vs Magick **Cost Per Rank:** 3

Effect: The practitioner carves tendrils of mana through the Aether surrounding the Target(s) mind(s) causing them to perceive visual and auditory hallucinations of absolute, inconceivable terror. The Target(s) are immediately render immobile, dropping their MOVE to 0, and cannot take any actions whatsoever. All Target(s) must also immediately make a SAN check, losing 1d2/1d6 SAN per Rank.

INTENSIFYING DARKNESS

Activation Time: 1 Combat Round per Rank **Duration:** 1 Turn per Rank **Range:** Close **Area:** 30' Burst **Cost Per Rank:** 2

Effect: The practitioner conjures a creeping darkness from deep in the Wyrd. All creatures in the Area are blinded for the duration. This spell extinguishes any non-magick light sources in the Area and counteracts all Light spells of a lower Rank than it in the Area.

INVISIBILITY

Activation Time: 1 Combat Round per Rank
Duration: 1 Turn per Rank **Range:** Self **Cost Per Rank:** 1

Effect: The practitioner creates a fold of mana around themselves, rendering them unseeable to the naked eye for the duration. The practitioner may still be seen by another wizard armed with a Detect Invisibility of a higher Rank.

MISDIRECTION

Activation Time: 1 Combat Round per Rank
Duration: 1 Combat Round per Rank **Range:** Close **Cost Per Rank:** 2

Effect: The practitioner conjures a phantasmal copy of themselves to an unoccupied combat hex within range. Whenever a creature wants to attack the practitioner they must first make a Difficult INT check. On a failure, that creature attacks the copy instead of the practitioner. The practitioner may also switch places (teleport) with the copy during any Movement phase as an action.

PHANTASMAL CREATURES

Activation Time: 1 Combat Round per Rank
Range: Close **Cost Per Rank:** 3

Effect: The practitioner molds a facsimile of some number of monsters out of the Aether. 1d6 monsters with a level equal to this spell's Rank are summoned except that those monsters have half of their normal maximum Wounds Characteristic.

PHANTASMAL IMAGE**Activation Time:** 1 Combat Round per Rank **Duration:** 1 Turn per Rank**Range:** Close **Area:** 10' Burst **Save:** vs Magick **Cost Per Rank:** 2

Effect: The practitioner creates an illusion which may have both visual and audible components that fills the Area for the duration. A creature which interacts with the illusion will fully believe it on a failed save, and as such be fully affected by it as if it were real.

PSYCHOTOMIMETIC CLOUD**Activation Time:** 1 Combat Round per Rank**Range:** Close **Area:** 30' Burst **Save:** vs Magick **Cost Per Rank:** 2

Effect: The practitioner warps the Aether in the Area to pull through and disperse a cloud of psychotropic powder, causing all creatures in the Area to become Stunned with a value equal to this spell's Rank.

UTILITY SPELLS**AUGURY****Activation Time:** 1 Turn per Rank **Cost Per Rank:** 3

Effect: The practitioner consults the auspices to determine if an action will have positive or negative results. In order to perform this ritual, the practitioner must sacrifice an amount of livestock (cows, goats, pigs, or sheep) with a value equal to 25 shillings and read their entrails for an omen from the Wyrd. There is a 70% plus 5% per Rank chance that this reading is accurate, which is rolled in secret by the referee. There are four possible results: **positive** for if the action is very likely to have a positive outcome, **negative** for if the action is very likely to have a negative outcome, **mixed** for if the action is likely to have outcomes that are both positive or negative, and **nothing** for if the action is unlikely to have a particularly positive or negative outcome. This spell only forecasts the future out to about a day after its casting.

CONTROL ROPE**Activation Time:** 1 Combat Round per Rank **Duration:** 1 Turn per Rank**Range:** Close **Target:** 50 feet of rope **Cost Per Rank:** 1

Effect: The practitioner uses folds in the Aether to control one piece of rope or cord of up to 50 feet in length and are able to mentally command it for the duration.

CHAPTER 10: REFEREE'S TOOLS

CHAPTER 11: MONSTERS

CHAPTER 12: TREASURE

APPENDIX A: FEATS

Herein are the rules descriptions of every Feat you could purchase for your character in their Professions as detailed in that Chapter of this book.

A FRIENDLY FACE

When you would normally roll a Fumble on Convince Skill Checks, that Skill Check is instead a Failure.

APPLIED CHYMISTRY

You are adept at the science of chymistry, the study of the chemical world and the application of this study in the production of chemical compounds, especially poisons, psychoactive drugs, and pharmaceuticals, among others. Your art is known as *pharmakon* to the less knowledgeable and in some places is distrusted and reviled, while in others is seen as the pinnacle of civilized achievement. These items cost you 100 shillings x the item's Potency and take 1 week x the item's Potency in order to create. When that amount of time has elapsed, you make a Natural Sciences (Chymistry) Skill Check and on a success, you make a dose of the item that you were attempting to create.

APPENDIX B: PSIONICS

**APPENDIX C: ANIMAL COMPANIONS &
FAMILIARS**

APPENDIX D: INSPIRATIONS

APPENDIX E: ASSASSINATION CHANCE

APPENDIX F: DEMON BRANDED TABLE