### Templates

Templates are packages of skills and special abilities that a character will use in his adventuring career. Templates give a character a distinctive focus, specialty and role within the adventuring fellowship. However, once characters choose a template, they are able to spend points to buy skills and abilities that do not belong in their template. This allows warriors to have scholarly skills, and priests to swing swords if it is appropriate for their character.

After determining the attributes of the PC, he MUST choose a template. These represent the training of the character up until the time he started his current profession. The templates give skills to the PC, but also include special bonuses that cannot be purchased otherwise. The buy points are used to purchase skills, or increase skills in the template. Without special permission from the GM players cannot sell back skills from the template. They must take all the skills, increases and abilities.

Each character should take a template that defines a basic set of skills and abilities with which he will begin play. A player should choose a template for his character, record the skills and abilities the template provides, and the buy points that remain. The suggested attributes and limitations are just that: **suggestions**. There is no reason you cannot have a weak warrior, or a peasant militiaman with etiquette skill. The suggestions are there to get you started thinking about your character’s background and personality.

#### Church Templates

According to Bostonian knowledge, there are two benign gods: the Father Stratus and the Mother Aestra. Both gods have guided mankind since the time of the Ancients. When the Ancients strayed from the faith to join the Cult of the Deceiver, the Father punished them, destroying their civilization. The Mother saved the world and a handful of faithful people so that hundreds of years later, they could return to the land.

The Bostonian Church is the most powerful organization in the land. All right-minded people belong to the Church and observe its rights. Priests and priestesses are accorded a great deal of respect. The Church touches the people as a spiritual, religious and social entity. Priests and priestesses offer theological wisdom, guidance, healing magic and blessings to their flock. In addition, the clergy oversee weddings, funerals and other rituals.

The Church also has a hand in politics. Church Law dictates the responsibilities of nobles to their people as well as punishments for all kinds of crimes. Priests act as judges and oversee disputes among barons to make sure that the nation is not jeopardized by civil war. The Church has the final authority to crown a monarch and provides him with a divine mandate to rule. To back up that mandate and deal with all threats to the Church, its beliefs and members, the Church maintains several fighting orders of templars and monks.

The Bostonian religion is divided into two major factions: the Temple of Aestra, the Mother and the Church of Stratus, the Father.

##### The Church of Aestra, the Mother

Aestra is the Bostonian Sea Mother. She represents the feminine ideal and is patron of mothers, sailors and those in need of healing. She controls the sea and weather and provides mercy, charity and healing to the sick. Schools dedicated to the teachings of this goddess exist all over Bostonia. Young girls from all walks of life attend these schools and the most gifted are chosen at age 12-14 to begin training as priestesses of the Church.

At this stage, the girls are called lay sisters. They are trained in theology, sailing and the healing arts. Their teachers watch them closely to determine which of the sisters has the magical talent to take the priestess’ rune, the Sacred Falls of Aestra. Not all of the sisters will have the aptitude to take the rune. Those that do not, will graduate and become Initiates. Those that excel and show the proper will and spirit will finish their training by making the same sacrifice their ancestors did when the Father destroyed the world, namely drowning themselves in the ocean. They will rise, saved by Aestra and marked by her rune.

Priestesses rarely deal with the complex political landscape of Bostonia. Instead, they work directly with the commoners, healing and educating Bostonia’s destitute and working class. This fact and the common knowledge of their magical abilities make them the focus of great awe and reverence for most.

##### Initiate

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| --- |
| Administrate  Cr: Sailing  Herbalism  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Medical  Oratory  Swim  Theology +1  +26 Buy Points |

**Description**

Initiates are women who have finished their training to enter the clergy, but lack the will, spirit or magical aptitude to take the Sacred Falls of Aestra. These women are given additional training in administration or healing and given a place in the Church. They can often be found in charge of the day-to-day affairs of a temple or providing assistance to a master healer.

##### Learned Sister (Priestess of Aestra)

|  |
| --- |
| Ancient Knowledge  Cr: Sailing  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Magic: Sacred Falls of Aestra +1  Medical  Oratory  Swim  Theology +1  +18 Buy Points |

**Description**

The title of Learned Sister goes to those women who complete the priestess training and take Aestra’s rune. Once they become a priestess, they are given additional magical instruction and taught much of the Ancients’ ways. These women form the backbone of Aestra’s church. They can heal the sick, minister to the poor, aid ships in trouble and even hold their own in a battle. Though it is not standard training, many sisters who will have duties involving travel learn how to wield a short sword.

##### Archer Priestess (Aeltharze)

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| --- |
| Climbing  Combat: Bows +1  Combat: Swords  Cr: Sailing  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Magic: Sacred Falls of Aestra (optional)  Medical  Oratory  Talent: Aimed Shot  Talent: Double Fire  Swim  Talent: Targeted Shot  Theology  +14 Buy Points (or 21 without Magic)  Note: As a bonus, the archer priestess gains her 3 archery talents for 5 points. |

**Description**

The Aeltharze (or “Divine Whisper”) is a militant order that protects the temples of the Mother. They are deadly with bows and are often found in small military units backing up templars in battle. The warrior sect consists of initiates as well as learned sisters who feel called to protect their sisters from harm. The archer priestesses are given military training that precludes extra study of magic or theology.

##### Master Healers

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| --- |
| Cr: Sailing  Herbalism  Kn: Church of Aestra +2  Kn: Church of Stratus  Kn: Diseases +1  Kn: Poisons +1  Magic: Sacred Falls of Aestra  Medical  Lang: Divine Tongue  Oratory  Physician  Swim  Theology  +21 Buy Points |

**Description**

Master healers are priestesses who have devoted their life to healing the sick. They forego some of the magical training given their sisters to learn the arts of the physician. They are skilled doctors and herbalists with an understanding of the ills that plague the land. It takes several years before a priestess can learn enough to become a master healer, so they are quite rare. Often, a master healer will travel from town to town with an initiate and a couple templars or aeltharze in tow.

##### The Church of Stratus the Father

Stratus is the Sun God of Bostonia. He is the Father of All Things. He represents all masculine aspects of mankind and the world in general. He is a stern god, intent on increasing his worship, maintaining order and seeing justice done. When the Ancients strayed from the Church and began following the Deceiver’s Cult of Immortality, Stratus destroyed the world, killing all but a handful of faithful followers who were saved by Aestra.

Priests of Stratus exert the will of the Father in Bostonia. They run his churches, see to the spiritual needs of the people, and play a large role in Bostonian politics. The Church is probably the single most powerful organization in the land and the priests are respected wherever they go.

Young men usually enter the seminary at age 16. Training takes 4-6 years, after which, the student becomes a full-fledged Ilpader and is given charge of a parish somewhere in Bostonia. Dedicated service will bring a slow increase in influence and access to more wealthy and influential parishes. At some point, this will bring the priest into the political sphere, where he will have to gain the trust of, monitor and influence nobility. If he does well here, the priest can have significant impact on the lives of the people, bringing peace and a measure of prosperity to the commoners, as well as wealth and power to the Church.

##### Ilpader (Priest)

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| --- |
| Administrate +1  Kn: Church Hierarchy +2  Kn: Enemies of the Church  Lang: Divine Tongue  Orator  Persuasion  Talent: Petitioner  Theology +1  +31 Buy Points |

**Description**

The word Ilpader means “small father.” Men that graduate the seminary become priests. Priests wield considerable power in Bostonia. They minister to the people and command great respect among the commoners and nobility alike. In addition, they have use of the powerful orders of templars. Priests can be found running small chapels in the rural lands, administering huge congregations in a city, traveling between villages ministering to the poor or playing politics in a noble’s court.

##### Sunbringer

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| --- |
| Base Move +1 hex  Combat: Mace +1  Hit Points +2  Kn: Church Hierarchy +1  Kn: Enemies of the Church  Kn: Undead  Lang: Divine Tongue  Survival: Marsh/Swamp  Talent: Petitioner  Theology  +27 Buy Points |

**Description**

South of Boston, there is a large, dark marsh called the Bloodpools. It is so named because of a massive battle that occurred between men and goblins years ago. The blood of the thousands of men killed seeped into the ground caused the area to turn to fetid swamp. Periodically, undead rise from the pools and sometimes wander into the human settlements nearby.

The Sunbringer Temple sits in the middle of the swamp. Here, young priests train to patrol the marsh and fight the undead. They receive less theology and administrative training, but hone their combat skills and learn about the undead. They are considered some of the best the Church has to offer.

##### Right Hand of Justice

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| --- |
| Administrate  Conversation  Craft: Law  Diplomat  Etiquette  Investigate +1  Kn: Bostonian Law +2  Kn: Church Hierarchy  Kn: Enemies of the Church  Lang: Divine Tongue  Orate  Persuasion  Theology +1  +21 Buy Points |

**Description**

Justices are traveling judges. By Bostonian law, the Barons are permitted to set up courts in their lands to settle disputes. These secular courts generally hear claims from commoners, farmers, small merchants and the like. Major crimes, crimes against the Church or disputes between nobles are often heard by a Justice. Justices are trained in hearing cases and investigating claims and crimes.

##### The Left Hand of the Father (Sanctioner)

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| --- |
| Combat (Choose) +1  Combat (Choose)  Concealment  Conversation  Disguise  Etiquette  Interrogate  Investigate  Kn: Church Hierarchy  Kn: Enemies of the Church  Lang: Divine Tongue  Stealth  Talent: Backstab  Theology  +20 Buy Points |

**Description**

Sanctioners are the secret police of the Church. They are a cross between investigators and assassins. They enforce the will of the Church in cases of heresy, defiance of Church edicts, or outright rebellion. Often, someone who interferes with a Justice simply disappears in the night, likely the result of a “sanction.” Similarly, outspoken critics of the Church are warned to “beware the Left Hand of the Father.”

##### Templar Templates

The Templar Orders are the official military arm of the Church. Their job is to protect the temples, churches, priests and priestesses from harm. In addition, they are charged with protecting the faithful and defending the King from all threats. On rare occasions they may be mobilized to put down a group of pagans, or a noble who is disregarding the will of the Church.

There are currently two orders of Holy Warriors: The Sword of St. Sorthan and The Sail of St. Gilla. The Sword follows the directives of the Grand Father of Boston and The Sail is under the direct order of the Mother Superior in Ismoth (though the Mother Superior takes orders from the Grand Mother in Boston).

##### The Sail of St. Gilla

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| --- |
| +1 Base Defense  Climb  Combat (choose) +1  Combat (choose)  Craft: Sailor + 1  +5 Hit Points  Kn: Church of Stratus  Kn: Sea Lanes  Kn: Temple of Aestra  Talent: Blessed  Swim  Theology  +18 Buy Points |

**Description**

The Sail of St. Gilla is dedicated to the Church of The Mother. They are excellent sailors and patrol the sea-lanes aiding sailors and hunting down pirates.

##### The Sword of St. Sorthan

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| --- |
| Combat (choose) +2  Combat Shield +1  +5 Hit Points  Kn: Church of Stratus  Kn: Temple of Aestra  Tactics  Talent: Blessed  Talent: Tower of Will  Theology  +18 Buy Points |

**Description**

The Sword of Sorthan is a heavy infantry unit consisting of some of the best warriors in Bostonia. They are well trained, professional and devoted to the Church and Crown. Their loyalty to the King and devotion to the Father make them a valuable force. Their fighting prowess strikes fear into the hearts of Bostonia’s enemies.

#### Guild Templates

Bostonia’s cities are the home of several powerful trade and craft guilds. These guilds regulate trade and pricing, provide training to apprentices, loans and generally look out for the interests of their paying members. Most of these guilds are not terribly interesting to the average adventuring type. Few PCs will have a history featuring the Candle Makers’ Guild. However, some of these guilds offer great opportunities for aspiring warriors and mages.

##### Mathematicians’ Guild

The Guild of Mathematicians believes that all things in the universe can be understood in simple, rational, mathematical terms. More importantly, they believe that understanding the mathematical terms that drive the universe gives a person power. The mathematicians have their origins in the more practical Engineers’ Guild. During a routine lecture dealing with the forces on bridges, the Founder, Christo Meridian, had a revelation. With a few non-trivial alterations of fundamental equations, Meridian realized that he could greatly increase his understanding of forces. Extrapolating his process to the basic equations of time and space, he could begin manipulating the world around him.

The Mathematician’s Guild has several functions in Bostonia. First, they run the three universities, educating students in accounting, navigation, physics, and of course, mathematics. They also manage the economy of Bostonia by studying the supply, demand and price of goods and manipulating markets to keep the economy strong. They set standards of weights, measures and purity of goods and precious metals. Finally, they perform esoteric research in using mathematical understanding to alter time and space.

##### Layperson

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| --- |
| Administrate +2  Craft: Accounting +1  Craft: Mathematics +2  Kn: Boston +1  Kn: Trade Houses and Routes  Kn: Weights and Measures  Navigation  Ritual Spells (5 points)  Trading +1  +28 Buy Points |

**Description**

Laypeople are mathematicians who have mastered the mundane aspects of the studies, but cannot take the First Equation. They form the bulk of the administrative staff and do much of the fieldwork, collecting data, performing checks of trading houses to ensure they are following Guild standards. Laypeople do a lot of traveling, so they know the routes. In addition, they are required to know the businesses of the people they monitor.

##### Mathematician

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| --- |
| Administrate +1  Craft: Accounting  Craft: Mathematics +2  Kn: Boston +1  Kn: Trade Houses and Routes  Kn: Weights and Measures  Magic: First Equation +1  Ritual Spells (7 points)  Trade  +25 Buy Points |

**Description**

This package represents a full-fledged mathematician who has taken the First Equation rune. A member with this standing would spend time on the road, teaching and enforcing guild standards as well as researching at a university. Some of this research might force a mathematician to adventure, seeking ancient tomes, or other magical knowledge.

##### Engineers’ Guild

The Engineers are charged with building new structures and maintaining existing ones. In addition, the system of roads and dams that facilitate travel between cities is the responsibility of this guild. Aspiring engineers often come from the ranks of talented tradesmen. When they apply to the guild (usually at age 18-22), they are subjected to a series of tests. If they pass, they enter the guild as a junior foreman. As they complete projects, they gain rank, becoming senior foremen and then Bonded Engineers.

The Engineers’ Guild has a bitter rivalry with the Mathematicians. The Engineers feel that the Mathematicians have usurped some of their historical duties such as teaching and weights and measures standardizing. Furthermore, they feel that the discovery of the First Equation should rightfully be credited to one of their own guildsmen, Padaris Tumult, who had written a treatise on the subject of “Statistical Aberrations in Nature,” long before Cristo made his discovery. The mathematicians disagree and the two groups disparage and thwart one another whenever possible.

##### Guild Engineer

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| --- |
| Administrate  Craft: Architect +1  Craft: Bricklayer, Carpentry, Masonry (choose one) +1  Craft: Mathematics +1  Engineering +2  Kn: Building Techniques  Navigate  Trade  +35 Buy Points |

**Description**

Engineers are adept at designing and overseeing the construction of a structure. A guild engineer will often be in charge of a building or maintenance project. This includes several pieces of equipment and anywhere from 10-50 men. Some of these will be from the guild. Others will be teamsters, or local hires.

##### Spice Guild

The Spice Guild is the foremost trade guild in Bostonia. It maintains shipyards in Boston and Ismoth and offices in every major city in the land. The mission of the guild is to provide personnel and services to member merchants for a share in their profits. To this end, the guild employs hundreds of sailors, navigators, guardsmen, packers, teamsters and traders. The guild is a common starting point for adventuring careers.

##### Spice Guild Trader

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| --- |
| Administrate  Carousing  Conversation  Craft: Sailor  Etiquette  Kn: Cobrat or Borakki +2 (choose one)  Kn: Cobrat or Borakki goods (choose one)  Lang: Cobrat or Borakki (fluent)  Literate  Persuasion  Swim  Trading +2  +25 Buy Points |

**Description**

These characters would lead a trading expedition and be responsible for negotiating deals with members of the Cobrat and Borakki races. In general, the trader makes all the decisions that involve money. This often precludes the authority of other members of the party (such as the Guardsmaster). The trader takes full responsibility for the expeditions’ profit margin.

##### Spice Guild Navigator

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| --- |
| Ancient Knowledge  Craft: Astronomer  Craft: Cartographer +1  Craft: Sailor  Kn: Trade Routes +1  Language (choose, fluent)  Literacy  Navigation +2  Survival: Two environments  Swim  Tracking +1  +22 Buy Points |

**Description**

A navigator is in charge of getting the trade expedition to and from its market as quickly as possible and with a minimum of danger. They are skilled in map reading and navigation. In addition, they know the routes and their dangers. If the trading party is behind schedule, they will look to the navigator to find a shorter route. If there is a potential delay, it is the navigator’s job to find a detour.

##### Spice Guild Guardsman

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| --- |
| Carousing  Combat: Shield  Combat: Sword  Craft: Carpenter, Packer, Teamster (choose one)  Kn: Raider Tactics +1  Hit Points +3  Medical  Tactics +1  Survival: One environment  Swim  +27 Buy Points |

**Description**

Guardsmen are the grunts of the expedition. They are charged with keeping the caravan’s goods (and personnel) safe from harm. On well traveled roads, where there is only a small chance of banditry, guardsmen double as packers and teamsters. On trips to the Borakki and Cobrat lands, there is often much risk. Bandits, goblins, Talak, treacherous terrain and weather keep the guards busy and they rotate out of secondary duties (if they have time for them at all).

##### Shield Guild

The Shield Guild is a sort of Bostonian National Guard. In the early days of the monarchy, the Shield Guild was the king’s standing army. In times of Talak, or goblin incursion, the guild would mobilize and defend the land. When a tribal conflict threatened internal stability, the guild would back up any diplomatic effort with force, if necessary.

Today, the role of the Shield Guild is slightly different. The monarchy is much weaker than it was at the time of the guild’s inception. As such, a large standing army cannot be maintained. Furthermore, the Barons have more power and more income than before. Many of them have garrison forces to protect their interests. To survive in such an environment, the Shield Guild broke into two groups. The King’s Guard is a small, dedicated force that protects the crown and its interest. The Shield Guild is a quasi-mercenary organization.

The Shield Guild maintains small garrisons across Bostonia. These garrisons are generally maintained by the Baron whose land they occupy. In times of need, the guild can be called on to augment the Baron’s troops. The guild actually charges the Barons for their service. In the case of internal strife, the guild’s loyalty theoretically reverts to the king. Whether that is the case or not depends on the garrison commander.

##### Shield Guildsman

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| --- |
| Combat: Shield +1  Combat: Spear +1  Combat: (choose)  +5 Hit Points  Kn: Bandit Tactics  Kn: Goblin Tactics  Kn: Talak Tactics  Tactics  Talent: Choose from (Counter Attack, Impaler, Keep Away, Phalanx or Shield Bash)  +24 Buy Points |

**Description**

Shield Guildsmen are sturdy fighters who are charged with protecting the interests of the Crown. They spend long months manning their garrison until a crisis occurs. Then, they spring into action in defense of the land. They are well trained and disciplined warriors who can battle alone, or in groups.

##### Shield Guild Captain

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| --- |
| Administrate  Combat: Shield +1  Combat: Spear +2  Combat (choose)  +5 Hit Points  Kn: Bandit Tactics  Kn: Goblin Tactics  Kn: Political Situation  Kn: Talak Tactics  Orate  Tactics  Talent: Choose from (Counter Attack, Impaler, Keep Away, Phalanx or Shield Bash)  +14 Buy Points |

**Description**

Guild captains are skilled not only in the art of fighting, but also in the ways of leadership. Their knowledge of tactics and their ability to raise the morale of their troops gives them an edge in mass combats. Captains are responsible for maintaining the garrison, training the men, organizing patrols and of course, leading the guild to battle when necessary. Though not necessarily the best diplomats, captains will be knowledgeable about the local political landscape so they can use it to their advantage.

#### Militia Templates

Militias, town guards and constabularies are common throughout Bostonia. In larger cities, the town guards are well-organized, professional units that provide law enforcement and patrol the surrounding countryside. In more rural areas, the militia is a first line of defense against bandits, raiders, goblins and other potential threats to the community. In addition, the militias provide a career for many young men and women – a way to get off the farm, make a name and perhaps join a mercenary company, or one of the guilds.

##### Town Guard

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| --- |
| Carousing  Combat +1 (choose)  Combat (choose)  Conversation  +3 Hit Points  Interrogate  Kn: Locals +1  Kn: Troublemakers +1  Kn: Home Town +2  Streetwise  +26 Buy Points |

**Description**

Town guardsmen act as police and army in a city, defending it from attack and keeping the peace. In any reasonable sized town, the guard is trained and reasonably effective. They have a good knowledge of their town and the people they deal with on a daily basis.

##### Sheriff

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| --- |
| Climb  Combat Bows  Combat (choose)  Conversation  +3 Hit Points  Kn: Locals  Kn: Patrol Area +2  Survival (One environment)  Track  Trade  +28 Buy Points |

**Description**

The sheriff acts as policeman and guard in a rural area. He may have to patrol several villages within a couple days travel. He knows his patrol area very well and most of the people in it. Due to the amount of time he spends outdoors, he can take care of himself in the wild.

#### Mercenary Templates

Bostonian barons are very powerful men. They are charged with ruling a substantial territory and as long as they pay the proper duties to the King and Church, can do as they see fit. In exchange for this power, Barons are responsible for the defense of their land. Potential enemies range from gangs of roving bandits to tribes of goblins to the dreaded Talak raids. Most Barons maintain some standing army to deal with common threats. However, when a larger or more skilled force is needed, they often look for outside aid. The Shield Guild is one source of veteran fighters, but their garrisons are not always large enough and they are not always willing to help (say in the case of a territorial dispute between barons). In these cases, the nobles will turn to one of the many mercenary companies that do business in the land.

The templates below are examples of mercenary templates for the land of Bostonia. Modifying the existing templates allows the players and GM to create characters from other mercenary companies.

##### White Raven Company

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| --- |
| +1 Base Defense  Climb  Combat: (Sword or Bow) +2  Combat: (Sword or Bow)  Combat: Shield  +3 Hit Points  Kn: NW Territory  Kn: Borakki  Kn: Talak  Medical  Tactics  +22 Buy Points |

**Description**

The White Raven Company consists of about 50 men. 20 of these are bowmen and the other 30 wield sword and shield. They operate in the northwest baronies near Salem and Sunsrest. They are well respected for their fighting prowess as well as their reputation for helping remote villages in need of defense. They are a very disciplined and somber company and it is rumored that nearly all the members have suffered a terrible loss at the hands of raiders.

##### Jager’s Daggers

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| --- |
| Carousing +1  Choose One: Fast Talk, Pickpocket, Stealth, Streetwise  Combat (choose) +1  Combat (choose)  Gamble  +5 Hit Points  Survival: One environment  Talent: Fight with Wild Abandon  +21 Buy Points |

**Description**

The Daggers are lead by their rough and abrasive captain, Benjamin Jager. Jager was booted from the Shield Guild years ago for insubordination. After leading a couple bands of ruffians and raiders, he decided that sort were always cowards. Thus, it would be easy to make a living hunting them. He gathered the roughest and nastiest men he knew and formed this company. They are little better than those they fight and will often defend a town, only to raise their own ruckus. For this reason, they travel throughout the land, staying only long enough to wear out their welcome.

The Daggers specialize in hunting down gangs of bandits and thieves. They number about two dozen men and fight with whatever weapons they can get their hands on. They have little military discipline and go into battle using brute force and personal skill to carry the day. Fortunately, those they fight are often untrained and cowardly.

##### Rivers of Blood

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| --- |
| Combat: (Axe or Mace) +1  Combat: Thrown  Conceal  +2 Hit Points  Kn: Goblin Tactics +1  Lang: Goblin (basic)  Medical  Stealth  Survival: Swamp or Forest  Swim  Track  +24 Buy Points |

**Description**

The Rivers are a mercenary company numbering anywhere from 100-150 men and women. They operate in southern Bostonia, along the goblin and Cobrat borders. They specialize in fighting goblins and are trained in the tactics and favorite terrain of their foes.

#### Mage Templates

The world of Bostonia is full of magic. The Ancients were said to be powerful wizards who could control the elements. When the Father destroyed them, many of their works were destroyed, but some survived buried in ruins or in underground crypts. In addition, the elemental energies released by the Fireseeds entered the earth, filling it with power. There are many in the land that understand this power and would use it to further their ends.

##### Trained Mage

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| --- |
| Artifacts  Kn: Other Mages  Kn: Own Rune Site +1  Literate  Magic Skill (choose) +2  Ritual Spells (7 points worth)  Rune Knowledge  +25 Buy Points |

**Description**

This template represents someone who has trained for some time to seek out and wield the runes that are the basis of Bostonian magic. They have studied and trained, probably under the tutelage of another. In addition to having taken and practiced a rune, they have an understanding of the ways of the ancients, other runes and their meanings and the forces that influence magic.

Please note that the cost of 16 points for the magic skill assumes that the base magic skill costs 7 points. Depending on the rune the mage chooses to start with, this cost might increase. If that is the case, the buy points in this template will drop by an amount equal to the difference in the cost of the mage’s starting rune.

##### Student of the Seven Virtues

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| --- |
| Climb  Combat: Staff  Kn: Choose any three  Kn: Virtues Rune & Cult  Literate  Magic Skill: Virtues of the Body  Magic Skill: Virtues of the Mind  Magic Skill: Virtues of the Spirit  Meditate  Swim  +23 Buy Points |

**Description**

The School was founded in the year 203 by three mages now known only as the Founders. It is said that the Founders traveled the lands; gathering knowledge and performing good deeds for those they met. It so happened that these three mages met one another during one of these adventures and entered into a discussion about which facet of man was the most important to his well-being: Body, Mind or Spirit.

Each mage argued his point, but none of the three were convinced to relinquish his point of view. To resolve the discussion, the mages agreed to meet at an appointed time and place to engage in three contests, each one devised by one of the mages. Whoever prevailed in these contests would be considered the winner of the argument.

The Founders met at the agreed location and engaged in the tests. Of course, each mage devised a test that featured his strength. Thus, each contest was won by its creator and there was no winner. The Founders agreed to rest that night and figure a new contest that would decide the issue.

That night, Talak attacked the village in which the contests were held. The mages worked together to turn back the savages and in doing so, came to the conclusion that none of their disciplines was superior. In fact, it would take a combination of the three to produce a balanced individual.

Each of the Founders taught the others his discipline. The Founders agreed to form a sanctuary where others could come to learn the secrets they had to offer. Thus the Cult of Seven Virtues was begun.

From the first attack, the Founders have protected Varkacen and the surrounding lands. In gratitude, the farmers and merchants of the area have allowed the mages to study in peace and provide them with ample food, drink and other resources. This arrangement continues and has been written into a contract with the locals.

Occasionally, one of these mage-monks will set out upon the world, looking for further understanding and purpose.

##### Druid

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| --- |
| Ancient Knowledge  Animal Handler  Climb  Combat: Crossbow  Kn: The One Tree +1  Magic Skill: Rune of the One Tree +1  Medical  Navigate  Survival: Forest  Survival: Mountain  Track  +18 Buy Points |

**Description**

The druids are a pagan order of mages who dwell in the deep forests and mountains of Bostonia. They generally stay out of Bostonian affairs, studying the ancient ways and worshipping their nature god, The One Tree. They are masters of nature, understanding the ways of the forest and mountains. In addition, their god gives them powerful magic to wield against their foes.

Druids have the skills required to create and use the rare crossbow. This mechanical bow is almost unknown in Bostonia, but common among the druids.

##### Order of Flame

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| --- |
| Artifacts  Combat: (choose) +1  Combat: (choose)  +2 Dodge  +2 Hit Points  Magic: Piercing the Night  Rune Knowledge  +24 Buy Points |

**Description**

The Order of Flame is a small group of warrior-mages that make their home in the northwestern region of Bostonia. Years ago, their founders discovered an old tribal burial ground that held records of the first Bostonians and the teachings of the Mother and Father.

The Order believes that the Mother and Father intend for mankind to use the tools left behind by the Ancients (including their magic). The Order seeks to discover, study and make use of the works of the Ancients to restore the glory of the Bostonian people and their gods.

#### Sandalfeet Templates

The Sandalfeet organization is a descendent of the Dingore tribe. The Dingore tribe consisted of primitive woodsmen who were said to have an affinity for the woods and hills. The Dingore were smaller than their neighbors and did not develop as quickly, technologically speaking. When the Dingore encountered the surrounding Bostonian tribes, they were distrustful of their towns and forts and avoided contact.

To the other tribes, the Dingore were elusive and xenophobic. Many rumors arose about their nature and intentions and some even wondered if they were human. The first real contact with the Dingore came when several settlements encroached on Dingore territory. The Dingore attacked the settlements and the tribes retaliated. The tribes eventually made peace, but relations were always strained. Eventually, through many battles and schemes, the Dingore were destroyed by those who feared them and coveted their lands.

Many of the Dingore leaders escaped their tribe’s destruction. They made a pact to enact vengeance on the Bostonian people. However, they knew they could not fight the Bostonians directly. Instead, they decided to work quietly and gain power through non-military means. The saying “Walk in sandal-clad feet” essentially means to covertly undermine your foes.

Today, the Sandalfeet are a large organized crime syndicate. They operate in Boston, Salem and Ismoth as well as in many of the surrounding towns. Their operations include banditry, theft, racketeering, extortion, protection schemes, forgery, counterfeiting and coin shaving. The Sandalfeet recruit from the streets and slums of every city they operate in. They train their new members in burglary, combat, smuggling, forgery, disguise and any other skill that might aid their cause. They are well organized and effective and many merchants and town officials fear them.

##### Sandalfeet Wallclimber (Lightfoot)

|  |
| --- |
| Acrobat +1  Climb +2  Conceal  Detect Trap  Disarm Trap  Kn: Common Security Devices +1  Kn: Local Buildings  Kn: Sandalfeet  Kn: Town Guard  Lockpick  Stealth  +25 Buy Points |

**Description**

Also called a “Lightfoot,” the wallclimber is a burglar who relies on stealth and skill to steal from the rich merchants and nobles. Wallclimbers typically work alone or in small groups to case a target, plan a burglary and carry out the assault. They are trained stealth, climbing and the skill of disabling security devices.

##### Sandalfeet Thug

|  |
| --- |
| Base Move +1 hex  Carousing  Combat (choose)  Combat: Unarmed +1  +4 Hit Points  Interrogate  Kn: City Layout  Kn: Guard Patrol Schedule  Kn: Sandalfeet  Streetwise +1  Talent: Dirt in the Eyes  Talent: Headbutt  Talent: Press Gang  +21 Buy Points  Note: This template gets its three talents for a discount price of 5 points. |

**Description**

It is a sad fact of business. Sooner or later, someone will need convincing before they see the Sandalfeet point of view. This character’s job is to do the convincing. They ambush their targets in packs of 3 or 4 and attack with a variety of weapons.

##### Sandalfeet Doppelganger

|  |
| --- |
| Acting  Administrate  Conversation  Disguise  Etiquette  Fast Talk  Investigate  Kn: City Officials  Kn: City Politics  Literate  Persuasion  Streetwise  Trade  +28 Buy Points |

**Description**

A doppelganger is a master of people. He is a diplomat, a trickster, a salesman and a manipulator. Doppelgangers infiltrate the city’s power structure with guile and deception. Once entrenched in a central position, they learn the people of their city, discover their strengths, weaknesses and most importantly, their secrets. This information can then be used by the Sandalfeet for money or favors.

#### Noble Templates

The land of Bostonia is ruled by a quasi-feudal system of nobles and peasants. Fourteen strong Barons each rule over a section of Bostonia. They divide this land into parcels and give these parcels to loyal nobles who serve under them. These nobles can, in turn, divide this land and use it to support their own vassals. A relatively weak monarch protects the nation as a whole and watches over the Barons and settles disputes between them. This monarch, and in fact all the nobles, theoretically answer to Church Law.

This feudal system supports hundreds of noble families. These nobles range from the wealthy and powerful Barons, to the lowly, wandering adventurer-knight who is hardly richer than a peasant. Some are devout believers in law and justice, while others only desire to increase their personal power at any cost. The diversity of nobles and their families makes it impossible to represent all the noble factions with templates. The templates here represent the skills and training that a typical “adventuring” member of that family might have.

##### Azareth Family

|  |
| --- |
| Ancient Knowledge  Administrate  Diplomat  Etiquette  Kn: Bostonian History  Kn: Temple of Aestra  Survival: Underground  Swim  Talent: Darkvision  Theology  +30 Buy Points |

**Description**

The Azert were a powerful tribe that lived in expansive underground cities in northwestern Bostonia. When St. Camille sacrificed herself in the Dark Lake and gained the Sacred Falls, the Azert converted to the faith and joined the Unification. Their children, the Azareth, have always remembered that historic event; they pay special homage to The Mother, trace their bloodline through their women, and are as active spiritually as they are politically. Through the years, the Azareth have been active in Bostonian politics and they are considered the wisest and most knowledgeable of the noble clans.

##### James Family

|  |
| --- |
| Combat (choose) +1  +4 Hit Points  Kn: Goblin Tribes  Kn: Goblin Tactics  Kn: Other Nobility  Lang: Goblin  Lang: Cobrat  Survival: Woods, Mountains  Tactics  +31 Buy Points |

**Description**

The James are a relatively young noble family who have carved themselves a barony through hard work and determination. They rule a large portion of the south lands and because of this they have had a great deal of contact with the goblins and cobrat. They are a rugged line that has produced many great warriors and frontiersmen. However, they are considered uncouth by the rest of the noble clans and generally do not bother with politics.

##### Terzani Family

|  |
| --- |
| Administrate  Ancient Knowledge  Etiquette  Kn: Cobrat  Kn: Mages of Bostonia  Kn: Other Nobility  Magic (choose)  Ritual Spells (5 points worth)  Rune Knowledge  +29 Buy Points |

**Description**

The Terzani are a powerful noble bloodline that came to power soon after the unification. They rule the southern coastal lands and are responsible for much of Bostonia’s exploration of the south and for contact with the cobrat. The family puts a high premium on knowledge of the ancient ways. In addition, they feel that magic can give them an edge in military and political matters. They are one of the only families that openly support magical study by their members.

##### Pannok Family

|  |
| --- |
| Administrate  Animal Handler  Carouse  Combat (choose) +1  Etiquette  Kn: Armies of Bostonia  Kn: Inhuman Armies  Orate  Riding  Tactics  +31 Buy Points |

**Description**

The Pannok are a poor noble family. They lost much of their lands due to bad investments and trade deals. Now, they are a small family with only a small holding in the northwest. Members of this family currently seek fortune and fame by selling their services as troop captains. Many nobles in need of leaders look to one of the Pannok sons to become an officer in their army.

#### Miscellaneous Templates

The templates in this section describe characters that are Bostonian in origin and feel, but do not fall into one of the categories above.

##### Archeologist

|  |
| --- |
| Ancient Knowledge  Artifacts +1  Coneal  Disarm Traps  Navigate  Ritual Spells (12 points worth)  Rune Knowledge  +18 Buy Points |

**Description**

This character works for one of the Bostonian universities gathering knowledge on the ancients and their artifacts. He is a student of magic, but has never taken a rune. Instead, he studies the devices, sites and wards left by the ancients by finding their ruins and raiding them.

##### Pirate Captain

|  |
| --- |
| Carousing  Climb  Combat (choose) +1  Craft: Sailor  Interrogation  Kn: Knots and Rigging  Kn: Local Ports  Kn: Pirate Lords  Orate +1  Streetwise  Survival: Water  Swim  +26 Buy Points |

**Description**

To the south of Bostonia dwell the Pirate Lords. These pirates are the exiled remnants of a tribe destroyed by Bostonia during the tribal times. They raid shipping in Bostonian and Cobrat waters.

This character has joined the pirate lords and now leads a ship. They need to be knowledgeable of maritime affairs, have a keen tactical sense and be a leader of men.

##### Rat Catcher

|  |
| --- |
| Combat (choose) +1  Combat: Net  Disease Resistance  Kn: Sewers of City  Kn: Vermin  Navigate  Stealth  Survival: Underground  Talent: Absolute Direction  Swim  +30 Buy Points |

**Description**

Both Boston and Salem were built on the foundations of ruined ancient cities. They have extensive tunnel systems underneath them, as well as some rudimentary sewers built by the Engineers. Unfortunately, these sewers are breeding grounds for all manner of vermin. The rat catchers are the hunters of the sewers, catching and killing the more dangerous specimens.

##### Storyteller Guild Member

|  |
| --- |
| Acting +1  Carousing +1  Craft: Storyteller +1  Craft: Musician +1  Gamble  Kn: Other Storytellers +1  Kn: Guild Circuit +1  Navigate  Orate +1  Persuade  Trade  +22 Buy Points |

**Description**

The Storytellers’ Guild began as an annual contest of bards and entertainers. This contest was held in Salem, lasted for three days and featured some of the best entertainers in the land. The fame of this festival attracted more and more contestants and spectators each year until it became impossible to run. The guild came about as a way to allow the contest to run throughout the year, and in many different venues.

Members of the Storytellers pay a yearly fee. For this fee, they are given a membership ring, and access to the guild maps and list of inns across Bostonia. The member then travels to the listed inns (called “circuit inns”) and performs in exchange for free room and board and tips. At the end of the performance, the innkeeper and patrons score the performer and those scores are collected by a representative of the guild. At the end of the year, the scores are tallied and a Master Storyteller is crowned and given a substantial prize.

#### Generic Templates

Bostonia is a rich world with many different types of characters. This makes a complete list of templates impossible to create. The templates listed in previous sections are an attempt to give a thorough overview of the types of characters possible. However, invariably someone will come up with a new organization or character concept that is not listed. Players and GMs are encouraged to create their own character templates (and submit them for publication in a future supplement). To help you in creating new templates and character concepts, a list of generic templates follows.

These generic templates follow the lines of character classes that exist in other games. No effort is made to integrate them into the world of Bostonia. Thus, you will see templates like warrior and ranger. These templates have skills and abilities, but generally lack the knowledge, crafts and other background skills that flesh out a character and make him a part of the campaign world.

In general, if you are playing in the world of Bostonia, it is suggested that you require characters take a Bostonian template and use these generic templates as building blocks for new templates. However, in cases where no template fits a character concept or if the GM permits, these generic templates may be used. Even so, it is still suggested that the character be required to take from 3-8 points of knowledge, crafts and other background skills to flesh him out.

##### Acrobat

|  |
| --- |
| Acrobat +1  +1 Base Defense  Carousing  Climb +1  Combat (choose)  Craft: Traveling Performer  +2 Hit Points  Jump +1  Kn: Towns on Route  + 26 Buy Points |

**Description**

The acrobat is first and foremost, a tumbler and juggler. His gymnastic skill is unsurpassed. However, with a little bit of training, these skills lend themselves to use in a combative role. The acrobat is well conditioned, and very hard to pin down.

##### Assassin

|  |
| --- |
| Acting  +1 hex Base Move  Combat (choose) +1  Conceal  Disarm Traps  Disguise  Kn: Common Traps  Kn: Poisons  Lockpick  Stealth  Talent: Backstab  +22 Buy Points |

**Description**

The assassin is a stealthy killer who relies on surprise and guile instead of strength. Assassins learn many ways of getting close to their opponent where they can quickly incapacitate him with a surprise backstab attack. In addition, they can set traps to kill the unwary.

##### Bounty Hunter

|  |
| --- |
| +1 hex Base Move  Combat (choose)  Combat: Thrown  Converse  +2 Hit Points  Kn: Local Authorities  Kn: Local Criminals +1  Stealth  Streetwise +1  Survival: One terrain  Track +1  +21 Buy Points |

**Description**

Bounty hunters travel the land, seeking wanted criminals and bringing them to justice. They are good combatants, but specialize in finding and tracking their quarry.

##### Hedge Woman

|  |
| --- |
| Alchemy  Craft: Cooking  Herbalism +1  Kn: Animal Reagents +1  Kn: Common Ailments +2  Kn: Diseases  Kn: Local Folklore  Kn: Plant Reagents +1  Medical  Physician  Ritual Spells (8 points)  +20 Buy Points |

**Description**

A hedge woman acts as doctor, pharmacist and witch. She is both respected and feared by her patrons.

##### Ranger

|  |
| --- |
| Animal Handler  Climb  Combat: Axes +1  Combat: Bows +1  Medical  Navigate +1  Survival (One environment) +1  Swim  Track +1  +18 Buy Points |

**Description**

Rangers are hunters, trackers and warriors who spend most of their time in the wilderness. They have skills that allow them to survive and find their way in a hostile environment.

##### Thief

|  |
| --- |
| Climb +1  Combat (choose)  Conceal +1  Craft: Fence  Disarm Traps +1  Lockpick  Pickpocket  Streetwise  Stealth +2  +18 Buy Points |

**Description**

Thieves use stealth and cunning to obtain their goals. This template would be suitable for a burglar, as well as a traditional “adventuring” thief.

##### Warrior

|  |
| --- |
| +1 Base Defense  Combat (choose) +2  Combat (choose) +1  Combat (choose)  +5 Hit Points  Tactics  +24 Buy Points |

**Description**

The warrior has honed his skills in several different weapons. His physical training permits him to take a great deal of punishment and keep fighting. In addition, he is skilled in assessing his opponents’ skills.