

# Veni Alea

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# 1 Introduction to the Game

**Veni Alea** is a game of *fate, chance, and consequence*. As a role-playing framework, the intent is for the players themselves to embody characters in a shared story. The game master (GM) sets the scene, describes the world, and adjudicates outcomes, while players take on the roles of heroes navigating challenges, conflicts, and adventures.

The dice — the *alea* — are the language of uncertainty. They can be upgraded or sacrificed to reflect effort, risk, and fortune's favour. They can also be downgraded if circumstances turn against the heroes. Every roll is a moment of tension: will the hero's daring pay off, or will fate intervene?

The rhythms of each session might be:

- **Role-play:** Characters speak, act, and decide; personality guides the hand that rolls.
- **Resolution:** Impasses or conflicts arise, requiring dice rolls to determine outcomes.
- **Combat:** Players can be imperilled by their decisions and be forced to fight.
- **Narration:** The Game Master describes the results, weaving success and failure into the unfolding tale.

*Veni Alea* provides a framework not to restrict imagination, but to **amplify** it.

## 2 Introduction to Dice

Dice are the heart of uncertainty. *Veni Alea* uses the standard polyhedral set: d4, d6, d8, d10, d12, d20, along with several extended forms for advanced rolls: d15, d30, d50, d100.

These dice measure effort, risk, and consequence — the rhythm of fortune in play.

### The Dice Pool

Each character begins with a **dice pool** — a limited reserve of dice representing their capacity for action, reaction, and recovery. Your pool size and the colour of dice available depend on your **class** and **level**. As you advance, your pool expands, granting access to stronger or more specialised dice.

- **In combat:** Dice are spent for attacks, defences, or special abilities. Once used, they are temporarily exhausted until recovered.
- **Between combats:** Dice recover at a fixed **recovery rate** — usually several per short rest, or the full pool after a long rest.
- **Outside combat:** Dice may be **sacrificed** to perform heroic actions, ensure narrative success, or upgrade later rolls. Such sacrifices recover only after a full day.

### Modifiers and Upgrading

Every die roll can be modified by:

- **Skill or Attribute bonuses** — reflecting a character's innate or trained ability.
- **Circumstance** — environmental advantage or disadvantage.
- **Opposition** — the quality or strength of the resisting force.

When these factors combine in a character's favour, the die may be **upgraded** to a larger die type. This is called the **Chain of Dice**.

### The Chain of Dice

d2 → d4 → d6 → d8 → d10 → d12 → d15 → d20 → d30 → d50 → d100

Each step up represents a sharper edge of potential — more power, but greater variance. When instructed to “upgrade” a die, move one step along this chain. When “downgrading,” step back. If you exceed either end of the chain, you instead roll twice and take the higher (for upgrades) or lower (for downgrades).

### Emulating Nonstandard Dice

Most standard sets do not include d15, d30, or d50. They can be simulated using existing dice:

- **d15** — roll a d20 and reroll any result above 15.
- **d30** — roll a d20 and a d10. Treat the d10 as adding +10 if the d20 shows 11–20. (So 1–10 = 1–10, 11–20 = 11–20, 21–30 = 21–30.) Alternatively, roll a d6 × 5 for a coarser approximation.
- **d50** — roll a d100 and divide by two, rounding up. (1–2 → 1, 3–4 → 2, etc.)

The aim is not numerical purity but narrative consistency — a sense that stronger actions roll bigger dice, and that every escalation carries risk.

### 3 Introduction to Role-Playing

Role-playing in *Veni Alea* is conversation shaped by rules and tempered by uncertainty. The Game Master (GM) maintains the living world, while the players animate it through intent, reaction, and improvisation. Yet unlike most games of this kind, narrative control does not rest solely with the GM.

#### Distributed Scene Leadership

Each new encounter or narrative turn begins when the GM delegates control of a **scene** to one of the players. That player becomes the **Scene Leader**, responsible for setting tone, pacing, and participation within the frame. The Scene Leader invites or “subs in” other players to take on characters—some recurring, some newly created, and some ephemeral to the moment. Through these shifting roles, the story becomes communal and polyphonic rather than hierarchical.

The GM retains the authority to:

- resolve minor disputes or mechanical triggers (such as injuries, timing, or resource loss);
- introduce new non-player characters or information through cameo appearances;
- correct contradictions or rein in divergence that would break narrative cohesion.

Much of the GM’s influence is exercised indirectly—through hidden knowledge, unseen motives, or subtle steering that keeps the world internally consistent. Players, meanwhile, experience a balance of agency and surprise: they drive the story forward, but the ground beneath their feet is always shifting.

#### Scene Resolution and the Trinity of Dice

When the outcome of a moment is uncertain, players collectively identify three defining **factors** that will determine how the scene might unravel. Each factor represents a different aspect of probability or consequence, forming a triad known as the **Trinity of Dice**.

1. **Intent or Action** — What is being attempted? (e.g. bribing a guard, breaking a lock, persuading a rival)
2. **Character or Opposition** — How resistant or predisposed is the other side?
3. **Consequence or Repercussion** — What risks or ripple effects might follow?

Each factor is represented by a single **d10**. Before rolling, the players and GM assign modifiers that reflect the scene’s context—skill, circumstance, and plausibility. Once agreed, the GM may subtly adjust these modifiers to maintain fairness or reflect hidden information. The dice are then rolled simultaneously. The highest adjusted die defines the outcome and its tone:

- If **Intent** wins — the player’s action succeeds as envisioned.
- If **Opposition** wins — resistance prevails; the attempt fails or is complicated.
- If **Consequence** wins — the action occurs, but at a cost or with unintended fallout.

## Example

A player proposes to bribe a guard to gain access to a restricted vault. Three factors are declared:

- **Intent:** The bribe itself — offering 20 gold for silence.
- **Opposition:** The guard's integrity — dishonest, drunk.
- **Consequence:** The risk of discovery — punishment for dereliction of duty.

Modifiers are set:

- Intent: +2 (plausible and well-funded)
- Opposition: -2 (players targeted a corrupt guard)
- Consequence: +4 (the vault is heavily guarded)

The three dice are rolled. If the guard's die (Opposition) rolls highest, he refuses the bribe; perhaps even raises the alarm. If the player's Intent die triumphs, the bribe is accepted and the scene moves forward. If Consequence wins, the guard takes the bribe—but later, another officer notices the infraction, and fallout ensues.

Through this system, conflict becomes a dialogue of probabilities, each scene a negotiation between will, risk, and fate.

## 4 Character Creation

Every hero begins as potential — a balance of daring, skill, and chance. Follow these steps to shape a new character.

### 1. Choose Your Core Stats

Each character has six attributes:

- **Grit (Red Dice):** Physical strength, determination, and raw force.
- **Guard (Blue Dice):** Defence, endurance, and the ability to hold ground.
- **Dash (Yellow Dice):** Agility, reflexes, and quick-thinking flair.
- **Moxie (Social/Trinity Influence):** Presence, nerve, and emotional drive. Moxie upgrades the Trinity Dice during social or narrative conflicts.
- **Wit (Purple Dice):** Intellect, arcane understanding, and creativity.
- **Fortune or Resolve (Choice):** Roll 3d6. **Fortune** governs luck, coincidence, and fate's favour. **Resolve** measures willpower, tenacity, and resistance to despair.

All attributes start at 10. Choose one attribute to reduce to 8, and raise three others by 2 each. This creates a distinct silhouette — one weakness and three defining strengths.

### 2. Choose a Race

Your race determines certain natural aptitudes, instincts, and limitations. It may modify your stats, alter recovery rates, or unlock unique dice interactions.

### 3. Choose a Background

Your background defines who you were before adventure found you. It grants narrative skills, starting gear, and role-playing hooks.

### 4. Choose a Vocation

Your vocation — also called your **class** — determines your dice progression, combat style, and role within the group. Each vocation has its own dice colour focus and growth pattern.

### 5. Record Your Starting Dice Pool

Start with the dice appropriate to your vocation and adjusted by your stats. You'll add or upgrade dice as you advance.

*Example:* A character with Grit 12, Guard 10, Dash 8, Moxie 12, Wit 10, and Fortune 11 chooses the **Warlord** vocation. Their strong Grit and Moxie grant extra red dice for aggression and leadership, while low Dash makes them slower to react — a commander, not a duelist.

## 5 Classes

### Red Dicers — Strength, Fury, Presence

**Berserker**

**Dice Gain per Level:** +2 Red

**Concept.** Pure rage and relentless assault.

**Playstyle.** Unchecked physical offense; thrives in chaos and extended melees.

**Warrior**

**Dice Gain per Level:** +1 Red, +1 Blue

**Concept.** Disciplined master of combat.

**Playstyle.** Balances attack and defense; stays effective in any phase of battle.

**Warlord**

**Dice Gain per Level:** +1 Red, +1 Yellow

**Concept.** Commander of the front line.

**Playstyle.** Inspires allies; can share setup or rerolls through tactical shouts.

**Pyrowarrior**

**Dice Gain per Level:** +1 Red, +1 Purple

**Concept.** Fire-infused fighter (Red + Pyro).

**Playstyle.** Empowers weapons with flame; excels at damage over time and pressure.

**Stormblade**

**Dice Gain per Level:** +1 Red, +1 Purple

**Concept.** Elemental warrior (Red + Lightning).

**Playstyle.** Channels volatile energy into explosive strikes and burst repositioning.



## Blue Dicers — Defense, Endurance, Control

### Defender

**Dice Gain per Level:** +2 Blue

**Concept.** The unbreakable wall.

**Playstyle.** Absorbs or redirects hits; shields allies and anchors objectives.

### Sentinel

**Dice Gain per Level:** +1 Blue, +1 Yellow

**Concept.** Battlefield controller.

**Playstyle.** Interrupts and punishes overreach; reactive counters and zones.

### Roller

**Dice Gain per Level:** +1 Blue, +1 Purple

**Concept.** Shield mage (Blue + Earth).

**Playstyle.** Shapes stone and terrain to deflect and fortify; excels at chokepoints.

### Drencher

**Dice Gain per Level:** +1 Blue, +1 Purple

**Concept.** Water-tuned protector (Blue + Water).

**Playstyle.** Flows between liquid defense and frozen retaliation; flexible mitigation.

### Mender

**Dice Gain per Level:** +1 Blue, +1 Purple

**Concept.** Healer (Blue + Water).

**Playstyle.** Restores wounds and stabilizes allies; master of recovery and sustain.

### Arbiter

**Dice Gain per Level:** +1 Blue, +1 Purple

**Concept.** Enforcer of Order (Order magic).

**Playstyle.** Reduces chaos, imposes structure, and defines battlefield constraints.

## Yellow Dicers — Agility, Precision, Adaptability

### Rogue

**Dice Gain per Level:** +2 Yellow

**Concept.** Quick and cunning skirmisher.

**Playstyle.** Nimble attacks, constant dodges, and advantage manipulation.

### Ranger

**Dice Gain per Level:** +1 Yellow, +1 Blue

**Concept.** Expert hunter.

**Playstyle.** Pursuit, survival, and precision ranged engagements.

### Sniper

**Dice Gain per Level:** +1 Yellow, +1 Red

**Concept.** Long-ranged fighter (Yellow + Red).

**Playstyle.** Converts patience and focus into sudden, lethal bursts from afar.

### Dragoon

**Dice Gain per Level:** +1 Yellow, +1 Purple

**Concept.** Air-infused duelist (Yellow + Air).

**Playstyle.** Wind-aided leaps, speed, and mid-air strikes; thrives on verticality.

### Illuminar

**Dice Gain per Level:** +1 Yellow, +1 Purple

**Concept.** Mirror magic empath.

**Playstyle.** Reflects opponents, distorts identity and perception; counters single targets.

### Thantom

**Dice Gain per Level:** +1 Yellow, +1 Purple

**Concept.** Decay channeler (Yellow + Thano).

**Playstyle.** Manipulates corrosion and entropy to slow foes and obscure self.

## Purple Dicers — Magic, Flow, Transformation

### Magademic

**Dice Gain per Level:** +1 Purple

**Concept.** Scholar of the arcane.

**Playstyle.** Masters rote patterns; casts from memory with dependable cadence.

### Mancer (Elemental magic)

**Dice Gain per Level:** +1 Purple (occasional Elemental die)

**Concept.** Master of a single elemental path.

**Focus options.**

- **Pyromancer** — Fire & fury (Red synergy).
- **Aeromancer** — Wind & agility (Yellow synergy).
- **Hydromancer** — Water & adaptability (Blue synergy).
- **Electromancer** — Lightning & speed (often Red synergy).
- **Geomancer** — Earth & endurance (Blue synergy).
- **Biomancer** — Verdant life & growth (Blue synergy).
- **Thanomancer** — Decay & corrosion (Yellow synergy).

### Chronomancer

**Dice Gain per Level:** +1 Purple (occasional Yellow)

**Concept.** Weaver of time (Time magic).

**Playstyle.** Alters sequence and tempo to reshape outcomes; excels at initiative control.

### Witherer

**Dice Gain per Level:** +1 Purple (occasional Blue)

**Concept.** Somatic shaper of vitality (Life magic).

**Playstyle.** Outlawed practice manipulating life force; heals or drains with equal pace.

### Dream Weaver

**Dice Gain per Level:** +1 Purple (occasional wild dice)

**Concept.** Bridge to the liminal (Dream magic).

**Playstyle.** Bends reality toward dreams, shaping illusion and possibility across the field.

## 6 Backgrounds

### A

<b>Adventurer</b> <b>Hook.</b> You have travelled far and faced the unexpected. <b>Skills.</b> Athletics, Survival <b>Tools / Languages.</b> Navigator's tools <b>Equipment.</b> Bedroll, rope, trail rations, 15 gp <b>Trait.</b> Used to danger, you keep calm when paths grow uncertain or wild.	<b>Assassin</b> <b>Hook.</b> You learned to disappear and end lives quietly. <b>Skills.</b> Stealth, Deception <b>Tools / Languages.</b> Poisoner's kit, Disguise kit <b>Equipment.</b> Black hood, dagger, 20 gp <b>Trait.</b> When subtlety or violence is required, you can plan a kill or a vanishing act.	<b>Auteur</b> <b>Hook.</b> Your artistic vision defines you, even when it clashes with others'. <b>Skills.</b> Performance, Persuasion <b>Tools / Languages.</b> Painter's or musician's tools <b>Equipment.</b> Art supplies, sketchbook, 10 gp <b>Trait.</b> When expression or presentation matters, you know how to command an audience.
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### B

<b>Bombardier</b> <b>Hook.</b> You make things go boom—accurately. <b>Skills.</b> Arcana, Investigation <b>Tools / Languages.</b> Tinker's tools, Alchemist's supplies <b>Equipment.</b> Satchel of powder, fuse cord, 25 gp <b>Trait.</b> When breaking barriers or causing diversions, your knowledge of explosives shines.	<b>Burglar</b> <b>Hook.</b> Locks and latches are invitations, not obstacles. <b>Skills.</b> Stealth, Sleight of Hand <b>Tools / Languages.</b> Thieves' tools <b>Equipment.</b> Dark clothes, crowbar, 10 gp <b>Trait.</b> When infiltration or quiet entry is required, you know every shadowed route.	<b>Bhat</b> <b>Hook.</b> A poet and storyteller, keeper of lineage and memory. <b>Skills.</b> History, Performance <b>Tools / Languages.</b> Musical instrument <b>Equipment.</b> Scrolls of verse, talisman, 8 gp <b>Trait.</b> When heritage or morale matters, your tales shape how others remember events.
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### C

<b>Cartographer</b> <b>Hook.</b> You chart what others merely traverse. <b>Skills.</b> Survival, Investigation <b>Tools / Languages.</b> Cartographer's tools <b>Equipment.</b> Map case, compass, 15 gp <b>Trait.</b> When direction or terrain knowledge is needed, you can read and create maps precisely.	<b>Courier</b> <b>Hook.</b> You once carried messages across perilous roads. <b>Skills.</b> Athletics, Insight <b>Tools / Languages.</b> One language <b>Equipment.</b> Pouch of sealed letters, riding boots, 5 gp <b>Trait.</b> Used to deadlines and scrutiny, you excel at keeping secrets on the move.	<b>Chronicler</b> <b>Hook.</b> You record events faithfully, even when others would forget. <b>Skills.</b> History, Insight <b>Tools / Languages.</b> Calligrapher's tools <b>Equipment.</b> Ink, quill, bound journal, 10 gp <b>Trait.</b> When facts or testimony are disputed, your records carry weight.
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## D

<b>Diplomat</b> <b>Hook.</b> You mediate between powers through patience and poise. <b>Skills.</b> Persuasion, Insight <b>Tools / Languages.</b> Fine clothes, signet ring <b>Equipment.</b> Sealed letters, emblem of office, 20 gp <b>Trait.</b> When tensions rise, you can defuse conflict or negotiate terms.	<b>Dunce</b> <b>Hook.</b> You were underestimated, and learned to survive by seeming harmless. <b>Skills.</b> Deception, Performance <b>Tools / Languages.</b> Simple clothes <b>Equipment.</b> Trinkets, 2 gp <b>Trait.</b> When others dismiss you, you overhear and outlast them.	<b>Dziad</b> <b>Hook.</b> A wandering beggar-sage of folk faiths. <b>Skills.</b> Persuasion <b>Tools / Languages.</b> Pestle and mortar <b>Equipment.</b> Wooden staff, patchwork cloak, 3 gp <b>Trait.</b> Villagers trust you with small miracles and gossip others ignore.
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## E

<b>Explorer</b> <b>Hook.</b> You venture where maps fade. <b>Skills.</b> Athletics, Survival <b>Tools / Languages.</b> Navigator's tools <b>Equipment.</b> Compass, tent, 15 gp <b>Trait.</b> When the group faces the unknown, you lead with confidence and caution.	<b>Entertainer</b> <b>Hook.</b> Applause once paid your meals. <b>Skills.</b> Performance, Acrobatics <b>Tools / Languages.</b> Disguise kit, Instrument <b>Equipment.</b> Costume, 10 gp <b>Trait.</b> Crowds and attention are your natural terrain.	<b>Engineer</b> <b>Hook.</b> You understand the bones of machines and buildings. <b>Skills.</b> Investigation, Arcana <b>Tools / Languages.</b> Tinker's tools <b>Equipment.</b> Blueprints, wrench, 20 gp <b>Trait.</b> When a mechanism fails—or needs sabotaging—you know where to strike.
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## F

<b>Farmer</b> <b>Hook.</b> Seasons and soil have been your teachers. <b>Skills.</b> Nature, Animal Handling <b>Tools / Languages.</b> One simple tool <b>Equipment.</b> Hoe, seed pouch, 5 gp <b>Trait.</b> You can judge weather, fertility, and hunger with uncanny instinct.	<b>Filid</b> <b>Hook.</b> You read the tides of time to guide your kin. <b>Skills.</b> History <b>Tools / Languages.</b> Divination tools <b>Equipment.</b> Omen stones, harp, 12 gp <b>Trait.</b> In matters of prophecy or heritage, your counsel earns respect.	<b>Fool</b> <b>Hook.</b> You survived by turning ridicule into power. <b>Skills.</b> Performance, Insight <b>Tools / Languages.</b> Jester's garb <b>Equipment.</b> Bauble, bells, 3 gp <b>Trait.</b> When laughter cuts tension, you deflect cruelty and reveal truth.
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## G

<b>Griot</b> <b>Hook.</b> A living archive of ancestry and song. <b>Skills.</b> Performance, History <b>Tools / Languages.</b> Drum or lute <b>Equipment.</b> Beaded necklace, 8 gp <b>Trait.</b> When morale falters, your rhythm restores unity.	<b>Guard</b> <b>Hook.</b> You protected gates, caravans, or nobles. <b>Skills.</b> Athletics, Perception <b>Tools / Languages.</b> Simple weapon, uniform <b>Equipment.</b> Badge of rank, 10 gp <b>Trait.</b> You spot danger early and keep formation under pressure.	<b>Gambler</b> <b>Hook.</b> Risk is your chosen art. <b>Skills.</b> Deception, Insight <b>Tools / Languages.</b> Gaming set <b>Equipment.</b> Deck of cards, lucky coin, 15 gp <b>Trait.</b> When stakes are uncertain, you read bluffs and odds instinctively.
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## H

<b>Healer</b> <b>Hook.</b> You treat wounds of flesh and spirit. <b>Skills.</b> Medicine, Insight <b>Tools / Languages.</b> Healer's kit <b>Equipment.</b> Bandages, herbs, 10 gp <b>Trait.</b> When injury or sickness strikes, your hands steady the dying.	<b>Hermit</b> <b>Hook.</b> Years of isolation granted strange clarity. <b>Skills.</b> Nature <b>Tools / Languages.</b> Herbalism kit <b>Equipment.</b> Scroll of insight, 5 gp <b>Trait.</b> When reflection or faith is tested, your solitude bears wisdom.	<b>Historian</b> <b>Hook.</b> You see patterns in the past that guide the present. <b>Skills.</b> History, Investigation <b>Tools / Languages.</b> Calligrapher's tools <b>Equipment.</b> Manuscripts, spectacles, 12 gp <b>Trait.</b> When context or precedent matters, you recall the forgotten.
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## I

<b>Intellectual</b> <b>Hook.</b> You pursue ideas for their own sake. <b>Skills.</b> Arcana, History <b>Tools / Languages.</b> One language <b>Equipment.</b> Books, ink, 15 gp <b>Trait.</b> When reasoning or deduction is needed, you supply the theory.	<b>Interrogator</b> <b>Hook.</b> You draw truth from fear, empathy, or silence. <b>Skills.</b> Intimidation, Insight <b>Tools / Languages.</b> Manacles, torch <b>Equipment.</b> Dark cloak, 5 gp <b>Trait.</b> When secrets must surface, you know how to make words spill.	<b>Inventor</b> <b>Hook.</b> You blend curiosity and recklessness in equal measure. <b>Skills.</b> Arcana, Investigation <b>Tools / Languages.</b> Tinker's tools <b>Equipment.</b> Goggles, sketchbook, 10 gp <b>Trait.</b> When improvisation or contraptions are needed, your mind sparks solutions.
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## J

<b>Jester</b> <b>Hook.</b> Mockery is your weapon and shield. <b>Skills.</b> Performance, Deception <b>Tools / Languages.</b> Disguise kit <b>Equipment.</b> Colourful garb, bells, 5 gp <b>Trait.</b> When others despair, your wit can sway kings or crowds.	<b>Judge</b> <b>Hook.</b> You once weighed guilt and mercy. <b>Skills.</b> Insight, Intimidation <b>Tools / Languages.</b> Gavel, signet ring <b>Equipment.</b> Scrolls of law, 15 gp <b>Trait.</b> When disputes arise, people defer to your measured authority.	<b>Jailer</b> <b>Hook.</b> You kept keys and secrets alike. <b>Skills.</b> Perception, Intimidation <b>Tools / Languages.</b> Ring of keys <b>Equipment.</b> Chain, uniform, 8 gp <b>Trait.</b> When confinement or escape is at stake, you know locks and limits.
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## K

<b>Knight</b> <b>Hook.</b> Sworn to a code, you wield honour as armour. <b>Skills.</b> Athletics, Persuasion <b>Tools / Languages.</b> One martial weapon <b>Equipment.</b> Emblem of order, 25 gp <b>Trait.</b> When duty or chivalry is invoked, your name commands respect.	<b>Kidnapper</b> <b>Hook.</b> You know how to take someone alive and unseen. <b>Skills.</b> Stealth, Athletics <b>Tools / Languages.</b> Rope, gag <b>Equipment.</b> Dark hood, 5 gp <b>Trait.</b> When hostages or extractions occur, you handle bodies discreetly.	<b>Keeper</b> <b>Hook.</b> You guard forbidden sites. <b>Skills.</b> Perception <b>Tools / Languages.</b> Key ring, secret symbol <b>Equipment.</b> Lantern, 10 gp <b>Trait.</b> When trespass threatens, your vigilance protects what must endure.
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## L

<b>Laborer</b> <b>Hook.</b> Hard work built your strength and patience. <b>Skills.</b> Athletics, Endurance <b>Tools / Languages.</b> Simple tool <b>Equipment.</b> Gloves, 3 gp <b>Trait.</b> When hauling, building, or enduring hardship, you never falter.	<b>Linguist</b> <b>Hook.</b> Languages unfold to you like puzzles. <b>Skills.</b> Arcana, History <b>Tools / Languages.</b> One language <b>Equipment.</b> Notebooks, 10 gp <b>Trait.</b> When deciphering runes or dialects, you bridge understanding.	<b>Lookout</b> <b>Hook.</b> You survive by spotting trouble first. <b>Skills.</b> Perception, Stealth <b>Tools / Languages.</b> Spyglass <b>Equipment.</b> Dark cloak, 8 gp <b>Trait.</b> When ambushes threaten, your eyes save lives.
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## M

<b>Mide</b> <b>Hook.</b> Traditional healer able to re-weave wounds. <b>Skills.</b> Medicine, <b>Tools / Languages.</b> Healer's kit <b>Equipment.</b> Herbs, charms, 10 gp <b>Trait.</b> When allies fall, your rituals knit body and spirit alike.	<b>Merchant</b> <b>Hook.</b> Able to value items, haggle prices and create trade routes. <b>Skills.</b> Persuasion, Insight <b>Tools / Languages.</b> Abacus, scales <b>Equipment.</b> Ledger, fine clothes, 25 gp <b>Trait.</b> When wealth or logistics matter, you find profit in any exchange.	<b>Musician</b> <b>Hook.</b> You play an instrument with great skill. <b>Skills.</b> Performance, Insight <b>Tools / Languages.</b> Instrument <b>Equipment.</b> Sheet music, tuning fork, 10 gp <b>Trait.</b> When mood or ceremony demands, your music alters hearts.
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## N

<b>Navy Officer</b> <b>Hook.</b> You served at sea and understand command and currents. <b>Skills.</b> Athletics, Survival <b>Tools / Languages.</b> Navigator's tools <b>Equipment.</b> Uniform, compass, 20 gp <b>Trait.</b> When storms or crews threaten chaos, your orders restore order.	<b>Nomad</b> <b>Hook.</b> Movement is life; you read the land's temper. <b>Skills.</b> Animal Handling, Survival <b>Tools / Languages.</b> One vehicle proficiency <b>Equipment.</b> Tent, 10 gp <b>Trait.</b> When routes or resources run thin, you find the next horizon.	<b>Naturalist</b> <b>Hook.</b> You study flora and fauna in their element. <b>Skills.</b> Nature, Medicine <b>Tools / Languages.</b> Herbalism kit <b>Equipment.</b> Specimen jars, 15 gp <b>Trait.</b> When wilderness or creatures matter, your insight spares mistakes.
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## O

<b>Orator</b> <b>Hook.</b> Words are your chosen weapon. <b>Skills.</b> Persuasion, Intimidation <b>Tools / Languages.</b> Fine clothes <b>Equipment.</b> Scrolls of speeches, 12 gp <b>Trait.</b> When crowds gather, you steer hearts with rhetoric.	<b>Outlaw</b> <b>Hook.</b> The law hunts you—or once did. <b>Skills.</b> Stealth, Survival <b>Tools / Languages.</b> Thieves' tools <b>Equipment.</b> Hood, token of a crime, 5 gp <b>Trait.</b> When legality hinders progress, you know how to skirt it.	<b>Occultist</b> <b>Hook.</b> Forbidden knowledge stains your hands. <b>Skills.</b> Arcana <b>Tools / Languages.</b> Strange tome <b>Equipment.</b> Charms, black candle, 10 gp <b>Trait.</b> When mysteries turn dark, you recognise the signs.
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## P

<b>Poet</b> <b>Hook.</b> You see rhythm in everything. <b>Skills.</b> Performance, Insight <b>Tools / Languages.</b> Instrument or quill <b>Equipment.</b> Collected verse, 5 gp <b>Trait.</b> When emotion must be conveyed, you find the words.	<b>Pilgrim</b> <b>Hook.</b> You journeyed to a sacred place and learned humility. <b>Skills.</b> Survival <b>Tools / Languages.</b> Walking staff <b>Equipment.</b> Symbol of journeyed, 3 gp <b>Trait.</b> When faith or endurance is tested, you draw strength from vows.	<b>Philosopher</b> <b>Hook.</b> You question everything, even gods. <b>Skills.</b> Insight, History <b>Tools / Languages.</b> One language <b>Equipment.</b> Notebook of paradoxes, 8 gp <b>Trait.</b> When moral or logical knots appear, you untangle them aloud.
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## Q

<b>Quarrier</b> <b>Hook.</b> You carved stone for fortresses and cathedrals. <b>Skills.</b> Athletics, Investigation <b>Tools / Languages.</b> Mason's tools <b>Equipment.</b> Hammer, chisel, 8 gp <b>Trait.</b> When strength and precision matter, you understand weight and leverage.	<b>Quartermaster</b> <b>Hook.</b> You kept men and materials supplied. <b>Skills.</b> Investigation, Persuasion <b>Tools / Languages.</b> Abacus, Cartographer's tools <b>Equipment.</b> Ledger, ration book, 15 gp <b>Trait.</b> When logistics or scarcity threaten, you balance the ledgers of survival.	<b>Quester</b> <b>Hook.</b> You seek meaning through trials. <b>Skills.</b> Survival <b>Tools / Languages.</b> Symbol of quest <b>Equipment.</b> Token of vow, 2 gp <b>Trait.</b> When destiny is uncertain, you see pattern in coincidence.
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## R

<b>Rhapsode</b> <b>Hook.</b> Performer of epic verse who keeps oral history alive. <b>Skills.</b> Performance, History <b>Tools / Languages.</b> Instrument <b>Equipment.</b> Scroll of poetry, 8 gp <b>Trait.</b> When memory or morale falters, you weave courage from words.	<b>Rogue</b> <b>Hook.</b> A life of quiet larceny taught you every escape. <b>Skills.</b> Stealth, Acrobatics <b>Tools / Languages.</b> Thieves' tools <b>Equipment.</b> Cloak, 15 gp <b>Trait.</b> When subtlety or retreat is needed, you vanish between breaths.	<b>Revolutionary</b> <b>Hook.</b> You fought for a cause, lost or won. <b>Skills.</b> Intimidation, Persuasion <b>Tools / Languages.</b> Common weapon <b>Equipment.</b> Flag fragment, 5 gp <b>Trait.</b> When oppression looms, your conviction inspires defiance.
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## S

<b>Scout</b> <b>Hook.</b> You move ahead to find safety—or trouble. <b>Skills.</b> Stealth, Perception <b>Tools / Languages.</b> Shortbow <b>Equipment.</b> Cloak, 10 gp <b>Trait.</b> When the path is unknown, you make it known.	<b>Smuggler</b> <b>Hook.</b> You know which officials look the other way. <b>Skills.</b> Deception, Sleight of Hand <b>Tools / Languages.</b> Thieves' tools <b>Equipment.</b> False-bottom chest, 15 gp <b>Trait.</b> When borders or tariffs arise, you find another way through.	<b>Scientist</b> <b>Hook.</b> You test hypotheses with patience and fire. <b>Skills.</b> Arcana, Investigation <b>Tools / Languages.</b> Alchemist's tools <b>Equipment.</b> Lab notes, 20 gp <b>Trait.</b> When evidence or innovation matters, you bring method to madness.
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## T

<b>Troubadour</b> <b>Hook.</b> You travel from hall to hall trading song for shelter. <b>Skills.</b> Performance, Persuasion <b>Tools / Languages.</b> Instrument <b>Equipment.</b> Colourful cloak, 12 gp <b>Trait.</b> When diplomacy or entertainment is required, you charm for your supper.	<b>Tinker</b> <b>Hook.</b> You mend what others discard. <b>Skills.</b> Arcana, Sleight of Hand <b>Tools / Languages.</b> Tinker's tools <b>Equipment.</b> Scrap parts, 8 gp <b>Trait.</b> When broken gear or contraptions fail, you fix them with flair.	<b>Tracker</b> <b>Hook.</b> You follow signs others miss. <b>Skills.</b> Survival, Perception <b>Tools / Languages.</b> Hunting trap <b>Equipment.</b> Boots, rope, 6 gp <b>Trait.</b> When prey or quarry hides, your eyes tell the story.
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## U

<b>Undertaker</b> <b>Hook.</b> You prepare the dead and comfort the living. <b>Skills.</b> Medicine, Pathogens <b>Tools / Languages.</b> Healer's kit <b>Equipment.</b> Black cloak, 8 gp <b>Trait.</b> When fear or grief strikes, you know the rituals that steady hearts.	<b>Urchin</b> <b>Hook.</b> You grew up on the streets, invisible yet alert. <b>Skills.</b> Stealth, Sleight of Hand <b>Tools / Languages.</b> Disguise kit, Thieves' tools <b>Equipment.</b> Pet mouse, token of luck, 5 gp <b>Trait.</b> When surviving in cities, you know every alley and whisper.	<b>Veteran</b> <b>Hook.</b> You fought in numerous wars and learned what victory costs. <b>Skills.</b> Athletics, Intimidation <b>Tools / Languages.</b> Gaming set, Vehicle (land) <b>Equipment.</b> Medal, tattered banner, 10 gp <b>Trait.</b> When discipline or battlefield tactics matter, you lead by experience.
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## V

<b>Vagabond</b> <b>Hook.</b> You have no fixed home, only stories and scars. <b>Skills.</b> Survival, Deception <b>Tools / Languages.</b> One musical instrument <b>Equipment.</b> Bedroll, trinkets, 4 gp <b>Trait.</b> When doors close, you find a way in through charm or persistence.	<b>Valet</b> <b>Hook.</b> You once served a noble's every whim. <b>Skills.</b> Insight, Persuasion <b>Tools / Languages.</b> Fine clothes <b>Equipment.</b> Comb, pocket watch, 6 gp <b>Trait.</b> When etiquette or discretion is required, you anticipate needs unspoken.	<b>Vintner</b> <b>Hook.</b> You make and judge fine wines. <b>Skills.</b> Nature, Insight <b>Tools / Languages.</b> Brewer's supplies <b>Equipment.</b> Corkscrew, bottle of vintage, 12 gp <b>Trait.</b> When feasts or trade talks begin, your palate earns quick favour.
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## W

<b>Wanderer</b> <b>Hook.</b> Endless roads taught you the worth of kindness and cunning. <b>Skills.</b> Survival, Persuasion <b>Tools / Languages.</b> Instrument or map case <b>Equipment.</b> Walking stick, worn boots, 6 gp <b>Trait.</b> When lost or friendless, you always find hospitality—or make it.	<b>Watchman</b> <b>Hook.</b> You patrolled streets and heard every midnight tale. <b>Skills.</b> Perception, Investigation <b>Tools / Languages.</b> Lantern, whistle <b>Equipment.</b> Badge, 8 gp <b>Trait.</b> When vigilance or timing matters, your senses never truly rest.	<b>Wright</b> <b>Hook.</b> You build things that outlast you. <b>Skills.</b> Athletics, Investigation <b>Tools / Languages.</b> Carpenter's tools <b>Equipment.</b> Blueprints, hammer, 10 gp <b>Trait.</b> When structures fail or must endure, your hands know their language.
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## X

<b>Xenologist</b> <b>Hook.</b> You study cultures foreign or forgotten. <b>Skills.</b> History, Insight <b>Tools / Languages.</b> One language <b>Equipment.</b> Travel journal, 10 gp <b>Trait.</b> When meeting strangers or deciphering customs, you find common ground.	<b>Xylographer</b> <b>Hook.</b> You carve truth into wood and symbol. <b>Skills.</b> Artisan's tools, History <b>Tools / Languages.</b> Wood-carver's tools <b>Equipment.</b> Blocks, chisels, 8 gp <b>Trait.</b> When recording events or forging seals, your art leaves lasting marks.	<b>Xenophile</b> <b>Hook.</b> You delight in all that is new and alien. <b>Skills.</b> Persuasion, Nature <b>Tools / Languages.</b> Collector's kit <b>Equipment.</b> Specimens, sketches, 6 gp <b>Trait.</b> When meeting outsiders or facing the unknown, curiosity overcomes fear.
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## Y

<p><b>Yeoman</b>  <b>Hook.</b> You manage land and loyalty alike.  <b>Skills.</b> Animal Handling, Persuasion  <b>Tools / Languages.</b> Farmer's tools  <b>Equipment.</b> Ledger, field map, 10 gp  <b>Trait.</b> When estates or supply lines matter, you keep order among workers.</p>	<p><b>Yachtsman</b>  <b>Hook.</b> You navigate by wind, instinct, and star.  <b>Skills.</b> Athletics, Survival  <b>Tools / Languages.</b> Navigator's tools  <b>Equipment.</b> Coil of rope, compass, 15 gp  <b>Trait.</b> When water separates friend and foe, you find the swiftest course.</p>	<p><b>Youthful Idealist</b>  <b>Hook.</b> You burn with belief in a better world.  <b>Skills.</b> Persuasion, Insight  <b>Tools / Languages.</b> Symbol of cause  <b>Equipment.</b> Pamphlets, 2 gp  <b>Trait.</b> When cynicism reigns, your conviction rekindles purpose.</p>
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## Z

<p><b>Zealot</b>  <b>Hook.</b> Intolerance drives every step you take.  <b>Skills.</b> Intimidation  <b>Tools / Languages.</b> Cudgel of conversion  <b>Equipment.</b> Talisman, scripture, 10 gp  <b>Trait.</b> When others doubt, your certainty shakes mountains.</p>	<p><b>Zoologist</b>  <b>Hook.</b> Know-how on animals and the skill to classify the unknown.  <b>Skills.</b> Nature, Medicine  <b>Tools / Languages.</b> Herbalism kit  <b>Equipment.</b> Sketchbook, field samples, 12 gp  <b>Trait.</b> When beasts appear, you can judge mood, breed, and danger instantly.</p>	<p><b>Zymurgist</b>  <b>Hook.</b> You brew spirits that heal or hinder.  <b>Skills.</b> Nature, Investigation  <b>Tools / Languages.</b> Brewer's supplies  <b>Equipment.</b> Flasks, yeast cultures, 9 gp  <b>Trait.</b> When morale or toxins are needed, your concoctions suit both.</p>
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## 7 Spells

## 8 Spell Cards

## 9 Weapons

Name	Type	Dmg	Damage Type	Properties	Wt
Shortsword	Martial (melee)	1d6	Piercing	Finesse, Light	2 lb
Longsword	Martial (melee)	1d8	Slashing	Versatile (1d10)	3 lb
Longbow	Martial (ranged)	1d8	Piercing	Ammunition, Two-Handed	2 lb