

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:

- **Brawn (Red Dice):** Physical strength, determination, and raw force.
- **Grit (Blue Dice):** Defence, endurance, and the ability to hold ground.
- **Vim (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.
- **Cognition (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 + Verdant).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Chronomancer Spells

Slow Time Bubble <i>Level 1</i> <hr/> Pause and Observe Allow you to wait within a bubble of slowed time, large enough for one person.	Accelerate Time Bubble <i>Level 1</i> <hr/> Hasten the Flow The target experiences time at triple speed; effects on them occur three times faster.	Pre-Move <hr/> Precognitive Reflex Lets you act before others, doubling the number of attacks equal to your level.
Hold Object <i>Level 1</i> <hr/> Temporal Suspension Freezes a small object midair—thrown, dropped, or falling.	First Love <i>Level 2</i> <hr/> Echo of Joy Sends the mind back to a happy memory; grants morale advantage or calm.	Hospice <hr/> Echo of Loss Projects the mind forward into the future; grants vision, instilling empathy or calm.
Prophecy <i>Level 3</i> <hr/> Glimpse of What Will Be Reveals the most probable outcome of current events.	Speak to Self <i>Level 3</i> <hr/> Temporal Dialogue Allows brief conversation with your future or past self, once per day.	

Witherer Spells

Leech Touch <i>Level 1</i> <hr/> Drain Vitality Transfer a small amount of life from a target to yourself or another.	Bone Stitch <i>Level 1</i> <hr/> Reanimate Flesh Fuse bone and tissue to close wounds—leaves visible scars.	Pale Gift <hr/> Borrowed Life Temporarily heal an ally by transferring vitality from a nearby corpse or decaying object.
Decay Mark <i>Level 1</i> <hr/> Wither Flesh Inflicts slow necrotic rot, reducing defense over time.	Graft Limb <i>Level 2</i> <hr/> Patchwork Renewal Attach or fuse organic material—restores functionality, but corrupts appearance.	Vita Leash <hr/> Life Bond Link vitality between two beings; grants or healing shared between them.

Soul Reclaim *Level 3***Harvest Essence**

Absorb a dying creature's last breath to restore your energy or extend life.

Pale Bloom *Level 3***Bloom of Decay**

A wave of rot and renewal erupts—enemies wither, allies heal for half as much.

Mender Spells

Soothe Wound *Level 1***Calm the Body**

Close fresh injuries and reduce bleeding.

Cleanse Ailment *Level 1***Purge Infection**

Removes toxins or minor diseases from the target.

Reknit Flesh**Basic Restoration**

Heals moderate wounds and stamina.

Shared Breath *Level 1***Sustain Life**

Share your vitality with another; you take exhaustion instead of them.

Renewal Surge *Level 2***Greater Restoration**

Rapidly restores health and morale to a group in a small radius.

Pain Mirror**Transference**

Redirect pain from one ally another willing subject.

Sanctify Form *Level 3***Perfect Regrowth**

Regrows lost tissue or limb over a short period; leaves you fatigued.

Last Light *Level 3***Death's Reprieve**

Stabilizes a dying creature; prevents death for one more round.

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